



Sabika

◆ Germán P. Millán ◆

Rulebook

*“The Sabika proudly wears a crown, which the glittering stars
might well envy if they wanted ornament: The Alhambra,
may God keep and preserve it,
a ruby set atop the crown.”*
(Ibn Zamrak, 1333-1393)

In Granada on the hill of al-Sabika (which means bar of gold in Arabic), the Nasrid dynasty (1232-1492) developed one of the most impressive constructions in history, the Alhambra. This monumental complex protects within its 2 km walls the best-preserved palaces of classical Arab Islam.

In *Sabika* you will play the role of one of the nobles of the Nasrid dynasty who contributed towards the construction of the towers, gardens and palaces of this ancient and majestic monument. As well as this honourable endeavour, you must also establish trade relations throughout Europe, Magreb and the Near East to generate enough income to be able to pay the demanding dues that the Catholic monarchs have imposed upon you. The game ends with the inevitable fall of Granada to the Catholic monarchs in 1492. Your final objective will be to appear in the historical texts as one of the most influential nobles of the Nasrid dynasty of that time.

Credits and acknowledgements

The author would like to thank Juan Ruiz de la Fuente, Juan Ignacio Milla, Antonio Varela, Alberto Martínez, Rafael Muñoz, Aida Hernández, Gerardo Linde, Rafael M. Framit, Aaron Vallecillos, Israel Reyes, Juan Manuel del Rosal, Lorena Santaella, José Raúl Megías, Francisco J. Hiraldo, Miguel Puga “MagoMigue”, Juan Luque, Rafael Sáiz, David Prieto and all the other players who have contributed towards the development of *Sabika*. To José Miguel Puerta Vílchez, whose wisdom and dedication revealed to us the secrets of the Alhambra. Special thanks to Encarna y José Manuel, for showing me the value of our roots and the world that surrounds us.

Ludonova would like to thank Alberto Martínez and Antonio Varela for the many play tests during “difficult times”; to José Miguel Puerta Vílchez for his historical expertise and guidance on the Nasrid Kingdom, the Alhambra and the poems that decorate its walls; and of course, to the author for trusting in us, his dedication and unfading enthusiasm over all this time to making the best game possible.

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San Pablo 22 – Córdoba – Spain

Components

1 two-sided Main Board



24 Storehouses



16 Starting Storehouses



21 Major Constructions



Era I x9



Era II x12

1 Raw Materials / Goods Bag



1 Rulebook

4 Workshops



10 Starting Tiles



Seals



x9

9 Sultan's Wishes Tiles



x3



x3



x3

1 Reference Sheet

16 Workers
Master Builder



8 Sultan's Workers



36 Ships



4 Prestige Point Tokens



4 Paria Tokens



Merchant



4 Favour Tokens



105 Materials



1 Narrator Token



Poet



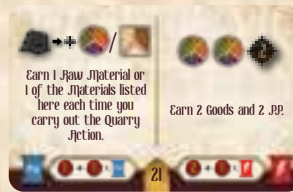
90 Cards



Minor Construction
x36



Architectural Balance
x4



Minor Poem
x22



Major Poem
x20



Trade
x8

12 City Tiles



x6

3 Cancellation Tiles



x3

1 Starting Player Token



24 Raw Materials/Goods



43 Dinars



x28

x10

x5

Advanced Mode

14 Event Tiles



x5

x9

Solo mode

4 Worker Tiles



x4

1 Action Board

26 Worker Cards



x12

x7

x7






Game setup


Example setup for 3 players




Rondel setup

A. Place the Main Board on the table on the side corresponding to the number of players: 1 or 2 players on one side (1/2 ) and 3 or 4 players on the other (3/4 ). In 3-player games, use the 3 Cancellation Tiles to cover the 3 squares marked with , which are only used for 4-player games.

B. Place the Sultan's Workers on the squares marked with the matching silhouettes. No Sultan's Workers are placed in 4 player games.

C. Place all the Raw Materials/Goods into the Raw Materials/Goods Bag and mix them well. Next, take one randomly selected Token from the Raw Materials/Goods Bag for each  square on the board. Place one Token on each square, **ensuring the Raw Materials side is face up**.

D. Place the Dinars and Materials at the side of the Main Board to create a Reserve within reach of all players. Next, place 1 Marble on each  square.


Note: The Materials and Dinars are unlimited. If they run out, use any other component as a substitute.

Main board setup

E. Place the Narrator Token on the first space of the Round Track.

F. Shuffle the Sultan's Wishes Tiles face down, choose 3 Tiles, one Tile of each letter (A, B and C), and randomly place one Tile on each of the spaces of the Round Track outlined by the dotted lines. Remove the remaining Sultan's Wishes from the game.


G. Place the Major Construction Tiles face up, filling the hexagonal spaces to the left and right of the Rondel, ensuring that the 9 purple Era I Tiles, and the 12 blue Era II Tiles are placed on the spaces to the left and right of the Rondel respectively.

Note: In a 2-player game, remove the blue Major Construction Tiles marked with 3/4 , so that only 9 Tiles will be placed to the right-hand side.

H. Shuffle the 24 Storehouse Tiles face down. Create 2 equal piles of 12 Tiles and place one pile on each of the corresponding spaces to the left and right of the Rondel. Next, draw 2 Tiles from the top of each pile and place them face up on the 4 corresponding spaces.

I. Shuffle the Minor Construction Cards and place the Deck in the corresponding space to the left of the Rondel. This forms the Draw Deck for the Minor Construction Cards. Next, draw the first four Cards and place them on the 4 adjacent spaces to the Draw Deck.

J. Shuffle the Minor Poem Cards and place the Deck in the corresponding space to the right of the Rondel. Next, draw Cards and place them on the spaces next to the Minor Poem Deck according to how many players there are: 4 Cards for 3 players and 3 Cards for 2 players. In a 4-player game, place the Minor Poem Deck to the side of the Main Board and fill the newly revealed space with an extra Minor Poem. Therefore, in a 4-player game there will be 5 Minor Poems available.

K. Shuffle the Major Poem Cards and draw 2 for each player in the game (4/6/8 Major Poems for 2/3/4 players), keeping in mind that **each Major Poem must have a different letter**. If you draw a letter which you already have, discard it and draw another. Next, place the drawn Major Poem Cards on the spaces below the Rondel, filling the central 4 spaces for a 2-player game, 6 spaces for a 3-player game and all 8 spaces for a 4-player game (the additional spaces to be filled for a 4-player game are denoted by ). Remove the remaining Major Poem Cards from the game.

