Wolfgang Kramer
Richard Ulrich

El Grande
Big Box

HISTORICAL BACKGROUND

Spain in the 15th century: 12 kingdoms, 1 county, 1 principality, and the Basque provinces. Five tribes spread: Spaniards, Basques, Galicians, Catalans, and Moors.

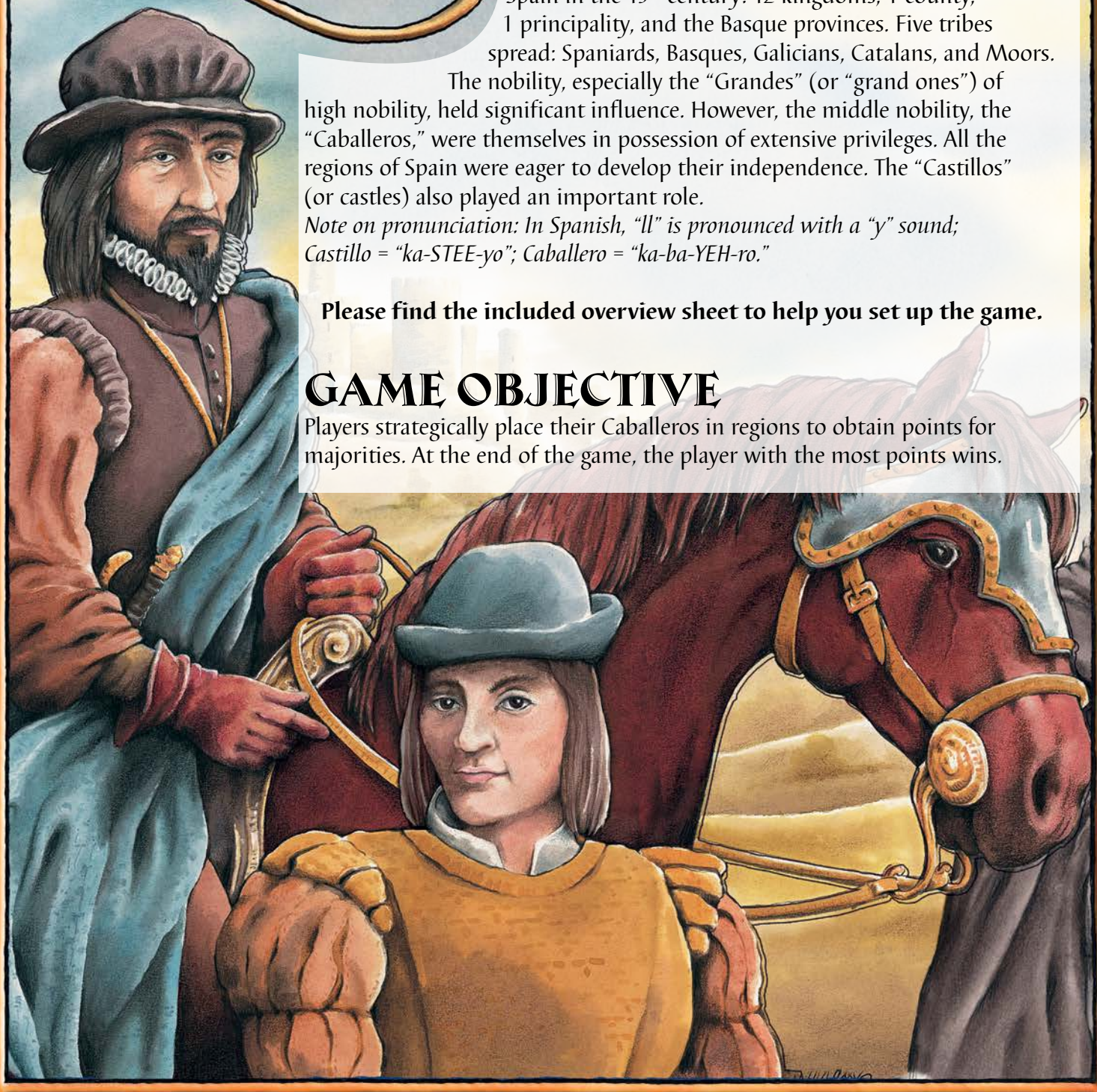
The nobility, especially the "Grandes" (or "grand ones") of high nobility, held significant influence. However, the middle nobility, the "Caballeros," were themselves in possession of extensive privileges. All the regions of Spain were eager to develop their independence. The "Castillos" (or castles) also played an important role.

