

A board game to travel back in time to 1492 and conquer the Alhambra of Granada

LOCATION: Granada
LENGTH: 1'33"

SUMMARY: The Alhambra is on the table. Ana and Alejandro have created a board game inspired in this Nasrid palace and the internal power struggles developed there among the members of Muhammad XII's family. 'The Conquer of the Alhambra' will become a reality thanks to a crowdfunding campaign.

VTR:

A new strategy board game inspired in the History, places and aesthetics of the Nasrid Kingdom of Granada is the project of Ana and Alejandro. It's called '1492. The Conquer of the Alhambra'.

Ana Campos Creator of the game

"The last moments of the Kingdom of Granada, when Muhammad XII, his mother Aixa, his father Abu I-Hasan Ali and Muhammad XIII, who was Abu I-Hasan Ali's brother, engaged in a struggle for power and the control of the Alhambra."

Those would be the four players that, on the board, which has the shape of the map of the Alhambra, try to take control over the kingdom. But there's a surprise.

Alejandro Castillo Creator of the game

"There's a fifth player, which is the game itself, and you have to be careful because it may win the game and none of the four players will succeed. The game consists in putting soldiers in different areas of the Alhambra."

"I think that the ghost player is very interesting as well as the fact that there's a possibility that the game beats the players."

Players

"It's pure strategy. You save and manage your own luck. That's really good."

The aesthetics of all the elements of the game is inspired in that time.

Ana Campos Creator of the game

"The map of the Alhambra is from the fourteenth century. All the design elements had to follow the same guidelines."

The game is having great acceptance and it has been supported by a crowdfunding campaign. Its creators assure that it's more than a game. It can also be an original gift or souvenir from Granada.

For more information or support please email info@andalusianstories.com