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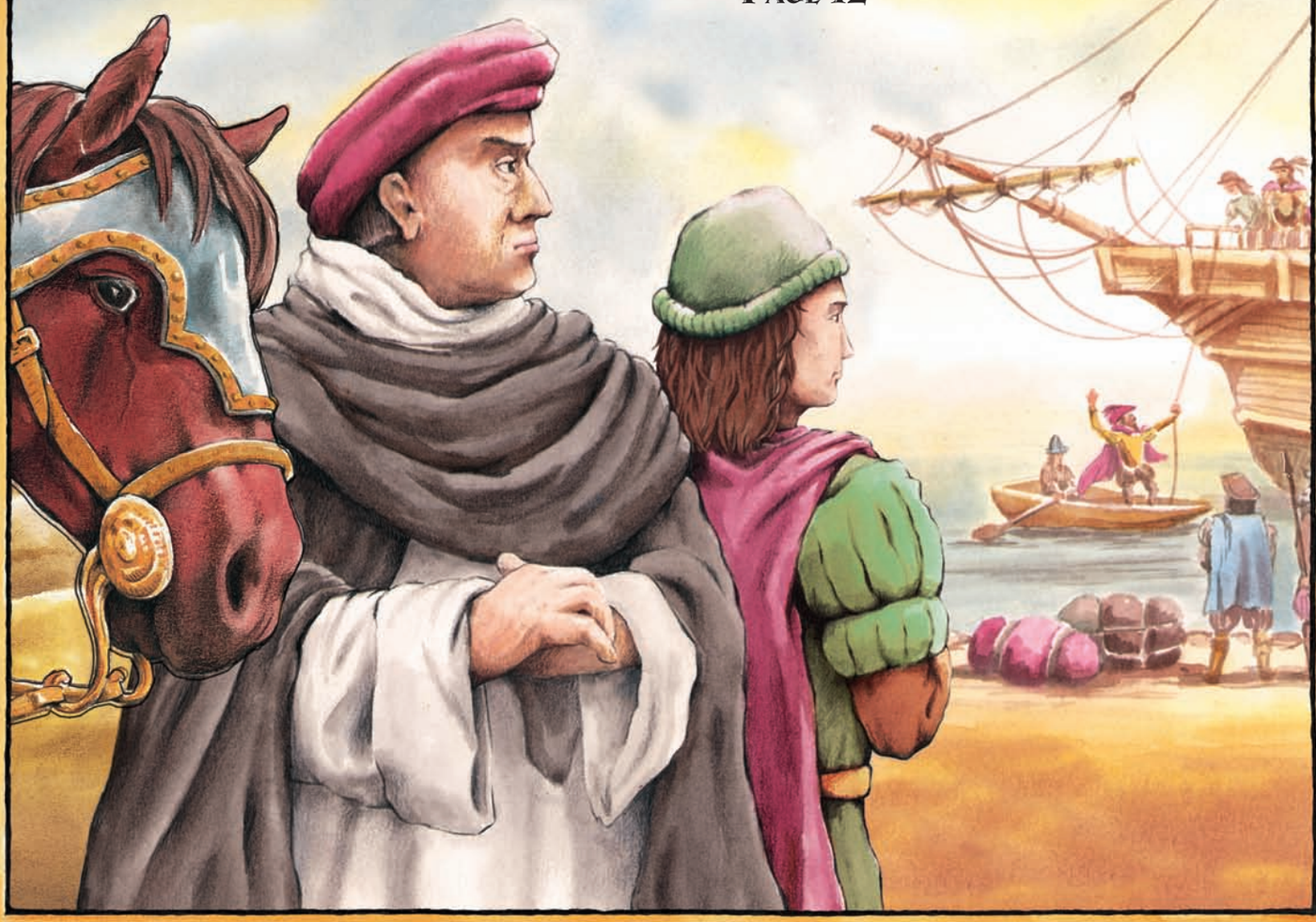
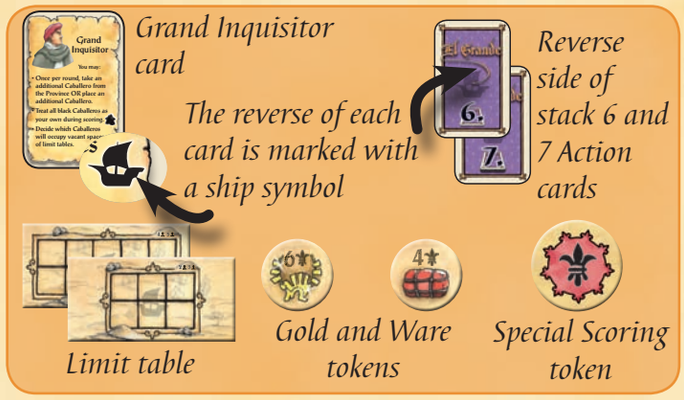


