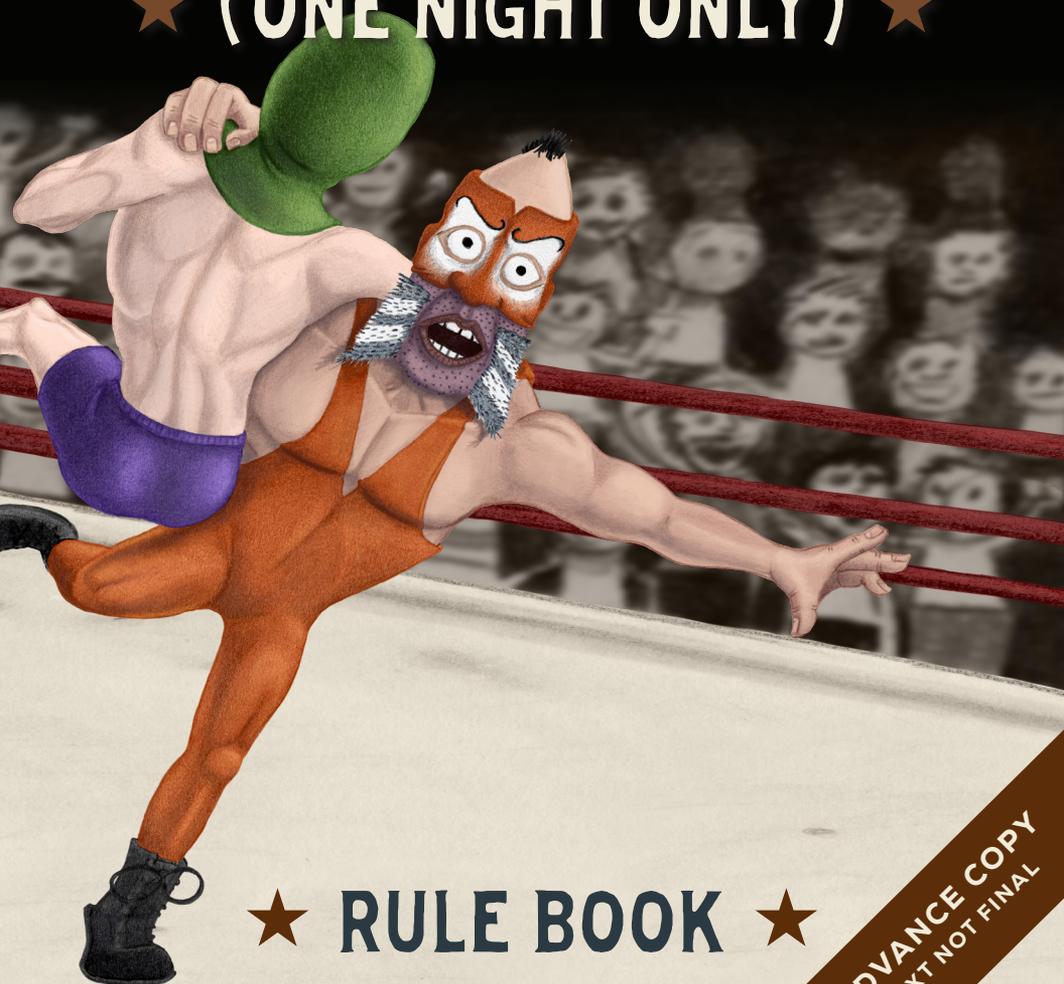


# SOLO UNA NOCHE

★ (ONE NIGHT ONLY) ★



★ RULE BOOK ★

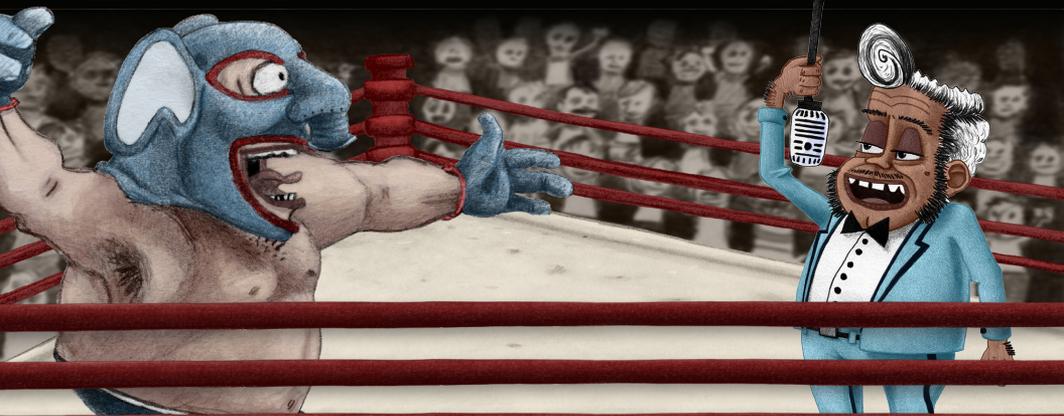
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TEXT NOT FINAL

# WELCOME TO SOLO UNA NOCHE!

**P**ull on your mask, hike up your tights, and strut into the dusty arena as one of four “sort-of-famous” wrestlers to battle your nemesis in this high-flying, card-based, luchador-themed wrestling game.

Hit your opponent with a **Body Slam** or **Spinning Drop Kick**, **Slap** them around a bit, and then **Taunt** them for good measure. Once you’ve softened them up enough, go for the win with a **Pin** or **Submit**.

After the match is over and you catch your breath, shuffle up and fight another round to establish the true “King of the Ring” in **Solo Una Noche!**



**ART:  
GAME PHOTO**

## GAME COMPONENTS

- 4 Card Decks (54 cards each)
- 4 Character Standees
- 4 Player Pawns
- 4 Player Aid Boards
- 4 Crowd Support Tiles
- 1 Damage Track Game Board
- 1 Rule Book (this one, actually)

*Game art shown here is not final.*



## INTRODUCTION AND OVERVIEW

**Solo Una Noche** is a Luchador wrestling themed card game for two to four players. You can play in any of three modes; **Mano a Mano** (*One on One*), **Equipo de la Etiqueta** (*Tag Team*), or **Todos Contra Todos** (*Melee*).

During each match you will play cards from your hand to wear down your opponent. Once your opponent has 20 strength (or less) remaining, you may attempt to **Pin** or **Submit** them, or continue to wear them down to 0 for a **K.O.** The first player to **Pin**, **Submit**, or **K.O.** their opponent wins the match.