L. Shuffle the City Tiles face down and place one Tile face up, chosen randomly, on the spaces above each of the 9 Cities of the Map. Next, place 1 Seal on the left-hand side of each City's illustration. Remove the remaining City Tiles from the game.

M. Shuffle the Trade Cards and randomly draw 1, placing it face up on the corresponding space on the Map. Remove the remaining Trade Cards from the game.

Player setup

Each player must choose a colour and take:

N. 1 Workshop, 4 Starting Storehouses (placed on the corresponding spaces of the Workshop) and one randomly selected Architectural Balance Card (placed above the Workshop).

O. The 4 Workers of their colour: 2 Master Builders, 1 Merchant and 1 Poet which are placed **standing up** in the Workshop.

P. The Prestige Point Token of their colour, which is placed on space 5 of the Prestige Track.

Q. The Paria Token of their colour, which is placed on space 0 of the Paria Track.

R. The Favour Token of their colour which is placed on the starting space of the Sultan's Favour Track (the Lion Fountain at the top of the Main Board).

S. The 9 Ships of their colour, which are placed in the Kingdom of Granada on the Map of the Main Board.

T. 2 Starting Tiles, secretly choose one and discard the remaining one face down. Once all players have done this, they all reveal their Starting Tiles simultaneously.



The player that has chosen the Starting Tile with the highest number (T1) will receive the Starting Player Token. Next, each player earns the Resources and Bonuses indicated on their chosen Starting Player Tile (T2) as well as a starting number of Dinars which depends upon player turn order (T3). To define the turn order, rearrange the Paria Tokens in a pile, so that the Counter of the starting player is at the top, the Counter of the player to their left immediately below and so on.

Overview and objective

Over 5 rounds, players will move their Workers around 3 Rondels in order to choose the actions they will carry out. Each Rondel focuses on a different scenario: the construction of the Alhambra, the carving of Poems in its halls and the export of Goods along the trade routes, the aim being to obtain the Prestige Points necessary to achieve victory.

At the end of each round, tributes (Parias) will be paid, the Sultan's Wishes will be checked and Events may be triggered that change some of the game rules. After the end of the fifth round, an additional tally of Prestige Points will be made, after which the winner of the game will be determined.

◆◆◆ Important concepts in Sabika ◆◆◆

Note: The text boxes in this section are merely for background and are included with the sole intention of historically placing the different elements of the game.

Resources

In *Sabika* there are 4 different Resources: Dinars, Materials, Raw Materials and Goods.



The Dinar is the currency of the time. Dinars do not need to be placed in your Storehouse, so when you earn Dinars, take them from the Reserve and place them next to your Workshop; when you have to pay Dinars, return them to the Reserve. There is no limit to the number of Dinars you can have.

In the Nasrid period, gold dinars, also known as doubloons, were minted. The dinar was equivalent to ten dirhams, square coins that the Castilians knew as 'pesante'.

Materials are used to build the Alhambra and carve the Poems. There are 4 different Materials: Gypsum, Wood, Marble and Glazed Ceramic. The Materials you use when constructing buildings or carving Poems will earn you an amount of Prestige Points depending on the value of the Materials used.



Gypsum



Wood



Marble



Glazed ceramic



In the construction of the Alhambra materials such as gypsum, wood, stone, marble and glazed ceramic were used. In addition, the "tapial" technique was often used, consisting of erecting walls using two parallel boards as moulds, with the filling and compacting of a mass of material extracted from the hillside terrain using lime as a binder.

Goods are used to trade with other cities and establish a Trade Relationship with them, which in the game we call 'exporting'. They are represented by Tokens that on one side show a **Raw Material**, and on the other side show that same Raw Material once it has been processed, that is to say converted into a **Good**. To be able to export, it is essential to have previously converted the Raw Material into a Good.



Sugar cane / Sugar



Silk / Clothes



Clay / Pottery



Upon receiving a **Raw Material**:

A. You must always take it from those available in the Rondel. In each round there is a limited number of Tokens, if they run out you cannot get more until the next round of the game.

B. Next, place it on its corresponding Processing Space in your Workshop. Each space only has room for 1 Raw Material of the indicated type.



Whenever you obtain a Raw Material that you already have on a Processing Space in your Workshop, instead of taking the Token from the Rondel, process the corresponding Raw Material you already have into its respective Good. To do this, flip the Token over and place it face up on the Goods side in one of your Storehouses.



One player earns 1 Clay from the Rondel (A), but they already have 1 on the Processing Space of their Workshop (B), therefore, they leave the Token on the Rondel in place and flip over the one in their Workshop, thus obtaining Pottery which they must immediately place in one of their Storehouses (C).

You can also process Raw Materials into Goods by carrying out the **Process** Action. In this case, choose any of the Raw Materials Tokens you have on the Processing Spaces of your Workshop, flip the Token over and place it face up on the Goods side in one of your Storehouses.

Finally, there are several ways in the game to get Goods **directly**. In this case, choose a Raw Material from the Rondel, flip the Token over and place it face up on the Goods side in one of your Storehouses.

The Nasrids found a good way to fill the Kingdom's pockets by welcoming Catalan and Genoese merchants to Granada, who provided access to trade routes through the ports of Malaga, Almeria, Almuñecar and Adra, to sugar cane, silk and various luxury goods, such as fine fabrics or golden pottery, considered exotic by the Europeans.

Major and minor constructions



Era I



Era II

The **Major Constructions** represent the construction of the Alcazaba (Era I), the Generalife and the Nasrid Palaces (Era II). They award Prestige Points as well as Sultan's Favour and a Bonus.



On the other hand, **Minor Constructions** represent the construction of Gardens, Towers and Windows. Like the Major Constructions, they award Prestige Points and a Bonus if an Architectural Balance is achieved with them.

The original fortress dates from the ninth century, but it was Muhammad I, the founder of the Nasrid dynasty, who began the restoration of the old fortress in the thirteenth century. Later, in the second half of the fourteenth century, it was with Yusuf I and his son Muhammad V with whom the Alhambra and the Nasrid architecture reached its period of maximum splendour due to the proliferation of buildings, but above all because of their monumentality and their deep symbolic significance.



