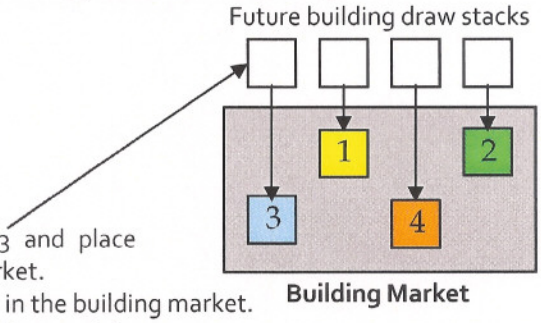
Alhambra

SoloPlay™ Rules

(Original game design by Dirk Henn, Queen Games © 2003-9)
Additional rules 2010 SoloPlay™

Introduction: The game Alhambra was designed for **2-6** players. The SoloPlay™ rules have been designed to give a single player the opportunity to play a game with a similar level of challenge. The following rules have been play-tested extensively to ensure that the game is balanced and is as true as possible to the original concept. It is assumed that the player has a good knowledge of the original rules to be able to play this variant.
Rules for the 20 expansion modules are available separately as an appendix to these base game rules.

Game Play Goal: To beat the "game" player by scoring the most points.



Game Setup:

1. Retrieve the 54 building tiles.
    a. Shuffle the tiles.
    b. Randomly remove 2 tiles without looking at them.
    c. Separate the 52 remaining tiles into 4 stacks of 13 and place **facedown** above/near each position in the building market.
        i. **Note**: Each stack will "feed" a specific position in the building market.
    d. Take 1 tile from each stack and place faceup in the building market.
    e. Turn the top tile on each future building draw stack **faceup**.
2. Preparing the money stack.
    a. Separate out 2 sets of each type (color) money card, 72 cards total, and shuffle.
    b. Deal the active player 7 cards.
    c. Separate the remaining cards into 5 stacks of 13 cards each.
    d. After shuffling the 2nd stack, remove the bottom 5 cards and shuffle the 1st scoring card into them. Re-add the cards to the bottom of the 2nd stack.
    e. Setting the game difficulty: After shuffling the 4th stack remove one of the following sets of 5 cards and shuffle the 2nd scoring card into them combining the stack in order.
        i. **Easier Game**: Shuffle the 2nd score card into the top (1st) 5 cards.
        ii. **Normal Game**: Remove the top 5 cards and then shuffle the 2nd score card into the next 5 cards.
        iii. **Challenging Game**: Shuffle the score card into the last 5 cards.
            1. **Designer's Note**: This step in the process standardizes the scoring placement to achieve consistent play results. This step is always performed just before combining the money stacks regardless of the expansions being used other than the invaders module.
    f. From top to bottom combined the money stacks 1 to 5 with 5 being on the bottom.
    g. Draw the top 4 cards and place faceup next to the building market.
3. Retrieve 2 fountain starting tiles, 1 for the active and game players.
4. Choose 2 colors and retrieve the matching 4 circular wood counters. Place 1 of each color counter on the scoring board starting position and on each starting fountain tile. Select a color for each player to use.
5. The game is setup for play.

Preface:

The game will be played much like the game is normally played except that the player will be building 2 Alhambras and performing actions for the game opponent. Depending on the active player's choice of action, the game will react by taking a set action. Rules for each "stage" (before 1st, 2nd and final scoring) have slightly different scoring bonuses/limitations for the game player. The game opponent will score extra points if its Alhambra grows beyond a 5x5 grid with the fountain in the center before the 2nd scoring and beyond a 7x7 grid before final scoring. It is important that the active player take note of this before beginning play.

Playing the game:

1. Each turn the player has 3 options to take, buy a building tile, take a money card(s) (single card or **up to** 5 total value, minimum 1 card) or remodel. The game will react based on the last and # of actions that the player takes.

Intellectual Properties of SoloPlay 2010 (BGG User – GameRulesforOne)

a. **Important In-Game Bonus Action/Strategy Point**: If after purchasing a building tile for **exact value**, the player has no cards in hand, the player may immediately take 2 faceup money cards and continue the remainder of the turn normally. If less than 5 value in hand, 1 faceup card may be taken and continue turn.
    i. **Challenging Game Note**: 1 card can be taken for no cards in hand and zero for less than 5 value.

