

¡Lucha Layer Dip!

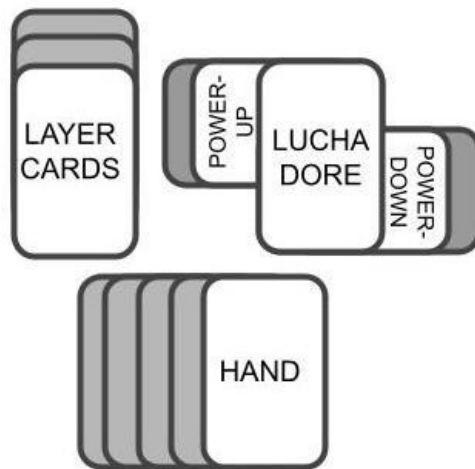
"15 ingredients... 26 luchadores... total chaos!!!"

Number of Players- 2-6

Number of Cards- 132 (plus 6 Direction Cards)

Goal- The goal of the game is to make a traditional Tex-Mex 7-Layer Dip by collecting 7 different Layer Cards in your collection area. While you're doing that, your Luchador is defending you from a rogue's gallery of opponents who will stop at nothing to ruin your dip!

Set-Up- Each player starts with 5 cards in their hand and a Weak Luchador (remove the Weak Luchador Cards from the deck before dealing). Each player's area should be arranged like this:
(Note: Layer Cards can not be played until the game begins)



On Your Turn- You must follow a specific order of actions during your turn.

- 1.) Draw up to 5 cards (you can play any card as soon as you draw it)
- 2.) Place one Layer Card (if possible)
- 3.) Play any other card-- Luchador, Action, or Add-On (1 per turn)
- 4.) Use an Ability (if possible)
- 5.) Instant Cards can be played at any time

Note: Special Abilities take priority over all other rules.

Card Types- There are five types of cards that you can play.

- 1.) Layer Cards-
 - Any 7 different Layer Cards make a successful dip and win the game.
 - You may play multiple of the same Layer Card (in order to get them out of your hand), but they only count as one different layer.

2.) Luchador Cards-

- Luchadores have Abilities that can either help you or harm your opponent.
- There are four types of Luchador Cards: Weak, Tough, Beefy, and Grande.
- Every player begins with one Weak Luchador. Ones that are not used get moved to the discard pile (do not return them to the draw pile).
- You can discard your Luchador and replace it with one of equal or higher rank.
- When upgrading, transitions must go Weak-> Tough-> Beefy-> Grande.
- Luchadores can not perform their Ability on the turn they are played.
- Abilities always happen at the end of a turn.

3.) Action Cards-

- Actions are things that happen and either help you or harm your opponent.
- After playing an Action Card, place it directly into the discard pile.

4.) Add-On Cards-

- There are three types of Add-On Cards: Power-Up, Power-Down, and All-Play.
- Power-Ups get attached to your Luchador and give you an advantage.
- Power-Downs get attached to your opponent's Luchador and give them a disadvantage.
- All-Play cards affect all players. They get placed face-up in the playing area and when the round is over (or every player has taken a turn) they get discarded. There can only be one All-Play card in use at a time.
- There is no limit to the number of Add-On Cards you can attach to a Luchador.
- When you discard your Luchador, all Add-On Cards attached to it are also discarded.

5.) Instant Cards-

- Instants interrupt your opponent's turn and prevent them from playing cards or using an Ability.
- These cards (as the name suggests) can be played at any time and then are immediately discarded.

Game Endings- The game can end in three ways.

- 1.) A player collects seven different Layer Cards, and therefore is the winner.
- 2.) A player collects a "Full House" of Layer Cards, which is all four of one Layer Card and three of another, and therefore is the winner.
- 3.) All other players are eliminated (because they do not have enough cards to discard on their turn), and therefore the only player left is the winner.