Storehouses

You must always store the **Materials and Goods** you earn in your Storehouses. When you use the Materials and Goods from your Storehouses, you must always return them to the Reserve (Materials) or discard them (Goods). You have 4 Storehouses in your Workshop and each Storehouse has an initial capacity for 1 Material or 1 Good. During the game, you can increase the capacity of your Storehouses. The capacity of a Storehouse is indicated by the icon : for each Store Box you can store 1 Material or 1 Good.

This Storehouse can store up to 3 Materials/Goods, in any combination you want.

Important: You cannot move your Materials or Goods from one Storehouse to another. If you obtain Materials or Goods and you do not have enough space, you may return any Material or discard any Good from your Storehouses to the Reserve to make room for new ones.

Poems

There are 2 types of Poems you can carve: **Minor and Major**.



Minor Poems are divided into 2 colours, **blue and red**, and you must decide which colour to carve. The blue side of the Card grants a permanent Bonus that alters rules and limitations in your favour, while the red side grants an immediate Bonus in the form of Resources, actions, etc.



Major Poems are **grey** in colour and represent end game objectives that will earn you Prestige Points during the final scoring.

The Alhambra is arguably the site of the most extensive and intense fusion of poetry and architecture in the world. With more than 30 poems still legible on its walls, it is the most verse-filled monument of Islamic Andalusian and classical architecture. Those in charge of writing the poems that decorate the whole of the Alhambra were secretaries of the royal chancellery and even prime ministers. They were then carved by master craftsmen. These poems are found on walls, niches, arches and fountains, mainly in the palace area.

Parias



The Parias represent the tribute you must pay to the crown of Castile. At the end of each round, you must pay a certain number of them. During the game you can get Parias in different ways, each time you do so, advance your Paria Token by the corresponding number; when you have to pay tribute, move your Token back as many spaces as the Parias you need to pay.

Granada was structured around trade, not only socially but also in the layout and design of its streets and buildings, consolidating the kingdom thanks to the vassalage rendered by Muhammad I to Ferdinand III of Castile, who forced the people of Granada to pay parias to the Castilians. The parias consisted of an annual payment that was made in coins by a Muslim power to another Christian under military coercion, in exchange for the cessation of hostilities or the maintenance of the peace. This caused the Taifa kingdoms to unconsciously finance the Christian armies.

Ships



The Ships are used to represent the Trade Relationships that will be established with other Cities in Europe, the Maghreb and the Near East. These Trade Relationships consist of exporting your Goods. By doing so, Prestige Points, Parias and a City Bonus are earned. Subsequently, these Trade Relationships can be consolidated, obtaining new Bonuses from them.

The Genoese merchants, headed by the Spinola family, were especially active in trade with the Nasrid, during the 14th and 15th centuries, taking goods from Granada to the markets of Florence, Cairo and Constantinople, among others.

Prestige points



Every time you earn Prestige Points, which from now on will be referred to as PP, your PP Token advances; you can also lose PP, in which case you must move your Token back accordingly. The player who has accumulated the most PP after the final scoring is the winner of the game.

Following the battle of Navas de Tolosa (1212), the Almohad power in al-Andalus began to crumble under the double pressure of Castilian military activities and local uprisings throughout the country. Today, the question of how the Nasrid dynasty managed to consolidate and maintain itself for more than two and a half centuries in a constant period of Christian conquest continues to be studied. The last sultan of the Nasrid dynasty, Boabdil, known as "the Little King", was forced to capitulate on January 2, 1492 due to the continuous internal struggles for power and the incessant siege of the Christian troops led by the Catholic Monarchs, which put an end to the Nasrid reign, known as the fall of Granada.

How to play

A game of *Sabika* takes place over 5 rounds. **The first 2 rounds correspond to Era I and the last 3 rounds to Era II.** The Narrator Token, in addition to indicating the current round and Era, activates certain scoring, payments of Dinars and Events as it progresses. When the Narrator Token reaches the last space, there is a final scoring, after which the game ends.

Each round consists of the following 2 phases:

1. Actions Phase
2. End of Round Phase

Phase I. Actions

The centre of the Main Board is dominated by a large Rondel, which in turn is divided into 3 interrelated Rondels. Each of them is centred on a different aspect of the game and houses its specialised Workers.



Outer rondel: the construction of the Alhambra

The **Main Actions** of this Rondel are:

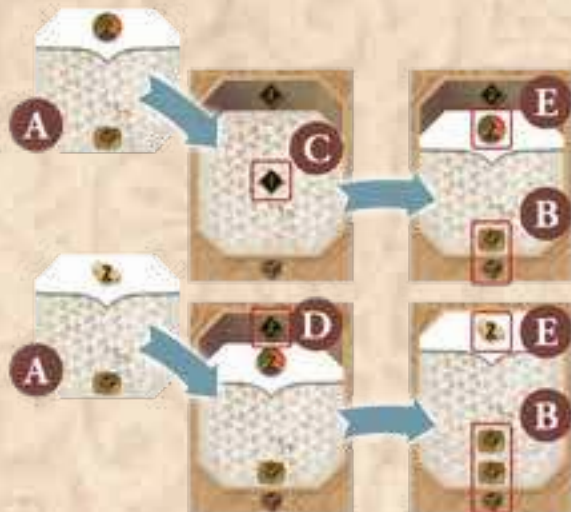
 Minor quarry action /  Major quarry action

Take 3 Materials of your choice between the available options on the square in the combination that you wish (you can, for example, take 3 of the same type). The Minor Quarry offers Gypsum and Wood, while the Major Quarry offers Wood and Marble.

 Storehouse action

This action allows you to perform **one of the following 2 options**:

- **Expand one of your Storehouses:** Choose a Storehouse Tile from the 2 available next to the Rondel square (A) and place it on any of the 4 Storehouses in your Workshop without covering any Store Boxes (B). You then earn the PP indicated: 1 PP if it is the first time you expand the Storehouse (C) or 2 PP if it is the second time (D). Finally, earn the Bonuses indicated at the top of the Tile you have placed (E).



Note: Each Storehouse can be expanded a maximum number of 2 times. If Goods or Materials are present in the Storehouse you have expanded, place them on top of your new Storehouse Tile.

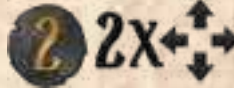
OR



- **Activate one of your Storehouses:** choose one of your **visible** Storehouses (topmost Tile) and earn its Bonus. Take into account that when you expand your Storehouse for the second time you will be covering the Bonus of the previous Tile, therefore losing the opportunity to activate its Bonus.

