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El Grande

Big Box

HISTORICAL BACKGROUND

El Grande is based on Spain in the 15th Century. There are twelve kingdoms, one county, one principality, and the Basque provinces. The country is made up of five ethnic groups: the Spaniards, Basques, Galicians, Catalans, and Mauren. The aristocracy, especially the *Grandes* (the high aristocracy), significantly influenced events in Spain. However, the *Caballeros* (the average aristocracy), also enjoyed extensive privileges. All of the regions wanted to develop their own independence. The *Castillos* (Castles) also played an important role.

Pronunciation Note: In Spanish, the "ll" is pronounced as a "y"; Castillo = "Castiyo"; Caballero = "Cabayero"; Mallorca = "Mayorca".

See the Overview Sheet for the Game Setup procedure.

OBJECT OF THE GAME

In **El Grande**, each player is the Grande in one region, allied with 30 Caballeros. Each Grande attempts to extend his influence across Spain by controlling the majority of Caballeros in as many regions as possible. The player who has the most points at the end of the game is the winner.



GAMEPLAY

The game is played over 9 rounds, in which players place their own Caballeros in regions on the game board. After every 3 rounds (i.e., after rounds 3, 6, and 9), a general scoring occurs. The player with the most (and usually the second and third most) Caballeros in each region scores points, which are recorded on the scoring track.

Note: You can also play a shorter game which consists of only 6 rounds. In this case, place the Round marker on the "2" space of the round track. As the game progresses, you will skip rounds 4 and 7.

Round Track
with
Round Marker

General
Scorings
occur here



In each game round, the following phases are performed in this order:

1. Reveal Action Cards for the round

2. Play Power Cards

3. Each player takes his turn:

3.1 Move Caballeros from the provinces to the court

3.2 Use an Action Card

4. End of round

5. General scoring (after rounds 3, 6, and 9)

1. REVEAL ACTION CARDS FOR THE ROUND

The top Action Card in each of the 5 stacks is turned face up.



Example: The top Action Card of each stack is revealed.

Each player will use one of the 5 Action Cards in phase 3 of the round. When they are revealed, the players should consider which of the actions they would like to see executed and which they would gladly prevent.

2. PLAY POWER CARDS

The player with the Start Player Marker begins the phase by playing one of his Power Cards face up on the table in front of him. Then, in clockwise order, the other players each play one of their own Power Cards.

Note: A player **may not** play a Power Card with the same value as one already played this round.

Example: **Ramon** is the starting player for this round. He plays a **7** Power Card. **Benita** follows clockwise, and may play any card other than a 7. She chooses to play a **3**. **Gabriel** is next, and may not play a 7 nor a 3, so he plays a **2**. **Ricarda** is last in clockwise order, and decides to play an **8**.



Each Power Card determines two aspects of phase 3: turn order, and the number of a player's Caballeros that can be moved from the provinces to his court ("replenishment").

1. Turn Order

The player who has played the Power Card with the highest value takes his turn first. The player with the second-highest card plays next, etc.

Note: A higher-value Power Card allows for a greater choice of Action Cards.

Example: Ricarda played the highest-value Power Card (8); she will take the first turn. She is followed, in turn, by Ramon (7), Benita (3), and Gabriel (2).



2. Replenishment

The number of Caballeros shown on your Power Card indicates the maximum number of Caballeros you may move from the provinces to your court.

Note: In general, the higher the Power Card, the lower the replenishment amount.

Note: You need Caballeros in your court in order to place them in regions on the board.

Example: Ricarda may move 2 Caballeros to her court in the next phase. Ramon may move 3, and Benita and Gabriel may each move 5.

3. EACH PLAYER TAKES HIS TURN

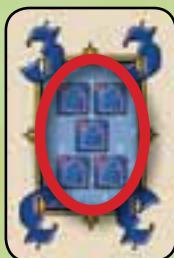
The player who has played the highest-value Power card begins this phase, taking the two actions described below. Once he finishes his entire turn, the other players follow with their turns, in decreasing order of their played Power Cards. Each player takes only one turn per round. When it is your turn, you will take the following two actions:

3.1 Move Caballeros from the provinces to the court

At the beginning of your turn, move up to as many Caballeros as shown on your Power Card from the provinces to your court.

Note: If there are not enough of your Caballeros in the provinces, you may remove Caballeros from the board (but not the Castillo) to make up the difference.

