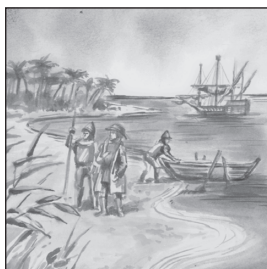


El Caballero

A refined strategy game for 2-4 players aged 13 and up,
from Wolfgang Kramer and Richard Ulrich



"I knelt down when I had solid ground under the feet and thanked God by kissing the earth." After a months-long, dangerous journey, after difficult struggles with sea, wind, mutiny and gnawing doubts, Christopher Columbus landed at the Antilles island of San Salvador. He was firmly convinced that he had landed on the East Coast of India. But he had discovered a new continent: the New World. El Caballero is set in this island world of the Antilles.

CONTENTS

- 40 Caballero tiles in 4 colors
- 52 Power cards in 4 colors
- 48 Area tiles
- 16 Ships
- 16 Castillos
- 4 Grandes in 4 colors (for the expanded game)
- 20 Governors in 4 colors (for the expanded game)
- 4 scoring figures
- 1 scoring track with scoring summary

GAME OVERVIEW

The players are following Columbus by exploring the islands he discovered. Players slowly explore the islands and discover wealth in the form of Gold and fish. As they learn about the land and sea areas of this new land, they position their Caballeros to try to maintain control of the important regions. Castillos give them a measure of protection from others and ships allow them to establish trade and fish for food. Success is measured in the size of land and sea areas they control. Success is measured in the size of land and sea areas they control. These controlled areas contribute a number of points during the two scoring rounds. The winner is the player with the most points at the end of the last scoring round.

PREPARATION

- Each player chooses a color and takes:
 - 8 Caballero tiles (return 2 tiles in each color to the box - these are for the expanded game),
 - 1 scoring marker,
 - 1 Set of Power cards (cards are numbered 1-13),
- Place the Castillos, the Ships and the scoring track on the table. Return 4 Ships and 4 Castillos to the box - these are used in the expanded game. The players place their scoring markers on the starting space on the scoring track (next to space 1).
- Shuffle the Area tiles and place them face-down on the table. Turn over area tiles until you find one without a gold or fish symbol on it. This is the starting tile for the islands; place it in the middle of the table. Re-shuffle the area tiles (minus the starting tile) and place them face-down on the table. Draw the top 5 tiles and place them face-up on the table. These are the area tiles available to players in the first round.

THE "COURT"

Caballero tiles are numbered 1 to 4 on one side and 5 to 8 on the other. Each player takes a Caballero tile from his supply and places it on the table so that the number "5" points toward him. This is the starting number of Caballeros in the players' courts. Players keep their courts separate from their supplies. When a player moves Caballeros to or from his court, he adds and/or rotates the Caballero tiles to reflect the new number of Caballeros in his court. If there are no Caballeros in a player's court, all Caballero tiles are placed in the supply.



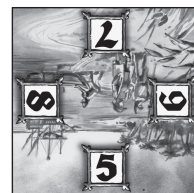
Player has 5
Caballeros in his
court



Player has 3
Caballeros in his
court



Player has 13
Caballeros in his
court



THE POWER CARDS

The power cards have priority numbers in the corners and a number of Caballero heads pictured in the center. The priority number determines the turn order. Whoever plays the power card with the highest number, is the first in the round; second highest goes next and so on. The number of Caballeros in the center of the card is the number of Caballeros the player may add to the court on the turn. The number 9 power card has a special meaning: when playing this card, the player must play two area tiles on the turn.

GAME SUMMARY

The game consists of 7 rounds. Scoring occurs after rounds 4 and 7. Each round begins with the play of power cards.

Playing a power card

Each player plays a power card beginning with the starting player and continuing in the clockwise direction. In the first round, the youngest player is the starting player. In subsequent rounds, the starting player is the player who played last in the previous round. So that the turn sequence is unique in a round, power cards with the same priority may never be played in a round. Once all players have played a power card, the player who played the highest power card takes his turn. Following his turn, the player who played the second highest power card takes his turn and so on. Counting the number of used power cards is a good way to keep track of the rounds.

A PLAYER'S TURN

On a player's turn, he may do the following in any order. The placement of an area tile is required; all other actions are voluntary.