Grand Inquisitor and Colonies

Additional Components and Setup

- 1 Grand Inquisitor card
- 12 new Action cards
  (1 "Stack 6" card, 11 "Stack 7" cards)
- 4 black Caballeros
- 1 limit table (front: 6 spaces, reverse: 10 spaces)
- 30 additional Caballeros in 5 colors
  (6 per color)
- 11 Ware tokens
- 6 Gold tokens
- 1 Special Scoring token



Setup is identical to the base game with the following exceptions:

1. The game board is placed so that the side with the ship symbol in the lower left corner is faceup.
2. The Grand Inquisitor card is placed next to the game board.
3. The "Holy Inquisition" card is placed as the only card in stack 6.
4. The 11 Action cards marked with a 7 on their back are shuffled and placed as stack 7.
5. After a region has been chosen as the King's region, two additional Region cards are revealed. Place 2 black Caballeros in these two regions. The black Caballeros belong to the Grand Inquisitor.
6. Reveal yet another Region card and place the limit table in that region. In a 2- or 3-player game, use the side with 6 spaces. In a 4- or 5-player game, use the side with 10 spaces.
7. There are an additional 6 Caballeros for each player in the Province. After all players have determined their home region, they will each place 2 additional Caballeros on the board: all players choose a region on their secret disc (not the King's region) and reveal their choice simultaneously. Each player places 2 Caballeros from the Province in their chosen region.
8. Place 2 Ware tokens in "África" and 1 Gold token in "América." The remaining Ware and Gold tokens form a supply near the board.

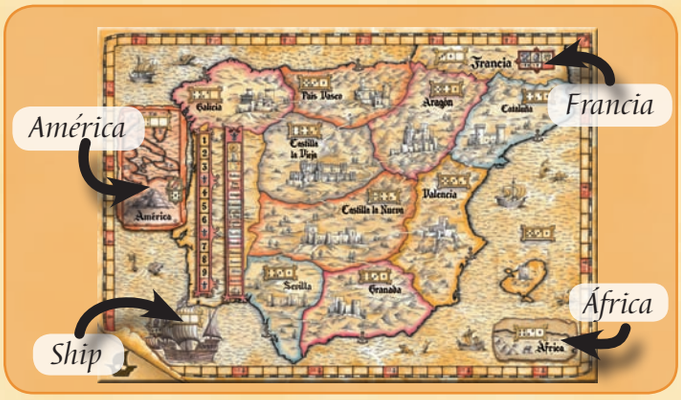
Game Sequence

The game sequence is identical to the base game. However, there are a number of new elements.

The New Regions

There are 4 additional regions on the game board: **Francia**, the **Ship**, **América**, and **África**.
The new regions are used in the same manner as the other regions.
Note the following:

- during a general scoring, Caballeros **may not be moved** from the Castillo **to these new regions.**
- **The King may not leave the mainland.** Except for Francia, the King may not enter the new regions.
- The mobile scoreboards may be placed in any of the new regions.



The specific rules regarding each region are described below.

Francia

No more than 3 Caballeros can occupy Francia.

- Caballeros may be placed from your Court into Francia when the King is in "Aragón" or "Cataluña."
- Caballeros may be moved to Francia, for example by using Intrigue cards (movement cards in stack 1) or from the Ship (see below).

Each Caballero that you bring to Francia must be placed in one of the 3 spaces. If all 3 spaces are occupied, you may no longer bring Caballeros to Francia. Only when one or more of these spaces is free may a new Caballero be brought to Francia. (Those Caballeros in the second and third spaces of Francia do not automatically move up when better spaces are available.)
You may move your Grande to Francia, but it can not occupy one of the spaces.
During a general scoring, the player with the most Caballeros in Francia scores 3 points. The player with the second most scores 1 point. Also, the player whose Caballero occupies the ambassador (left) space scores an additional 2 points. The player whose Caballero occupies the envoy (middle) space scores an additional 1 point. One player can score both of these bonuses.

