



RULEBOOK

OVERVIEW

Welcome to the electrifying arena of Lucha Furia!

Your team of Luchadores has lost its legendary coach, who disappeared after a chaotic match. To carry on the legacy, you must prove that your team deserves to become the ring's new legend.

Take on the other Luchadores clans with spectacular moves, trap them in deadly holds, and above all... have no qualms. The crowd loves it.

« IN THIS RING, THERE IS NO MERCY,
JUST SWEAT, FLYING BOOTS, AND
ILLEGAL ELBOWS! »

AIM OF THE GAME

Send your Luchadores into the ring and push aside anyone standing in their way. Knock them onto Event cards to trigger their effects and set up your next moves.

Line up three Luchadores from the same opposing team to eliminate them, whilst avoiding lining up your own.

The last team left in the game wins!

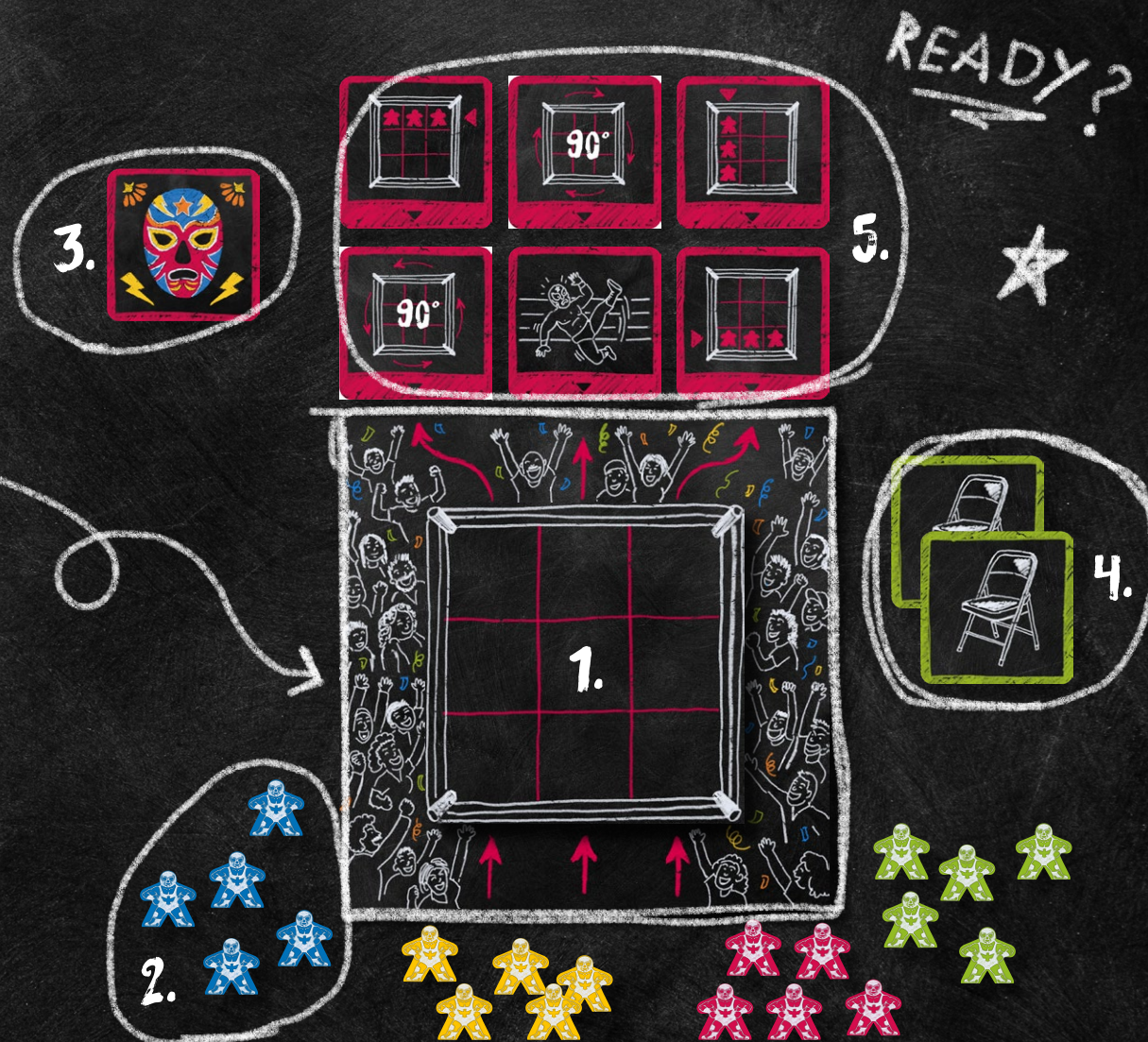
COMPONENTS

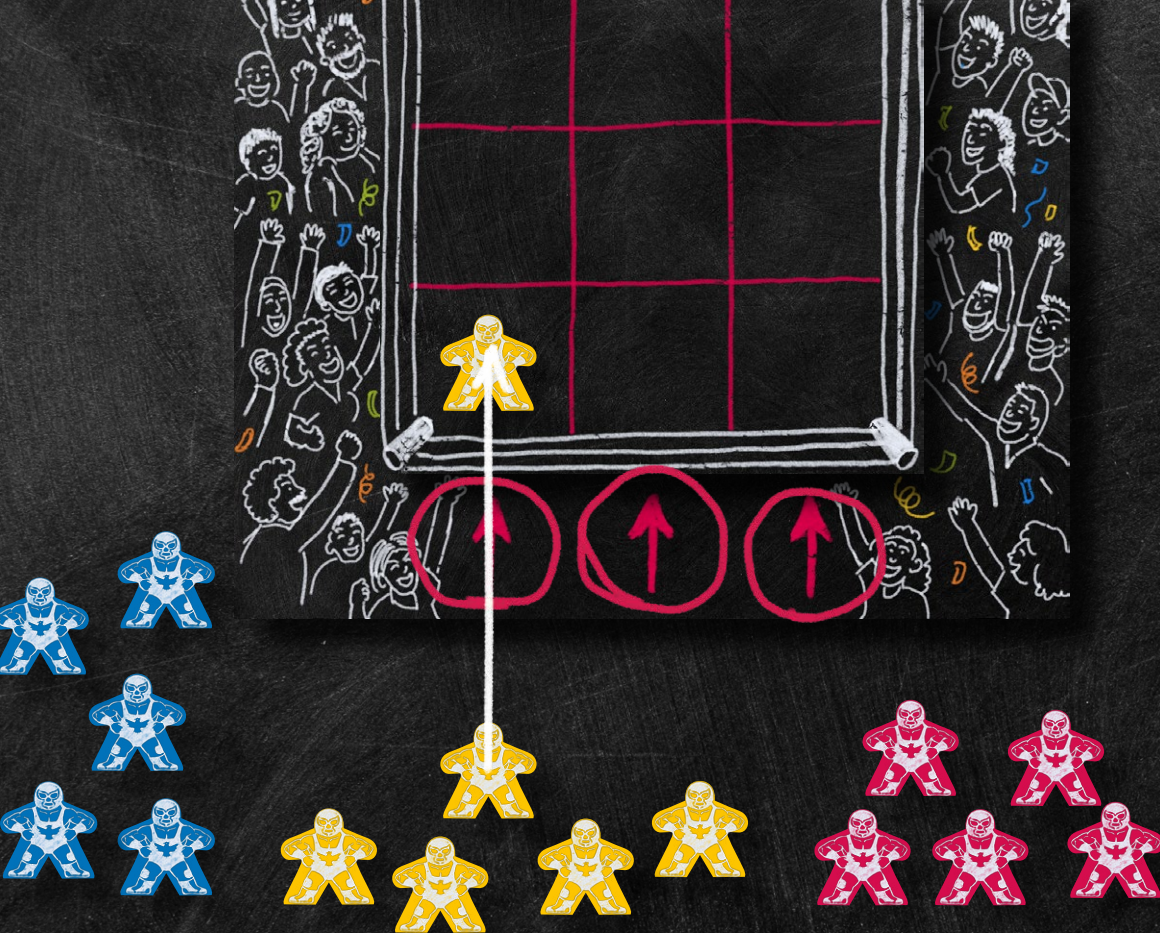
- 1 rotating ring game board
- 20 Luchadores meeples (5 per colour)
- 25 Ring Event cards
- 2 Chair cards
- 1 rulebook

SETUP

- Place the board representing the audience in the centre of the table, then place the rotating ring on top of it (1).
- Each player chooses a colour and takes their 5 Luchadores (2).
- Shuffle the Ring Event cards and form a face-down draw pile (3).
- Place the 2 Chair cards face up next to the board (4).
- Reveal 6 Event cards and arrange them in 3 columns above the ring, with the arrows pointing towards it (5).

