

<b>Game</b>	El Grande
<b>Players &amp; Time</b>	2-5. Best with 5. Recommended with 4,5. 90 minutes.
<b>Preparation</b>	<p>Put the castillo on its region on the board (bottom-right).  Each player takes a Grande (large cube) and 10 caballeros (small cubes) of one color*.  Each player takes a secret disk.  Each player takes the 13 power cards of their color.  Separate the (square) action cards and form 5 piles, each having the same number of men on the back (eg. Deck of 1's, Deck of 2's etc.) There is only one 5-action card and that's the King card.  Shuffle each one and place them face down near the board.  Shuffle the region cards and flip the first one: place the King (tall black piece) on that region, then hand one at random to each player. The player then puts their Grande into the region they received along with 2 caballeros (from their court); place 1 caballero (from the court) onto the success track.  So each player starts the game with 7 caballeros in their court.  Take the two mobile scoring boards (small cardboard rectangles) and put them nearby.  Put the round marker (black cube) on the turn track (upper left part of board) in position 1.</p>
<b>Rules Summary</b>	<p>In El Grande players are trying to take control of Spain by deploying more caballeros than their competitors in the regions. A game round consists of in this order: moving the round marker, flipping new actions cards, playing power cards, taking or preventing actions.</p> <p><b>Moving the round marker:</b> If it's the first round, place the round marker in the 1<sup>st</sup> position. Every other round, move this round marker down to indicate a new round that is starting.</p> <p><b>Flip new action cards:</b> Flip over the top card of each action card pile (5 in all) and place the card face up on top of the discards of that pile. These actions cards are the cards players will be trying to take using their power cards, so it is important that they be read out loud and put into a position that players can easily read them. Actions decks are not reshuffled each round, only if depleted!</p> <p><b>Play power cards:</b> In the first round, randomly determine a starting player and go clockwise from there. In every other round, the player who played the lowest power card the previous round goes first, and play proceeds clockwise from there. Each player plays a single power card on top of their old power card discard pile with one exception: a player cannot play the same-valued power card that another player has also played this round. These power cards are used to "bid" on your turn order (highest goes first). Once a power card is played, it stays in the discard pile of that player (they never get it back).</p> <p><b>Take (or prevent) actions:</b> In decreasing order of power card value, players take their turns. When it's their turn to take actions, they first take a number of men from the provinces into their court indicated on their power card. Then they must select one of the 5 power cards. Then, the player can two two things in any order: move caballeros from their court to the board, and execute or prevent the action on the card they chose. The number of caballeros they move onto the board is equal to the number of them on the action card they chose. They can move caballeros only into regions adjacent to the King region** or into the castillo (hidden). Preventing an action just means not executing it. To execute an action, read the effects out loud on the card and follow the instructions-- there are more thorough explanations for the cards in the manual, pages 8-12.</p> <p><b>Scoring:</b> There is general scoring (at the <i>end</i> of the 3<sup>rd</sup>, 6<sup>th</sup>, and 9<sup>th</sup> rounds) when each region is scored in turn. Sometimes individual regions are scored. When a region is scored, points are given out to the player who has the highest number of caballeros in the region, second highest, and sometimes third highest. If there is a tie for ranks, then points for that rank is not given; the tied players both get the points for the rank below the tied rank (and players below them also take one rank lower***). There are two bonuses for 1<sup>st</sup> rank when scoring a region: if it's the king region, the rank 1 player gets 2 bonus points. If it's the region with that player's Grande, the rank 1 player gets 2 points (the bonuses stack****). In general scoring, everyone first chooses a secret location on their disk, then reveal them simultaneously, remove the castillo and score the castillo region. Then, the caballeros belonging to each player in the castillo are moved to the region on that player's disk. Then score each region in turn as indicated on the scoring order in the turn track.</p>

<b>End &amp; Winner</b>	The game ends at the end of the 9 <sup>th</sup> round after the last general scoring. The player with the most points wins!
<b>Notes</b>	<p>* The remaining caballeros make up a pile collectively called <i>the provinces</i>. The 7 caballeros are put in front of each player and forms their <i>court</i>. The provinces is where players can move caballeros from into their court. The court is where players can move caballeros from onto the board.</p> <p>** The King region is taboo. Players can never put caballeros in that region, even if the cards specifically name that region.</p> <p>*** Eg. In 2-way tie for 1<sup>st</sup> place and no tie for 2<sup>nd</sup> place, nobody gets rank 1 points, bot players get rank 2 points (not split, they each get the number) and the second place gets rank 3 points. 3<sup>rd</sup> place gets nothing.</p> <p>**** But, bonuses are not given out if there is a tie for first place.</p>