Card Descriptions-

1.) Layer Cards (60)-

- Chilli Powder (4)
- Diced Tomatoes (4)
- Green Bell Pepper (4)
- Green Onions (4)
- Guacamole (4)
- Hot Sauce (4)
- Jalapenos (4)
- Refried Beans (4)
- Salsa (4)
- Shredded Iceberg Lettuce (4)
- Shredded Jack Cheese (4)
- Sliced Black Olives (4)
- Sour Cream (4)
- Spicy Ground Beef (4)
- Stewed Black Beans (4)

2.) Luchador Cards (26)-

Weak (6)-

- El Flaco (1)
- El Mosquito (1)
- El Purrito (1)
- La Mariposa (1) (*Special Ability: This card always goes first*)
- La Pina (1)
- La Rosa (1)

Tough (12)-

- El Esqueleto (1)- Draw a card from another player's hand and add it to your hand
- El Hipster (1)- Draw an extra card (*Special Ability: This Luchador can be discarded and replaced by a Grande Luchador*)
- El Narval (1)- Choose a player to discard a card (*Special Ability: If a player must discard but has no cards left, that player is eliminated from the game*)
- El Raton (1)- Choose a player to skip their next turn (*Special Ability: This Ability can not be used on the same player twice in a row*)
- El Unicornio (1)- Choose a player to discard their hand and draw a new one (*Special Ability: This Ability may be used on yourself*)
- El Zombi (1)- Draw a card from another player's hand and discard it
- La Araña (1)- Choose a player to discard a card (*Special Ability: If a player must discard but has no cards left, that player is eliminated from the game*)
- La Bruja (1)- Draw a card from another player's hand and add it to your hand
- La Fantasma (1)- Draw a card from another player's hand and discard it
- La Heroína (1)- Go again (*Special Ability: This Ability only works one time per turn*)

- La Llama (1)- Draw an extra card (*Special Ability: This Luchador can be discarded and replaced by a Grande Luchador*)
- La Sirena (1)- Choose a player and skip their next turn (*Special Ability: This Ability only works with 3 or more players*)

Beefy (6)-

- El Gordo (1)- Look at another player's hand, pick a card and discard it (*Special Ability: If a player must discard but has no cards left, that player is eliminated from the game*)
- El Hijo de Cocodrilo (1)- Swap your Layer Cards with another player (*Special Ability: This Luchador can only be replaced by El Cocodrilo*)
- El Pulpo (1)- Look at another player's hand, pick a card and add it to your hand (*Special Ability: This Ability can be used as soon as this card is played*)
- La Princesa de Espados (1)- Look through the discard pile, pick a card and add it to your hand (*Special Ability: This Ability can be used as soon as this card is played*)
- La Seductora (1)- Choose a player to discard their Luchador (and all attached Add-On Cards) and replace it with a Weak Luchador from the discard pile
- La Superestrella (1)- Look through the draw pile, pick a card and add it to your hand

Grande (2)-

- El Cocodrilo (1)- Take a Layer Card from an opponent and add it to your hand
- La Reina de Espados (1)- Take a Layer Card from an opponent and add it your Layer Cards (*Special Ability: El Cocodrilo's Ability has no effect on this card*)

3.) Action Cards (16)-

- ¡Attend A Quinceañera! (1)- Remove an Add-On Card from any Luchador and put it in your hand
- ¡Become A Matador! (1)- Discard your Luchador and replace it with one of any level from your hand
- ¡Break The Piñata! (1)- All players (except the one who played this card) must discard a card (*Special Ability: If a player must discard but has no cards left, that player is eliminated from the game*)
- ¡Celebrate Dia De Los Muertos! (1)- Move an Add-On Card from one Luchador to another
- ¡Drink Too Much Tequila! (1)- Swap your hand with another player