## CARD LAYOUT

Each card has an **Information Bar** on the left that contains the *Type of Card* (**Move**, **Modify**, etc.), any *Combo Icons*, the *Strength Cost* to play the card, and the *Damage Amount* that will be done to your opponent.

Below the illustration, you will find the *Name of the Card* and a *Description of the Card Action* to explain the effects of playing the card.

Type of Card ▶	<b>MOVE</b>		
Duck Icon ▶			
Combo Icons ▶	 		
Strength Cost ▶	2	<b>¡MIRAS! UN AGUILA!</b>	◀ Name of Card
Damage to Opponent ▶	0	At the beginning of your turn, you may discard this card, shuffle your entire hand into your draw pile, and then draw back up to your hand limit before attacking. This card may also be used to complete a Combo Move.	◀ Description of Card Action

## DEFINING TERMS

The total number of cards you play during your turn is your *Attack*. Your *Attack* is made up of multiple *Moves* that may (or may not) be *Modified* individually.

# ★ MANO A MANO ★

## (ONE VS. ONE)

### SET UP AND QUICK PLAY RULES

- 1 Each player must choose a wrestler and place their matching **Player Aids** and **Crowd Support Tiles** on the table in front of them.
- 2 Place the **Damage Track Board** on the table and both **Wrestler Standees** on the **S.U.N. Logo**.
- 3 Remove the **Force a Tag** card from each deck and place them in the box.
- 4 Separate all **Bonus** cards from your deck into one pile, and all **Pin/Submit** cards into another. Place them on opposite sides of your **Player Aid**.
- 5 Each player now shuffles their remaining deck and draws seven cards.
- 6 The player with the best announcer voice will be the first player.