2. **1st action:** active player chooses to ...
    a. Take money or remodel: (end turn after performing the following game reaction and cleanup)
        i. Comparing the values of each remaining faceup money cards, the game gains 1 building considering the following sequence:
            1. Future faceup building matching 1 of the faceup money card values. If there are more than 1 matching tile, the active player chooses between the options.
            2. Current building in the building market matching 1 of the faceup money card values again choosing between available options.
            3. Any faceup building tile, future or current.
            4. Refer to **In Game Scoring** (below) for possible opponent scoring bonuses.
        ii. **Important note:** Every time the game gains a building tile it **must** be able to be attached to its Alhambra or the active player **loses** the game. The game opponent does not maintain a reserve.
        iii. Limited Cleanup: Refill the building market from the appropriate stack but **do not** turn a tile faceup on the stack drawn from. This action limits the player from planning ahead. Draw money cards to maintain 4 faceup cards. Begin a new turn or proceed to a scoring round.
    b. Pay exact cost for a building tile: pay money, gain tile and proceed to **2nd action**
    c. Overpay for a building tile: pay money, gain tile and perform the following actions for the game opponent: (end turn after performing the following game reaction)
        i. The game builds 1 specific building tile from the building market **and** takes 1 money card of more than 5 or any combination equaling 5, otherwise scores 2 points. The card(s) taken are discarded. The game opponent will not maintain a money hand.
            1. **Specific building**: Considering the Big Box building market and referring to the filling sequence, the market needs to be split in 2 of the player's choosing, either 1 with 2 and 3 with 4 **or** 1 with 3 and 2 with 4 (think vertically or horizontally). Using the 1-3/2-4 setup, if the player overpaid for the yellow value building (#1) then the game **must** build the blue (#3) building. Likewise, if the player overpaid for the blue value building (#3) the game **must** build the yellow (#1) building. It does not matter which 2 stacks that the active player chooses to link as long at is consistent during the game.
                a. Refer to **In Game Scoring** (below) for possible opponent scoring bonuses.
            2. Proceed to **Normal Cleanup** (below)

3. **2nd action:** active player chooses to ...
    a. Take money or remodel: end turn and proceed to **Normal Cleanup** (below) after performing 1 of the following 2 reactions:
        i. Player chooses **any** current building available to give to the game opponent (no future) **or** ;
        ii. Discards **exactly** 10 value in faceup money cards.
    b. Pay exact cost for a 2nd building tile: pay money, gain tile and proceed to **3rd action**
    c. Overpay for a 2nd building tile: pay money, gain tile and proceed to **Normal Cleanup** (below) after performing 1 of the following 2 reactions for the game opponent:
        i. Player chooses any building from those available to the player (no future). Refer to **In Game Scoring** (below) for possible opponent scoring bonuses.
        ii. Discard 1 money card of at least 5 or any combination equaling **at least** 5. If this is not possible, this option cannot be chosen.

4. **3rd action:** active player chooses to ...
    a. Take money or remodel: end turn and proceed to **Normal Cleanup** (below)
    b. Pay **exact** cost for a 3rd building tile: proceed to 4th action

5. **4th action:** active player chooses to ...
    a. Take money or remodel: end turn and proceed to **Normal Cleanup** (below)
        i. **Bonus Action/Scoring**: Player can choose to gain 5 points **or** during normal cleanup to refill the building market from any stack(s). This means that the stack next to the 1 position could fill the 2nd, 3rd and/or 4th positions or that the draw stack next to the 2 stack could fill the 1 position and the 1 draw stack the 2 position. If tiles are facedown, the player may not look at them before placing into the building market.

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b. Pay **exact** cost for a 4th tile: proceed to 5th action

6. **5th action:** active player takes the following action …
   a. Take money or remodel: end turn and proceed to **Normal Cleanup** (below)
      i. **Bonus Scoring/Action**: Player gains 10 points **and** during cleanup can refill the building market from any stack(s) as noted in the 4th action.
7. **Normal Cleanup**: after turn has been completed whether it consisted of a building purchase 2, 3, 4 or 5 actions:
   a. Refill the building market from the appropriate stacks unless otherwise permitted by a bonus action.
   b. Turn faceup any draw stacks **used to fill** the building market. If a future tile was facedown at the beginning of the turn and the draw stack was not used to fill the building market, **the top tile remains facedown**.
   c. Refill the money cards to 4 faceup. Begin a new turn or start a scoring round.

