This extension contains four different modules which can all be combined singly or in combination with the original game and the modules in the 1st extension. Play is still based on the rules of the original game. Rule changes, additional rules, and new equipment are explained on separate sheets for each module.

"The city gates" enable players to place buildings in areas of their Alhambra which were previously out of bounds. Whereas players used to have to *make sure that no city wall blocked the way to the new building, a city gate can now be used to provide the necessary access.*

THE CITY GATES

■ Equipment

6 wooden city gates and 6 playing cards showing a city gate.

■ Getting ready to play

Take one wooden city gate and one playing card for each of the players.

When the money cards in the original game are divided into five piles at the start of a game, the **city-gate cards** are inserted face down – spread out as evenly as possible – in the 3rd, 4th and 5th pile. The wooden gates are placed ready.

■ How do you get a city gate?

If the top card taken from the money pile is a city-gate card, it is placed face-up next to the wooden gates **or** put on the discard pile if another city-gate card is in play.

Another card from the pile is then turned over, until there are once more four cards lying ready next to the building market.

From now on a player can pick up the city-gate card instead of a money card *(or a bureau de change card from the 1st extension).*

■ How do you use a city gate?

Playing or using a city gate does not represent a separate turn during the game. Instead, it allows a player to lay a building tile which is only connected to the Alhambra by a double wall and cannot be reached "on foot" from the starting fountain. A wooden gate is placed on the newly-created double wall (this therefore fulfils the pedestrian rule again). The city-gate card is then removed from the game.

The use of a city-gate card enables players to lay buildings in places which were previously out of bounds due to the "pedestrian rule".

The city gate "opens" the city wall so that the "pedestrian rule" is fulfilled again.
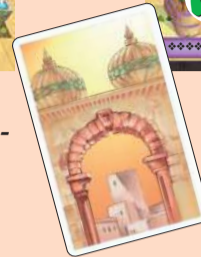
■ Notes

- A player can hold several city-gate cards in their hand.
- A player can use several city-gate cards in one go.
- The city-gate card can also be used during a move where the player »redesigns their own Alhambra«.
- Once a city gate has been played, neither the city gate nor the two building tiles lying under it can be redesigned.

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A new (fifth) currency has entered the game: "diamonds"! Diamonds can be used to buy any building tile, no matter what currency the *building market requires. However, the diamonds cannot be combined with money cards of other currencies when paying for a building tile.*

THE DIAMONDS

■ Equipment

11 money cards showing "diamonds", the new currency, with values from 3 to 9.

■ Getting ready to play

The diamond cards are shuffled together with the other money cards. The players then receive their starting money and the game continues according to the rules of the original game.

■ How do you get diamonds?

Players obtain diamonds in just the same way as other money cards.

■ How do you use the diamonds?

The diamonds are a new (fifth) currency in the game. They can be used to buy any tiles from the building market. Diamonds replace any of the other currencies. However, you are not allowed **to combine diamonds with other currencies.**

Example: a player has the following two diamond cards in his hand: 5 and 4, and now has the choice of either paying the exact amount for the red building, i.e. 9 diamonds; or the player can buy the brown building or the light-blue building by paying more than the necessary amount.

Example: the player may not combine diamonds with the yellow currency to buy the tower.

■ Notes

- Diamonds cannot be used together with the **bureaux de change cards** *[1st extension].*
- **Diamonds do not count** when the remaining building tiles in the building market are distributed **at the end of the game** to the players who have the most money in the various currencies.
- It is allowed to pay "characters" with diamonds.

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Each of the **"characters"** has a different ability which they put in their owner's service. These abilities enable players for instance to make new moves, win bonus points or get additional money cards. However, only a player who is able to make the highest offer will gain a character card.

2. Alhambra

THE CHARACTERS

■ Equipment

10 character cards: playing cards which each depict a person.

■ Getting ready to play

When the money cards of the original game are divided up into the five piles at the start of a game, **2 character cards** are placed face down in **2nd, 3rd and 4th pile**. The remaining character cards are laid, face down, to one side.

■ How do you get character cards?

If the top card taken from the money pile is a character card, the game is **immediately interrupted** and the card is auctioned off.
The player who is due to play next assumes the role of auctioneer and makes the first bid or passes. Every player must now in turn either **increase the bid or pass.** Players can only make bids which they can pay in **one currency.** Anyone who passes may not make any further bid for this card. The player who makes the highest bid gains the character card, places it face up in front of him and may from now on make use of the effect of the card. Players may have any number of character cards. If no-one makes a bid for a character card, it is removed from the game completely. After the auction, play continues with the player who was auctioneer.

■ How do you use character cards?

The symbols in the top corners of the cards show when and how often the characters' abilities can be used. A player may only use 1 card with a diamond symbol [❖] in any one round. Cards with a [W] have an effect during scoring rounds and cards designated [1x] are removed completely from the game after they have been used.
Note: a player may not use any character cards if he decides to use his vizier piece [1st extension].