### ON YOUR TURN...

Each player's turn consists of four phases:

- 1 **Draw** back up to your hand limit of seven cards.
- 2 **Play** cards totaling up to 10 strength points.

Then your opponent will:

- 3 Play one **Respond** and/or any number of **Duck** cards if they choose.
- 4 Apply all **Damage** to the respective player(s) on the **Damage Track**.

**OPTIONAL:** You may shuffle any (or all) remaining cards from your hand back into your deck, but you must wait until the beginning of your next turn to draw back up to seven.

*It is now your opponents turn.*



Bonus



Pin/Submit

## IMPORTANT!

When your opponent crosses into the shaded “20 or below” section of the **Damage Track** for the first time, shuffle all your **Pin** and **Submit** cards into your remaining draw deck. Once you have one of these cards in your hand, you may play it at the end of your attack to attempt a **Pin** or **Submit** on your opponent. *You do not have to remove these cards if your opponent heals to above 20.*

Play continues until a player is **Pinned**, **Submits**, or is **K.O'd**.

If there is a tie, the defending player wins.

## BONUS CARDS

After the match is over, each player will select two cards of their choice from their **Bonus Card** pile. Shuffle these cards into your draw decks and begin round two. You may play as many rounds as you like, repeating this process.

## SPECIFIC GAME PLAY OPPORTUNITIES

### COMBO MOVES

If you play three **Move** cards with matching icons during your attack (i.e. three sombreros), they count as a **Combo Move**. Ignore their strength cost when played as a **Combo Move**.

Refer to your **Player Aid** to see the unique effects of each **Combo Move**.

**Combo Moves** may not be *modified* or *blocked* (unless a card specifies otherwise), however some damage may be mitigated with **Duck** cards.

You may attempt to **Pin** or **Submit** following a **Combo Move**, but no additional **Move** cards may be played as part of the attack.

<b>COMBO MOVES</b>
<i>Play 3 Matching Icons</i>

<b>EL GORDO CANTA UNA CANCION DE CUNA</b>
<i>“The Fat Man Sings Lullaby”</i>
<b>10 DAMAGE / HEAL 5</b>



## WINNING THE MATCH WITH A PIN OR SUBMIT

After you have added the **Pin** and **Submit** cards to your deck, you may attempt to win the game by playing one as part of your attack.

Your opponent now has the opportunity to **Respond**.

*If your opponent has a **Respond** card in their hand, they may play it to block the **Pin/Submit** attempt, however it will not cancel the damage from the **Move** cards when used this way.*

*If your opponent blocks your **Pin/Submit** attempt with a **Respond** card, save the **Pin** card you just played to your **Player Aid**, or discard the **Submit** card.*

If your opponent is unable to play a **Respond** card out of their hand, then...

### IF YOU'RE ATTEMPTING A SUBMISSION:

Both players will play Rock, Paper, Scissors. The attacking player must win twice, before the defending player wins once. If you (the attacking player) succeed, **You are the Winner!**

If the defending player succeeds, the **Submit** attempt fails and play resumes.

*To prevent any arguments, the correct way to play Rock, Paper, Scissors is 1... 2... 3... SHOOT!*



### IF YOU'RE ATTEMPTING TO PIN:

Your opponent will draw three cards from the top of their draw deck and hand them to you face down. You will flip them over one-at-a-time while counting them out loud (1... 2... 3...).

If you flip over a **Respond** card, the **Pin** attempt fails and play resumes. Otherwise, you have successfully pinned your opponent, **You are the Winner!**



# ★ EQUIPO DE LA ETIQUETA ★

## (TAG TEAM)

In **Equipo de la Etiqueta** (*Tag Team*), you and your partner join together to defeat another pair of wrestlers. Your goal as a team is to **Pin**, **Submit**, or **K.O.** either member of the opposing team.