- (1.) Supply: add Caballeros to your court equal to the number shown on your power card
- (2.) Play 1 (or 2 with the play of the number 9 priority card) area tile (required)
- (3.) Add or increase 1 - 2 Caballero tiles
- (4.) Buy 1 - 2 ships (pay 2 Caballeros per ship)
- (5.) Build 1 - 2 Castillos (pay 1 Caballero per Castillo)
- (6.) Return Caballero tiles or ships to the court from the map (no cost)
- (7.) Move ships or Castillos from one area to another and/or move ships from the court to an area (pay 1 Caballero per)

THE SPECIFIC ACTIONS

1. Supply

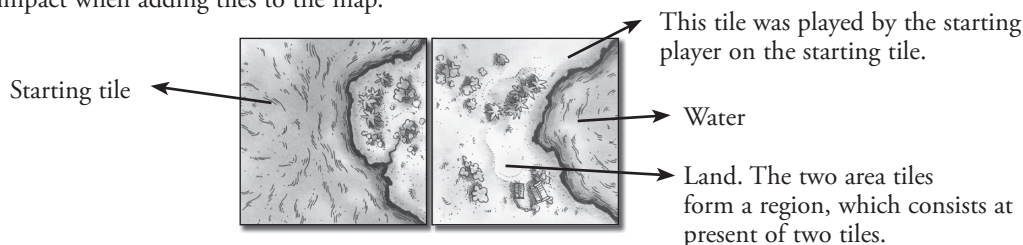
Add and/or rotate Caballero tiles to add Caballeros to your court equal to the number shown on your power card.



2. Playing area tiles (required)

Select one of the face-up area tiles and add it to the map. If you played the 9 power card, select and add two area tiles. When adding area tiles, the following rules apply:

- Area tiles must be played adjacent to other area tiles, if possible. They can be adjacent to Caballero tiles.
- When playing area tiles, land must be played adjacent to land and water to water.
- If none of the face-up area tiles can be legally played adjacent to one of the area tiles on the map, the player may play adjacent to one of his Caballero tiles on the map. If this is also not possible, he may play one adjacent to another player's Caballero tiles on the map.
- The area tiles with gold (land) or fish (water) are worth 1 point each during scoring. They have no impact when adding tiles to the map.

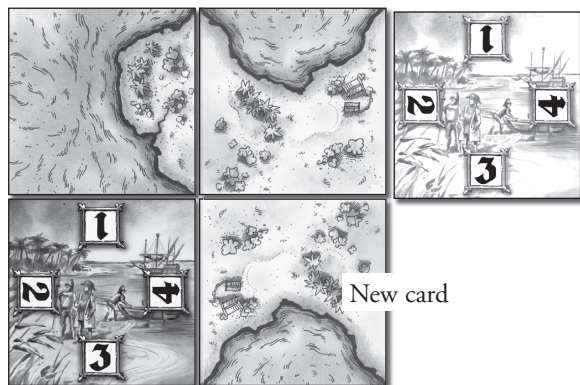
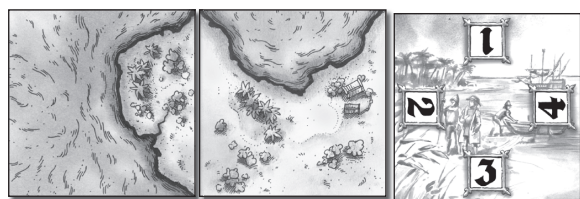


3. Playing Caballero tiles

Each turn, a player may add and/or increase the value of 0, 1 or 2 Caballero tiles on the map. When added to the map, Caballero tiles are played adjacent to any side of any area tile.

Adding Caballeros to a land area

A player may add Caballeros to a land area by playing a Caballero tile adjacent to the land side of an area tile. The side of the Caballero tile adjacent to the area tile indicates how many Caballeros were added. An equal number must be subtracted from the player's court.



When a player has several Caballero tiles adjacent to area tiles in a region, his Caballero count for that region is the sum of the Caballeros on all the tiles adjacent to that region.

For example, if you have two Caballero tiles in a region worth 4 and 1 Caballero, you would have a total of 5 Caballeros in the region.

When you add Caballeros to a region, either by adding a tile or increasing an existing tile's value, the total Caballeros you have in the region must be different from that of any other player. Thus, each player will have a different number of Caballeros in a region.





For example: Henry has 2 and David has 4 Caballeros in the same region. If Gail chooses to add Caballeros to this region, she may not add 2 or 4! If she adds 5 Caballeros, she will assume first rank in the region; if she adds only 1, she would have the third rank in the region.

