

El Grande

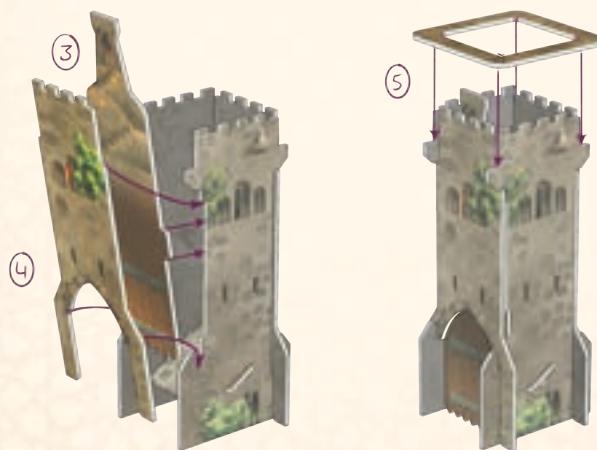
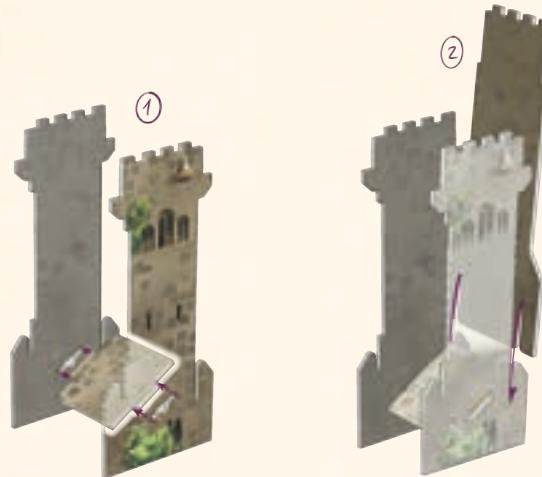
15th century Spain: for almost 700 years, the conflict for dominance over the country has raged between Christian and Muslim rulers. Spain is divided into several kingdoms, counties, provinces, and an emirate. In addition to Catholics and Moors, Basques, Galicians, and Catalans are also fighting for supremacy in different territories. The country's high nobility, called the Grandes, plays a crucial role in turning the tide of battle. They send their brave knights, the Caballeros, to take over new regions.

With every castle they conquer and defend, their influence grows.

Who will win the battle for Spain and become "El Grande"?

Note: In Spanish, "ll" is pronounced with a "y" sound, so Castillo becomes "ka-stee-yo" and Caballero becomes "ka-ba-yeh-ro."

Building the Castillo:



No need to read the rules!

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Assembling the Secret discs:





1 First Player marker
Assemble the marker before your first game



6 Tuck boxes

Setup

We show you how to set up the game for 4 players. The changes for 2 and 3 players are described on page 9.

We explain the game as if you were playing it. This is also how you can explain it to the other players after reading the rules.

- 1** Place the **Game board** in the center of the table with the side for 4 and 5 players visible.



- 2** Return the 10 Action cards with and the 4 with symbols next to the title to the box.



Sort the remaining **Action cards** into stacks according to their backs (1, 2, 3, 4, and 5).

Shuffle each **stack** and place them face down in a row. Stacks 1 through 4 each contain 10 cards. Stack 5 only contains the King's card "Your Majesty".

- 3** Place both **Scoring tiles** next to the game board.



- 4** Place the **Round marker** on the first spot of the round track.



- 5** Place the **Castillo** on the designated space on the game board.



- 6** Each player chooses a color. For example, you choose **purple**. Place the corresponding Score markers on the 0 spot of the scoring track.



- 7** Each player takes the **13 Power cards** in their color. These cards make up your hand. Only you may look at them at any time.

The 16 Power cards with gray backs are a mini expansion, you do not need it for your first game.

Each player takes a **Secret disc**.



After your first game, store the game's components in these 6 tuck boxes.

Store the general components in the large tuck box: 55 Action cards, 16 Power cards with grey backs (mini expansion), 9 Region cards, 2 Scoring tiles, and 1 Round marker. In the small tuck boxes, you can store player-specific components. In each box you put: 13 Power cards, 30 Caballeros, 1 Grande, and 1 Score marker of the corresponding color. Store the remaining components directly in the box: 1 King, 1 First Player marker, 5 Secret discs, and 1 Castillo.

You do not need to disassemble any of the components.

