

EL GRANDE - 2 Player

Each player will play with 2 colors. Each player receives 1 grande with 2 caballeros in each color to be placed in the regions via province card draw as in normal El Grande. Each player starts with 3 caballeros of each color in their court. Players will play 6 rounds with scoring after every 2 rounds.

POWER CARD DECKS

You will need to use cards of 4 different colors from El Grande to make 2 decks of 2 colors each, 1 deck for each player. Recommended colors are blue and green for 1 deck, yellow and brown for the other deck. Make the decks as follows:

Blue-green deck uses: blue cards - 1, 3, 5, 7, 9, 11, (13*)
green cards - 1**, 2, 4, 6, 8, 10, 12

- * - The 13 card does not have to be used but you may wish to leave it in as you will then have 7 cards of each color, you will use 12 of your cards, leaving 2 at the end of the game;
- ** - needed to make caballero draw equal for both colors.

Do the same for the yellow-brown deck substituting brown for green and yellow for blue. This gives you 2 - 14 card decks.

These decks of cards will be used to bid on the action cards. The caballeros on the cards will be used to determine how many caballeros are brought from the provinces to your court.

GAME PLAY

1. Determine starting player;
2. Every round both players will play 1 card of each color from their deck. These cards determine the order of play as usual. Alternate playing cards; player 1, player 2, player 1, player 2. Highest card goes first followed by the next highest and so forth;
3. When taking your turn for the "active" card (the card in play at the moment), only caballeros of that color may be brought from the provinces to the court and from the court onto the board;
 - Example: player 1 is blue-green, player 2 is yellow-brown - player 1 plays their blue 9 card - player 2 plays their brown 10 card - player 1 plays their green 2 card - player 2 plays their yellow 5 card. Player 2 played the highest card so they play first:
 - bring 1 brown caballero from the provinces to their court

Editing by Valerio Salvi

choose their action card and play only brown caballeros from their court onto the board.

Player 1 goes next with the blue 9 bringing and playing only blue caballeros.

Player 2 goes next with the yellow 5 bringing and playing only yellow caballeros;

Player 1 goes last with the green 2 bringing and playing only green caballeros;

Note: it is possible to play your power cards so as to have 2 turns in a row.

Play continues as in regular El Grande rules with the following noted:

- the "Provinces" action card in the 2nd stack: send 1 caballero of each color back;
- when picking a region to move caballeros from the castillo, only 1 region is chosen by each player and all of their caballeros, regardless of color, go to that region;
- when an action card allows you to move "your own caballeros" you may only move caballeros of the active color.

GAME END

The game ends after 6 rounds. The winner is the player with the highest score of their second place color (this prevents players from putting all their efforts into 1 color only).

Variant - The winner is the player with the most total points of both their colors.

ERRATA

1. As with normal El Grande rules you may not play the same number power card as one already played. In the last round there is a possibility that both players will have power cards with the same numbers left in their hands. In this circumstance you are allowed to play the card but the first card played is considered the higher of the 2.

- When an action card states "your fellow players" it refers to the opposing player.
- When picking regions with the secret disks, players use 2 disks, choose their regions, turn their disk over and place a corresponding color caballero (or used power card) on top of each disk to signify which color the disk represents.

1. When moving caballeros from the castillo, players use 1 secret disk for each of their colors. This allows you to move different colors to different regions. When picking regions with the secret disks, players use 2 disks, choose their regions, turn their disk ver, and then place a corresponding color caballero (or used power card) on top of each disk to signify which color the disk represents.

2. When an action card allows you to move "your own caballeros" you may move caballeros of either color.

Editing by Valerio Salvi