Note on pronunciation: In Spanish, "ll" is pronounced with a "y" sound; Castillo = "ka-STEE-yo"; Caballero = "ka-ba-YEH-ro."

Please find the included overview sheet to help you set up the game.

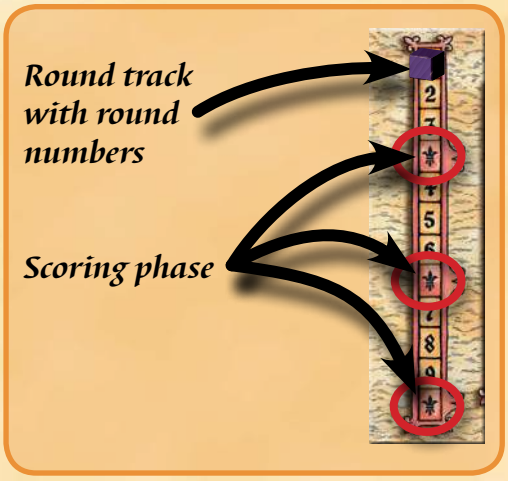
GAME OBJECTIVE

Players strategically place their Caballeros in regions to obtain points for majorities. At the end of the game, the player with the most points wins.



GAME SEQUENCE

The game is played over 9 rounds, in which players place Caballeros from their Court into the regions on the board.
Every 3 rounds (after the 3rd, 6th, and 9th rounds), scoring occurs. The players with the most Caballeros in each region scores points, marked by moving their scoring marker forward on the scoring track.



Note: *You may choose to play a shorter 6-round game. In a 6-round game, scoring occurs every 2 rounds. Skip rounds 1, 4, and 7 on the round track.*

In each round, the following phases occur in the following order:

1. **Reveal Action cards**
2. **Play Power cards**
3. **Each player takes their turn**
   - 3.1 Take Caballeros from the Province into your Court
   - 3.2 Execute an Action card
4. **End of round**
5. **Scoring phase (only after rounds 3, 6, and 9)**

1. Reveal Action cards

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



Example: *The top card of each Action card stack has been revealed.*

Each player will perform one of these actions in the present round. Players may now take a moment to make themselves familiar with the available Action cards.

2. Play Power cards

Beginning with the player who has the start player marker, each player, in clockwise order, plays a Power card from their hand, faceup in front of themselves. A player may not play a Power card bearing the value of a Power card that was already played in the same round.

Example: *Ramon has the start player marker. He begins the round by playing a 7. Benita is the next player clockwise. She may play anything but a 7. She plays a 3. Gabriel is next and may play anything but a 7 or a 3. He plays a 2. Ricarda is last and chooses to play an 8.*



The playing of Power cards determines two things, both of which come into effect in step 3.

1. Turn order

In step 3, the player who played the highest Power card takes the first turn. Then, the player with the second highest Power card plays, etc.

Note: *Taking an earlier turn allows a player a better selection of Action cards.*

Example: *The turn order for this round is Ricarda (8), Ramon (7), Benita (3), Gabriel (2).*



2. Supply

In step 3, the number of Caballero symbols in the center of your Power card indicates how many Caballeros you may take from the Province into your Court.

Note: *The higher the number of the Power card, the lower the supply.*

Note: *Caballeros must be in your Court before you can send them to the regions of Spain.*

Example: *Ricarda will receive 2 Caballeros from the Province to place in her Court; Ramon, 3; Benita and Gabriel, 5 each.*

3. Each player takes their turn

The player who played the highest Power card begins. Once this player has completed his turn, the next player in Power card turn order plays, etc. Each player takes only one turn in each round.

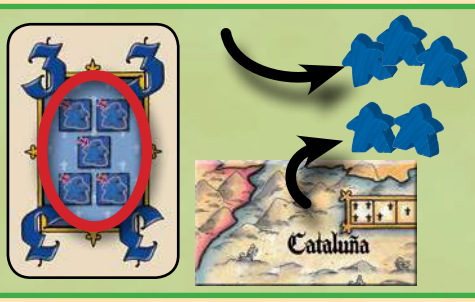
Each player performs the following steps during his turn:

3.1 Take Caballeros from the Province into one's Court

To begin your turn, take a number of Caballeros from the Province into your Court equal to the number of Caballero symbols on your Power card.