For example, one player occupying both the ambassador and envoy spaces will score 6 points during general scoring: 3 points for majority, 2 points for the ambassador space, and 1 for the envoy space.

Ship

The Ship represents merchants shipping in and out of Spain. It is treated as a normal region. However, it is usually only used as a transitional region to travel to África and América.

- Caballeros may be placed from your Court onto the Ship when the King is in a coastal region. (Coastal regions are those that are directly next to water: Cataluña, Valencia, Granada, Sevilla, Galicia, País Vasco, and Francia. The Spanish coastal regions are each marked with an anchor symbol.)
- Caballeros may be moved to the Ship, for example by using Intrigue cards.

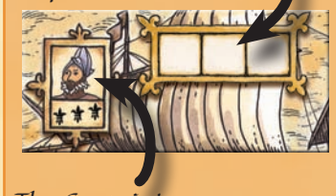
Anchor symbol

If you have Caballeros on the Ship **from a previous round**, you may move these **at the beginning of your turn** to América, África, or to any coastal region of Spain (see above). This does not cost a place or move action.

Example: *In the 1st round, the King was in Valencia, a coastal region.* ***Gonzalo*** *may place 3 Caballeros. He places 1 Caballero in a region neighboring the King's region, and 2 Caballeros on the Ship.*
In the 2nd round, ***Gonzalo*** *moves 1 Caballero from the Ship to América, and the other to África.*
Afterward, he may place his Caballeros according to the normal rules.

The scoreboard of the ship is blank. 1st, 2nd, and 3rd place each score 0 points when the Ship scores. However, points are scored by the player whose Caballero occupies the Captain's space (see below).
Exception: *If a mobile scoreboard is on the Ship, points are scored according to the mobile scoreboard.*
Note: *You can score your home region bonus if your Grande is on the ship.*

The scoreboard on the Ship awards no points.



The Captain's space

Captain's space
If the Captain's space is free, you may place one Caballero that you are placing or moving to the Ship on the Captain's space. The Captain may leave the Ship. The Captain's space does not need to be occupied. The Captain's space may be occupied by the movement supplied by stack 1 Intrigue cards. A Grande may not occupy the Captain's space.
The Caballero occupying the Captain's space does not count toward majority during scoring. However, the player whose Caballero occupies the Captain's space scores 3 points whenever the Ship is scored.

América and África

Caballeros may not be placed directly in these two regions. Caballeros may only be moved there. The Ship is the primary method of doing so.
The King may never occupy either of these regions.

- At the beginning of your turn, you may move Caballeros that were placed or moved onto the Ship in a previous round to América and/or África.
- You may move Caballeros to América and/or África using stack 1 Intrigue cards.

The Viceroy of América
If the Viceroy's space is free, you may place one Caballero that you are moving to América on the Viceroy's space. The Viceroy may leave América. The Viceroy's space does not need to be occupied. The Viceroy's space may be occupied by the movement supplied by stack 1 Intrigue cards. A Grande may not occupy the Viceroy's space.
The Caballero occupying the Viceroy's space does not count toward majority during scoring. However, the player whose Caballero occupies the Viceroy's space scores 5 points whenever América is scored.

The Viceroy

Gold and Wares
The Action cards in stack 7 depict Gold and Ware symbols. Whenever a player chooses a card from stack 7, he immediately places the depicted Gold and/or Wares in their corresponding region (this is part of the card's special action).
Gold is always placed in América, Wares are always placed in África.
The supply of Ware and Gold tokens is limited. If none of the appropriate token are available in the supply, then none are placed.

Gold and Ware symbols on the Action cards in stack 7.

Taking Gold and Wares...
During your turn, you may take Gold and Wares.

- You may do this at any time during your turn, and as often as you are able.
- You must have 1 Caballero in the corresponding region **for each token** you wish to take.
- Place the Caballero on top of the token. The Caballero now possesses that token.
- This is not an action.
- Each Caballero may only possess 1 token.
- A Caballero and its token are attached and may not be freely separated.