- ¡Find *El Lotus Negro!* (1)- This card counts as a Layer Card and can be played as an Action Card
- ¡Get Montezuma's Revenge! (2)- Take a Layer Card from an opponent and discard it
- ¡Have A Fiesta! (1)- Remove all Add-On Cards from a Luchador and put them in your hand
- ¡Inherit Abuela's Secret Recipe! (1)- If you have collected 6 different Layer Cards, this card counts as a Layer Card and can be played as an Action Card
- ¡Join A Mariachi Band! (1)- Swap your Luchador (and all attached Add-On Cards) with another player
- ¡Take A Siesta! (1)- Remove all Add-On Cards from a Luchador and discard them
- ¡Throw Cinco De Mayo Party! (1)- Remove an Add-On Card from any Luchador and discard it
- ¡Win First Place In Cook-Off! (3)- Take a Layer Card from an opponent and return it to their hand

4.) Add-On Cards (20 cards)-

Power-Up (7)-

- Adoring Fans (1)- As long as this card is attached to your Luchador, Power-Down Cards have no effect on you
- Blessing From Padre (1)- As long as this card is attached to your Luchador, Action Cards have no effect on you (*Special Ability: When you discard your Luchador and play a new one, this card gets attached to it*)
- Championship Belt (1)- As long as this card is attached to your Luchador, regular Chupacabra Cards have no effect on you
- New Mask (1)- As long as this card is attached to your Luchador, you may draw an extra card at the start of your turn
- Shocking Victory (1)- As long as this card is attached to your Luchador, you only need 6 Layer Cards to win (*Special Ability: If Shocking Defeat also gets attached to the same Luchador, this card must be discarded*)
- Tag-Team Partner (1)- As long as this card is attached to your Luchador, you may discard your Luchador and replace it with one of any level from your hand (*Special Ability: If Sleazy Manager also gets attached to the same Luchador, this card must be discarded*)
- Winning Streak (1)- As long as this card is attached to your Luchador, you may play two Layer Cards per turn (*Special Ability: If Losing Streak also gets attached to the same Luchador, this card must be discarded*)

Power-Down (7)-

- Arch Rival (1)- As long as this card is attached to your Luchador, you must discard a card at the end of your turn (*Special Ability: If a player must discard but has no cards left, that player is eliminated from the game*)
- Broken Bones (1)- As long as this card is attached to your Luchador, you may not play regular Chupacabra Cards
- Chorus of Boos (1)- As long as this card is attached to your Luchador, Power-Up Cards have no effect on you
- Hex From Bruja (1)- As long as this card is attached to your Luchador, you may not play any Action Cards (*Special Ability: When you discard your Luchador and play a new one, this card gets attached to it*)
- Losing Streak (1)- As long as this card is attached to your Luchador, you may not play any Layer Cards (*Special Ability: If Winning Streak also gets attached to the same Luchador, this card must be discarded*)
- Shocking Defeat (1)- As long as this card is attached to your Luchador, you need 8 Layer Cards to win (*Special Ability: If Shocking Victory also gets attached to the same Luchador, this card must be discarded*)
- Sleazy Manager (1)- As long as this card is attached to your Luchador, you may not play any Luchador Cards (*Special Ability: If Tag-Team Partner also gets attached to the same Luchador, this card must be discarded*)

All-Play (4)-

- Battle Royal Match (1)- Until every player has taken a turn, players must play with their hands revealed (*Special Ability: At the end of the round discard this card*)
- Ladder Match (1)- Until every player has taken a turn, players may discard their hand and draw a new one at the start of their turn (*Special Ability: At the end of the round discard this card*)
- Steel Cage Match (1)- Until every player has taken a turn, players cannot play Layer Cards (*Special Ability: At the end of the round discard this card*)
- Tag-Team Match (1)- Until every player has taken a turn, players can play two cards (except Layer Cards) (*Special Ability: At the end of the round discard this card*)

5.) Instant Cards (12 cards)-

- Chupacabra (10)- Play at any time to stop an Action, Add-On, Ability, or Instant from happening
- Super-cabra (2)- Same as a Chupacabra, but Chupacabra has no effect on this card

Design-A-Luchador-