Important: *If there are not enough Caballeros in the Province, you may choose to take Caballeros from regions on the board (not from the Castillo).*

Important: *You may choose to take fewer Caballeros than the Power card indicates.*



Example: *Benita may take up to 5 Caballeros into her Court, however she has only 3 Caballeros remaining in the Province. She takes those 3 into her Court and 2 more from regions on the board.*

If Benita did not wish to remove any of her Caballeros from the board, she could have chosen to only take the 3 Caballeros from the Province.

3.2 Execute an Action card

Now you choose one of the revealed Action cards. Take the card and execute the following two actions:



The Special Action

You may execute the special action on the card. In doing so, you must perform the complete action, whenever possible. Using the card to the right as an example, you must score **all** 5-point regions, even if this would cause an opponent to score more points than you. Some cards, however, indicate that you are allowed to **partially execute the action**, for example, the Intrigue card: "You **may** place 4 Caballeros."

You may also choose to not perform the special action at all.

Place Caballeros

The number of Caballeros shown on the Action card indicates how many Caballeros you place on the board.

- You may only use Caballeros from your Court. If there are not enough Caballeros in your Court to place the number you are allowed, then those placements are forfeited.
- You may only place Caballeros in regions neighboring the King's region (**NOT** the King's region itself.)
- You may also choose to place Caballeros in the Castillo.

You may choose the order in which you execute the special action and place caballeros. However, you must complete them one at a time. You may not, for example, place some of your Caballeros, execute the Special action, then place the rest of your Caballeros (or vice versa).

Example 1: *Ricarda chooses the King's Card. She decides to execute the* ***special action*** *first. She moves the King to "Castilla la Nueva," which becomes the new King's region. Ricarda* ***then places 5 Caballeros*** *from her Court onto the board. She may place these Caballeros in any region neighboring the King's region, which are (at this time): "Aragón," "Castilla la Vieja," "Granada," "Sevilla," and "Valencia." She may also choose to place Caballeros in the Castillo.*





Example 2: *Benita chooses the depicted action card "Special Scoring." She decides to* ***place Caballeros*** *on the board first. The action card allows her to place 3 Caballeros from her Court. The King's region is "Galicia," meaning that Benita may place her Caballeros in "Castilla la Vieja," "País Vasco," or the Castillo. She places 2 Caballeros in "País Vasco" and one in the Castillo. Then, Benita executes the* ***special action*** *and scores all 5-point regions. These are "Aragón," "País Vasco," and "Valencia." She must score* ***all*** *5-point regions, even those where an opponent scores more points than her. The Castillo is not scored by this card (see below).*
For a complete explanation of scoring, see page 6.





After you are finished using the Action card, place this Action card facedown underneath the corresponding stack. This card will not be available for the other players.

Then, the next player in Power card turn order takes their turn, as explained above.

Some important concepts and special features:

THE CASTILLO

- The Castillo is not a region. When the rules or cards mention a "region" or "regions," the Castillo is excluded.
- Whenever you place Caballeros on the board, you may choose to place some or all of them in the Castillo. It does not matter which region is the King's region.
- Whenever you move Caballeros, you may not move them from the Castillo. You may, however, choose to move Caballeros from a region into the Castillo. ("Moving" is possible through several Action cards and is described on page 9.)


The Castillo

- Whenever you place Caballeros in the Castillo, you must tell your opponents how many Caballeros you are adding to the Castillo. No player may look inside the Castillo or move Caballeros out of the Castillo.
  Note: It is therefore useful to memorize the number of Caballeros each player has placed in the Castillo.
- During each general scoring (after rounds 3, 6, and 9), as well as during special Castillo scoring (page 11) - and only then - the Castillo is lifted. After a special Castillo scoring, the Caballeros found in the Castillo remain there. After general scoring, Caballeros are moved to specific regions (see Scoring on page 6).