- 8** Shuffle the 9 Region cards and make a face down stack.

Reveal a card and place the King  in the region shown on the card. The region occupied by the King is referred to as the **King's region**.

Starting with you, each player draws 1 Region card. Place your **Grande**  and 2 **Caballeros**  in the region shown on your card.

Finally, return all Region cards to the box.



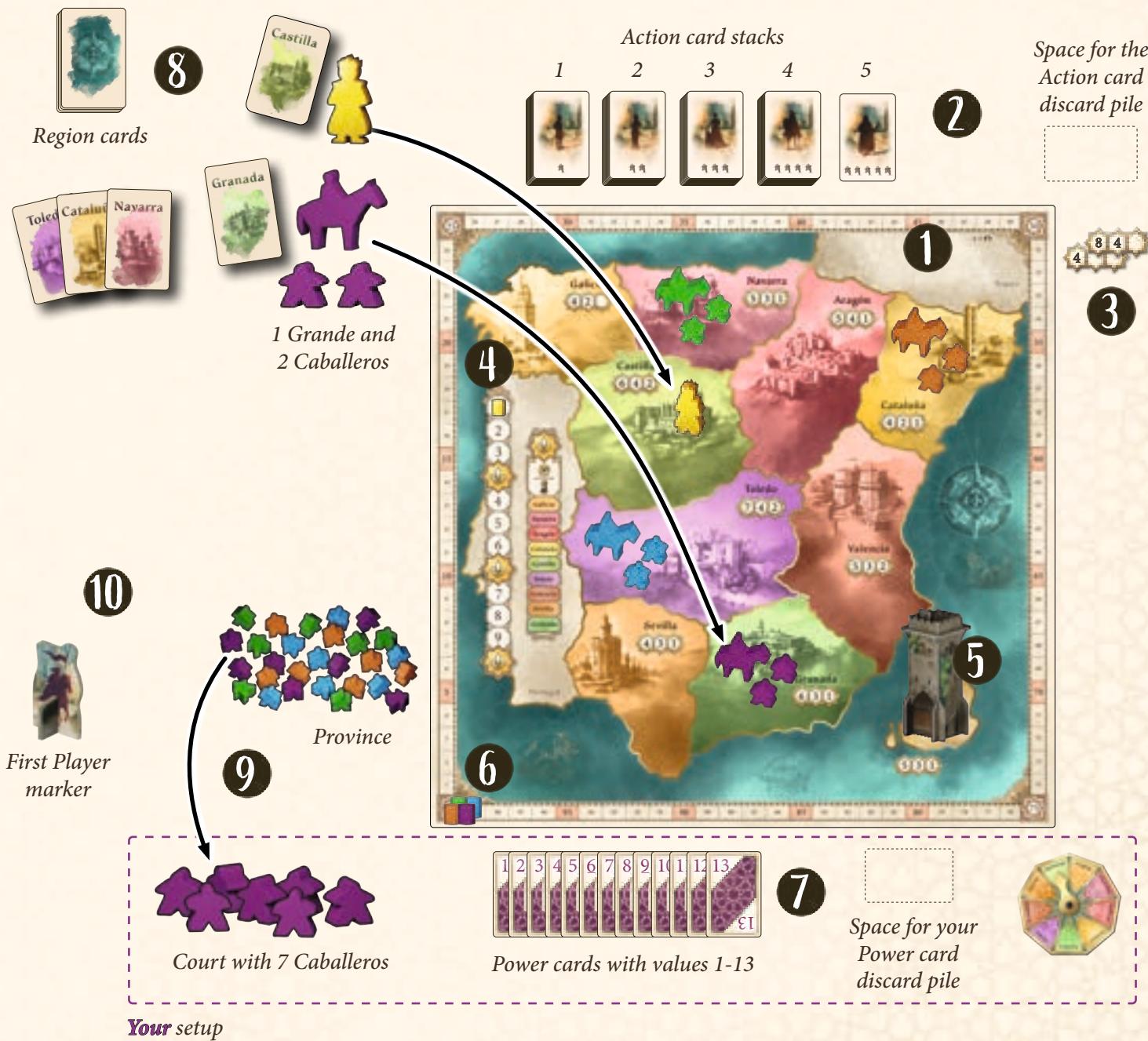
- 9** Each player takes 7 **Caballeros** in their color and places them in their **personal supply**, referred to from now on as their **Court**.

On cards, we use this  symbol for your Court.