THE STAGE IS SET. IT'S UP
TO YOU NOW, AND MAY
THE BEST TEAM WIN!

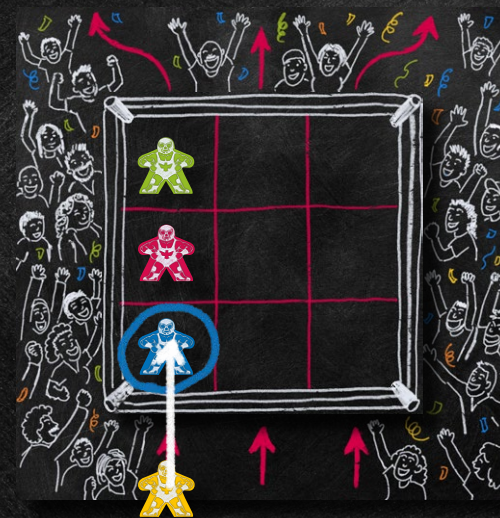




GAMEPLAY

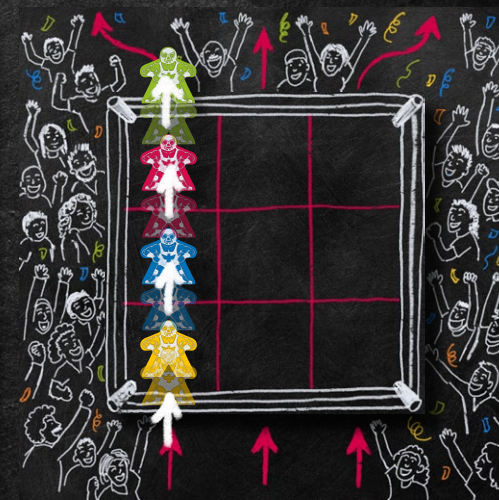
1. Bring a Luchador into the ring

Players take turns until there is only one team left in the game. On your turn, you must send one of your Luchadores into the ring via one of the three entrances.



2. Place or Push

If the space is free, place your Luchador there. If it is already occupied, push all the Luchadores in that column one space towards the opposite side of the ring.



3. Pushing the Other Luchadores

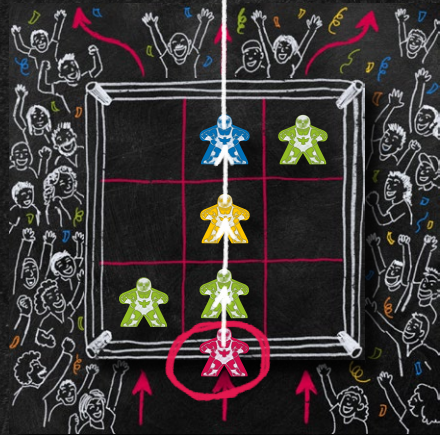
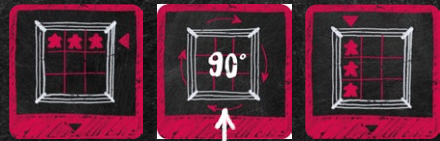
All the Luchadores in the column move one square in the direction of the push. This may result in the last Luchador being pushed out of the ring.



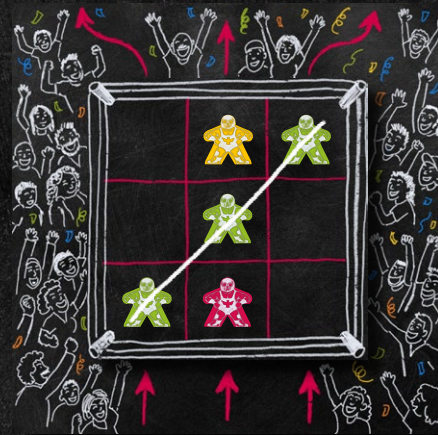
4. Check the Alignments

As soon as three Luchadores from the same team are lined up horizontally, vertically or diagonally, that team is eliminated and all its Luchadores are removed from the ring. **Line-ups are always checked and resolved before any Event cards are activated.**

The player who caused the elimination earns one Chair card for each opposing player eliminated, up to the limit of the cards still available. If the same push also sent a Luchador onto an Event card, **resolve the elimination first, then activate that card.**



1.



2.

