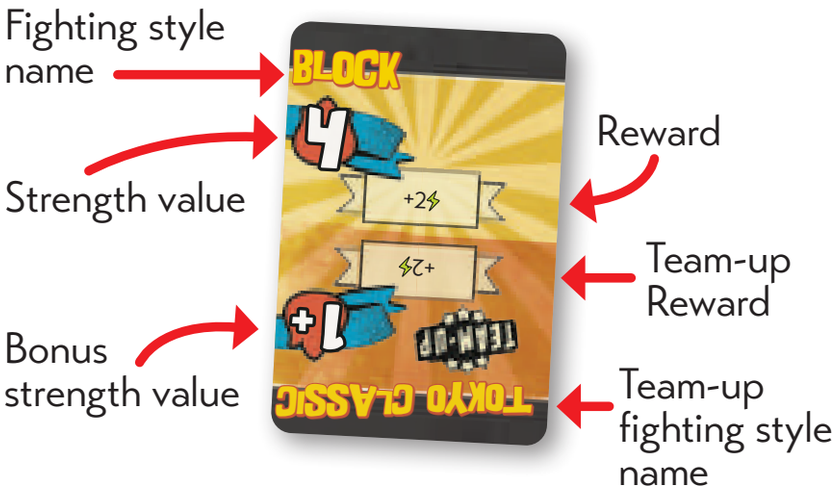
- LUCHADOR - MONSTER PACK

The ***Luchador Monster Pack*** is compatible with the ***King of Tokyo*** and ***King of New York*** base games, and with all their expansions. To play with ***King of New York***, treat all mentions of **Tokyo** and **Tokyo Bay** in the following rules as **Manhattan**.

CHALLENGE CARD DESCRIPTION



CHALLENGE MODE

The Luchador Monster Pack introduces new game components: **Luchador Masks** and **Challenge cards**! You can use those elements either with or without Evolution cards and with or without the Luchador Monster.

During Setup, each player takes a Mask and attaches it to their Monster figure (see example in the MASKS section).

Shuffle and place the Challenge cards deck within reach of all players, face down. Each player draws 1 Challenge card, kept secret from the other players.

During the game, each time **a Monster in Tokyo choses to stay:** the attacking Monster can issue a Challenge.

In a 5- or 6-player game, a Challenge only happens if both Monsters chose to stay in Tokyo and Tokyo Bay. The attacking Monster may choose which one to Challenge.
The attacker becomes the ***Challenger*** and the Monster in Tokyo becomes the ***Champion***.
Proceed as follows, in this order:

1. Both players play their Challenge card, face down, in front of them.

2. The Challenger can **call for help**. Then, the Champion can **call for help**.

   Calling for help: When a player calls for help, any other player not involved in the Challenge may volunteer. A player calling for help may then choose which volunteer may join them in the Challenge as their ***Team-Up Ally***. They can only have 1 Team-Up Ally per Challenge. The Team-Up Ally places their Challenge card face down in front of them. Their card's bonus strength value (indicated with a +) will be added to their ally's strength value during the next step.

3. **Challenge:** Challenger and Champion count to 3 and simultaneously reveal their Challenge card or leave it facedown.

   - **If both players reveal their cards**, their Team-Up Allies (if any) also reveal their cards and place them next to their ally's cards as shown in the example:

"Old School Supplex" has a strengh value of ***5*** *(****2****+****3****)*

The Challenger and Champion each add their strength to their respective ally's bonus strength (if any). The side with the higher total wins the Challenge. **The losing Challenger or Champion must give 1 of their Masks to the winner** (if they have any). If the strength values are tied, the Champion wins.

- **If only one player reveals their card**, their Team-Up Ally (if any) also reveals their card. They win the Challenge, but the losing Challenger or Champion does not give a Mask to the winner.

- **If no players reveal their cards**, nothing happens, there is no winner.

4. **Rewards:** The Winner gains the **reward** written on their card. If they had a **Team-Up Ally**, that allied Monster gains the **team-up reward** on their Challenge card. If the **Challenger** won, **they enter Tokyo: the Champion Yields**.

5. **Upkeep:** All players involved in the Challenge discard their Challenge card (even if not revealed) and draw a new one. If the deck is depleted, shuffle all the Challenge cards in the discard pile together to form a new deck to draw from.

Example of a Mask attached to a Monster

MASKS

Each player starts the game with a Mask attached to their Monster figure. Each time you gain an additional Mask, attach it to your Monster figure. If you already have one, set it aside, near your Monster board: this represents your Mask Collection.

As long as it is in your Collection, each Mask is worth 2★. If you must lose Masks, you first lose the ones from your Collection, and then, only when your Collection is empty, the one attached to your Monster figure. If you must lose a Mask and you have none left, you lose 2★ instead.

When you eliminate a Monster, take all their Masks.

EVOLUTION CARDS

Evolution cards let you play ***King of Tokyo*** and ***King of New York*** with boosted Monsters! Luchador's Evolution cards work in the same way as the ***King of Tokyo: Power Up!*** and ***King of New York: Power Up!'s Evolution cards.***

To play with Luchador's Evolution cards, you will need the ***Power Up!*** Expansion for your base game.

CONTENTS

- 1 Luchador Monster board
- 1 cardboard figure + stand
- 6 Luchador Masks + 6 cardboard clips
- 18 Challenge cards
- 8 Evolution cards for *King of Tokyo*
- 8 Evolution cards for *King of New York*
- 1 rule sheet
- 1 Luchador Token

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