



El Grande Decennial Edition (2006)

2-5 Players Designer: Wolfgang Kramer, Richard Ulrich

Duration: 9 rounds. 90 minutes.



Setup

- Place the **Castillo**  on its game board space
- Each player takes a **Secret Disk**  and the set of **13 Power Cards**  in his color
- Shuffle then **9 Region Cards** , turn over top card – place **King**  there. Deal each player a card to determine **home region**. Players put **2 Caballeros** and their **Grande** in the home region.
- Players place 1 Caballero on the 1st space of **success track** and take 7 Caballeros to form the player's **court**. The remaining Caballeros are kept in reserve, called the **Provinces**.
- Sort **Action Cards**  by the backs (1-5 Caballeros), shuffle, and place face-down beside the board
- Place the 2 **Mobile Scoreboards**  beside the board and the black **Round Marker** on the 1 space of the round track. Turn over the top action card in each stack.
- Randomly pick a start player.

End Game & Scoring

- General scorings occur 3 times – after the 3rd, 6th, and 9th rounds.
- Players select a region on their secret disk (**not King's region**) and place it face-down.
- Score the **Castillo**, turn the secrets disks face-up, empty the Castillo and move the Caballeros to the chosen regions. Score is awarded as in other regions . If King's region is chosen, return Caballeros to player's court.
- Score the Regions based on the scoreboard for each – majority gets top score, 2nd get next score, etc. **Grande does not count** towards total. **2p**: only 1st scored. **3p**: 1st & 2nd are scored. Tied players both get the points of the next position.
- The winner of the **King's region** gets +2 VP (no ties). If a player wins (no ties) his home region, +2 VP.
- Most VP wins. Tie: no tiebreaker

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Game Play

Round Overview: move the round marker forward, turn over top action card from each stack, play power cards, each player takes turn in order by value of power cards played (highest to lowest)

Move Round Marker

- 1st round starts on space 1, on subsequent rounds advance 1 space
- Scoring occurs at end of 3rd, 6th, and 9th rounds when marker is moved

Turn Over Action Cards

- Turn over top card in each stack, allow players to read and determine actions they would like to see executed and which they would like to prevent

Play Power Cards

- 1st round, random player goes 1st. After 1st round, player who played last [lowest **Power card**] in previous round begins, play clockwise. Play 1 power card face-up. Once a # is played, other players cannot play same # in this round. Place face-up in individual player stack [with only top card visible].
- After all have played, player with highest value card goes 1st, then next highest, etc.

Player Actions

- Move # of Caballeros shown on Power card from Provinces to court. If not enough in Provinces, player **may** remove Caballeros from board to make up difference [except from King's region]
- Select an **Action card** from the face-up display. The # of Caballeros shown on the bottom of the Action card can be moved from player's court to the board, and the player executes the action [or decides not to]. Placing Caballeros can be done either before or after the action.
- See rulebook for details on each **Action card**
- Caballeros can be placed in any region adjacent to the King **and/or** in the Castillo, divided in any way. Caballeros/Grande cannot be placed into the King's region.
- When adding Caballeros to the **Castillo**, call out the # and drop inside
- If using mobile scoreboard action, place over top of printed scoreboard. Each region can have 1 mobile scoreboard at a time.
- Place the Action card in a discard pile.
- After all players have taken a card, discard any remaining face-up Action cards. Reveal 5 new Action cards face-up. The **King card** is turned face-up and is never discarded.