

In LUCHAMANIA you will need to plan and play the best 3-card combos from your hand hoping to out smart your opponent and gain the most win points to become the Lucha Champ!



Shuffle the 18-card deck and deal 4 cards face down to each player 🏠. These 4 cards represent the player's hand and the starting move set. Split the remaining cards into equal piles (of 5 cards) and hand a pile to each player 🏩, this is each player's moves deck.

CARD VALUE



STAR RATING

Each player view's their own 4 card hand and then simultaneously plays a 3-card combination face-up into the play area - whilst shouting 'LUCHA!'

Before playing a combo, each player can view the card on top of their deck at any time. This can help determine what combo they would like to play and an opportunity to plan for their next combo (page 6).

The player with the highest ranked combo wins that turn. See the hierarchy of combos table [page 7]. Some combos can tie [for example a pair of '2's]. In the case of a tie, the player with the highest individual star rating card as seen in the top right corner wins the tie.



STRAIGHT FLUSH

All the same Luchador in sequential order



All the same





All the same card

STRAIGHT

Sequential order

PAIR

Two of the same



The losing player must choose 1 card from their

winner's side face up 👉, representing their win

points. The losing player then discards 1 card from

their combo p, placing it face down in a discard

pile. Each player then gathers their remaining

cards and draws the top card from their deck,

replenishing their hand back to 4 cards.

opponent's combo. This card is placed on the

from their hand for the final combo.

The first player to achieve 2 victories is deemed the

The first player to 4-win points, claims victory.

If both players cannot draw any new cards from the deck, both players must play their remaining 3 cards

Luchamania Champ!!