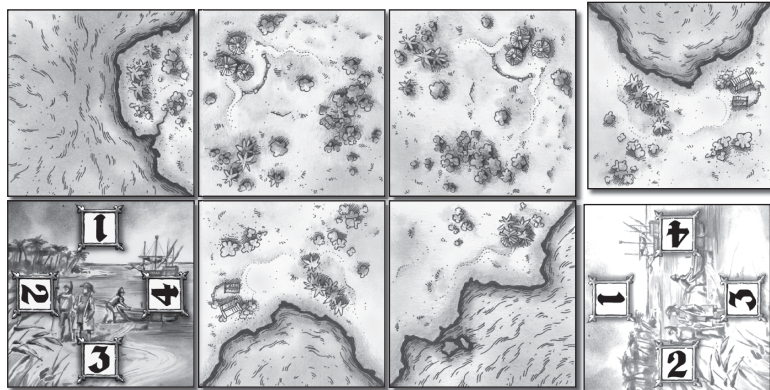
This rule applies only when adding Caballeros to a region. It does not apply to other actions, e.g. to removing Caballero tiles, which can cause two players to have an equal number of Caballeros in a region.

Adding a Caballero tile that borders both land and water

When you add a Caballero tile that borders both land and water, only those bordering the land are used to determine the number subtracted from the player's court. The number adjacent to the water is not used.

Adding a Caballero tile that borders water only

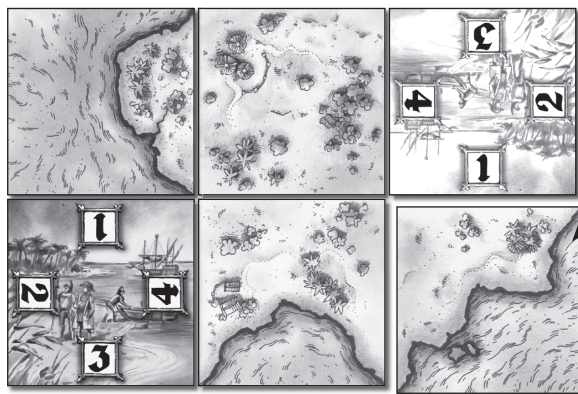
When you add a Caballero tile that borders water only, you must use the side with 1-4 Caballeros. Regardless of how many Caballeros point to the water, you only reduce the Caballero count in your court by one. If a land area tile is subsequently placed next to such a Caballero tile, the player does not have to reduce the number of Caballeros in his court; he gets these Caballeros for "free".



Henry plays a Caballero tile on water, hoping that a land area will be added later on the "4" side of the tile. Later, when it is played, Henry will have 4 Caballeros in the region, although he "paid" only 1 for placing the Caballero tile next to water. The region now has two players with 4 Caballeros in the region. This is admissible, since the equality did not result from adding or increasing Caballero tiles in the region.

Eliminating a Caballero tile

A Caballero tile may only border one land area; it can, however, border several water areas. A player may not place a Caballero tile, which would border several land areas. If a region is extended in such a way that a Caballero tile borders two land areas, the Caballero tile is returned to its owner, who puts it into his supply. Any Caballeros and ships on the tile are lost; they are not added to the player's court.



If this area tile is added, Henry must return his Caballero tile to his supply. His 4 Caballeros are lost.

Each player has only 8 Caballero tiles. Therefore, players should plan the use of these tiles carefully. If you have no Caballero tiles in your court or supply, you will not be able to add any to your court when you would otherwise be allowed to. If your supply of Caballero tiles becomes scarce, you may be able to return one or more from the map to your supply (See "6. Returning Caballero tiles" on page 5).

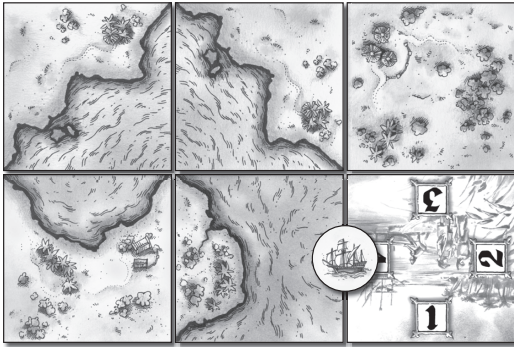
4. Buying ships

You can buy a ship for 2 Caballeros from your court. The ship may be placed on any of the player's Caballero tiles that border a water area. The ship is placed over the number at the edge of the tile - the value has no meaning when scoring a water area. The ship represents maritime trade and fishing and the player receives points during scoring for each ship. The number of points is equal to the size of the water region the ship borders (one point per tile of water region). A player may have only one ship on each side





of each Caballero tile that borders on water. Several ships (from the same or different players) may border on a water region. During scoring, every ship scores.