The character cards have the following abilities:

Abdul Karim [1x] – when buying a building, Abdul pays the exact amount, the player therefore gets the **building for free** and a **bonus go.**
Abdul Knihstig [❖] – if the player buys a building at a price of 10 or more, they may immediately **pick up a face-up money card.**
Ammar El'Schauf [❖] – provides the player with an **additional redesigning move** at the end of their turn (after laying any new buildings).
Faruk Will'haben [❖] – enables a player to take several money cards if the total is **not greater than 7** (instead of the normal rule of up to 5).
Fatima [1x] – the player must decide **immediately** ,whether they would like to retain Fatima (value: 8 points) or exchange her. Fatima is exchanged for the **top face-down character card** in the surplus pile. The new card is laid face-up and can be used immediately.
Hakim Wahid [W] – counts as an extra half building for **one type of building** in every scoring round. (The player chooses a type of building in every scoring round.)
Laila Wundabah [❖] – may **exchange a building in the building market** for a new building (taken face down from the bag) before the player's go. The old building is returned to the bag.
Machma Klain [❖] – can **exchange one of the player's own money cards** for one of the money cards lying face up; the new card **must be of the same or a lower value.** The other is put on the discard pile
Yammerad [❖] – the player can, at the start of their move, take the topmost money card from the pile, if they **have fewer than 3 money cards** in their hand. If this is not a money card, the corresponding rule is followed. The player can take another card.
Yusuf E'Passuff [W] – **Every time the points are awarded for the walls** the player receives 1 point extra for every 3 points scored.

This extension contains four different modules which can all be combined singly or in combination with the original game and the modules in the 1st extension. Play is still based on the rules of the original game. Rule changes, additional rules, and new equipment are explained on separate sheets for each module.

There is a new type of building for the Alhambra: **"the camps".** Placed correctly, a camp gains an extra point in each scoring round for each building tile joined in a direct line with it. The building rules for the camps are somewhat different – they are basically built on to the outside of the city walls.
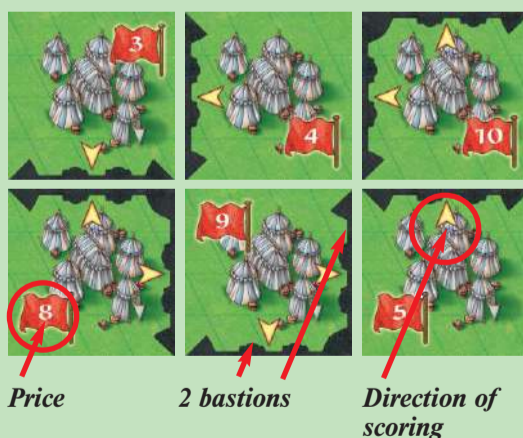
2. Alhambra

THE CAMPS

■ Equipment

8 camp tiles – they show one or two reinforcements for the city walls of the Alhambra, the so-called bastions.

■ Getting ready to play

The camps are shuffled together with the building tiles of the original game and all these cards are then placed in the bag.

Price   *2 bastions*   *Direction of scoring*

■ How to play

The camps enter the game just like the building tiles: they are placed on the building market and can be bought for the price shown on them, in accordance with the rules of the original game.

Positioning camps

Just as with building tiles, camps have to be placed either on the player's reserve board or in the player's own Alhambra at the end of their turn. The following changes are made to the building rules of the original game:

- Camps are positioned the same way round as the starting fountain and the buildings.
- Camps can **only be joined by their bastion to the city wall** of a building tile.
- Camps can only touch **one another** with edges which do not have bastions.
- The »pedestrian rule« [from the original game] does not apply to camps.

Not allowed: bastion, or green side, against a bastion.

Not allowed: green side, or bastion, against a side of a building without a city wall.

Allowed: green side against a green side and bastion against a city wall.

Awarding points for camps

The camps are included in **every scoring** round. No points are awarded for the camps themselves, but they result in **extra points for buildings positioned in the direction of the arrow.** The extra points are scored by counting the buildings joined together in a **straight uninterrupted line** in the direction of the arrow. (Note: interior city walls do not interrupt the line.) Each of these building tiles results in **1 point.**
(Note: starting fountain and workers' huts [from the 1st extension] are counted as buildings in this case.)
For camps with **two arrows**, points are awarded in **both directions.**

5 points ➤   ◄ **5 points**

1 point

1 point

5 points are awarded for the camp on the left; the opposite one - of course - counts for the same amount again. 2 points are awarded for the camp below. A total of 12 extra points are awarded in this example.

■ Notes

- Points are awarded for city walls with a bastion in exactly the same way as for city walls without bastions.