Note: You may move less Caballeros to your court than the number shown on your Power Card.



Example: Benita may move up to 5 Caballeros to her court, but currently only has 3 in the provinces. She takes the 3 from the provinces, and another 2 from one of the regions of the board, and places them in her court.

If Benita does not want to remove any of her Caballeros from the board, she would only move the 3 Caballeros from the provinces to her court.

3.2 Use an Action Card

You now choose one of the face up Action Cards. Take the card, and perform the following two actions:

Special Action

You may perform the special action listed on the card. When doing this, you must carry out as much of the action as possible, exactly as stated on the card. For example, when using the card shown here, you must score all regions with a scoreboard having a top score of 5, even if some of the regions scored would earn points for other players. The text on some of the cards is specifically worded to allow a player to only partially perform the action, such as the Intrigue card "You **may** move any 4 Caballeros...". Instead, you may choose **not to perform the action** on the card at all.



Move Caballeros to the Board

The number of Caballeros shown on the Action Card indicates the maximum number of your Caballeros you may move from the court to the game board.

- You may **only** move Caballeros that are already in your court. If your court contains less Caballeros than you are allowed to move to the board, you only move what is there, forfeiting the rest.

- The Caballeros may **only** be placed in any region adjacent to the current location of the King (not in the King's Region itself).
- You may also throw any or all of your Caballeros into the Castillo.

Each player may decide whether to place his Caballeros on the board before or after performing (or not performing) the special action on his chosen Action Card. However, whichever of the two actions is taken first in a turn, it must be fully completed before moving on to the other action.

Example 1: *Ricarda* selects the "King's Card". She decides to perform the **special action** first, moving the King to Castilla la Nueva. This is now the King's Region. She may then move up to 5 Caballeros from her court to the game board, in any region adjacent to the King's Region. At this point, these regions are: Aragón, Castilla la Vieja, Granada, Sevilla, and Valencia. She may also decide to throw some or all of her Caballeros into the Castillo (see below).



Example 2: *Benita* selects the "Special scoring" card as shown here. She decides to move Caballeros to the game board first. This card allows her to move up to 3 Caballeros from her court to the board. Since the King is in Galicia, *Benita* may only move Caballeros to País Vasco, Castilla la Vieja, or the Castillo. She decides to place 2 of them in País Vasco, and the throw the 3rd into the Castillo.

Next, *Benita* performs the **special action**, and scores all of the "5" regions.

These regions are: Aragón, País Vasco, and Valencia. She must score all of those regions, even if it means that another player will receive points. The Castillo is not scored in this instance (see below). The details of how a scoring is conducted are explained on page 6.



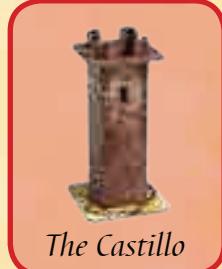
After using an Action Card, return the card face down to the bottom of the respective Action Card stack. This card is no longer available to the other players.

Now, the next player in Power Card value order takes his turn, carrying out the actions as described above.

Some important terms and situations:

THE CASTILLO

- The Castillo is not a region. Whenever a "region" is mentioned, this does not include the Castillo.
- Caballeros may be placed in the Castillo any time a player adds Caballeros to the board, no matter where the King stands.
- Whenever you relocate Caballeros, you must never take any **from** the Castillo. However, any or all may be thrown **into** the Castillo when you are allowed to relocate Caballeros. ("Relocating" is possible through certain Action Cards and is described on page 9.)
- When adding Caballeros to the Castillo, players should clearly call out the number they are adding. Players may never look into the Castillo to see how many Caballeros are there, nor may they ever take Caballeros from the Castillo.
- Note:** It is advantageous to keep track of who has Caballeros in the Castillo, and how many, in order to avoid any surprises during the next general scoring!
- It is **only** during a general scoring (after rounds 3, 6, and 9), or special scoring (via an Action Card, see page 11), that the Castillo is lifted and the Caballeros there are counted. After a special scoring, the Caballeros remain in the Castillo. In a general scoring, however, each player will take all of the Caballeros he may have had in the Castillo, and relocate them all to another region on the board. (This is explained in more detail below.)