In Game Scoring:

1. The opponent will score bonus points for any of the following actions:
   a. Like Building Types Scoring:
      i. **Before 1st scoring**: if the game opponent gains a 3rd or 4th building of a color, add 5 points each to the game opponent's score. For a 5th or more, the game gains 10 points for each tile.
      ii. **After 1st but before the 2nd scoring**: if the game opponent gains a 4th or 5th building of a color, add 5 points each to the game opponent's score. For a 6th or more the game opponent gains 10 points for each tile.
      iii. **After 2nd but before the final scoring**: if the game opponent gains a 5th or 6th building of a color, add 5 points to the game opponent's score. For the 7th or more the game opponent gains 10 points for each tile.
   b. Poor Alhambra Construction Scoring: (the fountain is always considered the center position)
      i. **Before the 2nd scoring**: if the active player chooses to add a tile to the game opponent's Alhambra that is more than 2 "rings" distant from the fountain, the opponent gains 3 points for each tile placed. Think beyond a 5x5 grid with the fountain in the center.
      ii. **Before the final scoring**: if the active player chooses to add a tile to the game opponent's Alhambra that is more than 3 "rings" distant from the fountain, the opponent gains 3 points for each tile placed. Think beyond a 7x7 grid with the fountain in the center.
   c. Empty Money Draw Stack Scoring: If the money draw stack is depleted, **at any point during the game**, the game scores 10 points. The money deck is reshuffled and 10 money cards are drawn to create the new draw stack. The new draw stack will consist only of money cards. If the 10 money cards making up the "new" draw stack are again depleted, the game scores 10 more points, draw 10 more cards and continue playing. This situation can happen any number of times but should be avoided.
2. The active player can also score during the tile play as noted in the 4th and 5th action sections above.

Scoring Rounds: (occurs when a scoring card is turned or the building market cannot be filled by the corresponding building draw stack (final scoring))

1. Scoring rounds are performed normally comparing the number of tiles the player/game has at each scoring opportunity with the SoloPlay "pace player" as follows: (walls are scored after scoring like building tiles)
   a. For 1st scoring, "SoloPlay" is considered to have 1 tile of **each** color. Split each scoring according to the number of players tied for most of each color per normal rules. **Example**: if both the game opponent and the active player have 1 purple building (Tower), the 6 points are split 3 ways – 2 each. However, SoloPlay points are not scored anywhere.
   b. For 2nd scoring, "SoloPlay" is considered to have 2 tiles of **each** color.
   c. For final scoring, "SoloPlay" is considered to have 3 tiles of **each** color.

Important Game Note: The game cannot cause the end game condition unless it has no other option to **or** is required by game condition. In this case, the game opponent scores 10 points and you proceed to end game scoring.

Ending a Game: (when the building market cannot be filled from its corresponding stack)
Important Note: The game can end before the 2nd scoring card has been turned if the player does not balance the emptying of the tile stacks. In this case, the game ends after the **2nd scoring** which is immediately completed. **Premature Game End Bonus**: The game opponent gains 1 point for each money card ahead of the 2nd scoring card if the game ends before 2nd scoring otherwise;

1. After being filled as much as possible from corresponding building stacks, the remaining building tiles in the building market are given to the player with the most money of the corresponding color. Only the Poor Alhambra Construction scoring is performed for the tiles placed in the opponent's Alhambra.

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a. Before dividing up the tiles, fill the faceup money cards until 4 **money** cards are faceup. Other cards from expansions are discarded. The Empty Money Draw Stack Scoring is applied as necessary.
b. Consider the faceup money cards as the game's hand to determine who gets each building tile. In the case of a tie, the tile is placed out of play.
c. All tiles that the opponent gains must still fit in its Alhambra or a game loss is the result.

2. "Bonus" opponent end game scoring: The opponent scores 2 points for each building tile that has yet to be put into play (future tiles).
3. Alhambra Construction Handicap: The active player scores 1 point (opponent 2 points) for each tile less than the other player's Alhambra. Tiles in the player's reserve do not count.
    a. **Examples**: (at game end)
        i. Opponent has 26 tiles and the active player has 22. The active player scores 4 points.
        ii. Opponent has 23 tiles and the active player has 26. The opponent scores 6 points.