THREE IN A ROW? THAT'S THE SIGNAL TO HEAD FOR THE CHANGING ROOMS

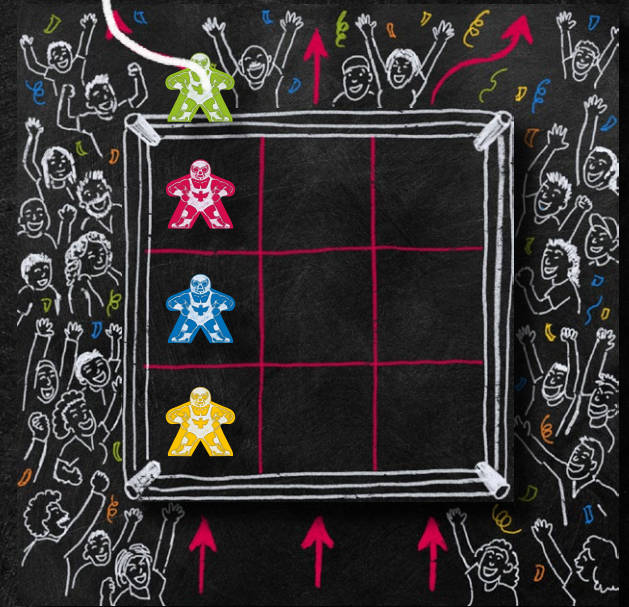
Example: The red player brings their Luchador into the centre of the ring (1). Three green Luchadores are lined up (2) → they are eliminated and leave the ring. The Luchador who is also pushed out of the ring during this shove then triggers the Event (3).

OUT!



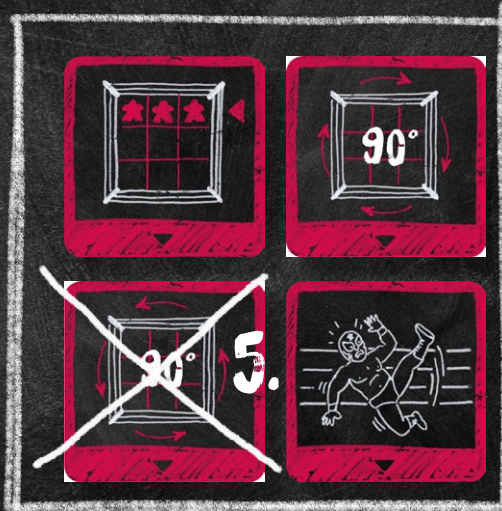
5. Activate an Event card

If a Luchador is thrown out of the ring, they land on the Event card placed opposite the column they have just left. This card is activated after any alignments have been resolved. (See Events, pp. 10-11).



WOOPS!



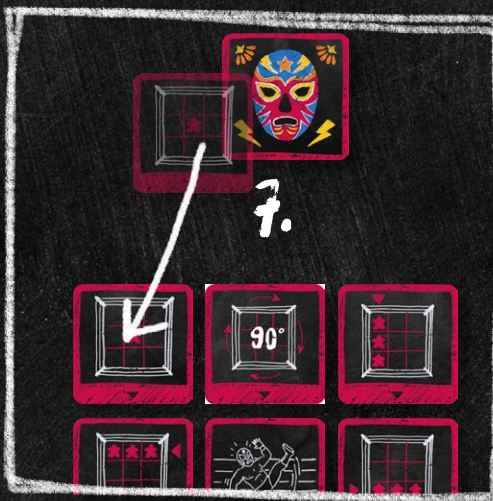


When an Event card is activated, resolve its effect, then discard it. Slide the face-up card directly above it into its place (6) and draw a new card to complete the column (7).

The Luchador who activated the Event returns to the ring or to their player's reserve, depending on the card's effect (see pp. 10–11).

If the ring's Event card draw pile is empty, shuffle the discard pile to form a new draw pile.

THE RING IS A CHAOS MACHINE... AND YOU JUST PRESSED THE RED BUTTON.



TIEBREAKER

If several teams are in play at the same time, **first eliminate the team of the player who played most recently.**

After this elimination:

- if only one team remains in play, it immediately wins the game.
- otherwise, also eliminate the other teams still in play, starting with the one whose player played most recently.

Example: the red player plays and aligns the red and blue Luchadores. As Red has just played, their team is eliminated first. If only the blue team remains at this point, it wins the game, even if its Luchadores are still in play and aligned.

NOT ENOUGH LUCHADORES?

It is now your turn, and you must bring one of your Luchadores into the ring. If you have none left in your reserve because your 5 Luchadores are already on the board, **you are immediately eliminated.** You must then remove all your Luchadores from the ring.