Place all the remaining Caballeros (21 per color) next to the game board so that everyone can reach them. This general **supply** is called the **Province** .

- 10** Whoever visited Spain most recently takes the **First Player marker**.

Return all unused material to the box.



Your setup

Goal of the Game

You try to gain majority in the regions of Spain by cleverly placing your Caballeros. During each scoring, you'll earn points depending on your majorities. The player with the most points at the end of the game wins.

Gameplay

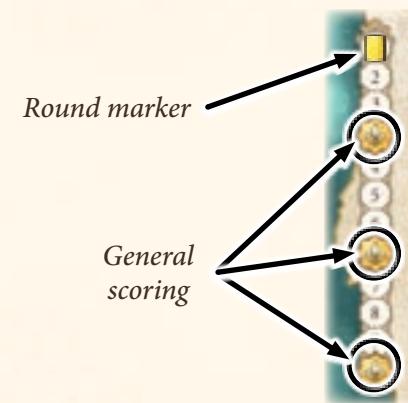
The game plays over 9 rounds. First, you play Power cards to determine turn order. After that, each player takes their turn using one Action card.

Every 3rd round (after the 3rd, 6th, and 9th round) a general scoring takes place. You get points for your Caballeros depending on the majorities in each region.

Each round, perform the following phases in this order:

1. Reveal Action cards
2. Play Power cards
3. Take a turn:
 - Take Caballeros to the Court
 - Use an Action card (place Caballeros & perform a Special action)
4. End of the Round
5. General scoring (after the 3rd, 6th, and 9th round)

We will now explain the individual phases step by step.



1. Reveal Action cards

Reveal the top card of each of the 5 Action card stacks.

One of these 5 actions will be taken by each player in Phase 3. Read each revealed card to get an overview of the available actions this round.

Note: The fifth stack only has 1 card.



2. Play Power cards

The player with the First Player marker begins and plays any Power card from their hand face up. Then, in clockwise order, the other players also play one of their Power cards face up in front of them. Your Power card **must** have a **different value** from all the Power cards that have already been played this round.

The Power cards determine two things:

Turn order and the **number of Caballeros** 🏴 you take to your Court.



Example: Green starts and plays the 8. Blue is the next player clockwise. They may play anything but an 8 and plays a 3. Orange is next and may play anything but an 8 or 3, so they play a 5. Finally, you play the 9.

3. Take a turn

Each player has one turn per round. The player who played the **highest Power card** begins and takes their turn. After that, the player with the 2nd highest Power card takes their turn. Then, it continues with the player who played the next highest card, and so on.



Example: You played the 9, which has the highest value this round. You take your turn first. Then it's Green's turn (8), followed by Orange (5), and finally Blue (3).

On your turn, perform the following steps:

Take Caballeros to the Court

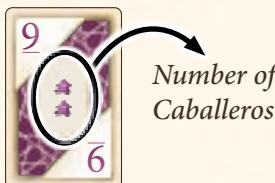
At the beginning of your turn, take as many Caballeros from the general supply (the Province) as are shown on your played Power card. You put them in your personal supply, which we call **Court**. Later, you will place your Caballeros in Spain (on the game board). However, you can **only place Caballeros from your Court**, not from the Province.



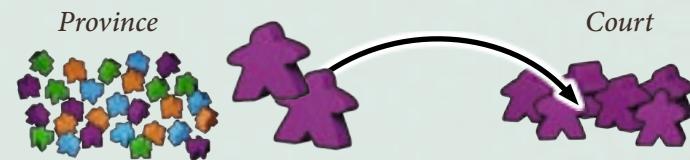
This is the Court symbol

Note: You may take fewer Caballeros than indicated on the card to your Court.

Note: If you play the 12 or 13, you cannot take new Caballeros from the Province to your Court.



Example: You have played the 9. At the beginning of your turn, you take 2 Caballeros from the Province and place them in your Court.



Special case: If there are not enough of your Caballeros left in the Province, you may take your Caballeros from the regions on the map (not from the Castillo) to your Court. This also applies when moving Caballeros to your Court via Action cards.

Use an Action card

Now choose one of the **revealed** Action cards on one of the 5 stacks. Take the card and perform both actions on it in either order:

Place Caballeros

You may place up to the number of Caballeros shown on the bottom of the card onto the game board.



Special action

You may perform the Special action shown on the top of the card.

You decide whether to perform the Special action first and then place the Caballeros, or vice versa. However, you cannot split the actions. You must fully complete one action before performing the other.

