

Action cards

Rules have been confirmed by Wolfgang Kramer

1. **Sequence of Actions:** each action card allows two activities:

1. May be introduced onto the board a certain number of Caballeros, given by the number of heads in squares on the action card, that you may add from your court into a region.
2. May be carried out a **special action**, always optional, indicated by the text and picture on the action card.

These two actions may be carried out in any order, either 1 then 2 or 2 and then 1. You may not however split either of them, therefore the selected first action must be completed before starting to play the second one.

2. **The number of pile** reported by the action card represents the maximum number of Caballeros that you may add from your court into a region. Therefore, you may move fewer Caballeros and you may only add them into the regions are neighbouring the King's region, and/or into the Castillo.
3. **The King's Region** (the region where the King stands) is always taboo: Neither Grandes, Caballeros, nor scorecards may be added to or removed from this region. However, scoring of the King's Region may occur.

4. **Caballeros by special action:** If the special action allows to move Caballeros, you may add to, or remove from any normal region except for the King's region (rule 3), or add to (but not remove from) the Castillo (rule 7).

Special action is always optional (rule 1), but, if it is started, it has to be terminated, unless:

- a) The action card says "move up to" or synonymous words.
 - b) An opponent or you play the Veto card while the action is in progress (rule 9).
- "INTRIGANT: 3 FREMDE CABALLEROS AUF DEM SPIELPLAN BELIEBIG UMSETZEN: The player may remove up to 3 of the opponent's Caballeros from the board [...]":
Partially carrying out is allowed, you can move 0, 1, 2 or 3 Caballeros.
 - "KÖNIG ERZÜRNT! JEDER SPIELER MUSS 3 CABALLEROS IN DIE PROVINZ ZURÜCKSCHICKEN. ER KANN SIE AUS DEN REGIONEN UND/ODER VOM HOF NEHMEN. ES BEGINNT DER LINKE NACHBAR, DANN REIHUM.:
Each of the other players, beginning with your left hand neighbour and proceeding clockwise, must return three Caballeros to the Province. The Caballeros may be taken from their Court and/or from the board."
Partially carrying out isn't allowed.

If it isn't forbidden by the text, you may return some Caballeros to their original region.

- "INTRIGANT: 2 EIGENE UND 2 FREMDE CABALLEROS AUF DEM SPIELPLAN BELIEBIG UMSETZEN: The player may remove 2 of their own Caballeros, plus 2 of their opponent's, and replace them in another region or in the Castillo."
You can move 1 own Caballero from region A to region B, 1 own Caballero from region B to region A (it must not be the same Caballero), 1 opposing Caballero from region D to region E and last opposing from E to G.

If you execute a special action that

- a) allows you to move Caballeros, you determine the order in which the Caballeros are moved. If somebody plays a Veto card and interrupts the proceedings, the carried out movements are valid (rule 9.1).
- b) the other players have to carry out, and the text of the special action doesn't say "in clockwise direction", you determine the order, with which the players have to carry out their action. If somebody plays a Veto card and interrupts the proceedings, the carried out actions are valid (rule 9.2).

5. **Secret Disk:** If an action card requires the secret disk, all the players (or all the players except for who's playing the action card, according to the instructions of the card) select, simultaneously and confidentially, a region using the disk. It's possible to choose all the regions, but the King's region can be chosen only if the special action is a special scoring (rule 3). However, Castillo (not present in secret disk) can't be chosen ever. If one or more players chose the King's region, when the action card isn't a special scoring and the text don't provide penalty for the person who has just mistaken, all players have to choose again, simultaneously and confidentially, a region in the secret disk. If nobody has got the Veto, any order used by the players to execute the special action is right, or else read rule 9.4.

6. **Special scoring:** You are compelled to follow the rules: "Scoring regions" including "The king's bonus" and "Home bonuses". If the scoreboard printed on the game board has been covered by a mobile scoreboard then only consider the values shown on the mobile scoreboard (rule 8). If nobody has got a Veto card, all players who are entitled, have to receive points and all the regions compliant with requirements described by the action card have to score, besides any order of scoring the players is right, or else read rule 9.3.
7. **The Castillo:** Whenever Caballeros are added to the game board, or moved, any or all of them may also be put into the Castillo. However, if a player must remove Caballeros, then they can't be taken from the Castillo. Caballeros dropped into the Castillo must remain there until the next general scoring rounds. Only the cards "Special Scoring: the Castillo is scored" and "Special Scoring: You may choose any region to score" allow to score the Castillo, in this case the players must only see (not move!) the contents of it in order to score.
8. **Mobile scoreboard:** Choosing this card, you may place or move a change value tile (mobile scoreboard). It modifies the values in that region. These tiles may be used on any score marker including that for the Castillo. You mustn't:
 - a) Place two scoreboards in the same region.
 - b) Place a mobile scoreboard upside down (square without lilies on top).
 - c) Remove from (or place in) the King's region a mobile scoreboard (rule 3).
 - d) Remove totally from the board a change value tile already present in a region, in fact you can only move it to another region or to the Castillo.
 - "SONDERWERTUNG: ES WERDEN ALLE 4er REGIONEN GEWERTET. All regions where the highest score value is 4 points are scored. [...]":
The '4' regions are Galicien (4/2/0), Katalonien (4/2/1) and Sevilla (4/3/1). There is a mobile scoreboard with values 8-4-0 in Katalonien and the other with values 4-0-0 in Aragon. Aragon must and Katalonien mustn't be scored.
 - If you are the player who has the second amount of Caballeros in Old Castille, but in this region there is the mobile scoreboard with values 4-0-0, you may remove it from this region thanks to the special action card. However, you can't remove it totally from the board, you must place it on another region where there isn't already the other scoreboard.
9. **Veto:** If you have taken this card, then lay it in front of you where the other players can see it. You may use it to veto any one special action that a player wishes to carry out either during the remainder of the current round or during the next round. You may only veto a special action, the normal placement of Caballeros is carried out as usual. You may only use your Veto once, and during the special action is carrying out. You may not cancel an action once carried out. Once you have used your Veto you must return the card to the box, if you have not used your Veto by the end of the round after the one in which you took the card, then you must give it up.
The opponents can ask for or come to an agreement with you about what they can do.
 - An opponent wants move some Caballeros, he can ask : "If I move this Caballeros from...to..., you play the Veto card?" or "May I move this Caballero, and this else?" or other similar questions.
 If an opponent doesn't want to carry out the special action, you can't force him thanks to the Veto, because it can prevent (but can't force) an action.
- 9.1. **Veto & Special action addressed to only one player:**
The player who is on turn determines the order of the steps of a special action (rule 4), so the Veto can stop his special action at any time before it ends.
 - "INTRIGANT: 4 BELIEBIGE CABALLEROS AUF DEM SPIELPLAN BELIEBIG UMSETZEN: The player may remove up to 4 Caballeros (their own and/or opponent's) from the board, and replace them in another region or in the Castillo."
A player may move four Caballeros. He has already moved two. You were pleased with these moves. Now he plans to move one more. You don't like that, so you play your Veto and he can't execute the remainder of the special action.
- 9.2. **Veto & Special action addressed to more players:**
If the other players must carry out the special action, the player who is on turn decides some plays first, some plays then, unless the text on the card indicates to execute the action in clockwise.