... and bringing them to Spain

When you move a Caballero in possession of a token to Spain, that token is placed in the supply, and you immediately score points (4 points for a Ware token or 6 points for a Gold token).

To do so, you must move a Caballero in possession of a token to the mainland of Spain. This is usually done via the Ship.

Caballeros that were moved to América or África in a previous round may be moved to the Ship for free during your turn. This does not cost a move or place action.

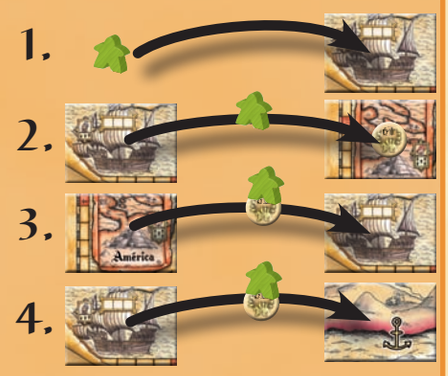
At the beginning of your following turn, you may move your Caballeros on the Ship to any coastal region of Spain. Then you return the token to the supply and score the corresponding points. The Caballero remains in the region to which it was moved.

Important: *These movements are "free actions" that may be performed in addition to your normal placement and special actions. However, it should be noted that, in most cases, it requires several turns to bring tokens to Spain.*

You may move a Caballero in possession of a token using the movement supplied by the stack 1 Intrigue cards. This is quicker, but it requires that you choose a stack 1 card.

Example: *Bringing an "unclaimed" token from América or África to Spain usually requires 4 steps (4 rounds).*

1. *Place a Caballero on the Ship (only when the King is in a coastal region).*
2. *Move the Caballero to América/África and claim the token.*
3. *Move the Caballero to the Ship.*
4. *Move the Caballero to one of Spain's coastal regions. You immediately score points (4 points for a Ware token or 6 points for a Gold token). The token is returned to the supply, and the Caballero remains in the coastal region.*



The placement in step 1 "costs" a "placement action."

The movements in steps 2-4 are free actions.

Note: *Using stack 1 Intrigue cards, you may move a Caballero directly between Spain and América/África (or vice versa), thereby bypassing the Ship.*

If a Caballero in possession of a token is returned to your Court, the token is lost and returned to the supply, for which you score no points.

This is also true when a Caballero in possession of a token is moved into the Castillo.

Special cases

- A Caballero in possession of a token counts toward majority during scoring.
- A Caballero in possession of a token may not occupy the Captain's space.
- A Caballero in possession of a token may not occupy the Viceroy's space.

The Grand Inquisitor

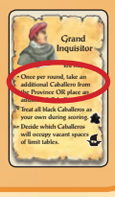
When you choose the "Holy Inquisition" Action card, you execute and note the following:

- Take the Grand Inquisitor card and place it in front of you.
- Place up to 3 Caballeros from your Court into regions neighboring the King's region.
- Move up to 2 of the Grand Inquisitor's (black) Caballeros.
- All of the Grand Inquisitor's (black) Caballeros will count as yours during scoring.
- In each round during which the Grand Inquisitor is placed in front of you, you may take 1 additional Caballero from the Province into your Court or place 1 additional Caballero from your Court into a region neighboring the King's region.

The Grand Inquisitor remains placed in front of a player until such time as another player takes the "Holy Inquisition" card, and thus the Grand Inquisitor card itself.

Example: *Gonzalo chooses the "Holy Inquisition" card.*
First, he executes the actions on the card.
He takes the Grand Inquisitor card and moves 2 black Caballeros.
The Action card allows him to place 3 Caballeros.
Here, Gonzalo uses the special ability of the "Grand Inquisitor," which allows him to place an additional Caballero. He has enough Caballeros to do so, and places 4 Caballeros on the board.

Example: *Gonzalo has the "Grand Inquisitor" in front of him from the previous round.*
He chooses the King's Card this round, which allows him to place 5 Caballeros.
Gonzalo only has 4 Caballeros in his Court. He uses the special ability of the "Grand Inquisitor" and takes an additional Caballero from the Province into his Court, and then places his 5 Caballeros on the board.