Place Caballeros

You may place as many of your own Caballeros on the game board as are shown on the bottom of your Action card.

The following rules apply:

- You may only use Caballeros from your Court. If you have fewer Caballeros than shown on your Action card, you forfeit the rest.
- You may **only** place Caballeros in **neighbor regions** of the King's region. Neighbour regions are all regions that are directly adjacent to the region where the King is located.

Important: You may never place Caballeros directly in the King's region.

- You decide how many Caballeros you place in each region. You may distribute them as you wish. You may also place less than you are allowed to.
- Instead of placing Caballeros in regions, you may throw some or all of them into the **Castillo**. How exactly the Castillo works is explained on p. 6.
- France and Portugal do not count as regions, so you may never place Caballeros there (nor your Grande or the King).



Example: Castilla is the King's region. Therefore, you may place your Caballeros in Galicia, Navarra, Aragón, Toledo or throw them into the Castillo.

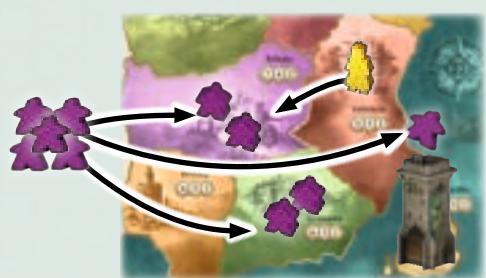
Special action

Each Action card shows a **Special action** that you may perform. You may also choose to **not** perform the Special action at all and only place your Caballeros (p. 5). If you perform the Special action, you must perform as **much of the action as possible**, even if it benefits another player more than you (e.g. they score more points).

Note: Some cards give you options (e.g. "Move up to 4 of your own Caballeros").

You can find an explanation of the different Special actions on p. 10-12.

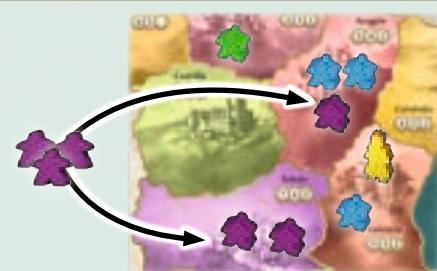
Example 1:



You choose the "**Your Majesty**" Action card. You decide to **place Caballeros first**. You may **place up to 5** from your **Court** in the King's **neighbor regions** or throw them into the **Castillo**. The King is in Valencia, so you place 2 Caballeros in Granada and 2 in Toledo. You throw the last Caballero into the Castillo.

After that, you use the **Special action** to move the King to Toledo.

Example 2:



You choose the "**Fiesta**" Action card. Its **Special action** scores **all 5-point regions** (Aragón, Navarra and Valencia). Since this would give **more points** to other players, you decide **not to perform** the Special action.

After that, you may **place up to 3 Caballeros** from the Court on the game board. You place 1 in Aragón and 2 in Toledo.

You have now performed your Special action and placed your Caballeros. Place your used Action card face up on the discard pile. If you used the King's card "Your Majesty", put it back as the 5th stack **face down**.

These cards are no longer available for the other players this round.

Your turn ends and the player with the next highest Power card takes their turn (see p. 4).

The Castillo

- The Castillo is **not a region**. When we use the term "region", the Castillo is **excluded**.
- If you **move** Caballeros, you may **never** move them **from the Castillo**. You may, however, throw some or all of them **into the Castillo**. (**Moving** is described on page 10).
- Whenever you throw Caballeros into the Castillo, you must **announce how many** you are throwing in. No one may ever check how many Caballeros are inside or take Caballeros from the Castillo.
- The only time you may open the Castillo's gate is during a general scoring (after the 3rd, 6th, and 9th round) or a special Castillo scoring (see p.11).



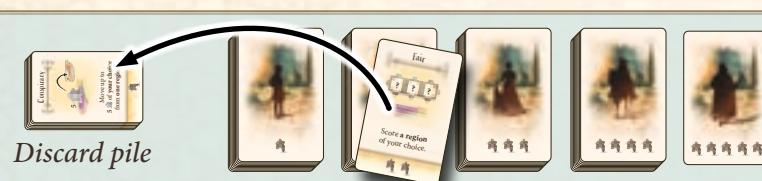
Attention: The King's region is taboo!