The King, the King's region, and the neighboring regions

The region the King occupies is called the King's region. There are 3 rules that govern the King's region:

1. **The King's region is taboo!** (This is one of the most important rules of the game!)
Nothing in the King's region may ever be changed! No Caballeros, Grandes, or scoreboards may be placed in or removed from the King's region.
There are no exceptions!

2. **Caballeros placed on the board**
Caballeros may only be placed in the regions neighboring the King's region (or placed in the Castillo).
Never in the King's region itself!

"Castilla la Nueva" is the King's region. Neighboring regions are all those regions directly adjacent to the King's region.



3. **King's Bonus**
During general scoring or a special scoring affecting the King's region, the player who has the most Caballeros in the King's region scores an additional 2 points. If there is a tie for the most Caballeros in a region, this bonus is not awarded!

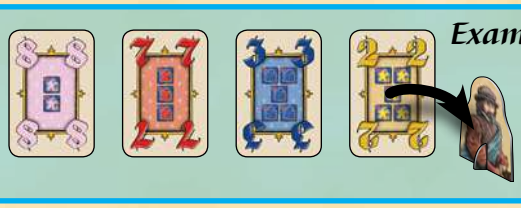
4. End of round

After all players have completed their turns, perform the following to prepare for the next round:
1. Place any remaining Action cards facedown underneath the corresponding stack.



Example: *In a 4-player game, 1 Action card is left unused. This card is placed underneath its stack. The top card of each stack is now hidden.*

2. The player with the lowest Power card takes the start player marker.
3. All players discard their Power card to their personal facedown Power card discard pile. Discarded Power cards can not be used again.



Example: ***Gabriel*** *played the lowest Power card. He takes the start player marker. In the next round, he will be the first player to play a Power card. The other players will follow in clockwise order.*

Note: *In each round, you will have one fewer Power card to choose from. Make sure to leave yourself a variety of Power cards for future rounds. (Incidentally, it is guaranteed that you will always have a Power card that you are able to play.)*

4. Move the round marker 1 space down.

If the round marker is moved to the next number, a new round begins, as described above.



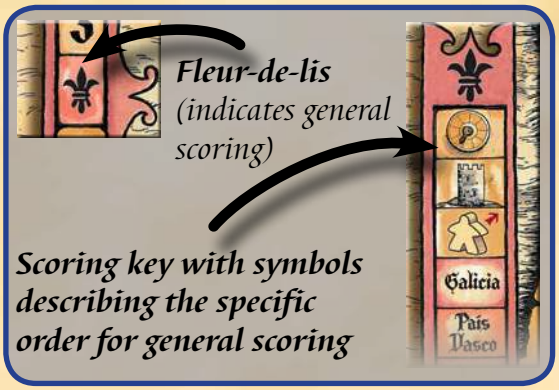
If the round marker is moved to a fleur-de-lis, general scoring occurs (see below). This will happen after the 3rd, 6th, and 9th rounds. Once general scoring is complete, move the round marker 1 space down and begin the following round.

5. Scoring

If the round marker is moved to a fleur-de-lis, a general scoring occurs.
In each general scoring, perform the following steps:

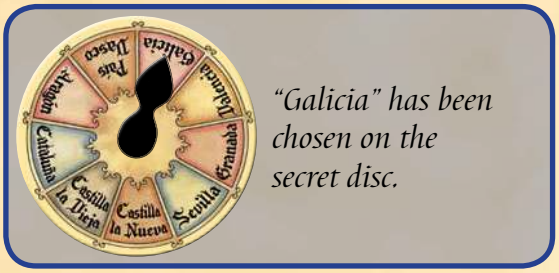
1. Choose a secret region.
2. Score the Castillo.
3. Move the Caballeros from the Castillo to the players' chosen regions.
4. Score the individual regions.

The scoring key on the right, next to the round track, serves as an overview.



1. Choose a secret region

The region you choose indicates where your Caballeros will be moved during step 3, "Move the Caballeros from the Castillo." You must now choose the region your Caballeros will be moved to after the Castillo has been scored. To do so, move the arrow on the secret disc to the region you have chosen.



Important: *These Caballeros may not be moved to multiple regions. You must clearly choose one region.*
Remember that the King's region is taboo (Caballeros may not be moved there).