Note: The Starting Storehouse Tiles cannot be activated as they offer no Bonus. You therefore obtain only 1 PP upon expanding your Starting Storehouse Tiles.

 Market action



Earn 2 Dinars. Next, you **may** carry out up to 2 transactions of those allowed by the Market Table illustrated on the Main Board. There are 3 types of transactions:



Buy: Obtain Materials by paying the indicated Dinars. Gypsum and Wood cost 1 Dinar each, Marble 2 Dinars and Glazed Ceramic 3 Dinars. You can also buy a Raw Material for 1 Dinar. **Each purchase counts as one transaction.**



Sell: Earn Dinars by selling your Materials. Earn 1 Dinar for a Gypsum, 2 Dinars for 1 Wood, 3 Dinars for 1 Marble and 4 Dinars for 1 Glazed Ceramic. You can also sell a Good to earn 3 Dinars. **Each sale counts as one transaction.**



Trade: Trade one Material for another Material immediately above or below it in the Market Table. For example, Wood can only be traded for Gypsum or Marble. If the trade is for a Material of lower value, you earn 1 Dinar along with the Material; if the trade is for a Material of greater value, you only receive that Material. **Each trade counts as one transaction.**

The transactions that you earn, whether through the Market Action or otherwise, must be used immediately, otherwise they are lost. You are not obliged to use all the transactions you have available, you can even use none at all. Whenever you make multiple transactions, you must complete one transaction before proceeding to the next.



One player carries out the Market Action. They earn 2 Dinars (A) and then decide to Trade 1 Wood for 1 Marble, as the first transaction (B). They then Sell 1 Good to earn 3 Dinars, as the second and final transaction (C).

 Construction action

When constructing, you must decide whether you are going to build a **Major** or a **Minor** Construction. Before you undertake a construction, even before you decide whether it will be Major or Minor, **you can pay 1 Dinar to discard the 4 Minor**



Construction Cards from the Main Board and place new ones from the Deck. If you choose to do so, **you earn 1 PP.** You can only do this once per turn. Any Cards you remove are discarded face up. If the Draw Deck runs out, shuffle the discards to form a new Draw Deck.

Next, we explain Major and Minor Constructions using the Construction Scaffolds on the Main Board, which will help you to keep track of the Materials you use.

Major construction action

You may only undertake constructions which correspond to the **current Era** (remember that the Narrator Token not only indicates the round number but also which Era you are in):

- The **purple** coloured Tiles, located to the left of the Rondel, correspond to **Era I** (the first 2 rounds of the game).
- The **blue** coloured Tiles, located to the right of the Rondel, correspond to **Era II** (the last 3 rounds of the game).

Place on the Major Construction Scaffold corresponding to the current era:



A. **1 Gypsum.** This is the mandatory base Material for Major Constructions.

B. **Optionally, up to 2 extra Materials** of your choice between Wood, Marble and Glazed Ceramic, to improve the quality of the construction. All the Materials you use must be of different types, i.e. **you cannot use the same Material more than once.**

Earn the corresponding PP depending on the value of the Materials which you have used:



After scoring these points, return the Materials from the Scaffold to the Reserve.



One player builds a Major Construction of Era I. They place 1 Gypsum (mandatory) on the Scaffold and add 1 Marble (optional) (A). They earn 4 PP for it, 1 for the Gypsum and 3 for the Marble (B). They could have added another Material, other than Gypsum and Marble, or they could have added nothing, receiving only 1 PP for the Gypsum. After scoring, they return the Materials from the Scaffold to the Reserve (C).

Next, choose **one** of the available Tiles from the current era, place it next to your Workshop and earn its Bonus, working from **left to right**:



A. First, earn the **Sultan's Favour**: advance your Favour Token by 1 space on the Sultan's Favour Track, and earn the Bonus of that space or that of any of the previous spaces. If you reach or are already on the last space, earn 1 PP and the Bonus of any of the previous spaces.



B. Next, earn the **Construction Bonus**. Once you have done this, flip the Tile over so that only the construction type is visible.



Palace



Fountain



Door

Minor construction action

Choose one of the available Minor Construction Cards and place on the Scaffold of the Minor Construction:



A. The Material indicated at the bottom of the chosen Card: **this is the mandatory base Material of that Card**, which will always vary between Gypsum, Wood and Marble.

B. **Optionally, up to 2 extra Materials** of your choice between Gypsum, Wood, Marble and Glazed Ceramic, to improve the quality of the construction. All the Materials you use must be of different types, i.e. **you cannot use the same Material more than once.**









Earn the corresponding PP depending on the value of the Materials which you have used and return the Materials from the Scaffold to the Reserve.

Finally, take the Card you chose and place it in one of the **free spaces** to the left or right of your Architectural Balance Card or another Minor Construction Card you have previously placed.

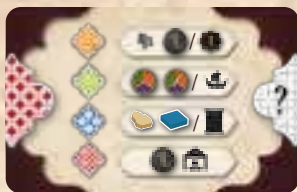




If after placing your Card you form a Ceramic Artwork of a **single colour**, you have **achieved Architectural Balance** which immediately earns you a Bonus. Depending on the colour of the Ceramic Artwork formed, these Bonuses are:

		Earn 4 Dinars or Parias in whichever combination you like (3 Dinars and 1 Paria, 2 Dinars and 2 Parias, etc.).
		Earn 1 Raw Material and 1 Good OR carry out an Export Action.
		Earn 1 Gypsum and 1 Glazed Ceramic OR carry out a Carve Poem Action.
		Earn 1 Dinar, then carry out one Storehouse Action.

If you fail to achieve a Ceramic Artwork of a single colour, you earn no Architectural Balance Bonus.



Each Architectural Balance Card has, on its right-hand side, half a Ceramic Artwork which can be combined with **any** colour (it is a wild card).

Middle rondel: exporting goods

The **Main Actions** of this Rondel are:





Export action

Export your Goods to a City on the Map. Each City has an associated City Tile which determines the colour of said City, blue or red. These Tiles show:



A. The Goods in demand in that City.

B. The City Bonus  that you will earn the first time that you export your Goods and establish a Trade Relationship with that City.

