



## How to Play Teaching Guides:

# #18 Alhambra

This guide is intended for use by owners of the game looking for a quick outline with a recommended order and structure with which to teach the game. To hear a sample explanation or to learn the game yourself listen to episode #18 of The How to Play Podcast available at [www.howtoplaypodcast.com](http://www.howtoplaypodcast.com)

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### The Hook - What the Game is About

*"You are a builder assigned to build the most beautiful palace in Europe. You want to make your palace or Alhambra as large and beautiful as possible by buying building tiles.*

*Each player will start with a fountain tile and place other building tiles orthogonally adjacent to form your beautiful Alhambra and watch it grow through out the game. During the turns of the game you simply either collect money to buy buildings OR spend money to buy the building tiles that are available, and sometimes if you're lucky you'll get to do both.*

*At three different times during the game we will score points. There are two ways to score points. First, there are six different colors, or types, of buildings in the game. Each player who has the most of one of the colors will score points. For example, whoever has the most gardens or green buildings, when we do the 1st scoring will get five points and similar bonuses are given for the other five colors. So you want to try to focus on a few colors or types of buildings that you will try to get the most of.*

*Then you count the wall of your Alhambra. As we build our Alhambra we want a wall around the outside, we count your longest wall and you get 1 point for each section of your longest wall.*

*After scoring we get back to playing the game. Each player takes their turn by getting money or buying a building or both. And we continue until we get to the second scoring and finally the final scoring at the end of the game. After we have totaled all three rounds up with players scoring after each section for having a lot of buildings in the different colors and for the length of their walls the player with the most points will win the game!"*

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# The Meat - How to Play the Game

1. Review Goals - So you want to get money to buy buildings to score points for dominating a color and for your wall length
2. Money Currency Color vs Building Type Colors
  - 2.1 Four colors of Money -Money in this game is values 1-9 of 4 different colors or currencies, yellow, green, blue or orange
  - 2.2 Six colors of building types - blue, red, white, brown, green and purple each which represent a different kind of building
  - 2.3 These colors are NOT related
    - 2.3.1 The four colors of money are used for buying the buildings
    - 2.3.2 The six colors of buildings are used for scoring the buildings, for each category,
    - 2.3.3 There are blue buildings and blue money, but you don't have to use blue money to buy blue buildings
3. How to Buy Buildings
  - 3.1 Four random building tiles are pulled from the bag and placed in a spot on the grey available buildings board
  - 3.2 Each spot on this board has a colored coin next to it.
  - 3.3 The color of the coin is the color of money that is needed to buy that building
  - 3.4 Building has price on it, look to colored coin on building board for the color of money that is required
4. Structure of a turn
  - 4.1 Choose one action - usually either collecting money cards or buying a building tile
  - 4.2 Collecting money
    - 4.2.1 Four money cards to choose from
    - 4.2.2 Pick one money card
    - 4.2.3 Or you can take multiple money if their total is less than 5
    - 4.2.4 Flip back up to 4 money cards for next player and turn is over

## 4.3 Buying Buildings

4.3.1 Price is on tile - color of money is on building board

4.3.2 No change for overpaying

## 5. How to Place buildings

5.1 Orthogonally adjacent to other tiles

5.2 Cant rotate tile

5.3 Walls can only touch other walls

5.4 Must be able to “walk” to fountain tile

5.5 If you cant place it it must go in reserve

## 6. Bonus Actions

6.1 Normally only take money or buy one building unless you get a bonus action

6.2 Paying with exact change gives you a bonus action, buy another building or take money

6.3 Can buy another building exactly to get another bonus action

6.4 This is a key mechanic of the game: set yourself up to try to get as many bonus actions as possible

6.5 The buildings for sale DO NOT refill until after a players turn.

6.6 You place buildings at very end of turn and can place them in any order.

## 7. Redesign Alhambra - Instead of taking money or buying a building you can choose to rearrange tiles in your Alhambra - Choose one of three options:

7.1 Pull off a tile that is causing you problems

7.2 Add a tile you now have space for

7.3 Swap a tile: Take one tile out and replace with a tile from your reserve, placing other one in the reserve

7.4 Keep in mind tiles in reserve don't count for scoring

## 8. Review Turn Structure

8.1 Take ONE Action: Either collect money (one card or total of 5 or less) OR Buy a building tile with money cards OR Redesign Alhambra

8.2 Each time you buy a building exactly you get a bonus action

8.3 At end of turn place your buildings and refill money and buildings

## 9. Scoring

9.1 A and B scorings occur from scoring cards in money deck

9.2 Final scoring, the C scoring, occurs when there are 3 or less buildings left for sale

9.3 Distribute leftover buildings based on money cards

9.4 Score majority of each color and longest wall

9.5 B scoring scores 1st and 2nd place scoring increases

9.6 C scoring scores 1st, 2nd and 3rd place and scoring increases.

9.7 The player with the most points wins!

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## **The Hamster - How to Win the Game**

### 1. Get as many bonus actions as you can

1.1 Set up a hand with a variety of cards

1.2 Target a building a turn in advance

### 2. Look for buildings that help your Alhambra

### 3. Target two or three colors, especially ones other players are avoiding

### 4. Balance the amount of walls you get on your tiles

### 5. Good Luck and Have Fun!

#### Credits:

Game Design: Dirk Henn

Game Publisher: Queen Games

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Teaching outline based upon How to Play Podcast Episode #18

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