- “AUTORITÄTSVERFALL: IHRE MITSPIELER MÜSSEN SÄMTLICHE CABALLEROS VOM HOF IN DIR PROVINZ ZURÜCKSCHICKEN: All the other players must return all the Caballeros in their Court, (private stock) to the Province (general stock).”:

The owner of this card decides the order with which the other players have to accomplish the action card. If you play the Veto, you and all other players after you (in the order which the owner of special action have just decided) don't have to remove Caballeros from the table.

- “KÖNIG ERZÜRNT! JEDER MITSPIELER MUSS 3 CABALLEROS IN DIE PROVINZ ZURÜCKSCHICKEN. ER KANN SIE AUS DEN REGIONEN UND/ODER VOM HOF NEHMEN. ES BEGINNT DER LINKE NACHBAR, DANN REIHUM. Each of the other players, beginning with your left hand neighbour and proceeding clockwise, must return three Caballeros to the Province. The Caballeros may be taken from their Court and/or from the board.”:

The players accomplish in clockwise. If there are 5 players, you are the third: the first and immediately after the second remove 3 Caballeros, you play the Veto card then you and the fourth player don't remove any Caballero.

9.3. Veto & Special Scoring:

Special scoring in more regions: regions are scored in the sequence written on the board (1 Galicien, ..., 9 Valencia).

Special scoring in every single region: the points are awarded proceeding from the player with the highest number of Caballeros to the one with the smaller. If two or more players have got the same number of Caballeros, they get points at the same time. The Castillo counts as a region.

- “SONDERWERTUNG: SIE BESTIMMEN EINE BELIEBIGE REGION, DIE GEWERTET WIRD. You may choose one region (including the King's region or the Castillo), which is scored as per the rules for scoring regions.”:

The owner of this card chooses one region with the values “6/4/2” where he (Red) has 4 Caballeros, you (Blue) 3, and Yellow 2. Red gets 6 points, you 4 points and Yellow 2. But after that you got point, you play the Veto card, Yellow doesn't get points.

- “SONDERWERTUNG: ES WERDEN ALLE 5er REGIONEN GEWERTET. [...] regions with a top score of 5 points (normally Baskenland, Aragon and Valencia) are scored.”:

The sequence of scoring is 1 Baskenland, 2 Aragon and 3 Valencia (as written in the scoring strip). The players gets points for Baskenland, and after for Aragon where you to have a majority. You get 5 point and straight after play the Veto, so in Aragon nobody else gets points and Valencia isn't scored.

- “SONDERWERTUNG: ES WERDEN ALLE REGIONEN MIT DEN MEISTEN CABALLEROS GEWERTET. The region with most Caballeros in it is scored. If two or more regions each have same (largest overall) number of Caballeros in them then they are all scored. [...]”:

If the region is only one, follow the rules about scoring in a single region, or else see the sequence in the scoring strip.

9.4 Veto & Secret Disk:

After the choice (with secret disk), the players show their decisions at the same time, then

- a) if the action card imposes to move Caballeros, the player who is on turn decides the order with which the other players have to accomplish the action in the region indicated in their secret disk (like rule 9.2).
- b) if the action is a special scoring, regions are scored in the sequence written on the board (like rule 9.3).

If you have got the Veto, you can stop the action before the choice with the secret disk, or at any other time before it ends.

- “IHRE MITSPIELER MÜSSEN 2 EIGENE CABALLEROS AUS EINER BELIEBIGE REGION ENTFERNEN UND IN DIE PROVINZ ZURÜCKSCHICKEN. GEHEIM ENTSCHIEDEN! Each of your fellow players must first secretly choose a region using their decision disk. Then they simultaneously reveal their choices, and each removes 2 Caballeros from their chosen region and returns them to the Province. [...]”:

The owner of this card decides the order with which the other players have to accomplish the action card. If you play the Veto when is your turn (in the order which the owner of special action have just decided), you and all other players after you don't have to remove Caballeros from the region chosen in the secret disk.

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