2. Score the Castillo

After all players have chosen a secret region, the Castillo is scored. Lift the Castillo and determine which players had the most Caballeros in the Castillo. The player with the most Caballeros scores 5 points. The player with the second most scores 3 points. The player with the third most scores 1 point. If there is a tie, all tied players score points according to the next lowest position. A player who has no Caballeros in the Castillo scores no points.



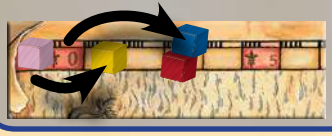
Note: *In a **2-player** game, only the player with the most Caballeros in the Castillo will score points.*
*In a **3-player** game, only the players with the most and second most Caballeros in the Castillo will score points.*
Players track their points by moving their scoring markers forward on the score track.



Example with 4 players: *Ramon and Benita each have 2 Caballeros in the Castillo. Gabriel has 1 and Ricarda has none.*



The scoreboard for the Castillo indicates that first place scores 5 points, second scores 3, and third scores 1. Ramon and Benita are tied for first place. Because of this, they score points for second place instead, 3 points each. Gabriel is in third place and scores 1 point.



Ramon and Benita each move their score markers 3 spaces forward on the score track. Gabriel moves his 1 space forward.

3. Move the Caballeros from the Castillo

All players reveal their secret disc. Each player moves their Caballeros from the Castillo to the region they chose on their secret disc.

Important: *Any player who chose the King's region moves their Caballeros from the Castillo back into their Court.*

Return the Castillo to its normal position on the board.



Example: ***Ramon*** *moves both of his Caballeros from the Castillo to "Granada."*

4. Score the Individual Regions

Each region is scored in the order depicted on the scoring key. As with the Castillo, points are awarded to those players who have the most Caballeros in each region. The scoreboard in each region indicates how many points are awarded to those players with the most (second most, third most) Caballeros in the region.

Important: *The Grandes only serve to identify each player's home region, and are not counted when determining majority.*

Note: *In a* ***2-player*** *game, only first place points are awarded. Only the player with the most Caballeros in a region will score points.*

In a ***3-player*** *game, only first and second place points are awarded. Only the players with the most and second most Caballeros in a region will score points.*



The regions are scored in the order they appear on the scoring key, from top to bottom.

As with the Castillo, tied players score points according to the next lowest position. Players with no Caballeros in a region do not participate in the scoring of that region.

Example with 4 players:



"Galicia" is the first region to be scored. ***Gabriel*** *is in first place with 3 Caballeros, and scores 4 points.* ***Benita*** *is in second place with 2 Caballeros, and scores 2 points.* ***Ramon*** *is in third place with 1 Caballero. Unfortunately, no points are awarded for third place in "Galicia."*





The next region is "País Vasco." ***Benita****,* ***Ramon****, and* ***Ricarda*** *each have 3 Caballeros, and* ***Gabriel*** *has 2 Caballeros. As* ***Benita****,* ***Ramon****, and* ***Ricarda*** *are tied for first place, they each score points for the next lowest position, second place: 3 points.* ***Gabriel*** *scores 1 point for third place.*





Then follows "Aragón." ***Gabriel*** *and* ***Ricarda*** *each have 3 Caballeros.* ***Benita*** *and* ***Ramon*** *each have 2-Caballeros.* ***Gabriel*** *and* ***Ricarda*** *are tied for first place, meaning they each score points for the next lowest position, second place: 4 points.* ***Benita*** *and* ***Ramon*** *are tied for third place, and score points for the next lowest position. Unfortunately, no points are awarded for fourth place.*



King's bonus

Whenever the King's region is scored (whether during general or special scoring), the player with the most Caballeros (**no ties!**) scores an additional 2 points.





