

# Granada: The Fall of Moslem Spain



**Manufacturer:** Avalanche Press  
**Cost:** \$34.95  
**Number of Players:** 2  
**Complexity:** Beginner  
**Estimated Game Time:** 1 to 2 hours  
**Rule Book:** 8  
**Supplements:** none  
**Board Size:** 22" x 17" hard mounted  
**Number Counters:** 120

## Description

Granada is an exciting game that marked one of the most pivotal, but largely forgotten, moments in Western Civilization: the fall of Muslim Spain. Without it, Spain would not have been able to send Columbus on his historic voyage.

Players control the dual monarchy of Spain or the kings of Granada. Each player has knights, cavalry and foot soldiers to carry out their commands. The Spaniards have superior forces, but the Moores have virtually unlimited reinforcements from Africa. Control of the ports, and therefore access to these reinforcements, is key.

The game includes 120 one inch counters, and a 22 x17 inch hard mounted board. It easy to learn, with only 8 pages of rules. Playing time is 1 to 2 hours.