

LUCHA JEFE

A Game by Mike Arlington



Gameplay

The player who most recently wore a mask goes first.

The Draft (Draft fighters to your roster)

Begin by randomly removing two fighter cards from the deck and setting them aside face-down (they will be latecomers). The start player chooses a fighter from those remaining to add to his or her roster and a second fighter to retire (discarded facedown). The start player then adds the latecomers back into the deck (without looking at them), shuffles the fighters and passes them to the second player.

The second player chooses a fighter to add secretly to his or her roster and a second one to retire. Repeat this process until each player has two fighters in their roster.



Object of the Game

Lucha Jefe is a game of managing fighters in the world of masked wrestling known as Lucha Libre. You will take on the role of a manager, with the goal of drafting luchadors and selecting the right fighter for the right matches. Backing the right fighter will win you a championship belt, and winning three belts will win you the game.

Components

- 8 Fighter Cards
- 5 Championship Belts
- Rules

Anatomy of a Card



The Selection (Choose your Active Fighter)

Players now choose which of their two fighters will participate in the match. A player who has El Alarde (#6) in his or her roster, may reveal him at this time. Next, players each choose one of their fighters (face down) to participate in the match and one to send to the sideline. Once both players have chosen a fighter, if either player has La Adivina (#1) as their active fighter, they should reveal her and resolve her effect. If he or she successfully names the opponent's active fighter, skip the match phase.

The Match (Reveal your fighter & resolve)

Both players reveal their chosen fighters and apply any abilities those fighters may have. Compare the strength of the two fighters. The player who controls the fighter with the highest strength wins, and claims a belt as a trophy. If the player has a total of three belts, they win! Otherwise, shuffle all the cards together and draft again, with the losing player going first.

The Fighters

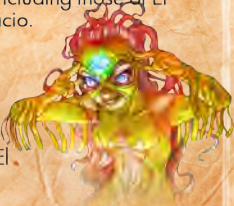
Fighter abilities only activate when that fighter is active in a match. Sidelined fighters have strength equal to the printed value of the card, ignoring other abilities.

1: La Adivina

If La Adivina is chosen as an active fighter, she should be revealed after both players have made their selections but before the match begins. If La Adivina's manager is able to correctly name their opponent's active fighter, he or she wins the round. This ignores any opponent abilities, including those of El Improvisto and El Vacio.

2: El Amigo

During the match, El Amigo's manager adds their sidelined fighter's strength to El Amigo's strength.



The Fighters

6: El Alarde

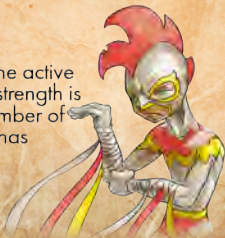
You may reveal El Alarde during The selection. If you do, he gets +2 strength if you choose him as your active fighter, and wins if there is a tie. You are not required to choose him as the active fighter if you choose to reveal him. You may choose him as your active fighter even if you don't reveal him.

7: La Alfa

If La Alfa is in your hand along with another fighter that has five or more strength, you may not choose La Alfa as your active fighter.

8: El Gallo

When chosen as the active fighter, El Gallo's strength is reduced by the number of belts his manager has earned.



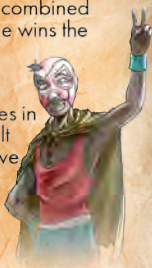
The Fighters

3: El Burocrata

If El Burocrata's opponent's active and sidelined fighters have a combined strength of ten or more, he wins the match.

4: El Improvisto

If El Improvisto participates in a match, reverse the result after all other abilities have taken effect, including outcomes decided by El Burocrata.



5: El Vacio

El Vacio negates the abilities of El Amigo, El Burocrata, El Improvisto, and El Gallo.