Nothing in the King's region may ever be changed. No Caballeros, Grandes, or Scoring tiles may be placed in or removed from the King's region. This is one of the most important rules in the game. There are no exceptions.

4. End of the round

After everyone has taken their turn, prepare for the next round by following these steps:

- Place any **remaining Action cards** face up on the discard pile.
Do not discard the King's card, it is available in every round.



Example: In a 4-player game, 1 Action card is left unused. You place the card face up on the discard pile, since it's not the King's card.

- Whoever played the **lowest Power card** in this round takes the **First Player marker**.
- Put your played Power card face down on your discard pile.
- Move the **Round marker 1 space down**. If the marker lands on a spot with the next digit, a new round begins as just described. If the Round marker lands on a space with a lily , general scoring takes place. More about this in a moment.
- Then you start again with phase 1 and turn over a card from each Action card stack (also the King's card) (see p. 4).



5. General scoring

If the Round marker reaches a space with a lily , a general scoring takes place. This happens after the 3rd, the 6th, and the 9th round.

Note: See page 9 for special scoring rules for 2- and 3-player games.

Each region and the Castillo has a Scoring board that shows how many points you get for 1st, 2nd, and 3rd place.

For each scoring, you perform the following steps in order:

- Set your Secret disc
- Score the Castillo and move Caballeros to a region
- Score each region

The Scoring overview to the right of the round track is a reminder of these steps.



a) Set your Secret disc



First, decide where you want to move your Caballeros from the Castillo. Secretly, move the arrow on the Secret disc to a region where you want to move your Caballeros. Then place it facedown in front of you. All of you do this step simultaneously.

Attention: You cannot split these Caballeros across multiple regions. You must clearly choose one region.



Remember: The King's region cannot be changed in any way. If you choose the King's region with the disc or your disc is not set clearly, your Caballeros will return to your Court instead of moving to a region.

b) Score the Castillo and move Caballeros to a region



Now you score the Castillo. Open the gate so that the Caballeros tumble out, and separate the freed Caballeros by player color. As shown on both Scoring boards, the player who has the most Caballeros in the Castillo gets 5 points. The player with the 2nd most gets 3 points, and the 3rd most gets 1 point.

Note: The rules for a tie are explained on p. 8.

Note: Two Scoring boards are depicted next to the Castillo, so all of you can see the values clearly. Like the regions, you only score the Castillo once.

Track your points by moving your Score marker forward on the Scoring track.

Finally, everyone simultaneously reveals their Secret disc and moves their Caballeros to their chosen region.

You move your marker 5 steps forward.

Example: You empty the Castillo and determine the majority. **You** have 3 Caballeros in the Castillo, **Blue** 2 and **Orange** 1. You have the majority and get 5 points. **Blue** has the 2nd most and gets 3 points. **Orange** has the 3rd most and gets 1 point. **Green** has no Caballeros in the Castillo and therefore gets no points.

Then everyone reveals their Secret disc with their chosen region. **You** move your 3 Caballeros from the Castillo to Granada.

c) Score each region

Galicia Score each region in the order shown on the Scoring overview, from top to bottom. Scoring regions follows the same rules as scoring the Castillo.

First you determine how many Caballeros each player has in the region.

Then, players with the 1st, 2nd, and 3rd most Caballeros get points according to the Scoring board in the region. If a player has no Caballeros in a region, they get no points.

Important: Your Grande can give you bonus points (see below), but does not count toward majority.

The regions are scored in the order indicated on the scoring overview, from top to bottom one after another.

Galicia
Navarra
Aragón
Cataluña
Castilla



Example: Galicia is the first region to be scored. Orange has the majority with 4 Caballeros here and gets 4 points for first place. Blue has 3 Caballeros and gets 2 points. You are in 3rd place with 2 Caballeros. Unfortunately, no points are awarded for 3rd place in Galicia. Green doesn't get any points either, since there is no 4th place.

Resolving ties

If some of you have the same number of Caballeros in a region or the Castillo when it is scored, all tied players score the next lower position. It doesn't matter how many players tie.



Example: The next region is Navarra. You, Blue, and Green each have 2 Caballeros. Remember: The Grande of Green does not count towards the majority. All are tied for first place, therefore you are all considered to be in 2. place and each of you gets 3 points. Orange has 1 Caballero and gets 1 point for 3rd place.

After the scoring you move the Round marker again and begin a new round (see p. 4).

After the 3rd scoring, you proceed with "End of the game".

