

# LUCHA LIBRE!

2 Players (or 4 in Tag Teams)  
15 – 30 min  
Age 10+

Lucha Libre! is basically a dice game that puts you in the shoes of Mexican wrestlers (el luchadores). Roll dice to get attack combos, pin your opponent and win!

## Contents:

- 1 ring
- 5 wrestling dice and 3 referee dice
- 15 wrestler trick cards (+ 2 blank ones to create your own tricks)
- 1 Score card and 2 Reference cards
- 6 slider clips

PLEASE NOTE THAT WRESTLER FIGURES ARE NOT INCLUDED

## Initial Setup

Put stickers on dice. For each wrestling die, use 1 black, 2 yellow and 3 red fist stickers. For each referee die, use 1 standing referee and 5 counting referee stickers.

## How to play (2 Players)



Place 1 slider clip on each side at the bottom of the Score card

Take the ring and place slider clips at the level of the yellow dot of your wrestler's Health bar. Do not push them completely against the edge of the ring, in order to keep movement easy during the game. Place the ring in the middle of the table. Each player then takes his / her wrestler figure and places it in the ring. (You can play without using figures and with dice only, but it's just more fun using the ring and the figures to actually kick or jump on your opponent!)

Determine who will play first and how many rounds (1 to 5) you want to play. Shuffle the wrestler trick cards and give 3 cards to each player face down.

On your turn, you roll the 5 wrestling dice and check the results on the Reference card. You can re-roll up to 5 dice once per turn. You will need at least 3 dice of the same color to make a combo.

Apply the results of the dice to your opponent and to yourself.

The Reference card shows the possible combos. There is only one black die face per die, so the black combos are harder to get. But they create more damage and they are more "spectacular" than the red or yellow combos. Being spectacular is how you get your energy back (from the cheering crowd!).

**Example:** On 1<sup>st</sup> roll, player gets

Player re-rolls and gets

He then obtains a *Splash* ( ) and inflicts 3 damage points to his opponent. He also gets 2 Health points (that won't apply if his energy level is full, of course)

If you can't make a combo, you get booed by the crowd and you lose **1** Health point.

Once your opponent reaches the **6** level, he falls on his knees.

Once your opponent reaches the **3** level, he falls on his back.

And once he reaches the **critical level**, you can try to **pin** him!

(Note: You can still roll the wrestler dice when your opponent has reached the critical level, if you want to restore your energy).



To pin your opponent, you need the **referee dice** to make a count-of-3.

You need to roll **1** die on the counting referee faces.



Any standing referee face aborts the referee count.

You have to roll **1** die, then **2**, then **3** dice to complete the count.

However, there are faster ways to pin your opponent. Any **Black** combo that brings or leaves your opponent on his knees allows you to try to pin him right away. And any **Black** or **Red** combo that brings or leaves your opponent on his back also allows you to try to pin him right away.

**If the count-of-3 is successful, the round is over.** The slider clips are moved back to the yellow dot of the Health bars for the next round.

## The Wrestler Trick Cards

On your turn, you can use any of your trick cards to inflict more damage to your opponent or to get out of trouble. You can use only **1** card per round. Used cards are discarded and replaced with new ones at the start of the next round.

## The 4-Player Game (Tag Team)

Same rules as above, except that players 1-2 and 3-4 are teammates. Each team starts the game with one wrestler in the ring and the other outside. The wrestler in the ring fights (and gets damage) while the one resting gets his energy back from his partner's spectacular moves....

At the start of their turn, the team players decide who stays or goes in the ring and who takes a break...

Enjoy the game and feel the pain ! **AAAAARRRRRRHHHH !!!!**



# Rulebook

Crooked Thumb Games



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Viva Lucha Libre!

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