The Castillo

THE KING AND THE KING'S REGION

The region where the King stands is called the “King’s Region”. Three special rules apply to the King’s Region:

1. The King’s Region is taboo! (This is one of the most important rules in the game!)

No changes are allowed in the King’s Region; no Caballeros, no Grandes, and no Mobile Scoreboards may be moved into or removed from this region. The **only** exceptions are any of the special actions which specifically allow movement of the King!

2. Placing of Caballeros:

When moving Caballeros from the court to the board, they may only be placed in regions adjacent to the King’s Region (and into the Castillo). They may never be placed into the King’s Region itself!

3. King’s Bonus:

The player with the most Caballeros in the King’s Region receives an additional 2 points **whenever** that region is scored. If there are several players with the same number of Caballeros tied for the majority, then the King’s Bonus is not awarded!

*Castilla la Nueva
is the King's Region.
The directly
neighboring regions
are considered to
be adjacent regions.*



4. END OF ROUND

After all players have completed their turns, the round ends. The following steps are then performed:

1. Any remaining face up Action Cards are placed face down underneath their respective stack.



Example: In a 4-player game, 1 of the Action Cards will remain unused. This card is now placed face down at the bottom of its stack. The top card of each stack is once again face down, ready for the next round.

2. The player who has played the lowest-value Power Card in this round takes the Start Player Marker.
3. Each player then places the Power Card played this round into a face down discard pile in front of himself. These Power Cards are no longer available for the rest of the game.



Example: Gabriel has played the lowest-value Power Card this round. He takes the Start Player Marker, and will be the first to play a Power Card in the next round. All players then discard their played Power Cards face down.

Note: Since the played Power Cards are discarded from the game, players will have 1 Power Card less to choose from in each new round. (Players will always have sufficient Power Cards to last the entire game.)

4. The Round Marker is advanced to the next space on the Round Track.

If the Round Marker is now on a numbered space, the next round of the game begins, as described above.



If the Round Marker is now on a space showing a “fleur-de-lis” symbol, a general scoring is performed (see page 6). This will occur after the 3rd, 6th, and 9th rounds. After performing a general scoring, the Round Marker is advanced again, and a new round begins.

5. GENERAL SCORING

When the Round Marker is moved to a Round Track space showing a “fleur-de-lis”, a general scoring is performed. The scoring steps are completed in the following order:

1. Select a region with the Secret Disk
2. Score the Castillo
3. Transfer Caballeros from the Castillo to chosen regions
4. Score the regions sequentially

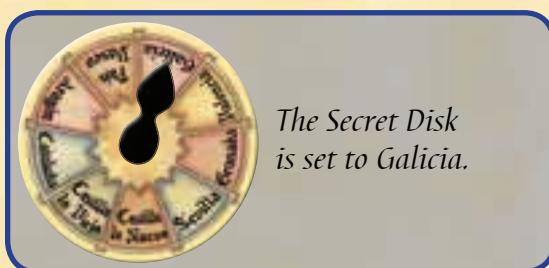
The scoring bar to the right of the Round Track serves as a guide to completing the scoring steps in proper order.



1. SELECT A REGION WITH THE SECRET DISK

In step 3 each player will transfer his Caballeros (if any) from the Castillo. He must now decide which region he would like to move these Caballeros into, by secretly selecting the region with the pointer on his Secret Disk. After choosing a region, players place their Secret Disks face down on the table.

Important: All of a player's Caballeros in the Castillo must be moved to a single region – the one shown on his Secret Disk. In addition, the King's Region, as always, is taboo!



2. SCORE THE CASTILLO

After all players have placed their Secret Disks face down on the table, the Castillo is scored. The Castillo is lifted from the game board, and the Caballeros inside are counted. The player with the most Caballeros receives 5 points, as indicated on the first space of the scoreboard shown in the Castillo area. The player with the second most Caballeros receives 3 points, and the player with third most receives 1 point. If several players have the same number of Caballeros in the Castillo and tie for a rank, these players receive the points of the next lower rank shown on the scoreboard. Any player having no Caballeros in the Castillo receives no points.



Note: In a 2-player game, only the first rank of the scoreboard is scored. Only the player with the sole majority of Caballeros in the Castillo receives points.

In a 3-player game, only the first two ranks are considered. Only the players with the most and second most Caballeros in the Castillo receive points.

Players record their earned points by moving their Scoring Markers forward along the scoring track.



Example: **Ramon** and **Benita** each have 2 Caballeros in the Castillo. **Gabriel** has 1 Caballero.