King's bonus and Grande's bonus



If you score first place in the King's region, you get 2 points extra.



If you score first place in the region with your Grande, you also get 2 points extra.

Note: In case of a tie, you never get bonus points.

These bonuses apply during both general and special scorings.

Note: It is possible to receive both the King's bonus and the Grande's bonus in one region.



Scoring tile

You can place and move the two Scoring tiles only by using the Action cards "Enactment". They replace a printed Scoring board in a region. There can only be one Scoring tile in each region.



Example: Later you score Sevilla. Blue and Green each have 2 Caballeros and therefore share 2nd place. Therefore, Blue does not get the Grande's bonus.

Blue and Green each get 3 points, you get 1.

In Granada you have the majority with 3 Caballeros. Because your Grande is located there, you get 2 bonus points. Since this is also the King's region, you get 2 extra points as well. You get a total of 10 points.

Orange and Green get 1 point each for 3rd place.



Example: You move the Scoring tile to Castilla to reduce the majority points for this region.

End of the game

The game ends after the 3rd general scoring.

The player with the most points wins the game and is dubbed *El Grande*. In case of a tie, you share the victory (or another place).

Variations

Short game

You can also play a shorter game that lasts only 6 rounds. During setup, start the Round marker on space 2. When advancing the Round marker, skip spaces 4 and 7.

2-player game

Set up the game as described on p. 2 and 3 with the following changes:

- Flip the game board. The 2- and 3-player side  should now be visible.
- Choose a color like usual. Choose a third color for a dummy and place the Caballeros of that color next to the game board. Shuffle the corresponding Power cards, and place them next to it. These are the cards and Caballeros for the dummy. The dummy also places Caballeros in Spain. It can change majorities, but does not get points.
- Shuffle the Action cards in stacks 2 and 3 and place them face down next to stack 1. You will only have 4 stacks to choose from instead of 5.
- As usual, draw a starting region for the King. Also a Region card for both players and place their Grande and 2 Caballeros there. Then shuffle all the Region cards and place them in a face down stack next to the dummy's Caballeros.

Gameplay changes:

- At the beginning of each round, draw 2 Region cards. Place 2 Caballeros of the dummy in each of the drawn regions. If all 30 are on the game board, do not draw any more Region cards. If a card shows the King's region, do not place any Caballeros there. Then place the cards on a discard pile. After each general scoring, shuffle **all** Region cards.
- Before you play a Power card, turn over the top Power card from the dummy's stack. Then, the player with the First Player marker begins (the dummy never gets the First Player marker). As usual, the value of the revealed Power card defines when the dummy makes its move. As with other players, you can not play a card with the same value.
- The dummy always takes the remaining Action card with the most Caballeros shown on the bottom. Immediately put this card on the discard pile (or flip it over if it is the King's card). The dummy does not use the card. At the end of the round, discard the dummy's Power card, too.
- You may move the dummy's Caballeros or send them back from the regions according to the normal rules. But if an Action card would require the dummy's action (e.g. choose a region), skip the dummy.
- **Scoring changes:** Only the **first two numbers** on the Scoring board count.

3-player game

Set up the game as described on p. 2 and 3 with the following changes:

- Flip the game board. The 2- and 3-player side  should now be visible.
- *Optional:* Shuffle the Action cards in stacks 2 and 3 and place them face down next to stack 1. In this variant, you will only have 4 stacks to choose from instead of 5. This makes the game more competitive.
- **Scoring changes:** Only the **first two numbers** on the Scoring board count.

Mini expansion: “New Regency”

This mini expansion offers you new possibilites for the tactical movement of the King.

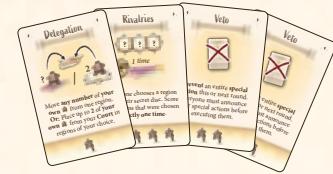
Set up the game as usual, but return the King's card to the box. Instead, shuffle the 10 Action cards with the  symbol and place them face down as the 5th stack next to the others.

The 5th stack follows the same rules as the other Action card stacks. At the beginning of each round, you reveal the top card. At the end of the round, discard the card (whether it was used or not) and reveal the next one from the stack.



Alternative Action cards for “Old Hands”

We recommend playing with the 4 ♣ Action cards only if you have already played a few games of El Grande. You can choose which cards to add, or even play with them all.



Setup:

Shuffle the Action cards as usual. Then, for each ♣ card you are adding, return 1 random card from the corresponding stack back to the box.