Henry has 3 Caballeros in a land region that has 2 tiles and he operates a maritime business on a water region of 4 tiles.

5. Building a Castillo

A player may build a Castillo on a Caballero tile on the map for the “cost” of 1 Caballero from his court. When a player builds a Castillo, he “pays” 1 Caballero from his court, takes a Castillo from the general supply, and puts it in the center of one of his Caballero tiles on the map. Only one Castillo may be placed on a Caballero tile.

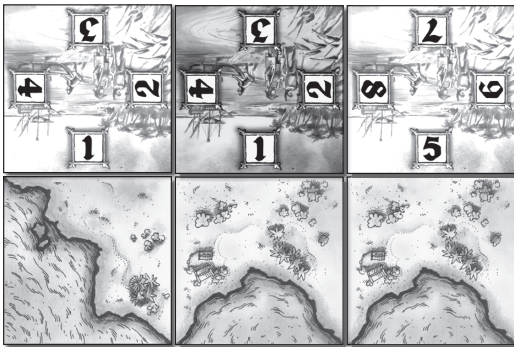
The Castillo protects the Caballeros and ships on this tile. If this Caballero tile must be returned to your supply because it borders several land areas, the Caballeros lost are returned to your court. Also, any ship so lost is returned to your court. The ship may subsequently be placed for a “cost” of 1 Caballero from the your court. The Castillo is returned to the general supply.

6. Returning Caballero tiles from the map to your supply

A player may wish to return Caballero tiles from the map to his supply for the following reasons:

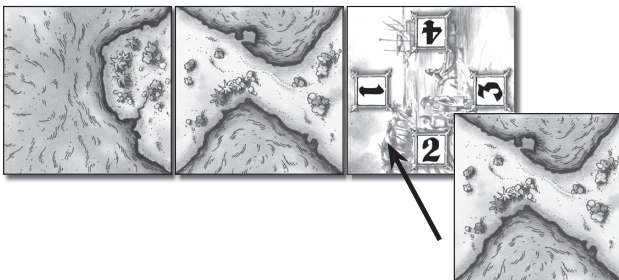
- Development of land and water areas
- To guard against forced return of the tile
- To increase your reserve supply

When a player returns a Caballero tile to his supply, the Caballeros represented by the tile are lost: they are not returned to his court. Any ships on a returned Caballero tile are moved to the player's court. If the tile being returned is protected by a Castillo, the Caballeros on the tile are not lost, but returned to the player's court. The Castillo is returned to the general supply.



Forcing the return of another's Caballero tiles by choosing to return one of yours:

David returns his Caballero tile and loses 1 Caballero. He then plays an area tile, which has 3 land sides, in the space just vacated. This forces Henry to remove his two Caballero tiles on either side of the new land tile - as they now both are adjacent to two land areas.



Developing a region by choosing to return a Caballero tile:

Henry chooses to return a Caballero tile, losing the single Caballero on the tile. Then he plays an area tile in the space just vacated. This creates a larger region than before. Henry now adds a Caballero tile to the new region, restoring his position on the now enlarged region.





A player may move his ships and Castillos to different areas on the map at a “cost” of 1 Caballero each. Ships can be returned to a player’s court for no cost, but the player must “pay” 1 Caballero to place the ship back on the map.

NEW ROUND

When all players have completed their turns in the round, the next round begins. The starting player draws area tiles to replace those used during the round, replenishing the number available to 5. The player who was last to play in the previous round begins the new round by playing a power card. The remaining players follow suit in a clockwise direction. The player who plays the highest power card is the first to take a turn in the new round. As before, players follow in priority number order.

SCORING

After rounds 4 and 7, the map is scored. To accurately track the rounds, players may collect the power cards used in batches and count them.

Players score points for land regions and ships. All scores should be recorded by moving the players' scoring figures on the scoring track.

Scoring the land regions

The value of each land region is the number of tiles in the region plus 1 point for each Gold in the region. The first ranking player (the player with the most Caballeros) in each region receives the value of the region times 2; the second ranking player receives the value of the region (in 3-4 player games only).