Rating Game Results:

1. Creating an unplayable building tile for the opponent, tying or scoring less than the opponent is a game loss.
2. **Win by 1 to 5 points** – Game victory
3. **Win by 6 to 10 points** – Major victory
4. **Win by 11 to 15 points** – Complete victory
5. **Win by 16 or more points** – Master victory

Strategy Session:

1. As in normal play, it is important to be able to pay for tiles using exact change. This will reduce the number of tiles that your opponent gains and help you to get to the scoring more quickly (by having the game take cards instead of tiles) which can be advantageous at times.
2. The in-game scoring that your opponent gets for multiple like tiles and poor construction by the active player can run up a big cost. It is important that the active player controls the opportunities. It is highly unlikely that you will be able to avoid giving at least some points during the course of the game.
3. It is important that the player balances the taking of money with tile purchases. Being too aggressive early can be punishing in the later scoring.
4. The player must be engaged in building 2 differently styled Alhambras. The opponent's Alhambra needs to be space efficient but with little wall support to score poorly enough for the active player to gain a victory for a well built Alhambra. It is important not to discount the building of walls especially after the 1st scoring.
5. You may not always want to take up to 5 value in money cards. Given the circumstances the player may choose to take less to create the "take 10 money" option for the opponent. Remember that you cannot pass on a money action even if an exact buy action has occurred immediately before. At least 1 money card must be taken.
6. Making a late 3 or 4 tile purchase turn can aid in getting the building stacks better balanced and extending the game to permit a game victory. It may take a sacrifice to gain the necessary money cards to make it happen.
7. It may take a few games to see how to best manage your game and get a good grasp of the mechanics.
8. Manipulating the faceup money cards by selectively taking them can setup a good series of turns.

SoloPlay Alhambra Player's Aide

Intellectual Properties of SoloPlay Games (BGG User – GameRulesforOne)

Possible Player Actions
(some expansions offer additional action(s))

1st action

a. Take money/remodel (end turn)
b. Overpayment for tile (end turn)
c. Exact payment for tile (Take another action)

2nd action

a. Take money/remodel (end turn)
b. Overpayment for tile (end turn)
c. Exact payment for tile (Take another action)

3rd action

a. Take money/remodel (end turn)
b. Exact payment for tile

4th action

a. Take money/remodel (bonus score or action) (end turn)
b. Exact payment for tile

5th action

a. Take money/remodel (bonus score & action) (end turn)

Game Reactions (refer to end turn action taken above)

1st action

1st a. Game gains a building tile using the following options in order:
1. Future faceup tile matching a faceup money card.
2. Current market tile matching a faceup money card.
3. Any faceup building tile (future or current).

1st a Limited Cleanup: fill the building market, leave the top tile on the draw stack used to refill market **facedown**. Refill faceup money cards.

1st b. Game gains a specific building from current market (1-3 or 2-4 see rules) + discard 1 faceup money card of 5 **or** more or any combination equaling at least 5, otherwise 2 points.

2nd action

2nd a. (2 choices)
1. Chooses any current building available for the game opponent **or**;
2. Discard exactly 10 value in faceup money cards.

2nd b. (2 choices)
1. Discard 1 or any combination of faceup money cards equaling at least 5 in value but only if possible **or**;
2. Choose any current building available for the game opponent.

3rd a. (no game reaction)

4th a. (no game reaction)

Bonus score or action: Player can choose to gain 5 points **or** to refill the building market from any replenishment stack(s).

5th a. (no game reaction)

Bonus score and action:
Player gains 10 points **and** can refill the building market from any replenishment stack(s).

Normal Cleanup: (is performed after all actions performed from **1st b** on) refill the building market including turning over the top future draw stack tile from the stack(s) used and refill the faceup money cards.

Opponents Scoring Bonuses

3 points per tile: building the opponents Alhambra beyond 5x5 before 2nd scoring or 7x7 before final scoring. Fountain is always considered the center tile.

5-10 points per tile: exceeding like tile limits as noted to the right.

10 points per occurrence: each time the money draw stack goes empty – shuffle money only and draw 10 cards to make up a new draw deck.

2 points per future tile remaining: scored at game end.

2 points for each fewer tile in opponents Alhambra: scored at game end. (Active player can score 1 point for each tile if he has fewer, reserves don't count)

End Game Condition (2 ways)

1. Game gains an unplayable building tile (no reserve allowed)
2. When a current building market position cannot be filled by its corresponding future draw stack. The game cannot cause this end condition unless it is required to or is its only option.

Note: a game can end before there is a final scoring round (see rules)

Rating the Game Played

1. Unplayable opponent building tile, tying or scoring less than the opponent is a game loss.
2. Win by 1-5 points – **Game Victory**
3. Win by 6-10 points – **Major Victory**
4. Win by 11-15 points – **Complete Victory**
5. Win by 16+ points – **Master Victory**

In the spaces below the player may use 6 black markers to keep track of how many of each building tile the opponent has to alert the player when to score an **opponent scoring bonus**. Carry down the markers after each scoring round.