The Caballeros of the Grand Inquisitor

The Caballeros of the Grand Inquisitor are governed by the following rules:

- The player who has the Grand Inquisitor card may move black Caballeros to regions or the Castillo, and may even claim Ware or Gold tokens, as if they were his own.
- No player may remove the black Caballeros from the board. They can never be added to the Province or a player's Court.
- During scoring, the black Caballeros count as Caballeros belonging to the player with the Grand Inquisitor card.
- If no player has the Grand Inquisitor card, the black Caballeros belong to no player. They are not counted during scoring.

In certain cases, the player with the Grand Inquisitor card also determines which Caballeros occupy the limit table. Details in the following section: "Limit Table."

Limit Table

The limit table is used to limit the number of Caballeros in a region that may be counted during scoring. Each space of the table may hold 1 Caballero.
In a 2- or 3-player game, there are 6 spaces. In a 4- or 5-player game, there are 10 spaces.

Limit table

2-3 players *4-5 players*

The limit table begins the game in a randomly chosen region. The action card "Limit Table," that appears 3 times in stack 7, allows a player to move the limit table to a new region. The limit table may not be removed from the King's region. The limit table may not be placed in the King's region or Francia.

When you move or place Caballeros into the region with the limit table, your Caballeros are placed on the empty spaces of the limit table, as long as there are empty spaces available. You may place or move Caballeros into the region even if the limit table is full. These Caballeros are placed next to the table. Caballeros next to the table will not be counted during scoring. The order in which Caballeros were added to the limit table has no effect when determining majority.

As long as there is room on a limit table, put Caballeros on it.

When you wish to move the limit table to another region, you must first empty the Caballeros on the limit table into the region the limit table currently occupies. Then you place the empty limit table in a new region. If there are Caballeros in the new region, they are immediately placed on the limit table. If there is not enough room for all the Caballeros in the new region, you decide which Caballeros are placed on the limit table, and which are placed next to it (they will not be counted during scoring).

Movement
When you move Caballeros from the region with the limit table, you may move those Caballeros that occupy the limit table, as normal. When you move Caballeros to the region with the limit table, your Caballeros must be placed on the limit table (if there are empty spaces).

Free spaces
After each player's turn, if there are any empty spaces on the limit table, the **Grand Inquisitor** must fill those empty spaces with Caballeros remaining in the region. This can happen when an Intrigue card moves a Caballero from the limit table to another region.

Caballeros in the Castillo
If there is not enough room for all the Caballeros from the Castillo on the limit table, the Caballeros are first placed next to the limit table. Then, the Grand Inquisitor adds Caballeros to the limit table until it is full.

Move

When moving Caballeros (e.g., through the Intrigue card in this expansion or through a number of methods in the base game), you may:

- Move Caballeros directly to or away from América or África; the ship can be bypassed in this way. You may also move Caballeros in possession of Gold or Wares.
- Move Caballeros on and off the limit table. You may even do this from within the same region. When you move 1 Caballero off of a limit table and replace it with another Caballero, this counts as 2 movements.
- Occupy the Viceroy's space in América, the Captain's space on the Ship, or the Ambassador's space in Francia.
- Move the Grand Inquisitor's Caballeros.

King and Intrigue

The Grand Inquisitor and Colonies expansion can be combined with the King and Intrigue expansion.

- Instead of using the base game's Action cards, you will use the Intrigue, Caballero and King's Cards as described in the King and Intrigue rules. Place stacks 6 and 7 of the Grand Inquisitor and Colonies expansion directly to the right of them.
- Instead of choosing an Intrigue, Caballero, or King's Card, a player may choose to take the visible card from stack 6 or 7. You must decide this when your turn begins. You then return that card facedown under the corresponding stack; it will not be available for the remaining players to choose.

Note: *By combining these two expansions, it is possible for unusual game situations beyond the scope of this rulebook to occur. For this reason, the combination of these two expansions is not recommended. However, if you wish to try, we recommend deciding on a system by which you may settle any unusual rules disputes. Regardless of how you wish to play El Grande, we hope that you have fun doing so.*

Action cards - stack 7

All stack 7 cards:
When a player chooses a stack 7 card, he places the Gold and Ware tokens depicted on the card (Gold in América, Wares in África).

The stack 7 cards are as follows:

Execute Action Card (1x)
You may use this special action in this round or any later round.