The scoreboard for the Castillo shows 5 points for the player with the majority, 3 points for 2nd place, and 1 point for 3rd place.

Ramon and **Benita** are tied 1st place. Therefore, both receive the points for the 2nd place rank (3 points for each).

Gabriel is in 3rd place, and therefore receives 1 point.



Ramon and **Benita** each move 3 spaces forward on the scoring track, and **Gabriel** moves 1 space forward.



3. TRANSFER CABALLEROS FROM THE CASTILLO TO CHOSEN REGIONS

Next, all players turn their Secret Disks face up, and move all of their Caballeros that were in the Castillo to the region chosen on their Secret Disk.

Note: If a player has chosen the King's Region (accidentally or on purpose), he must return his Caballeros to his court!
Return the Castillo, empty, to its space on the game board.



Example: Ramon moves his 2 Caballeros from the Castillo to Granada.



4. SCORE THE REGIONS SEQUENTIALLY

Now, players evaluate the majority of Caballeros in all regions of the game board, in the order they appear on the scoring bar. The scoring for each region is performed in the same way as the scoring of the Castillo (as shown in step 2, above). The score-board in each region indicates the points received by the player having the most, second most, and third most Caballeros in that region.

Important: The Grandes only serve to identify the home regions of the players, and are not counted when determining the majority in a region.

Note: In a 2-player game, only the first rank of a scoreboard is scored. Only the player with the sole majority of Caballeros in a region receives points.

In a 3-player game, only the first two ranks are considered. Only the players with the most and second most Caballeros in a region receive points.

As with the Castillo, if several players have the same number of Caballeros in a region and tie for a rank, these players receive the points of the next lower rank shown on the scoreboard. Any player having no Caballeros in a region receives no points when it is scored.

Examples:



Galicia is the first region to be scored. Gabriel has 3 Caballeros there, and he earns 4 points. Benita has 2 Caballeros, and earns 2 points for 2nd place. Ramon is in 3rd place with 1 Caballero in the region. Unfortunately, there are no points for 3rd place in Galicia.



The next region to be scored is País Vasco. Here, Benita, Ramon and Ricarda each have 3 Caballeros, and Gabriel has 2 Caballeros. Since Benita, Ramon and Ricarda are all tied for majority in this region, they each receive 3 points (for the 2nd place rank). Gabriel then receives 1 point for 3rd place.

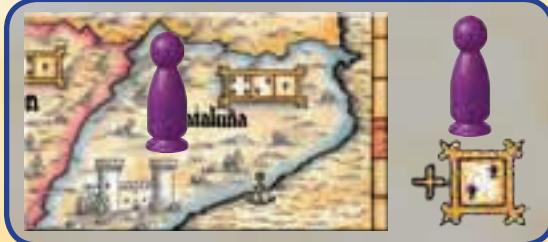


Aragón is scored next. Here, Gabriel and Ricarda each have 3 Caballeros, and both Benita and Ramon have 2 Caballeros. Gabriel and Ricarda are tied for 1st place, so they receive the points for the next lower rank (4 points for 2nd place). 3rd place is likewise shared by Benita and Ramon. They would normally receive points for the next lower rank; however, since there is no 4th place rank on the scoreboard, they receive no points.



KING'S BONUS

The player having **sole majority** of Caballeros in the King's Region receives an additional 2 points. This applies whenever the King's Region is scored, whether it is during a general scoring, or due to a special scoring from an Action Card.



Example: Cataluña is the current King's Region. **Gabriel** has 2 Caballeros there, and **Ramon** has 1 Caballero. Therefore, **Gabriel**, having the majority, receives 4 points, plus an additional 2 points for having the majority in the King's Region. **Ramon** receives 2 points for 2nd place. Since no other players have Caballeros in Cataluña, 3rd place is not awarded.



HOME REGION BONUS

The player having **sole majority** of Caballeros in the region in which his Grande stands ("Home region") when it is scored receives an additional 2 points. This applies whenever a player's Home region is scored, whether it is during a general scoring, or due to a special scoring from an Action Card.

Reminder: The Grande itself does **not** count toward the majority in the region in which it stands.