If two or more players tie for first, they each receive the points for first rank. If two or more players tie for second rank, they receive no points.

Scoring the ships

The value of the water regions is the number of water areas in the region plus 1 point for each fish in the region. Each ship bordering the region earns these points for the player owning the ship. A player may have several ships in a region and receives the points for each ship.

GAME END

The game ends after the scoring, which occurs after the seventh round. The winner is the player who accumulated the most points in the two scoring rounds.

In the accompanying figure there are three land regions and three water regions.

Region 1 has a value of 6 (5 tiles + 1 Gold). Henry has 7 Caballeros in the region, beating David's 1 Caballero, so Henry scores 12 points. With 3-4 players, David would score 6 points.

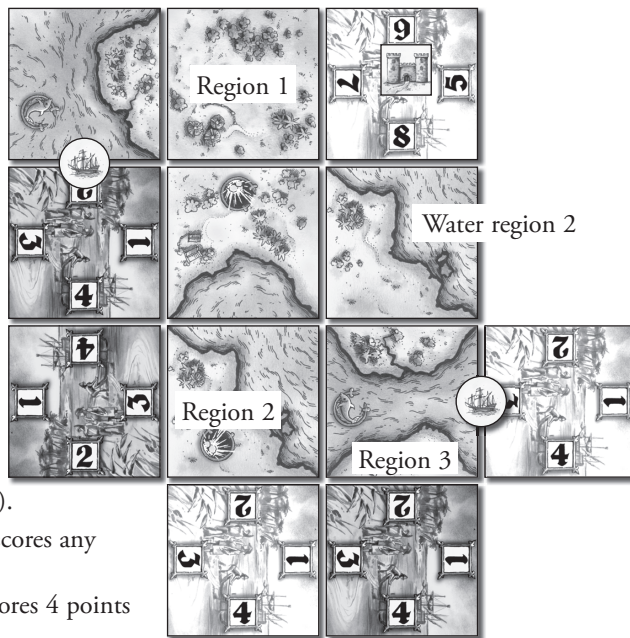
Region 2 has a value of 2 (1 tile + 1 Gold). Henry only has 2 Caballeros, while David has 3. Thus David scores 4 points. As before, if there were 3-4 players, Henry would score 2 points.

Region 3: David is the only player with Caballeros in the region and thus scores 2 points (1 tile x 2 for 1st Rank)

Water region 1: (upper left-hand corner):
David's ship scores him 2 points (1 tile + 1 Fish).

Water region 2: There are no ships, so no one scores any points.

Water region 3 (on the lower center): Henry scores 4 points (3 tiles + 1 fish).





EL CABALLERO - EXPANDED GAME

The rules of the basic game remain unchanged. This expansion adds Grandes and Governors with rules for them. Also, the expansion is 10 rounds instead of 7, with an additional scoring after the 10th round.

PREPARATION

The expansion is played with all Caballero tiles, ships and Castillos. In addition, players add 5 governors and 1 Grande to their courts.

A GAME TURN

The expanded game adds three optional actions for each player's turn:

- Place a governor (pay 1 Caballero per governor)
- Place a Grande (pay 2 Caballeros)
- Move a Grande (cost = 1 Caballero).

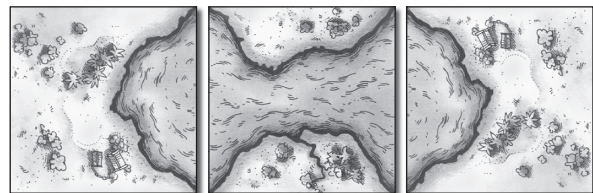
Place a Governor

A governor may be placed on any enclosed region for the cost of 1 Caballero from the player's court. A region is enclosed when no more Caballero tiles may be added to it. An enclosed region can only have 1 governor.

During scoring, a player receives a doubled score for enclosed land regions. Enclosed water regions score normally, except that only 1 ship is allowed in an enclosed water region protected by a governor.



Assume the player, who played the Governor in this enclosed land region, takes first in this region. During scoring, he receives 6 points for the region as follows: 2 for the two land areas in the region, 1 for the gold = 3 points, doubled = 6 points.



If a player plays a ship and a Governor in this enclosed region, during scoring he would receive 3 points (the score of the water region).