### SET UP

Players will sit next to their partner, across from their opposing team. Place the two **Active Player Standees** and inactive **Player Pawns** on the **S.U.N. Logo**. Place the **Inactive Player Standees** outside of the ring on the **Damage Track Board**. *Only one wrestler may be active at a time.*

Remove all **Pin** and **Submit** cards from each deck and place them face down next to each **Player Aid**. Your draw deck for this match will include the **Base Deck**, the **Force a Tag** card, and three **Bonus** cards of your choosing. (Feel free to confer with your partner about your **Bonus** card selection, then set all unused **Bonus** cards aside.) Shuffle and draw to your hand limit of seven cards each.

### ON YOUR TURN...

- 1 **Draw** (both players) to your hand limit of seven cards.
- 2 Choose who will be the **Active Player** and compose your **Attack**. Be sure to swap your **Standee** and **Player Pawn** whenever you **Tag** in or out.
- 3 **Play** cards totaling up to 12 strength points (no more than two cards can be played from the inactive player's hand).
- 4 If desired, the inactive wrestler may do one of the following: spend up to five cards to **Heal** two damage per card, play a card for a **Double-Team Attack**, or play one **Move** card against the *inactive* opponent.

Then your opponent will:

- 5 Play any **Duck** cards from the hand of the active player.
- 6 Play a **Respond** card if they choose, from either player.
- 7 Apply all **Damage** to the respective player(s) on the **Damage Track**.

**NOTE:** The active player may discard a card at the end of their turn to tag out immediately.

# CHANGES FROM MANO A MANO

## EACH TEAM WILL TAKE A COLLECTIVE TURN

On your team's turn, you and your partner may combine cards to compose an attack up to 12 strength points. The inactive player may contribute a maximum of two cards per attack, which must be played on that turn. *The active player may not give any cards to the inactive player.*

## PIN AND SUBMIT CARDS AS A TEAM

**Pin** and **Submit** cards will be added into your draw deck once *both* opposing wrestlers have each dropped below 20 health at some point in the match. As soon as either player from your team saves three failed **Pin** cards to their **Player Aid** (or four total as a team), you earn an automatic **Pin** and your team wins!

## SIGNATURE MOVE CARDS

Your team may save one **Signature Move** card to a **Player Aid** per turn. You must collect all three cards *and* be the active player to use your **Signature Move**.

## DOUBLE-TEAM MOVE

If the **Inactive Player** can match a **Move** or **Respond** card played by their partner, they may play it instead of healing to perform a **Double-Team Move** and increase the total effect. Damage done by the Inactive player *cannot* be responded to. You may not **Double-Team** a *Chankla* or *Boot to the Head*.

## THE INACTIVE PLAYER CAN HEAL

At the end of your turn, the inactive player may shuffle up to five cards from their hand back into their draw deck to **Heal** two health points per card. Do not draw back up to your hand limit until the beginning of your next turn. *The active player may not heal in this manner.*

## THE INACTIVE PLAYER CAN ATTACK THE OTHER INACTIVE PLAYER

Instead of **Healing** or **Double-Teaming**, the inactive player may play one **Move** card against their *inactive* opponent. This attack may be **Responded** to or **Ducked**. No wrestler may be KO'd in this manner and may only be taken to one remaining health. *Metal Chair* will have no lingering effects.

## CROWD SUPPORT APPLIES TO BOTH TEAM MEMBERS

Whenever your team gains the crowd support, both wrestlers flip their **Crowd Support Tiles** and draw +1 card to boost to their new hand limits. However, only the active wrestler may use their **Crowd Support Move** during a turn, after which both wrestlers flip their tiles to the inactive side.

# ★ BONUS DAMAGE TRACK ★

Use this second venue for tournament play.

★ START ★



40

36

32

31

30

26

25

24

20

19

18

14

13

12

8

7

6

4

3

2

★ **BONUS DAMAGE TRACK** ★

Use this second venue for tournament play.

39	38	37
35	34	33
29	28	27
23	22	21
17	16	15
11	10	9
5		
1		

# ★ TODOS CONTRA TODOS ★

## (MELEE)

**Todos Contra Todos** (Melee) is an everyone-for-themselves, no-holds-barred brawl for victory. There are no **Pins** or **Submits**. Last wrestler standing wins.