« GIVE UP THE FIGHT? THAT'LL BE BAD FOR YOUR REPUTATION! YOUR TEAM IS BEING BOOED LOUDLY »

CHAIR CARD



When a player causes one or more opponents to be eliminated, they earn one Chair card for each eliminated player, up to the number of Chair cards still available.

Chair cards are single-use only. On your turn, before bringing in one of your Luchadores, you may play a maximum of one Chair card.

Effect: choose a column and push the Luchador closest to the entrance one space forward.

If there are other Luchadores in that column, apply the normal pushing rules.

After resolving its effect, discard the Chair card used.

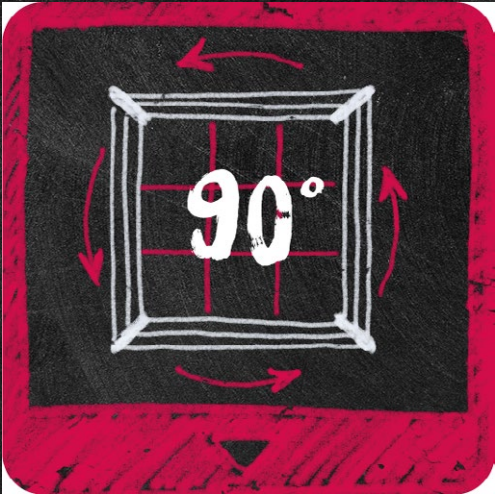
« KNOCKING SOMEONE OUT WITH A CHAIR... ANYTHING GOES WHEN THE REFEREE ISN'T LOOKING. »

RING EVENT CARDS



6 SLIDE CARDS

The Luchador attempts a special move but slips out of the ring. He returns to the player's reserve.



6 RING TORNADO CARDS

Rotate the ring 90° in the direction shown. Once the Luchador has activated the card, it is returned to its player's reserve.



1 DIVINE ENTRANCE CARD

The Luchador returns directly to the centre square of the ring. If that square is occupied, the Luchador standing there is ejected and returns to their player's reserve.



12 ROPE PROJECTION CARDS

The Luchador returns to the ring in the direction indicated, pushing the other Luchadores out of the way if necessary. If this entry knocks another Luchador out of the ring, first check whether they land on an Event card. If so, resolve any alignments, then activate that new card. If not, the Luchador returns to their player's reserve. Continue in this way until no further events are triggered.

« AND THAT'S WHEN THE CHAOS REALLY KICKS OFF! A VERITABLE AVALANCHE OF HOLDS AND A FLURRY OF MOVES! »

★ ★ Outch!

Oops!





VICTORY

When there is only one team left in the game,
that team immediately wins and lifts
La Máscara de Oro!

«THE CAMERA FLASHES GO OFF
AS THE NEW LEGENDS OF THE RING
CELEBRATE THEIR VICTORY!»



2 PLAYER MODE EL FANTASMA ENTERS THE RING!

For a two-player game, add a third team: **El Fantasma**, the forgotten legends of the ring who have returned to haunt those who wish to take their place.

You play according to the usual rules, with four important differences:

- El Fantasma plays as a third team.
- The order of play is always as follows: first player, second player, then El Fantasma.
- To win the game, your own team must be the only one left in play. Eliminating your opponent is not enough if El Fantasma is still in play.
- If El Fantasma is the last team left in play, neither player wins the game.

Setup

Take a Chair card and place it in front of the first player, with the Mask side facing up. It is used solely to indicate who controls El Fantasma and can never be played or won as a Chair card.



El Fantasma's turn

After both players have taken their turns, El Fantasma plays third and last.

The player holding the Mask card controls El Fantasma as if they were part of their own team and applies all the usual rules.

Once El Fantasma's turn is over, pass the Mask card to the other player. This order of play is repeated until the end of the game.

If one of El Fantasma's Luchadores is ejected onto an Event card, that card is activated as normal.

If El Fantasma is eliminated, remove the Mask card from the game. Both players then continue the game as normal.

Eliminated Player ?

If a player is eliminated, they can no longer win the game. They immediately take the Mask card and control El Fantasma until the end of the game. The Mask card is then no longer passed on to the other player.

If El Fantasma eliminates a player, he also wins a Chair card. The player controlling him may use this card during one of El Fantasma's subsequent turns.

If El Fantasma is the last team still in the game, no player wins the game. However, the player controlling him will have the satisfaction of having prevented their opponent from winning.



LUCHA FURIA



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