Copycat (1x)
Directly after an opponent has completed his turn, you may execute the special action he executed during his turn (including the Gold and Ware symbols depicted on the card). You only execute the special action (you do not place the Caballeros as depicted on the card). In this way, you will execute two special actions in this round; your own and that of another player. However, you only place Caballeros based on the icons of your own card.

Free Choice (1x)
After the Castillo has been scored and players have moved their Caballeros by secret disc, but before the regions are scored, you may move 2 of your Caballeros.

Special Scoring (1x)
All 4 of the new regions are scored. The active player decides the order in which they are scored.

Special Scoring (1x)
All regions containing at least 1 black Caballero are scored. The black Caballeros count as yours.
You may place your 2 Caballeros **before** scoring is executed.
The active player chooses the order in which the regions are scored.
If you choose to place Caballeros **after** scoring is executed, you may place 3 of them instead, as you now have the Grand Inquisitor.

Transport (1x)
You may move your Caballeros directly onto the Gold or Wares just placed. If you already have Caballeros in América/África, you can claim the Gold or Wares and then move them to Spain in the same turn.

Limit table (3x)
You may move a limit table from one region to another region. You may choose to not move a limit table.

Special scoring (1x)
The marked region will be scored at the end of the next round (not at the end of the current round). If there is a general scoring after the next round, this special scoring occurs before that general scoring. If this card is chosen in the 9th round, the special scoring will occur directly after the final general scoring.

Conspiracy (1x)
You may not take a Grande from the King's region.
During the next general scoring, any player whose Grande is found in the Castillo is relocated (along with his Caballeros) to the region chosen on that player's secret disc.
In this way, it is possible for a player to score their home region bonus twice during a general scoring (once for the Castillo and once for the region to which the Grande is relocated).

Grandissimo

Additional Components and Setup

- 3 Person cards (Queen, Jester, and General Inquisitor)
- 20 new Action cards (19 "stack 6" cards, 1 "stack 7" card)
- 8 tokens/tiles (2 ships, 1 prison, 1 Portugal, 1 King incognito, 1 boycott, 2 alliance markers)

Two black Caballeros from *"Grand Inquisitor and Colonies"* are required as soldiers.

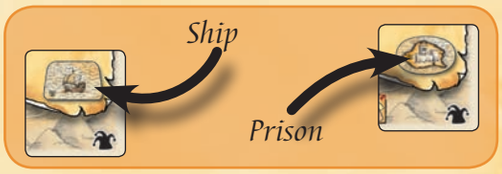
Setup is identical to the base game with the following exceptions:

1. Place the Portugal tile on the game board as pictured to the right. Place the remaining tokens and tiles near the game board.
2. Choose which 11 "stack 6" cards you wish to use, shuffle them, and place them as a facedown stack next to "stack 5" from the base game.
   Note: *For your first game, we recommend omitting cards that mention the "prison," the "ships," as well as the "Spanish Inquisition" and "General Inquisitor" cards.*
3. Place the single "stack 7" card next to "stack 6."
4. Place the 3 Person cards (Queen, Jester, and General Inquisitor) next to the Action cards.
5. After the King's region has been decided, draw another Region card. Place 2 black Caballeros (soldiers) in the drawn region.

Game Sequence

The game sequence is identical to the base game.
There are now 2 additional Action cards to choose from in each round. After you have used an Action card, place it facedown under the corresponding stack as you would in the base game. The card you chose will not be available to the remaining players.

The "Ship" and "Prison" symbols
Several cards depict a ship or prison symbol. When you choose one of these cards, you may perform the depicted action in addition to your other actions.



Ship: Take one of the two ship tiles into your Court.
If both Ships are in the Courts of other players, take one from a player's Court. Any Caballeros on a Ship stay on that Ship. As long as a Ship tile exists in your Court, when placing Caballeros, you may place one or more on the Ship tile. The position of the King is irrelevant.
If there are one or more of your Caballeros on a ship tile at the beginning of your turn, you may move those Caballeros to coastal regions. If you move any Caballeros off of your Ship tile, you must move all Caballeros off of that Ship tile.
(Coastal regions are all the regions directly touching the water: Cataluña, Valencia, Granada, Sevilla, Galicia, País Vasco, and Portugal. All Spanish coastal regions are marked with an anchor symbol.)
Note: *We recommend using only 1 ship token in a 2-player game.*

Spanish coastal regions are marked with an anchor symbol.