### SETUP

Place the **Damage Track Board**, **Standees**, **Player Aids**, and **Crowd Support Tiles** on the table. Remove all **Pin** and **Submit** cards from your deck. Shuffle in all **Bonus** cards (except *Against All Odds* and *Don't Give Up*) and draw to your hand limit of seven cards.

The player with the best announcer voice will be the first player.

### ON YOUR TURN...

Each player's turn consists of four phases:

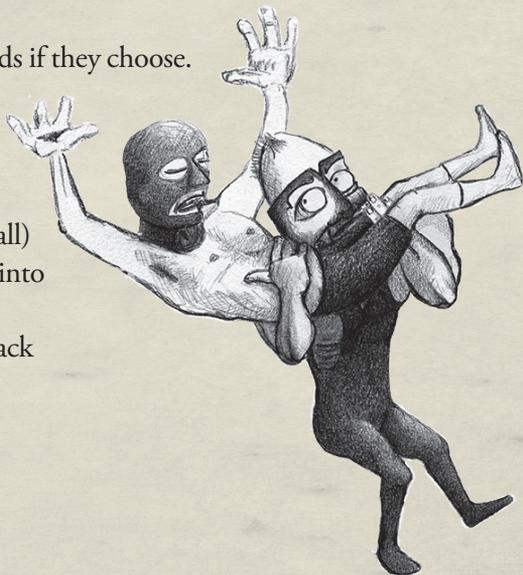
- 1 **Draw** to your hand limit of seven cards.
- 2 **Play** cards up to 10 strength points.

Then your opponent will:

- 3 Play a **Respond** card or **Duck** cards if they choose.
- 4 Apply all **Damage** to the respective player(s) on the **Damage Track**.

**OPTIONAL:** You may shuffle any (or all) remaining cards from your hand back into your deck, but you must wait until the beginning of your next turn to draw back up to seven.

*It is now your opponents turn.*



# CHANGES FROM MANO A MANO

## THERE IS NO SET TURN ORDER

The active player may choose which of their opponents to attack. The player who is attacked becomes the next active player.

## YOU MAY STEAL THE NEXT TURN

Any non-involved player may jump into the brawl with a **Respond** card whenever the active player is attacking the defending player. This **Respond** card acts as if it were played by the defending player and the current attack is adjusted accordingly. All unblocked damage from the attack is still applied to the defending player, but any damage from the **Respond** card is applied to the active player. The responding player now becomes the next active player.

If more than one player attempts to **Respond**, only the *first* **Respond** card to hit the table will count towards play. Any additional **Respond** cards return back to the corresponding player's hands.

## YOU MAY EARN AN AUTOMATIC TURN

If you are attacked two turns in a row (not counting damage taken from a **Respond** card), you automatically become the next active player. Another player may still play a **Respond** card, but they will not be able to steal the next turn. On this next turn (and only this next turn), your attack is DOUBLED!

## YOUR HAND LIMIT IS WAIVED

If you begin your turn with fewer than 7 cards, draw back to 7 cards. If you are beginning your turn with more than 7 cards, you *do not* have to discard down to a hand limit.

## UNINVOLVED PLAYERS

Any player that is not involved on a turn (attacking, defending, responding) may choose to either draw a card *or* heal 2 damage.

## YOU GAIN CROWD SUPPORT WITH A KO

In addition to the normal methods of gaining **Crowd Support** through epic attacks or taunting, you also earn it whenever you **KO** an opponent.

## KO'D PLAYER

When a defending player is **KO**'d, the player with the *lowest* remaining amount of health points becomes the new active player.

# CARD TYPE GLOSSARY

**H**ere is a list of all card types and the how they each function. There are minor differences from card-to-card, so be sure to reference each individual card for their specific play cost, damage, and unique abilities.

## DUCK

Any card with a **Duck** icon may be used to mitigate 2 points of damage from *most* incoming attack. You may use as many **Duck** cards as you wish at a time.