For example: If you were to add all 4 cards, return 1 random card from stack 1, 2 random cards from stack 2, and 1 random card from stack 4 back to the box.

Then, add the new Action cards to their corresponding stacks. Finally, shuffle each stack again and reveal the top card.

Mini expansion “Power Shift”

This mini expansion allows you to change the value of your played Power card with Modifier cards, some of which also have a special ability.



Setup:

Shuffle the 16 Power Modifier cards with gray backs. Then deal 3 Modifier cards to each player. Return the remaining cards to the box. Everyone looks at their 3 Modifier cards and passes 1 of them face down to the player to their left. Once everyone has passed a card, add all 3 Modifier cards to your hand of Power cards.

Gameplay changes:

When playing a Power card, you may also play **one** of your Modifier cards. Add or subtract the number from the value of your Power card.

Important: the **total value** must be different from the values that have already been played.

Example: You may play a 9 +1 (=10) if someone already played a 9.

Example: If a player before you played an 8, you cannot play a 7 +1 (=8).

If you play a Modifier card, you may use the special ability at the beginning of your turn: **after** taking Caballeros to your Court, but **before** choosing an Action card. After your turn, discard your played Modifier card with your Power card. At the end of the round, the person who played the **lowest total value** gets the First Player marker.

Action card explanations

Some Action cards use special terms, which are explained on the following pages.

See *Use an Action card* (p. 5-6) for the normal rules.

Move Caballeros

- Depending on the card’s text, you may move your own ⚔, opposing ⚔, or Caballeros of your choice ⚔.
- You may take the Caballeros from different regions and move them to other regions, or throw them into the Castillo. You can move them to any region, not just neighbor regions of the King’s region. You can split them as you like.
- The cards will specify whether you’re only allowed to move to or take from **one** (specific) region ⚔.
- You are not allowed to move Caballeros out of the Castillo or from your Court 🏛.

Remember: As usual, the King’s region is taboo. You can never move Caballeros to or from the King’s region.



Example “Intrigue”: Move up to 2 of your own ⚔ and 2 opposing ⚔.

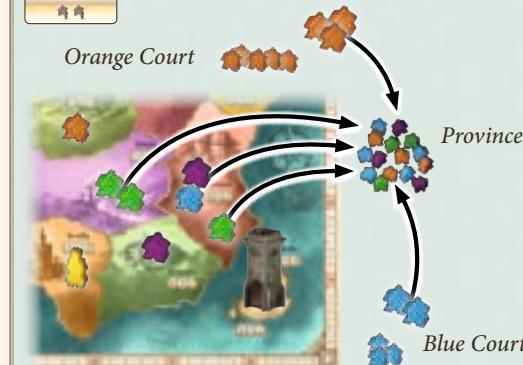


Example: You move 1 of **your Caballeros** from Granada to Castilla and throw 1 into the Castillo. Then, you move 1 **green** Caballero to Valencia and 1 **blue** to Castilla.

Send Caballeros back to the Province

- If you have to send Caballeros back to the Province , the card text will specify whether you take them from regions  or your Court . You place them back into the general supply (the Province).
- You can never take them from the Castillo or the King's region.
- In case you don't have enough Caballeros at the specified location, send back as many as possible.

Example “Withdrawal”: Each opponent must return 3 of their  from the regions or their Court to the Province. Your left neighbor starts.



Orange is to your left and returns 3 Caballeros from **their Court** back to the Province first. Blue returns 2 from their **Court** and 1 Caballero from **Valencia** to the Province. Green is last and returns 2 from **Toledo** and 1 from **Valencia**.

Score regions

Score all regions specified on the card, following all normal rules (see p. 8).

You are able to earn the King's bonus and the Grande's bonus (see p. 8).

Note: Unless stated otherwise, you're not allowed to score the Castillo, since it is not a region.

If you can choose a region, you may choose the King's region.

As long as a region (or the Castillo) has a Scoring tile, use its values for scoring.

Example “Outposts”:
Score all 4-point regions.



Score all regions that give 4 points for 1st place. In this case, these are Sevilla, Cataluña, and Toledo, since a Scoring tile  was placed in Toledo. You don't score Galicia, because it also has a Scoring tile .

