

Indulto: The Game of Bullfighting

Game Parts

1. List of Bulls; includes weight & color
2. Action Deck
3. List of Plazas; includes location & rating
4. 50 Matador cards
5. A glossary of terms used in the game
6. Scoresheet
7. This rulebook

The Bulls

The list of bulls has been chosen among active animals over the past few years. No ratings for animals are given, as the process of rating ganaderias (breeders) is far beyond the intention of this game. The bull's actual weight and color at the time of his appearance is included. Should a bull be spared, (indulto) he is retired and will not fight again.

The Action Deck

The deck is composed of 70 cards, each with 5 entries. They are, from top to bottom:

A single number from 0-9. This number is used whenever a matador or a bull scores points due to an exciting/dangerous move. Points scored (positive or negative) are notated on the bottom section of the scoresheet. The numbers are also used to construct a random number from 01-00 (00 = 100) at the end of the bullfight. This constructed number is cross referenced on the matador's card to determine the outcome of the bullfight.

Bullfights consist of 3 unique parts (tercios). The next 3 card entries correspond to these parts.

An entry marked 1°. The first tercio, during which the bull is caped. A picador on horseback is employed here, using a lance to weaken the bull's neck muscles; this lowers the bull's head, aiding in the kill. 10 complete moves constitute the first tercio. A card is drawn, and a hash mark is made on the top part of the scoresheet as each move is completed. Additionally, if a scoring move is made, another card is drawn to determine the score, which is recorded on the bottom part of the scoresheet. Points scored by the bull are prefixed with a "B". (EX: B2)

An entry marked 2°. The second tercio, during which the matador is assisted by a banderillero, who places the banderillas into the bull's back. The second tercio ends once 2 cards have been drawn which read "CLAVAR".

An entry marked 3°. The third and final tercio. This is the faena, in which the bullfighter has a limited amount of time to kill the bull. The length of the final tercio is divided into 3 parts. The caping, which lasts for a duration of 10 cards, the check for indulto, and the kill, which lasts for 5 cards. During the kill, the bottom entry of the action cards (KILL) is used.

If the bull has a positive point total at the end of the 10 cards, we will check to see if the bull's life will be spared (indulto). Draw 2 cards, reading the top entry. Construct a number from 01-00. If the number falls within the matador's INDULTO range, the bull is spared.

Failing an indulto, we move to the kill portion. After each card of the 5 cards is drawn, another card is drawn and a random number between 01-00 is obtained. If this number falls within the range of the matador's AVISO rating, he has been given a warning. The first 2 warnings result in an automatic -9 point modifier. A 3rd warning results in the bullfight being stopped; this is a great disgrace to the matador. Other card readings may result in negative modifiers during the kill; these are the product of poorly placed swords.

The next entry on the action cards is the BULL reading. This reading will be referred to whenever an action card during a tercio reads BULL. Remember that the bull's point totals are indicated on the bottom of the scoresheet with a "B" prefix. One event that may happen here is that a bull may injure a matador (HERIDA). If this happens, draw another card. If the result is a zero (0), the matador is injured to the point where he must be replaced.

The final entry on the cards is the KILL entry, discussed above.

The Plazas

There are hundreds of bull rings (Plazas) throughout the world. 63 of the most popular ones are included, along with their location and rating.

Plazas are rated either 1°, 2° or 3°, in order of reputation. Scoring is affected by the plaza rating. Higher ranked plazas will attract a larger crowd, generating more excitement. This factor is reflected by a simple formula:

At the end of a bullfight, take the final score and divide it by the plaza rating.

EX: A final score is +12. In a 1° plaza, the score is unaltered. In a 2° plaza, the score is a +6, and in a 3° plaza, the score is a +4.

The Matador Cards

50 matadors are represented, each rated on a variety of factors. Each is explained below:

RATING: The matador's overall rating. Contrary to what one might expect, matadors are rated in the standings (escafalon) by their number of appearances. Matadors with high ratings are highly sought after.

Below the ratings are the 3 trophy sections. If a random number from 01-00 does not fall into the range of any of the matador's trophy ratings, no trophy is awarded.

OREJA: How often the matador is awarded a trophy of 1 ear.

DOS OREJAS: How often the matador is awarded a trophy of 2 ears.

DOS OREJAS y RABA: How often the matador is awarded a trophy of 2 ears and the tail. (The maximum trophy)

VUELTA: How often the matador is awarded a lap around the ring. A check for vuelta is made even if no trophy is awarded.

The bottom section of ratings are used if the matador fails to be awarded a trophy. In order of most to least disapproving:

BRONCA: Strong disapproval by the crowd

PITOS: Whistling, signifies displeasure of the crowd

SILENCIO: Crowd is silent

DIVISIO: Crowd has a division of opinion

APLAUSOS: Light applause

OVACION: Heavy applause

Next are the AVISO and INDULTO ratings, discussed previously.

Modifying the ratings

At the end of a bullfight, add or subtract the point total from the random number drawn.

Apply the modified result to trophy section, and, if needed, the bottom section. Note that all results less than 1 are treated as a 1; all results greater than 100 are treated as 100.

The Glossary

A glossary of terms used in the game is included. I've tried to retain the flavor of the sport by using the Spanish terms on the cards. For those of you not fluent in Spanish, the terms will become easily recognized in a short period of time.

The Scoresheet

Consists of a top and bottom section. The top section holds the info for the bull and matador names, and a row to place hash marks; these are used to tally the number of cards drawn during each tercio.

The bottom section is used to record points scored by the bull and matador during each tercio.

Setup

Print out the action deck & shuffle. Select 3 matadors and 6 bulls to participate in the event. Enter the date and plaza name on the scoresheet. Each matador will face 2 bulls in the event. Arrange the matadors by their rating. The highest rated of the 3 will appear in the 1st and 4th events; the second highest rating in the 2nd and 5th events, and the lowest rated in the 3rd and 6th events. Should a matador be injured and unable to continue, the highest rated of the remaining matadors will be selected to finish the injured matador's event.