## CHEAT

**Cheat** cards are a type of **Bonus** card you add to your deck as your wrestler learns new moves and abilities over the course of multiple matches. These cards supersede all other rules on other cards or in the rule book. **Cheat** card skills only become active once you draw them into your hand and play them immediately (as noted on the card). Their effect remains active until the match is over.

## FORCE A TAG

Play at the start of your turn to force your opponents to swap active players.

## MODIFY

**Modify** cards are used to augment a single **Move** card, creating a **Modified Move** (IE: *Hammer Fist* becomes a *Spinning Hammer Fist*). The damage total of the two cards is combined and counts as a single move towards the Attack total and any **Respond** opportunities. You may play more than one **Modify** card per attack, and **Modify** a single **Move** as many times as you wish.

## MOVE

**Move** cards are the basic offensive interaction with your opponent. Each one has a cost to play and a set amount of damage they deal.

## RESPOND

**Respond** cards allow you to negate damage from an attack done against you. Some **Respond** cards have the potential to deal damage in return. **Respond** cards may be used to escape from **Pin** and **Submit** attempts, however when used this way, no damage is done in return to the attacking player. You may only play one **Respond** card per attack, however you may play additional **Respond** cards as **Duck** cards if you choose.

## PIN

**Pin** cards give you an opportunity win the match. You may only attempt to **Pin** when your opponent has 20 health points (or less) remaining at the beginning of your turn, or after a **Combo** or **Signature Move**. A **Pin** card must be the last card played from your hand. Your opponent may play a **Respond** card to escape from your **Pin** attempt. Save your failed **Pin** cards to your **Player Aid** to keep track of failed attempts. Your third **Pin** attempt cannot be **Responded** to.

## SIGNATURE MOVE

Your **Signature Move** is a three card move, built over several turns, that pummels your opponent with a whopping 20 damage!

There are a few unique rules for **Signature Move** cards:

- 1 You may save only one **Signature Move** card to your **Player Aid** per attack.
- 2 Once you save the third card, you may execute your **Signature Move** *immediately*, or hold it for the most opportune time.
- 3 There is no play cost or damage done when you play a **Signature Move** card to your **Player Aid**. The three cards *together* do 20 damage when used as your attack.
- 4 **Signature Move** cards do not count as regular **Move** cards and cannot be **Responded** to.
- 5 Your **Signature Move** may not be *modified, multiplied, or blocked* (unless a card specifies otherwise).
- 6 You may **Taunt**, **Pin**, or **Submit**, but no other cards may be played with a **Signature Move** attack.

## SUBMIT

**Submit** cards give you an opportunity win the match. You may only attempt to **Submit** when your opponent has 20 health points (or less) remaining at the beginning of your turn, or after a **Combo** or **Signature Move**. A **Submit** card must be the last card played from your hand. Your opponent may play a **Respond** card to escape from your **Submit** attempt.

## TAUNT

**Taunt** cards allow you to heal up to five health points. (You cannot have more than 40 health points.) **Taunt** cards also activate your **Crowd Support Tile** immediately, and are generally just good fun to use.