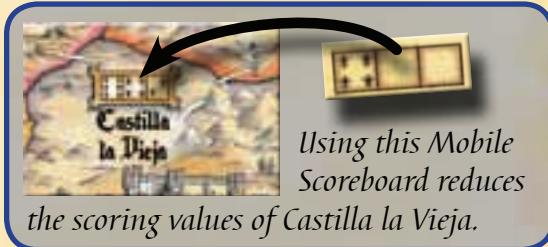
Example: Granada is **Ramon**'s Home region (since his Grande is there), and he also has 4 Caballeros there. He has the majority, since **Gabriel** and **Ricarda** each have only 1 Caballero there. Therefore, **Ramon** receives 6 points for the majority, plus an additional 2 points for having the majority in his Home region, for a total of 8 points. **Gabriel** and **Ricarda** share 2nd place, and receive the points of the next lower rank, which is 1 point each.



Note: It is also possible for a player to receive **both** the King's bonus and the Home Region bonus at the same time, for the same region.

MOBILE SCOREBOARDS

The 2 Mobile Scoreboards may come into play via certain Action Cards, and they replace the printed scoreboard in a region. A region can have at most 1 Mobile Scoreboard in it at any time. With these Mobile Scoreboards, the scoring values of a region are temporarily altered.



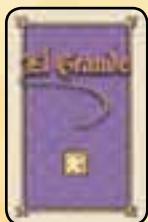
After scoring all of the regions on the game board, the Round Marker is advanced one space, and a new round begins.

GAME END

The game ends after the third general scoring (following the 9th round).

The player who has advanced the furthest along the scoring track is the winner, and has earned the title of "El Grande"! If there are several players with the same score, they all share in the victory.

ACTION CARD DETAILS



ACTION CARDS IN THE “1” STACK

The following general rules apply to all 11 cards in the “1” stack:

You may move a maximum of **one** Caballero from your court into a region adjacent to the King's Region, or into the Castillo.

In addition, the indicated special action on the card is either executed or prevented.

The cards in this stack are called “**Intrigue**” cards because they allow you to **relocate** your own or another player’s Caballeros on the game board. When moving Caballeros, the following general rules apply:

- Unless specifically noted otherwise, you may move **your own and others’** Caballeros.
- Unless specifically noted otherwise, you may move Caballeros **from one or more regions**. You may also combine Caballeros from different regions; i.e., taking 2 Caballeros from one region and 1 from another. The same is true when moving Caballeros **into** a region.
- You may not move Caballeros from the **Castillo**, or from your **Court**.
- You are always allowed to move **less** Caballeros than the number indicated on the card.
- You are **not** restricted to regions adjacent to the King's Region during the relocation of Caballeros. You may move Caballeros to all regions on the board (except the King's Region), and/or into the Castillo.
- **The King's Region is always taboo!** Caballeros cannot be moved from or moved to the King's Region.

There is no exception to this rule anywhere in the game.

The special actions are as follows:



Intrigue (1x)

You may move any 3 Caballeros on the board.

Intrigue (1x)

You may move any 4 Caballeros on the board.



Intrigue (1x)

You may move any 4 of your own Caballeros on the board.

You may only move your own Caballeros; never those of the other players.



Intrigue (1x)

You may move any 3 foreign Caballeros on the board.

You may only move Caballeros of the other players; never those of your own.



Intrigue (2x)

You may move 2 of your own and 2 foreign Caballeros on the board.

You may move up to 2 (but not more than 2) Caballeros of both your own and those of the other players.



Intrigue (2x)

You may move up to 5 Caballeros from any one region.

All Caballeros moved must be taken from **the same region**, but may, as usual, be moved into any combination of different regions.



Intrigue (1x)

You may move all of your own Caballeros from any one region.

With this card you must move all of your Caballeros from **one region**; you may not leave any in that region. However, you may, as usual, move those Caballeros into any combination of different regions.



Intrigue (1x)

You may move 2 additional Caballeros from your court to any region(s).

With this card you may move up to 3 Caballeros from your court: 1 of which may only be moved to a region adjacent to the King's Region (or into the Castillo), and 2 more which may be moved into the region(s) of your choice.



Intrigue (1x)

You must move all of your own Caballeros from any one region.

OR

You may move 2 additional Caballeros from your court to any region(s).

With this card you must make a choice between one of the two actions listed (as described in the 2 sections above). You may not perform both of the actions on this card.

ACTION CARDS IN THE “2” STACK

The following general rules apply to all 11 cards in the “2” stack:

You may move a maximum of **two** Caballeros from your court into a region adjacent to the King's Region, or into the Castillo. In addition, the indicated special action on the card is either executed or prevented. Some of the cards allow you to remove Caballeros from the board; remember...the King's Region is always taboo!