C. The Bonus which you will earn after consolidating your Trade Relationship  with that City.



The blue player decides to export Goods to Constantinople, where they have no presence. From Florence, where they do have a presence, they travel along the route to Ragusa, and from there to Constantinople. Both routes cost 2 Dinars each, so they pay 4 Dinars in total (A). They then place one of their Ships in Constantinople and earn the Seal for being the first to reach it (B). They export Clothes and Sugar, and earn 3 PP and 3 Parias for them (the Clothes have awarded them 1 PP and 1 Paria extra for being the Goods in demand in that City) (C). Finally, they earn the City Bonus, in this case any Material of their choice (D).



Each Seal can be used **during the game** in 2 ways: as 1 Dinar to make a payment (A) **OR** as 1 Paria in the Tribute Phase (B). Remove it from the game when used in this way. **You cannot use a Seal to advance your Paria Token.** Each Seal you have in your possession at the End of Game will award you 1 PP.



Consolidate action

This action represents the consolidation of the Trade Relationship you have previously established with a City by exporting Goods.

To export, complete the following steps in order:

1. Choose a City on the Map where you have **no presence**, i.e. **where you don't have any Ships**. **If you already have a presence (a Ship) in a City, you cannot export to that City again**, although you will be able to consolidate your Trade Relationship as we will see later.
2. Pay the cost in Dinars indicated on the route you have to travel, starting from the nearest City **where you have a presence** or from the Kingdom of Granada, and ending in the chosen City.
3. Take one of your Ships from the Kingdom of Granada and place it on the **left-hand** side of the chosen City illustration. If there is a **Seal** (you are the first player to arrive), take it and place it on the corresponding space in your Workshop.
4. **Export 1 or 2 of your Goods** and place them next to the Raw Materials/ Goods Bag, creating a Discard Pile. You earn 1 PP and 1 Paria for each Good you export: this is the base earnings for any Good, regardless of whether it is in demand in that City or not. If the Good is in demand in that City you will earn 1 additional PP and Paria.
5. Finally, earn the City Bonus.



To Consolidate, complete the following steps in order:

1. Choose a City where you have one of your Ships placed on the **left-hand side** of the City's illustration.
2. Move your Ship to the **right-hand side** of the illustration to indicate that you are consolidating your Trade Relationship with that City.
3. If one or more opponents already has a Ship on the right-hand side of that City (they consolidated before you), they each get 1 PP and 1 Dinar from the Reserve.
4. Finally, if the Tile associated with the City is red, you earn a Bonus Action that you must carry out immediately. If the Tile associated with the City is blue, you don't get anything immediately, but you earn whatever the Tile indicates during the Income Phase (at the End of Round).



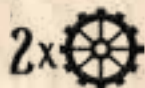
The yellow player decides to consolidate their Trade Relationship with Cairo. First, they move their Ship to the right-hand side of the illustration (A). The blue and pink players earn 1 PP and 1 Dinar each since they consolidated their Trade Relationship with that City earlier (B). Finally, the yellow player immediately carries out a Construction Action (C).



Produce action



Earn a City Bonus: choose a City where you have a presence and earn the City Bonus indicated on the Tile associated with that City.



Process up to 2 Raw Materials: Process up to 2 Raw Materials from your Workshop into Goods.

You can carry out one or both actions; if you carry out both, you can do so in any order that you wish.

Inner rondel: carving poems

The **Main Actions** of this Rondel are:



When carving a Poem, you must decide whether you are going to carve a **Minor Poem** or a **Major Poem**. Use the Poem Carving Scaffold on the Main Board to keep track of the amount of Dinars you have spent and of the Materials you have used.

Choose one of the available Poem Cards and place on the Carving Scaffold:



A. **The Dinars** indicated on the chosen Card.



Minor Poems are divided into 2 colours, **blue and red**, and you must decide which colour to carve:



If you opt for blue, you must pay 1 Dinar plus 1 Dinar for each blue Poem you have already carved.



If you opt for red, you must pay 2 Dinars plus 1 Dinar for each red Poem you have already carved.



Major Poems, which are grey, cost 4 Dinars plus 1 Dinar for each grey Poem you have already carved. **You can only carve a maximum of 2 Major Poems per game.**

B. **1 Material** of your choice between Gypsum, Wood and Marble: **this is the Mandatory Base Material for any Poem.**

C. **And, optionally, up to 1 extra Material** of your choice between Gypsum, Wood, Marble and Glazed Ceramic, to increase the quality of the carving. All the Materials you use must be of different types, **i.e. you cannot use the same Material more than once.**

Earn the corresponding PP depending on the value of the Materials which you have used and return both the Dinars and the Materials from the Scaffold to the Reserve.

Finally, take the Card you chose and place it in your Workshop:



A. **If it is a blue Poem**, place it on the **left** side, sliding it under your Workshop or the last blue Poem you carved, so that only the blue part of the Card is visible. From now on, the effect indicated on the Card applies **for the rest of the game.**

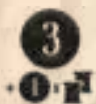
B. **If it is a red Poem**, repeat the same procedure, but on the **right** side, leaving only the red part of the Card visible. The effect indicated on the Card is applied **immediately.**

C. **If it is a grey Poem**, place it at the bottom of your Workshop. **Once you have 2 grey Poems, you cannot carve any more of this type.** You will earn the PP indicated on the Poem in the Final Scoring Phase.



Reactivate action

Reapply the effect of **one** of your **red** Poems.



Artisanal labour action

Earn 3 Dinars plus 1 additional Dinar for every 2 Poem Cards you have, regardless of their colour.

Secondary actions



The Secondary Actions are located between 2 Rondels and allow you to:

A. Earn 1 Raw Material or process one you already have into a Good. These actions are located between the Outer Rondel and the Middle Rondel.

B. Earn 1 Material, which could be Marble, Gypsum or Wood. These actions are located between the Middle and Inner Rondel.

In order to carry out a Secondary Action, your Worker must end their movement on a square on the Rondel that is connected to a Secondary Action. Pay the cost in Dinars for the Secondary Action depending on which Worker you use:

Earn 1 Raw Material or process one you already have into a Good.



A. Take the Raw Material that is found on the square.

OR

B. If the square is **empty**, process 1 Raw Material in your Workshop into a Good.



If you carry out the action with your **Master Builder** (Outer Rondel), you **must pay 1 Dinar**; if you carry out the action with your **Merchant** (Middle Rondel), you **don't pay anything**.

In the RESOURCES section (p. 6) the management of your Raw Materials and Goods is explained in more detail.

Earn 1 Material.