# ★ HALL OF FAME ★

## ACHIEVEMENT

## NAME

## DATE

### OVERKILL

Win with 5 damage points  
to spare

\_\_\_\_\_

\_\_\_\_\_

Win with 10 damage points  
to spare

\_\_\_\_\_

\_\_\_\_\_

Win with 15 damage points  
to spare

\_\_\_\_\_

\_\_\_\_\_

### LAST GASP

Win when you only have  
one health point left

\_\_\_\_\_

\_\_\_\_\_

### BARE MINIMUM

Win when your opponent starts  
the turn with 20 health

\_\_\_\_\_

\_\_\_\_\_

### TURTLE

Win with five cards or less  
in your draw pile

\_\_\_\_\_

\_\_\_\_\_

### WIN BY SLAP

\_\_\_\_\_

\_\_\_\_\_

### WIN BY RESPOND

\_\_\_\_\_

\_\_\_\_\_

### CLOSE CALLS

Win by Double Reverse

\_\_\_\_\_

\_\_\_\_\_

Pin your opponent when they  
have more than 20 health

\_\_\_\_\_

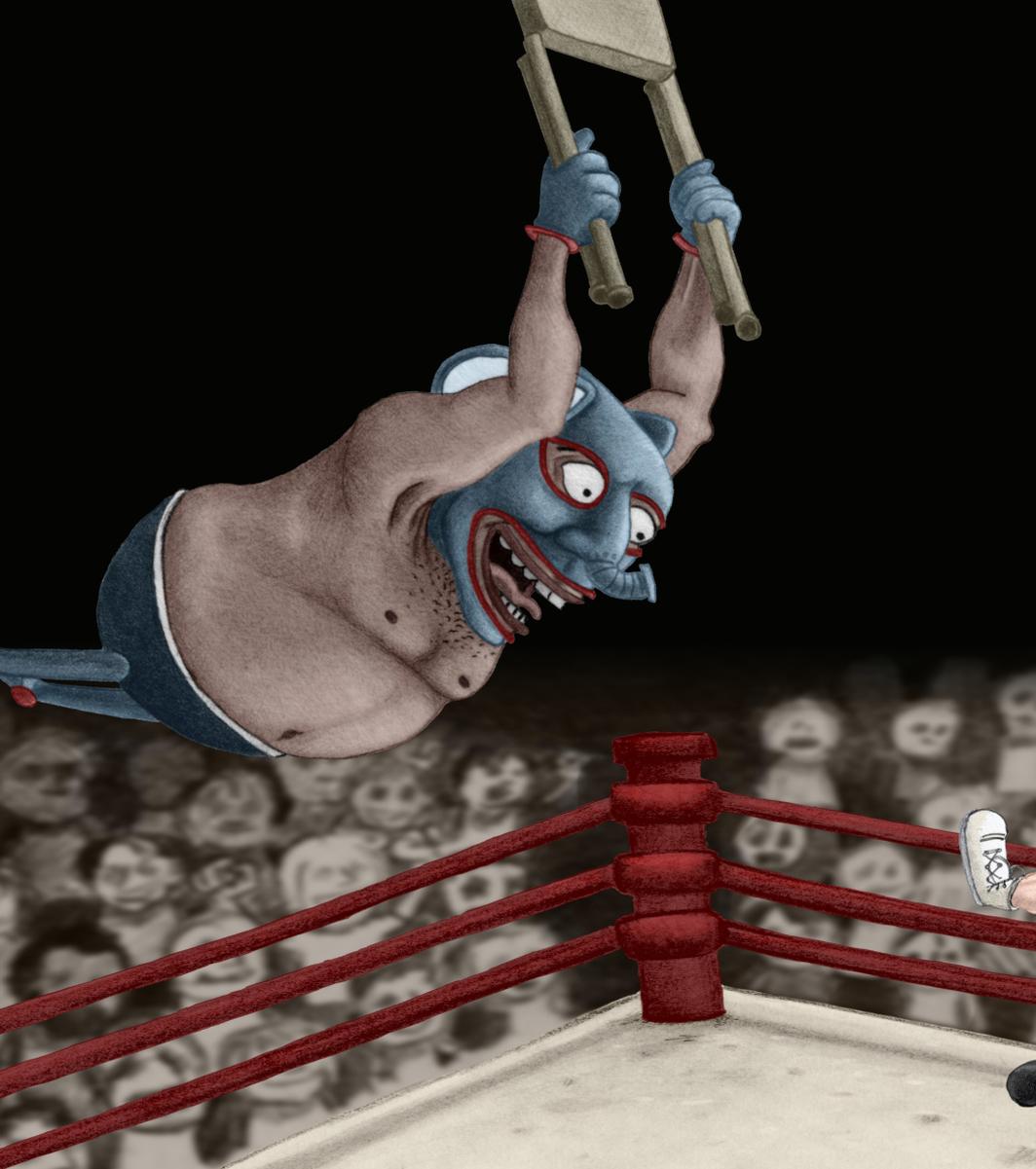
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She's really mad at you!  
(win by Chankla)

\_\_\_\_\_

\_\_\_\_\_

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