Place a Grande

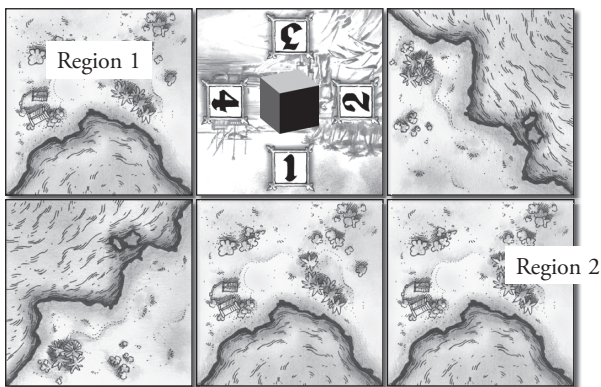
The Grande may be placed on a player's Caballero tile on the map at a cost of 2 Caballeros from a player's court. The Grande has the following effects:

- This Caballero tile is now absolutely safe. It cannot be eliminated if the tile borders several land areas. During scoring, all Caballeros on this tile count for the regions it borders.
- A Caballero tile with a Grande cannot be rotated or flipped to change the Caballero count.
- Ships and a Castillo may be placed on tiles with a Grande.

The Grande can be used in two ways:

- It is placed on a Caballero tile on the map. Later, land areas are added to the map bordering on this Caballero tile. The Grande protects the Caballero tile from being returned and no cost is charged for the additional Caballeros gained.
- A Caballero tile is placed so that it borders several land areas. If a Grande is placed immediately on the tile, it is protected from being returned and allowed to stay. The cost in Caballeros from the player's court is the highest number on the tile that is adjacent to a land area.



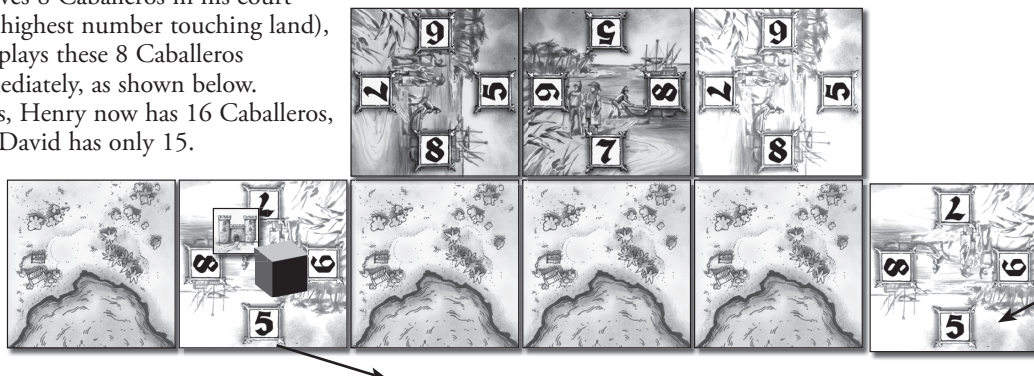


Example: Henry plays a Caballero tile with his Grande, which borders three land areas. He pays 4 Caballeros (highest number adjacent to a land area). His Grande affects two regions. In region 1 there are 4 Caballeros, in region 2 with $2+1 = 3$ Caballeros. During scoring, if Henry placed highest in both regions, he would receive 2 points for region 1 and 8 points for region 2.

A player may move his Grande from one tile to another at the cost of 1 Caballero from his court. Such a move may only be done once per turn. If a player moves a Grande that was protecting a Caballero tile from being returned, it is returned immediately. If it is protected by a Castillo, the player returns a number of Caballeros to his court equal to the highest number adjacent to a land area on the tile. The Castillo is returned to the general supply.

Grande use:

Henry plays his Grande on his last turn before scoring, allowing him to keep his Caballero tile between two land tiles. He still has 1 Caballero in his court, and he wants to win this region. He uses his last Caballero to place his Grande on another Caballero tile, withdraws the Caballero tile that previously had the Grande, receives 8 Caballeros in his court (the highest number touching land), and plays these 8 Caballeros immediately, as shown below. Thus, Henry now has 16 Caballeros, and David has only 15.



SCORING

The scoring is done as in the basic game with the exception of the changes in scoring for the enclosed land and water areas.

For their playtesting help and many comments and suggestions, the authors and publishers want to thank Olli Faro, Birgit Irgang, Christian Modrow, Karl-Heinz Schmiel, Walter Scholz, Ursula Kramer, Rainer Roesner, Ingrid, Jens Christopher, Natalie and Nile Ulrich, Martin Restle as well as Sandra, Karsten, Ulli & Steffen.

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