The special actions are as follows:



Veto (2x)

You may prevent one special action during this round or the next round. Announce your objection as soon as the player starts to execute his special action.

When you select the Veto card, place it on the table in front of you. Once, during the current round or next round, you may prevent one entire or partial special action taken by another player. You may use the Veto card before the player performs the special action. You may also interrupt a special action, and prevent only part of it, while a player is performing the action. The player must cancel the rest of the action at that point.

Example: Your opponent chooses an Action Card which allows him to move any 4 Caballeros on the board. He has already moved 2, and as he starts to move the 3rd, you play your Veto card, which forces him to cancel the movement of the 3rd (and also the 4th) Caballero.

After you have used the Veto card, return it face down to the bottom of the “2” stack. If you have not used the Veto card by the end of the following round, you must discard it, unused.



Decay of Authority (1x)

Your fellow players must send all of the Caballeros from their courts back to the provinces.

This applies only to your opponents, not to yourself.



Decay of Authority (1x)

Your fellow players must send 3 of the Caballeros from their courts back to the provinces.

This applies only to your opponents, not to yourself. Players with less than 3 Caballeros in their court send them all.



You send 1 Caballero of each other player from any region back to the provinces. (1x)

You choose 1 Caballero from each other player (not yourself), and place them back in the provinces.



The King is Angry! (1x)

Your fellow players must each send 3 Caballeros back to the provinces. They can be taken from any region(s) and/or from his court.

Starting with the player to your left and continuing clockwise, each other player (not yourself) must send 3 of his own Caballeros back to the provinces.



Each of your fellow players selects a region with their Secret Disk. They must then send all of their own Caballeros from that region back to the provinces. (1x)

Each of the other players (not yourself) simultaneously selects a region with the Secret Disk where they have at least 1 Caballero. Then, they all reveal their selected regions and move all of their own Caballeros from that region back to the provinces.



Each of your fellow players selects a region with their Secret Disk. They must then send 2 of their own Caballeros from that region back to the provinces. (1x)

Each of the other players (not yourself) simultaneously selects a region with the Secret Disk where they have at least 2 (or 1, if that is their only option) Caballeros. Then, they all reveal their selected regions and move 2 (or 1) of their own Caballeros from that region back to the provinces.



Special Scoring (3x)

You may select any one region to be scored.

Choose a region on the board and score this region immediately. You may score the region before or after placing your Caballeros from the bottom of the Action Card. You may choose the King's Region as the region to be scored, but you may **not** choose the Castillo. The scoring is performed following the rules of a normal general scoring; i.e., all qualifying players receive points, and the King's bonus and Home Region bonus may also be awarded.

ACTION CARDS IN THE “3” STACK

The following general rules apply to all 11 cards in the “3” stack:

You may move a maximum of **three** Caballeros from your court into a region adjacent to the King's Region, or into the Castillo.

In addition, the indicated special action on the card is either executed or prevented.

The cards in this stack allow you to perform a **special scoring** on your turn.

The following general rules apply:

- You may score the regions **before or after** placing your Caballeros from the bottom of the Action Card.
- The special scoring is performed following the rules of a **normal general scoring**; i.e., all qualifying players receive points, and the King's bonus and Home Region bonus may also be awarded.
- **The Castillo is not a region**, and is not considered when selecting a region to be scored.
(Exception: The card “Special Scoring: Score the Castillo.”)
- If several regions are to be scored, the **active player determines the order** in which scoring occurs.

The special actions are as follows:

Special Scoring (2x)

Score all of the “4” regions.

All regions with a scoreboard having a top score of 4 are scored. (These regions are Galicia, Cataluña, and Sevilla.)

Important: The Mobile Scoreboards may change the regions that can be

scored. If, for example, this Mobile Scoreboard  is placed in a region, that region is considered to be a “4” region, and will be scored. (The Castillo is not a region, and will not be scored, even if the “4” Mobile Scoreboard has been placed there.) If this Mobile Scoreboard  is placed in Galicia, Cataluña, or Sevilla, the region is no longer considered to be a “4” region, and will therefore not be scored.

Note: The Mobile Scoreboards come into play via the “4” stack of Action Cards (see page 12).

Special Scoring (2x)

Score all of the “5” regions.