Example: *"Cataluña" is the King's region.* ***Gabriel*** *has 2 Caballeros.* ***Ramon*** *has 1 Caballero. Therefore* ***Gabriel*** *is alone in first place, and scores 4 points according to the region's scoreboard, plus an additional 2 points for being first place in the King's region.* ***Ramon*** *scores 2 points for second place. No other players are present, so third place points are not awarded.*



Home region bonus

The home region bonus is similar to the King's region bonus. If a player has the most Caballeros in his home region (**no ties!**) when it is scored (whether during general or special scoring), he scores an additional 2 points.
Remember: Do not *count The Grande when determining majority.*





Example: *"Granada" is* ***Ramon****'s home region (his Grande is there). He has 4 Caballeros there.* ***Gabriel*** *and* ***Ricarda*** *each have only 1 Caballero.* ***Ramon*** *scores 4 points for first place, and an additional 2 points for being first place in his home region.* ***Gabriel*** *and* ***Ricarda*** *are tied for second place, and each score points for the next lowest position, third place: 1 point.*



Note: *It is possible for a player to receive the King's bonus and his home bonus in the same region.*

Mobile scoreboard

The two mobile scoreboards can be placed and moved with certain Action cards, causing regions to either appreciate or depreciate in value. Each region may only host one mobile scoreboard at a time.

Once all regions have been scored, move the round marker 1 space down, and begin the new round.



This scoreboard reduces the points that can be scored in "Castilla la Vieja."

Game end

The game ends after the third general scoring. The player with the most points wins, and is dubbed "El Grande." If there is a tie for most points, these players rejoice in a shared victory!

Action card clarifications



Action cards - stack 1

All stack 1 cards:
You may place **up to** 1 Caballero from your Court into a region neighboring the King's region or into the Castillo.
Before or after doing so, you may execute or forfeit the special action printed on the Action card.
The cards in this stack allow players to **move** their own / foreign Caballeros.
Any card indicating that you may "**move**" Caballeros must be executed according to the following rules:

- • You may move **your own and/or foreign** Caballeros (exceptions are listed below).
- • You may move Caballeros from and to one or multiple regions, for example take 2 Caballeros from one region, and 1 from another (exceptions are listed below).
- • You may not take Caballeros from the **Castillo** or a player's **Court**.
- • You may move **fewer** Caballeros than the number printed on the card.
- • You are **not** restricted to those **regions neighboring the King's region**. You may move Caballeros to any region (except the King's region) or into the Castillo.
- • The **King's region is taboo**! You may never move a Caballero from or to the King's region (there are no exceptions).

The stack 1 cards are as follows:



Intrigue (1x)
You may move 3 Caballeros.

Intrigue (1x)
You may move 4 Caballeros.



Intrigue (1x)
You may move 4 of your Caballeros.
You may only move **your own** Caballeros, not those belonging to other players.



Intrigue (1x)
You may move 3 foreign Caballeros.
You may only move Caballeros belonging to **other players**, not your own.



Intrigue (2x)
You may move 2 of your Caballeros and 2 foreign Caballeros.
You may move up to 2 of your own Caballeros and up to 2 Caballeros belonging to other players. You may not move more than 2 of your own Caballeros, or more than 2 Caballeros belonging to other players.



Intrigue (2x)
Choose a region. You may move 5 Caballeros from this region to other regions.
You may only move Caballeros **from one region**. However, you may move these Caballeros to any number of regions.



Intrigue (1x)
You may move all your Caballeros away from one region.
You may only move **your own** Caballeros **from one region**. However, you may move these Caballeros to any number of regions. You may also choose to leave some Caballeros in the chosen region.



Intrigue (1x)
You may place 2 additional Caballeros from your Court into the region(s) of your choice.

With this card, you may place up to 3 Caballeros from your Court into regions or the Castillo: 1 into a region neighboring the King's region, and 2 into the region(s) of your choice (including regions neighboring the King's).



Intrigue (1x)
You may move all your Caballeros away from one region.
OR
You may place up to 2 Caballeros from your Court into the region(s) of your choice.
You must choose which of the actions you wish to execute. The actions on this card are identical to those of the 2 above cards.



Action cards - stack 2

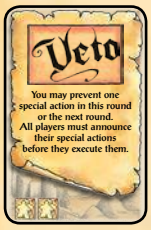
All stack 2 cards:

You may place **up to** 2 Caballeros from your Court into a region or regions neighboring the King's region or into the Castillo.

Before or after doing so, you may execute or forfeit the special action printed on the Action card.

Some cards allow you to remove Caballeros from the board: the King's region is taboo!

The stack 2 cards are as follows:



Veto (2x)

You may prevent one special action in this round or the next round. All players must announce their special actions before they execute them.

When you choose the Veto card, place it faceup in front of you. Once during this round or the next round, you may entirely or partly prevent another player from executing his special action. You may prevent a special action before or during its execution. The player affected by the Veto must immediately terminate the execution of their special action.