A. Take the Marble occupying the square.

OR

B. If the square is **empty**, take 1 Gypsum or 1 Wood.

If you carry out the action with your **Merchant** (Middle Rondel), you **must pay 2 Dinars**; if you carry out the action with your **Poet** (Inner Rondel), you **must pay 1 Dinar**.

Phase 2. End of round

Once all Player's Workers are lying down (inactive), the Action Phase ends and the End of Round Phase begins.



In this phase, you must complete the following steps in order:

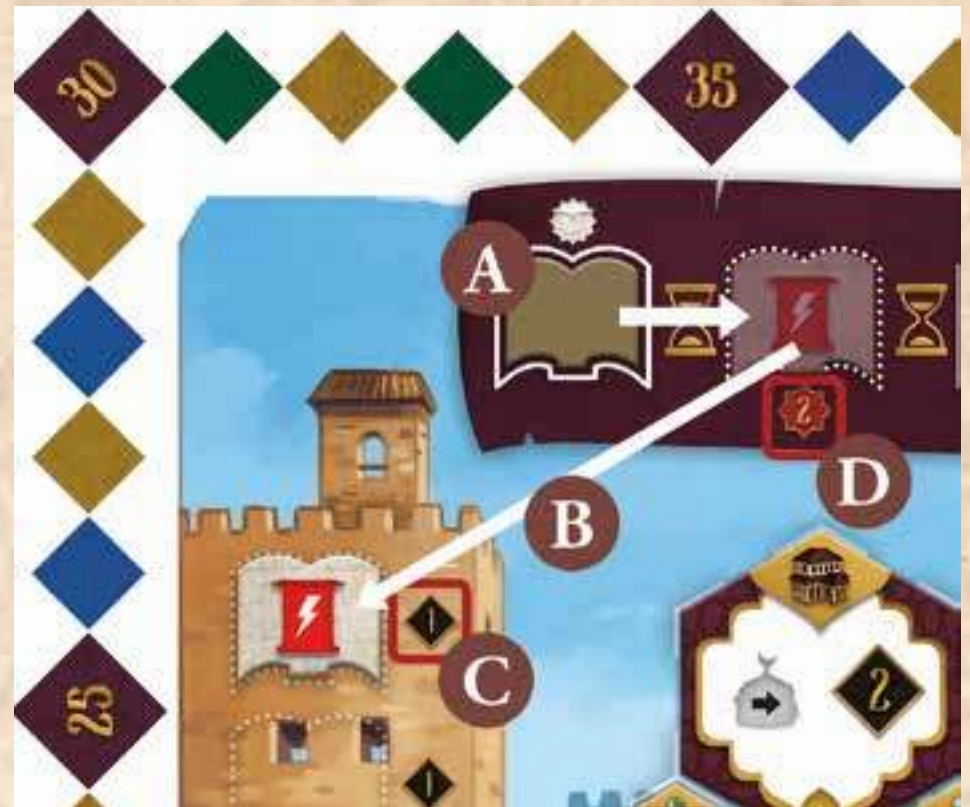
Income



Each player, beginning with the Starting Player and proceeding clockwise, receives income from all **blue** Cities in which they have **consolidated** their Trade Relationship. Some blue Poems may also provide income at this time.



Narrator



Advance the Narrator Token 1 space to the right (A).



If, upon advancing the Narrator Token there is a Sultan's Wishes Tile present, the Sultan's Wishes will be scored. In this case, place the Sultan's Wishes Tile on the first empty space in the Tower to the left of the Round Track, starting at the **top** (B). Then, one by one, **score all the Tiles in the Tower**. Each element shown on the Tile earns the PPs indicated to its right (C). **The Sultan's Wishes are only scored when a new Tile is added to the Tower, i.e. at the end of rounds 1, 3 and 5.**



Finally, starting with the Starting Player and proceeding clockwise, each player must pay the **mandatory** number of Parias shown under the space to which the Narrator Token has advanced (D). **This is the Tribute Phase.** When paying Parias, you can combine the following options:

- Move your Paria Token back 1 space on the Paria Track for each Paria owed (the most common option).
- Pay 2 Dinars for each Paria.
- Discard 1 Seal for each Paria.
- Lose 1 PP for each Paria.

If upon moving your Paria Token along the Paria Track you land on a space occupied by other players' Tokens, place your Token on top, forming a stack.

The Sultan's Wishes

The Sultan's Wishes in the game are as follows:

	Earn PP for each type of construction you have of the ones shown. Your Major and Minor Constructions will help you to fulfil these wishes.
	Earn PP for every City in which you have a presence.
	Earn PP for every City in which you have consolidated your Trade Relationship.
	Earn PP for every Seal that you have.
	Earn PP for every blue Poem that you have.
	Earn PP for every red Poem that you have.
	Earn PP for every Poem that you have, independent of its colour.

Reactivating workers



All players stand their workers back up, including those in their Workshop, thus restoring them to their active state.



Then move all the Sultan's Workers 1 step clockwise (these Workers are always standing). In a 4-player game there are no Sultan's Workers in play.

Maintenance

Replace all the Materials, Raw Materials, Minor Construction Cards, Minor Poem Cards and Storehouse Tiles taken from the Main Board during the round in the following way:

	Place a new Raw Material , randomly drawn from the Bag, on each  square. If no Raw Materials remain in the Bag, return all Raw Materials discarded during the game so far to the Bag to create a new Reserve.
	Place 1 Marble on each  square.
	Place a new Minor Poem Card on every empty corresponding space.
	Place a new Minor Construction Card on every empty corresponding space.
	Place a new Storehouse Tile on each empty space, taking the Tile from the corresponding pile on each side of the Rondel.

Starting player



The player **who is in the lead on the Paria Track** chooses the next Starting Player (they may choose themselves) and the Starting Player Token is passed to that player. If several players are tied on the Paria Track, the player whose Paria Token is **on top** of the pile is considered to be in the lead.

Era change



The Era Change occurs when the Narrator Token reaches Space II on the Round Track. Remove all remaining Era I Major Construction Tiles (the purple Tiles to the left of the Rondel) from the game, thus ending that Era.



End of game



The game ends immediately after the Action Phase of the **fifth round**. There is no End of Round Phase, this is replaced by the End of Game Phase. In this phase, you must perform the following steps in order:



Solo mode

Take on the automa Yusuf, another Nasrid nobleman who will compete against you for prestige and prominence in the history of the Kingdom of Granada.

