

Alhambra

The aim is to build a prestigious Palace. Victory Points are gained by having the most buildings and gardens, and the longest surrounding walls.

Setting up the money and the structures that can be bought - the things that matter

Money for the players

Shuffle the money-cards.

Taking each player in turn, deal them money-cards face up until they sum to 20 or more. It may jump a bit above 20.

Once they've got their money, players keep their cards unseen in hand. They do not display their wealth again.

When everybody has got their money, place the top four money-cards face up onto the money spaces on the board.

Mixing the money cards and scoring cards together

Split the remaining money cards into five roughly equal face-down piles - piles one to five.

Place the first score card into pile two and shuffle it well. Place the second score card into pile four, then shuffle it.

Keeping the piles in order, with pile five at the bottom, combine them (*no more shuffling*) into a single draw-deck. Place it face down near the board.

Buildings and gardens

Mix the small tiles up, and place them face down into the dispenser (*or into separate face-down piles*).

Place four of them (*randomly chosen*) face-up into the building spaces on the board.

Decide who will be first player, and get started

At my turn, I can do one of three things.



Option one - carry off currency

I can take money from the four money-cards that are on display. *Money is needed to buy buildings and gardens.*

I can take a **single** money-card of any value.

I can take **several** cards, but they must not add up to more than five.

Money cards are replenished at the end of a player's turn - not during it.

Option two - buy a building or garden

I pay by using the currency that's printed on the board - displayed above the building-tile.

If I pay more than the asking price, no change is given. If I pay the **exact amount** it remains my turn. Again, I may choose any of the three options.

I can even buy another for the exact amount and get yet another choice.

At the **end** of my turn, my new buildings (*in the order I choose*) must be placed either in the Alhambra a fountain or a building or a garden that's already there, or into the **reserve** area for use later (*there can be as many in reserve as I wish*).

The building tiles on the board are replenished at the end of players' turns, **not during** - in order 1 to 4.

Option three - redesign my Alhambra

Either take a building from the reserve and add it to my Alhambra.

Or take a building from my Alhambra and add it to the reserve.

Or **exchange** a building from the reserve with one that's within my Alhambra.

The Alhambra Palace is admired for its balance.

There must be no unsightly empty spaces within the Palace walls.

So, the tile with the red cross cannot be placed there, because it would create a gap.
A beautiful palace doesn't contain areas of "nothingness".



Money !

At the start, everyone is randomly issued money until their treasure chest reaches twenty, or a bit more if they're lucky.

There are four kinds of currency. Suppliers of buildings & gardens want to be paid in [their](#) currency.

- Macedonian denar - blue
- Persian dirham - green
- Venetian ducats - orange
- English florins - yellow



Buildings and gardens

The buildings & gardens that are on sale from the four suppliers are individually priced. Their cost is shown at the bottom right of each small tile.

▶ That number has no relevance to scoring. It's the price that has to be paid to buy it and build it.

The **currency** that's required is shown **above** each of the four tiles.

The different types of building pop up randomly.

Some buildings cost more to buy. The more expensive they are, the more of them there are.

The more expensive ones also score higher, as shown on the scoring guides.

Numbers on the tiles show their cost. The colour around that number indicates the type of building - as shown on scoring guides. The numbers are not scores - they are merely costs.



What you mustn't do.

You can't put a building into the palace upside down or resting on its side.



Walls you can't put up a wall directly alongside a part of the palace that has no wall. That would stop Royal Residents from walking around freely.

Permitted.

You can place a wall to adjoin one that's already there.



Not allowed.

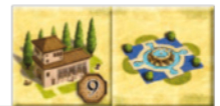
The point of a palace like the Alhambra is that residents can perambulate and take in the sights at their leisure.

So it's **forbidden** to build anywhere that cannot be walked to, starting from the lion fountain.



Tiles have to join at their flat edges

... not at their corners.



Scoring

Buildings

At each scoring occasion, the person with most of each type of building within their Alhambra (*not in reserve*) gets the scores shown on the guides.

On the first scoring occasion, players who are tied split the score - rounded down.

Subsequently, tied players share their own and the next score.

So, if two players tied for first place, they'd divide the scores for first and second place. Any remaining are scored in descending order, from next "best" player downwards.

If three players tie for first, it's divided by 3. If this happened at round three they'd share all three scores, and nobody else would score.

Walls

Continuous **external** walls are worth one point per segment of wall. Separated walls do not add together and internal walls have no points value.

End of the game

If, at the end of a player's turn, the market cannot be totally refilled, the final round of scoring takes place. No more turns are taken.