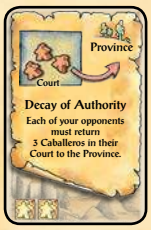
Example: *Your opponent may move 4 Caballeros. He has already moved 2 of them. You disapprove of where they have moved the 3rd Caballero, and choose to veto the action. Your opponent must undo the placement of the 3rd Caballero and immediately end his special action. He may not move the 4th Caballero, as the action has been vetoed.*

After you have used your veto, place the Veto card facedown under stack 2. If you do not use your veto by the end of the following round, you must place the Veto card facedown under stack 2 without effect.



Decay of Authority (1x)

Each of your opponents must return all Caballeros in their Court to the Province. This only affects your opponents.



Decay of Authority (1x)

Each of your opponents must return 3 Caballeros in their Court to the Province. This only affects your opponents.



You may return 1 Caballero of each opponent to the Province. These Caballeros must come from regions.

(1x) You choose 1 Caballero of each opponent (not yourself) and place them in the Province.



Angry King! (1x)

In clockwise order, each of your opponents must return 3 of their Caballeros to the Province. These Caballeros may come from their Court and/or a region on the board.

Each player chooses for themselves which 3 of their Caballeros to return to the Province.



Each of your opponents chooses a region (where they have at least one Caballero) with their secret disc. Each of your opponents must return all their Caballeros from their chosen region to the Province. **(1x)**

Each of your opponents (not you) simultaneously chooses a region where they have at least 1 Caballero on their secret disc. Each of your opponents then reveals their secret disc and returns all of their own Caballeros in their chosen region to the Province.



Each of your opponents chooses a region (where they have at least 2 Caballeros) with their secret disc. Each of your opponents must return 2 of their Caballeros from their chosen region to the Province. **(1x)**

Each of your opponents (not you) simultaneously chooses a region where they have at least 2 Caballeros on their secret disc. Each of your opponents then reveals their secret disc and returns 2 of their own Caballeros in the chosen region to the Province.



Special Scoring (3x)

Choose a region to be scored immediately.

You choose a region on the board and score that region during your turn. You may score the region before or after you have placed your Caballeros. You may choose to score the King's region, but may not choose the Castillo (as it is not a region). The region is scored in the same way as it would be during a general scoring, i.e., players score points for first, second, and third places, and the King's region and home region bonuses can be awarded.



Action cards - stack 3

All stack 3 cards:

You may place **up to** 3 Caballeros from your Court into a region or regions neighboring the King's region or into the Castillo.

Before or after doing so, you may execute or forfeit the special action printed on the Action card.

The cards in this stack allow you to execute a **special scoring** during your turn.

These cards must be executed according to the following rules:

- • You may execute the special scoring before or after you have placed your Caballeros.
- • Special scoring is executed according to the same rules as general scoring, i.e., players score points for first, second, and third places, and the King's region and home region bonuses can be awarded.
- • The Castillo is not a region. It is not scored when the card specifies region or regions. (Exception: the special scoring card that specifically scores the Castillo.)
- • If multiple regions are scored by a single card, the active player chooses the order in which they are to be scored.

The stack 3 cards are as follows:



Special Scoring (2x)
All 4-point regions are scored immediately.
During your turn, all regions awarding 4 points for first place are scored. (These are: Galicia, Cataluña, and Sevilla).

Important: *The mobile scoreboards can change which regions are to be scored: if this mobile scoreboard*  *is placed in a region, then it is a 4-point region, and will be scored (the Castillo is not a region, and will not be scored, even if this mobile scoreboard is there).If this mobile scoreboard*  *is in Galicia, Cataluña, or Sevilla, then it is not a 4-point region, and will not be scored. The mobile scoreboards are placed and moved by cards in stack 4 (see next page).*



Special Scoring (2x)
All 5-point regions are scored immediately.
During your turn, all regions awarding 5 points for first place are scored. (These are: País Vasco, Aragón, and Valencia, but **not** the Castillo). The clarifications listed for the scoring of 4-point regions apply here as well.