Game setup

Setup a game as if for 2 players, with the following exceptions:

Main board setup

Before placing the major Poems on the board, remove Card F1 from the game.

Each player

Yusuf takes his **Action Board**, instead of a Workshop, as well as all the components of the same colour, which he places in the usual way on the Main Board, except:

- His Workers, which he leaves standing next to his board.
- One of his Ships, which he places directly on the right-hand side (consolidating the Trade Relationship) of the nearest City to the Kingdom of Granada that meets the scoring criteria of the Trade Card on the Map. Yusuf earns that City's Seal. If there is more than one City that meets the criteria and is at the same distance from the Kingdom of Granada, you decide where to place his Ship.

Yusuf does not take the initial 4 Storehouses or the Architectural Balance Card. However, his board shows 4 Store Boxes reflecting his initial storage capacity, which will increase as he gets Storehouse Tiles (see below).

Yusuf is the Starting Player for the first round, so he takes the Starting Player Token directly and does not earn, nor of course choose, any Starting Tiles.

Finally:



Shuffle Yusuf's 4 Worker Tiles together to form a face-down pile next to his board.



Separate Yusuf's Worker Cards into 3 Decks: Master Builder, Merchant, and Poet, and shuffle each Deck separately. Then place each Deck face down next to his board.

Yusuf's Action Board is a summary of the actions he will take during the game with his Workers, as well as a reminder of certain end-of-round and end-of-game exceptions.

You are now ready to begin the game.

How to play

The game also consists of 5 rounds and follows all the usual phases of the game (Actions, End of Round and End of Game).

Phase 1. Action



When it is his turn to play, Yusuf must reveal the **top** Worker Tile of his pile: this Tile will show which of his Workers to activate. Revealed Tiles remain face up until the End of Round, at which point the Draw Pile is reformed.



Next, Yusuf reveals the **top** Card of the corresponding Worker Deck shown on the Tile.

The revealed Card indicates:



The square of the corresponding Rondel to which the Worker must move.

The action to carry out after having moved the Worker.

Finally, the PP and/or Parias that Yusuf earns.

Worker Cards are always resolved from **top to bottom**. Create an individual Discard Pile under each Deck, in which you will stack the Cards face up after they have been resolved. You can refer to these discarded Cards during the game. If you must draw a Card from a Deck and the Deck is exhausted, shuffle the discarded Cards and form a new Draw Deck.

Movement



Move the Worker to the square in the corresponding Rondel indicated at the **top** of the Card and lay the Worker down. Then discard the Raw Material and/or Marble from the Secondary Actions connected to that square if indicated on the Card by the icon

Yusuf does not pay any movement costs or costs if his Worker ends its movement on a square where any other Workers are present.

Special cases:

- If the Worker is already on the square indicated by the Card, simply lay it down.

- When Yusuf first activates a Master Builder in a round, he will have 2 Workers to choose from (both will be standing). In this case, move to the square indicated by the Card, using the Master Builder closest (in a clockwise direction) to that square.
- In the case of the Master Builders, Yusuf may have to move 1 of them to a square where the other is already present. In such a case, discard the Worker Card, without resolving it, and reveal a new one.

Note: At the start of the game, Yusuf's Workers are next to his board, so when they are activated, you simply have to place them on the indicated square of the Rondel.

Actions



Carry out the action indicated in the **middle** of the Card (not on the Rondel square to which the Worker has moved).



If the Card shows no action then Yusuf **does not** carry out any actions.



Some Cards display 2 action icons. In this case, carry out actions from **top to bottom**.

Yusuf does not manage any Resources (Materials, Raw Materials, Goods, Dinars), so he carries out all the actions on his Cards **at no cost**.

Below are explanations of the actions shown on the Cards, according to the type of Worker who carries them out.



Master builder



Major construction action



Take the **highest** numbered Major Construction Tile from the current Era that **matches** the Sultan's desired building type. Then place it next to his board and advance his Favour Token by 1 space, although Yusuf **earns no** Bonus from this. He also **does not** earn the Major Construction Bonus shown on the Tile.

If no Major Construction Tile matches the Sultan's desired building type, simply take the Tile from the current Era with the highest number.



Minor construction action



Take the lowest numbered Minor Construction Card from the **rightmost** column on the Main Board, starting from the **top**, that **matches** the Sultan's desired building type. Then place it next to Yusuf's board. Yusuf **never** achieves Architectural Balances (and therefore earns the associated Bonuses), so you don't need to place the Cards he gets in any particular order.

If no Minor Construction Card matches the Sultan's desired building type, take the Card in the rightmost column of the Main Board, starting from the top.



Storehouse action

Take the Storehouse Tile, of the 2 available next to the Worker's square, which **displays the most Store Boxes**. If they all show the same number of Store Boxes, then take the one closest to the square and place it next to his Board. Yusuf **does not earn** any of the Bonuses shown on the Tile, but you must ensure that the Store Boxes he earns are visible.

If there are no Tiles available next to the Worker's square, then take one of the available Storehouse Tiles next to the Storehouse square on the opposite side of the Rondel, following the same procedure.



Merchant





Export action

Take one of his Ships from the Kingdom of Granada and place it on the left-hand side of a City that has a **Seal** and **matches** the scoring criteria of the Trade Card. In addition, that City must be the **closest** City to the Kingdom of Granada or to a City where he already has a presence. If there are 2 or more equidistant Cities, you decide which City to place his Ship in. Then take the Seal and place it next to his board, although Yusuf **does not earn** the City Bonus.

End of game

This phase proceeds normally, with the following exceptions:

	<p>Income. Yusuf does not receive any income, even if he has consolidated his Trade Relationship with some blue Cities.</p>
	<p>Leftover Seals, Resources and Dinars. Yusuf only earns 1 PP for each Seal he has given that he manages no Resources.</p>

Consequently, Yusuf again scores the Sultan's Wishes and pays Parias in the usual manner. Additionally, he scores PP for the Major Poems that he has and the Trade Card on the Map.

Clarifications:

- **Major Poem A3:** Each Minor Poem Yusuf has counts as either a blue or red Poem, so he needs two Minor Poem Cards and one Major Poem Card to form a trio of Poems of different colours.
- **Major Poem C3:** Each Minor Construction Card Yusuf has counts as an Architectural Balance.

Difficulty

You can vary the difficulty of the game to your liking.