Prison: Take 1 Caballero (yours or an opponent's) from a region on the game board and place it on the prison tile.
Whenever a player chooses the King's action, he decides whether or not to pardon the Caballeros in prison. If he decides to pardon, all Caballeros on the prison tile are moved to a region of the player's choice. If he declines to pardon, all Caballeros on the prison tile remain there.

NEW REGION: PORTUGAL

Portugal brings a new region to the game. When the King is in Galicia, Castilla la Vieja, Castilla la Nueva, or Sevilla, you may place Caballeros in Portugal. The King may be moved to Portugal. Portugal is a coastal region.
Portugal is scored during each general scoring and during certain special scorings (e.g., all 5-point regions). According to Portugal's default scoreboard, points are only awarded to a player who alone has the most Caballeros there. It is also possible to receive the King's bonus or home region bonus.

ACTION CARDS - STACK 6

All stack 6 cards: If there is a ship or prison symbol depicted on the card a player chooses, he may execute the corresponding ship or prison action in addition to the special action.

The stack 6 cards are as follows:

Boycott

You may choose any Region card not currently claimed by another special action card. Region cards used for game set up may be chosen.

Confederation

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 to place a mobile scoreboard 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

Double Turn

First, you perform the actions depicted on this card (place 2 Caballeros and the prison action), then you choose another Action card. The card you choose may be used immediately or saved for use during a later round. When you use the chosen Action card, you execute it in its entirety (place Caballeros and special action).

Free Choice

After the Castillo has been scored and players have moved their Caballeros by secret disc, but before the regions are scored, you may move 2 of your Caballeros.

King Incognito

You may choose any Region card not currently claimed by another special action card. Region cards used for game set up may be chosen.
You may even discard the Region card to move the King during an opponent's turn. The new region is now the King's region, and as such is **immediately** taboo.

Eviction Notice

If the King or any Grandes are found in the Castillo, they too are returned to the Castillo.

Special Scoring

All coastal regions are scored. The Spanish coastal regions are marked with an anchor symbol. Portugal is also a coastal region.

Espionage

This card has no effect when secret discs are used during a special scoring. Discard this card after the next general scoring.

Court Scoring

All players count the Caballeros in their Courts. The player with the most Caballeros scores 7 points. Second place scores 5 points. Third places scores 1 point. Tied players score points according to the next lowest position.

No Further Actions

Those players following you in turn order may place Caballeros, however they may not execute any special actions.

Revolution

You may place the King in the Castillo. If you do, you must appoint a Grande to perform the duties of the King (i.e., the Region containing that Grande is taboo!, the Grande may be moved by the King's Card, and gives the King's bonus during scoring, as well as the home region bonus, if applicable.). The King itself loses its function as long as he is in the Castillo. The Castillo is **not** considered to be the King's region. Use the "Royal Guard" token from the King & Intrigue expansion to mark which Grande has been chosen for this duty. When the King is returned to the board, his normal function returns (and the added function of the appointed Grande is lost).

Quick Troops

Take 3 Caballeros directly from the Province and place them according to the normal rules. This effect applies only to the 3 Caballeros that this card allows you to place.

Special Scoring

The 3 Inland regions of Spain (Aragón, Castilla la Vieja, and Castilla la Nueva) are scored.

Spanish Inquisition

Take the General Inquisitor card and keep it front of you until the next general scoring. Until then, you may use his ability in each round (up to 3 times). You may use the General Inquisitor's ability in addition to the special action you execute each round.

Action cards - stack 7

Stack 7 consists of only the King's Card. 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 take either the Queen or Jester card.

Queen

You may only take the additional Caballero into your Court if you have the Queen at the beginning of your turn. You may however, place an additional Caballero on the same turn you take the Queen, if you execute the special action of taking the Queen before placing Caballeros.

Coup

You may not take a Grande from the King's region. During the next general scoring, any player whose Grande is found in the Castillo is relocated (along with his Caballeros) to the region chosen on that player's secret disc. In this way, it is possible for a player to score their home region bonus twice during a general scoring (once for the Castillo and once for the region to which the Grande is relocated).

To the Castillo!