Special Scoring (1x)
All 6- and 7-point regions are scored immediately.
During your turn, all regions awarding 6 or 7 points for first place are scored. (These are: Castilla la Vieja, Castilla la Nueva, and Granada). The clarifications listed for the scoring of 4-point regions apply here as well.



Special Scoring (2x)
The Castillo is scored immediately.
During your turn, the Castillo is scored. After scoring is complete, add the revealed Caballeros to the Castillo so that they are hidden again.



Special Scoring (1x)
All regions are scored immediately. Only first place scores points. In case of a tie, no points are scored.
During your turn, all regions (not the Castillo) are scored. Follow the scoring key as you would during a general scoring, however only first place points are awarded. If there is a tie for first place, no points are awarded for that region.



Special Scoring (1x)
All regions with the most Caballeros are scored immediately.
During your turn, the region containing the most Caballeros is scored. If there are several regions tied for the most Caballeros, each of these regions is scored. The Castillo may not be considered.



Special Scoring (1x)
All regions with the least Caballeros are scored immediately. Regions containing no Caballeros do not count.
During your turn, the region containing the least Caballeros is scored. If there are several regions tied for the least Caballeros, each of these regions is scored. The Castillo and regions containing no Caballeros may not be considered.



Special Scoring (1x)
Choose a region to be scored immediately.
During your turn, you choose a region to be scored.



Action cards - stack 4

All stack 4 cards:
You may place **up to** 4 Caballeros from your Court into a region or regions neighboring the King's region or into the Castillo.
Before or after doing so, you may execute or forfeit the special action printed on the Action card.
The stack 4 cards are as follows:



Mobile Scoreboard (3x)
You may place a new mobile scoreboard OR move an existing one.
You may place or move one of the two mobile scoreboards to cover a region's scoreboard. These mobile scoreboards begin the game next to the board. If the scoreboard you wish to place is already on the board, you may take it from that region and move it to a different region. As long as a mobile scoreboard exists in a region, points for scoring that region are awarded according to the mobile scoreboard (instead of the points that would normally be awarded there). You may choose which of the two mobile scoreboards you wish to place or move. A mobile scoreboard may be placed at the Castillo (it replaces both of the Castillo's scoreboards). No region may have more than one mobile scoreboard. A mobile scoreboard may not be placed in or moved from the King's region.



Power of the Cards (2x)
You may return 1 of your used Power cards to your hand.
You may return the Power card that you played this round or any Power card in your discard pile to your hand.



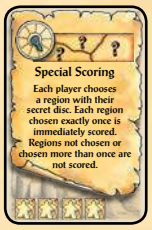
The Court (1x)
You may take 2 Caballeros from the Province into your Court.
This card improves your Supply for the turn, and must be executed according to the same rules (see page 3).



Grande (2x)
You may move your Grande.
You may not move your Grande in or out of the King's region. You may not place your Grande in the Castillo.

Action cards - stack 5

Stack 5 consists of only the King's Card.
You may place up to 5 Caballeros from your Court into a region or regions neighboring the King's region or into the Castillo.
Before or after doing so, you may execute or forfeit the special action printed on the Action card.



Special Scoring (1x)
Each player chooses a region with their secret disc. Each region chosen exactly once is immediately scored. Regions not chosen or chosen more than once are not scored.

You may execute the special scoring before or after you have placed your Caballeros. First, all players (including you) choose a region with their secret disc, and then reveal their choices simultaneously. All regions chosen exactly once are scored immediately. Regions not chosen or chosen more than once are not scored. These regions are scored in the order of the active player's choice, according to regular scoring rules, i.e., players score points for first, second, and third places, and the King's region and home region bonuses can be awarded.



Eviction (1x)
Choose a region. Each of your opponents chooses a region on their secret disc. Each of your opponents moves all their Caballeros from this region to their chosen region.

First, you choose the region from which your opponents (not you) must move their Caballeros. Then each of your opponents chooses a region on their secret disc to which to move these Caballeros. Finally, they simultaneously reveal their secret discs and move their Caballeros to their chosen region. Any player who chose the King's region instead returns the Caballeros to their Court.



Royal Advisor (1x)
You may move the King to an adjacent region.

You may move the King before or after you have placed your Caballeros.



King's Card (1x)
You may move the King to any region.
You may move the King before or after you have placed your Caballeros. You may not place the King in the Castillo.