For a **more relaxed game**, play **without** the Events (Advanced Mode). We recommend this option for your first games, to learn the concepts of the game well.

For **more demanding games**, play **with** the Events (Advanced Mode): use 1 positive and 2 negative Events, or 3 negative Events for a bigger challenge. If this is still not enough, set Yusuf's PP Token to 10 PP (instead of 5 PP) at the start of the game.

If you choose to play with Events, Yusuf is unaffected by them and ignores their effects completely.







Basic iconography

Below you will find a brief description of the most common icons in the game and their meaning:

Resources, parias and PP

	<p><i>Earn/pay the indicated amount of Dinars.</i></p>
	<p><i>Earn/pay the indicated amount of Parias.</i></p>
	<p><i>Earn/lose the indicated amount of PP.</i></p>
	<p><i>Take the indicated Material from the Reserve.</i></p>
	<p><i>Take the indicated amount of Materials from the Reserve.</i></p>
	<p><i>Take 1 Material of your choice between those indicated from the Reserve.</i></p>
	<p><i>Take 'x' number of Materials of your choice between those indicated (in whichever combination you wish) from the Reserve.</i></p>
	<p><i>Take 1 Raw Material from the Rondel.</i></p>
	<p><i>Take 1 Good from the Rondel.</i></p>
	<p><i>Take 'x' number of Raw Materials from the Rondel (in whichever combination you wish).</i></p>

Outer rondel actions

	<p><i>Minor Quarry Action (p.10).</i></p>
	<p><i>Major Quarry Action (p.10).</i></p>
	<p><i>Storehouse Action (p.10).</i></p>
	<p><i>Storage capacity.</i></p>
	<p><i>Construction Action (p.10).</i></p>
	<p><i>Major Construction.</i></p>

	<i>Major Construction Scaffolds of Eras I and II: Use 1 Gypsum as the mandatory base Material and, optionally, up to 2 extra Materials of your choice between Wood, Marble and Glazed Ceramic. You cannot use the same Material more than once.</i>
	<i>Advance your Favour Token 1 space.</i>
	<i>Minor Construction.</i>
	<i>Minor Construction Scaffold: Use the mandatory base Material indicated on the Card (Gypsum, Wood or Marble) and, optionally, up to 2 extra Materials of your choice between Gypsum, Wood, Marble and Glazed Ceramic. You cannot use the same Material more than once.</i>
	<i>Building type: Door</i>
	<i>Building type: Fountain</i>
	<i>Building type: Palace</i>
	<i>Building type: Garden</i>
	<i>Building type: Tower</i>
	<i>Building type: Window</i>
	Market Action (p.10).
	<i>Carry out 1 transaction.</i>
	<i>Carry out 'x' transactions.</i>

Middle rondel actions

	Export Action (p.12).
	<i>City. The 9 Cities on the Map display a shield which identifies them. The colours of these shields are irrelevant in terms of gameplay.</i>
	<i>City Bonus.</i>

	<i>Seal.</i>
	Consolidate Action (p.12).
	<i>Permanent income for having consolidated your Trade Relationship in a blue City.</i>
	<i>Immediate Bonus for having consolidated your Trade Relationship in a red City.</i>
	<i>Other players who have already consolidated their Trade Relationship in a given City.</i>
	Produce Action (p.13).
	<i>Earn the City Bonus of one City in which you have a presence.</i>
	<i>Process 1 Raw Material in your Workshop.</i>
	<i>Process 'x' number of Raw Materials in your Workshop.</i>

Inner rondel actions

	Carve Poem Action (p.13).
	<i>Poem Carving Scaffold: Pay the Dinars that the Poem costs. Use 1 Material of your choice between Gypsum, Wood and Marble as a base Material and, optionally, 1 extra Material of your choice between Gypsum, Wood, Marble and Glazed Ceramic. You cannot use the same Material more than once.</i>
	<i>Blue Poem.</i>
	<i>Red Poem.</i>
	<i>Grey Poem.</i>
	<i>Any Poem.</i>
	Reactivate Action (p.14).
	Artisanal Labour Action (p.14).

Secondary actions



Secondary Action (p.14).

Phases of the game



Actions



Work (p.9). Move your Worker around its Rondel. The first 2 steps are free. Pay 1 Dinar for each additional step. Also pay 1 Dinar for each other Worker on the destination square. After moving, lay the Worker down and carry out the main and/or Secondary Action on the destination square.



Rest (p.9). Return your Worker to your Workshop: Lay the Worker down, earn 3 Dinars and lose 1 PP.



End of round



Income (p.15). Receive the Income from blue Cities in which you have consolidated your Trade Relationship.



Narrator (p.15). Advance the Narrator Token 1 space to the right.



Score the Sultan's Wishes if required.



Pay the number of Parias required (Tribute Phase).



Change the active Event if required (Advanced Mode).



Reactivating Workers (p.16). Stand up your Workers, including those in your Workshop, and move all the Sultan's Workers 1 step in a clockwise direction (they are always standing).



Maintenance (p.16). Replace all the Materials, Raw Materials, Minor Construction Cards, Minor Poem Cards and Storehouse Tiles taken from the Main Board during the round.



Starting Player (p.16). The player in the lead on the Paria Track decides who will be the Starting Player of the next round.



Era change (p.16). Remove all the Era I Major Construction Tiles from the game when the Narrator Token reaches Space II.



End of game



Income (p.17). Receive income following the same rules as the End of Round explanation.



Narrator (p.17). Advance the Narrator Token 1 space to the right.



Score the Sultan's Wishes (the 3 Tiles).



Pay the required number of Parias (Tribute Phase).



Major poems (p.17). Each player scores for their Major Poems.



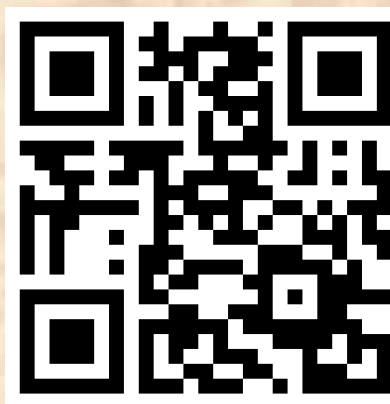
Trade (p.17). Each player scores the Trade Card on the Map.



Leftover Seals, Resources and Dinars (p.17). Each player earns 1 PP for each Seal, Good, Marble, Glazed Ceramic and 1 PP for every 2 Dinars that they have.

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