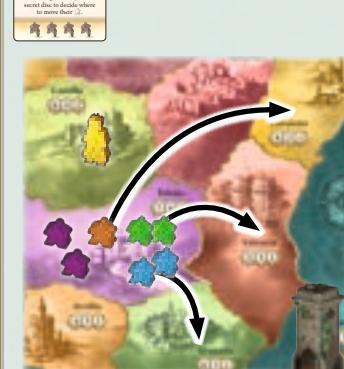
Secret disc



All specified players must secretly set the arrow on their Secret disc to the region of their choice.

Then, simultaneously reveal all discs and perform the rest of the card effect.

Example “Coup”: Each opponent must move all of their  from one region of your choice to another region. They use their Secret disc to decide where to move their .



You choose Toledo. Using their Secret discs, all other players secretly choose the region to which they will move all **their Caballeros** from Toledo. After revealing the regions, Orange moves 1 Caballero to Cataluña, Blue moves 2 to Granada, and Green moves 2 to Valencia. Your Caballeros stay in Toledo.



Explanations of Special cards



Militia

You may split your Caballeros or put them both in one region. You do not have to place them in neighbor regions of the King's region. However, you cannot place them in the Castillo or directly in the King's region.



Civil War

All other players must choose a region in which they have at least 1 Caballero. If a player has no Caballeros in any region, they are lucky (they also need it).



Revelation

Open the gate and score the Castillo as usual. However, do not move the Caballeros afterwards. Instead, you throw them back into the Castillo. They will only be placed in regions during the general scoring.



Empowerment

You may either take the Power card you just played and return it to your hand, or choose one from your discard pile. You don't have to show the card to the others.

Special case: If you choose the Power card you just played and it was the lowest card played in that round, you still receive the First Player marker at the end of the round.

For the "Power Shift" mini-expansion: You may also return one of your played Modifier cards to your hand instead.

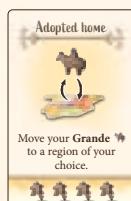


Enactment

Choose one of the two Scoring tiles and place it on a free Scoring board on the game board. You may also move a tile that is already on the game board to another one (but do not remove it from the game board).

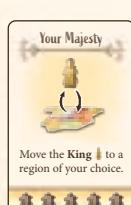
This will change the points awarded during scoring. You can also place one tile on the Castillo to replace both Scoring boards there. You are not allowed to place a tile in the King's region or take one from there.

In regions with such a Scoring tile, you still receive the King's and Grande's bonuses.



Adopted Home

Multiple Grandes may be present in one region. However, you are not allowed to throw your Grande into the Castillo. You cannot place him in the King's region nor take him from there.



Your Majesty

You can move the King to any region. You cannot throw him into the Castillo and you cannot move it to France or Portugal. If you choose not to perform the Special action, the King remains in place.



Exile

The neighboring regions to France and Portugal work the same way as usual. You can only move the King to France or Portugal with this card.



Entourage

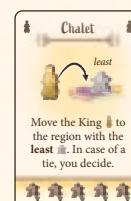
You must move 2 Caballeros to the same region as the King. If there are less than 2 Caballeros in the region, you must move as many Caballeros as possible along with the King. You forfeit the others.



Competition

Only with this card, you can throw Grandes into the Castillo. When scoring the Castillo, you can get the Grande's bonus. Then move your Grande using the Secret disc (along with your Caballeros).

Special case: After scoring the Castillo with the "Revelation" card, throw the Grandes back into the Castillo.



Chalet

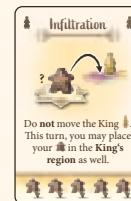
First, you need to find out which region has the least Caballeros (from all players). Place the King in this region.

You can not move the King to regions without any Caballeros.



Rebellion

Place the King next to the Castillo (he is claustrophobic, so don't throw him in). The Castillo is now the King's region, with all consequences. If the Castillo is scored, you can get the King's bonus. However, the Caballeros are not moved to regions, throw them back in. The King remains there until he is moved again. All regions are considered neighboring regions of the Castillo.



Infiltration

This card breaks the most important rule in the game. With this card, you may place your Caballeros in the King's region. You may split them between multiple regions as usual.



Stand-in

You are only allowed to swap them, if both are located in the regions (i.e. not in France, Portugal, or the Castillo).



Veto

Once you have chosen the Veto card, you place it face up in front of you. You are then allowed to completely prevent a Special action that someone wants to perform this or next round. All others must announce their Special action before performing it. You must immediately decide whether you want to prevent this Special action. You cannot cancel a Special action if it has already begun.

Discard the "Veto" card after you have used it, or latest at the end of the next round.