You may choose to completely waive this action. However, if you put Caballeros belonging to your opponents in the Castillo, you must place 2 of your own Caballeros in the Castillo as well. You may not take Caballeros from the King's region.

Alliance

You may not place either of the markers in the King's region. During general scoring, all players count and combine the number of Caballeros they have in the two marked regions. The rewards for each region are combined (e.g., the player with the most Caballeros scores first place points according to the scoreboards of both regions, etc.). If one of the regions is the King's region, or a player's home region, bonus points are awarded accordingly. After general scoring is completed, remove the alliance markers.

The Last Word

In this round, you will take your turn after all other players, regardless of the Power card that you played.

Extra Strength

In addition to the prison action, you may place up to 6 Caballeros from your Court.

Queen and Jester

As long as you have the Queen and/or Jester card in front of you, you may use the corresponding special ability (or abilities, if you have both) once per round **in addition** to the special action you execute each round.

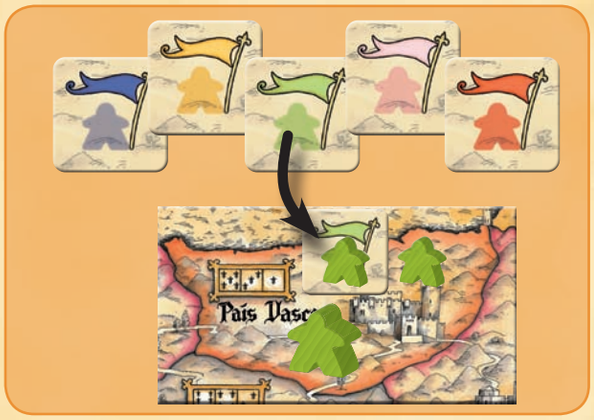
Jester

In addition to the Caballeros you receive from your Power card, you may place 1 of your Caballeros from the Province into an opponent's Court (not in your own). On your opponent's turn, he will decide where this Caballero is placed. It is possible for a player to have several foreign Caballeros in his Court.

Anniversary Expansion

Additional Components and Setup

5 flag markers (1 per color)



Setup is identical to the base game with the following exception:

- Each player places their flag marker under one of his two Caballeros in his home region.

This Caballero is that player's flag bearer.

Game Sequence

The flag bearers break ties in favor of the player to which they belong. If two or more flag bearers are involved in a tie, then that tie is resolved according to the normal rules.

Example:

"Castilla la Vieja" is being scored.

Gabriel *and* ***Benita*** *each have 3 Caballeros there. One of* ***Gabriel****'s Caballeros is his flag bearer. The tie is broken in* ***Gabriel****'s favor, and he takes 1st place. As a result,* ***Benita*** *is in 2nd place.* ***Ramon*** *only has 1 Caballero and takes 3rd place.*

In "Castilla la Nueva," ***Gonzalo*** *has 3 Caballeros. He has the clear majority.* ***Gabriel****,* ***Ramon****, and* ***Ricarda*** *each have 2 Caballeros there.* ***Ramon*** *and* ***Ricarda*** *each have a flag bearer present, meaning that they tie for 2nd place, and receive points for 3rd place, as per normal tie rules. Without a flag bearer,* ***Gabriel*** *falls in 4th place and receives no points. Tough luck!*

Additional rules regarding the flag bearers:

- **Flags and their flag bearers remain together.**
  When you move a flag bearer, the flag moves with it.
- **Flag bearers may not carry anything.**
  The flag bearers may not transport Gold or Wares.
- **The flag must wave!**
  When a flag bearer is moved into the Castillo or removed from play for any reason, you must assign the flag to another of your Caballeros on the board. This Caballero is the new flag bearer.
- **Taking office**
  A flag bearer may occupy a vacant space of the limit table or in Francia. A flag bearer may even occupy the Captain's or Viceroy's space.

Tactical Tips

- **Turn order is very important.**
  There are situations when you will want to play earlier in turn order, so that you can secure a particularly strong Action card. However, it can also be advantageous to play later in turn order, as it will allow you to better react to the actions of your opponents. This is especially important in those rounds immediately preceding a general scoring.
- **The King is more powerful than he seems.**
  The King is not only used to determine where Caballeros may be placed. It is also powerful to move the King to a region to secure a majority you have there. This is especially important in those rounds immediately preceding a general scoring.