

<b>Game</b>	Alhambra
<b>Players &amp; Time</b>	2-6. Best with 3. Recommended for 2,3,4. 60 minutes.
<b>Preparation</b>	<p>Each player takes a starting tile (fountain) and puts in front of their play area. They take two counters in their color; one goes on the fountain, one on the score board. All building tiles are put into the bag. Draw 4 at random and put them onto the starting market in random locations. Each player is given a starting reserve board.</p> <p>Remove the two scoring cards. Give each player money cards until the sum of their money goes is greater than or equal to 20.</p> <p>Separate the remaining money deck into 5 roughly equal-sized piles, from left-to-right. Put the first scoring card (only A) on top of the second one and the second scoring card (A and B) on top of the 4<sup>th</sup>. Then arrange the pile so that the first one is on top, second one below it, and 5<sup>th</sup> is on the bottom. Don't shuffle the deck after this!</p> <p>Draw the top 4 money cards and place them face up and place them next to the market.</p> <p>Randomly determine a starting player.</p>
<b>Rules Summary</b>	<p><i>Special rules for 2 players. See instructions.</i></p> <p>This is a turn-based game. Each player designs their own Alhambra in front of them by buying tiles and adding them.</p> <p>Each turn a player chooses <i>one</i> of three actions: take money, buy and position a building tile, redesign their own Alhambra.</p> <p><b>Taking money:</b> a player may either take multiple money cards from the face-up cards if they all add up to 5 or less, or a single money card of 5 or more. Money refreshes from the deck only after players draw all cards. Refresh the face-up money so that there's always 4 money cards.</p> <p><b>Buying and positioning tiles:</b> to buy a tile a player must spend money equal to or greater than the value of the tile using the currency that matches the color in its position in the market. The player may then take the tile and place it in their Alhambra or on their reserve board*. A tile must be placed adjacent to another tile (no diagonals) and anybody must be able to walk to the tile from the fountain without having to run through walls. Walls on sides of tiles must connect to other walls on an adjacent tile. Tiles cannot be re-oriented so that the numbers are sideways or upside down. There can never be any “holes” (an empty space surrounded by 4 tiles to each side). If a player pays the exact amount for a tile, that player takes another action. This can happen multiple times per turn. The tiles on the market are refilled to 4 once a player is done all their actions on their turn.</p> <p><b>Redesigning your Alhambra:</b> a player can either take a tile from the reserve board and place it into a valid spot in their Alhambra, remove a tile from the Alhambra and put it onto the reserve board, or swap a tile in the Alhambra with one in the reserve board <i>provided the location in the Alhambra is valid for the new tile**</i>.</p> <p><b>Scoring.</b> Scoring occurs immediately when the cards are revealed in the deck when replacing money. Points are earned in two ways every for each of the three scoring times: by tiles and by walls. The tile-based scoring is given out based on your rank in the color. Highest in each color gets the number in the (1) column. Second highest gets the number in the (2) column. If there is a tie, the players split points both ranks round down (similarly for n-way ties). Each player also scores a point for each segment of their longest outer wall (walls that protrude inside the Alhambra are not counted).</p>
<b>End &amp; Winner</b>	The game ends when, at the end of a player's turn, there are not enough building tiles to left in the bag to refill the market. The third and final scoring round (C) takes place – see reserve board. Highest points wins.
<b>Notes</b>	<p>* there is no limit to the number of tiles on the reserve board.</p> <p>** the starting tile cannot be exchanged or removed.</p>