All regions with a scoreboard having a top score of 5 are scored. (These regions are País Vasco, Aragón, and Valencia, but **not** the Castillo.) The rules for the “4” regions card (above) apply.

Special Scoring (1x)

Score all of the “6” and “7” regions.

All regions with a scoreboard having a top score of 6 and 7 are scored. (These regions are Castilla la Vieja, Castilla la Nueva, and Granada.) The rules for the “4” regions card (above) apply.

Special Scoring (2x)

Score the Castillo.

The Castillo is scored immediately. To do this, lift the Castillo, and score the Caballeros there. After the scoring, the Castillo is placed back over the Caballeros.

Special Scoring (1x)

Score the 1st place position only in all regions. In the case of any ties, no points are received.

All regions (but **not** the Castillo) are scored immediately. The scoring is conducted as in a normal general scoring; however, only the player with the **most** Caballeros in each region receives points. If there is a tie for majority of Caballeros in any region, no points are received for that region.

Special Scoring (1x)

Score the region(s) with the most Caballeros.

The region containing the most Caballeros (of all players) are scored immediately. If more than 1 region qualifies for the most Caballeros, each of those regions are scored.

Special Scoring (1x)

Score the region(s) with the least Caballeros. Regions without Caballeros are not considered.

The region containing the least Caballeros are scored immediately. If more than 1 region qualifies for the least Caballeros, each of those regions are scored. The Castillo is not considered here.

Special Scoring (1x)

You may select any one region to be scored.

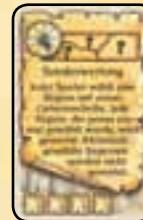
Choose a region on the board and score this region immediately. The rules for this same card appearing in the “2” stack apply here (see page 10).

ACTION CARDS IN THE “4” STACK

The following general rules apply to all 11 cards in the “4” stack:

You may move a maximum of **four** Caballeros from your court into a region adjacent to the King's Region, or into the Castillo. In addition, the indicated special action on the card is either executed or prevented.

The special actions are as follows:



Mobile Scoreboard (3x)

You may place one Mobile Scoreboard on the board or move one that is already there.

You may place one of the Mobile Scoreboards on top of a scoreboard printed on the board, or you may move one to a different region if it is already on the board. A Mobile Scoreboard may also be placed at the Castillo (it replaces the values for both scoreboards at the Castillo even though only one is placed). You may freely choose which of the two Mobile Scoreboards to place or move. As long as the Mobile Scoreboard is in a region, those values are used for all scorings, instead of those that have been covered. A Mobile Scoreboard may not be moved into or out of the King's Region. The two Mobile Scoreboards may not be placed on top of one another. When placed, they must be placed right-side-up: “8/4/0” or “4/0/0” and not otherwise.



Special Scoring (1x)

Each player chooses a region with his Secret Disk. Each region that was chosen exactly once is scored. Any region chosen by multiple players is not scored.

You may perform the special scoring before or after placing your Caballeros from the bottom of the Action Card. First, all players (including you) simultaneously select a region on their Secret Disks and place them face down on the table. All players then reveal their disks, and the regions selected only once are scored. Any regions not selected, or selected by more than one player, are not scored. The scorings are performed following the rules of a normal general scoring; i.e., all qualifying players receive points, and the King's bonus and Home Region bonus may also be awarded.



Eviction (1x)

Choose a region. All other players must move all of their own Caballeros out of this region and into another region (which they each choose with their Secret Disk).



Power Cards (2x)

Take 1 of your Power Cards from the discard stack back into your hand.

You may take back the Power Card you just played this round. You do not have to show the card to the other players.



The Court (1x)

You may move 2 of your Caballeros from the provinces to your court.

This action increases your supply. The normal replenishment rules apply.



Grande (2x)

You may relocate your Grande.

You may choose any region (including a region already containing other Grandes) except the Castillo and the King's Region. The new region becomes your Home region.



Royal Advisor (1x)

Move the King to any adjacent region.

ACTION CARDS IN THE “5” STACK

The “5” stack consists of 1 card: the “King’s Card”.

You may move a maximum of **five** Caballeros from your court into a region adjacent to the King's Region, or into the Castillo.

In addition, the indicated special action on the card is either executed or prevented.



King’s Card (1x)

Move the King to a region of your choice.

You may move the King (to any region except the Castillo) before or after placing your Caballeros from the bottom of the Action Card. You may also leave the King where he is.