

THIS IS FUNDAMENTAL

v1.2



First edition © 2018 Haus of Glitter

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With special thanks to:

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Roberto Álvarez, Eugenio Arévalo.



THIS GAME IS ALIVE!

At killereyelashes.com, you will find updated rules, introductory videos, downloads, monthly challenges and much more!

Contents of this box



THANKS FOR CHOOSE KILLER EYELASHES!

In this fabulous box, you will find 165 cards grouped in three decks, two die-cut sheets with characters and points, and the instructions manual that you are reading right now.



32
Dignity/Weirdness
tokens



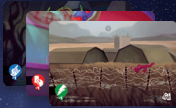
6 Drag Queens
6 Plastic stands



Rulebook



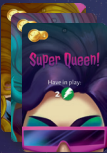
6
Drag Queen
cards



8 Stage cards



8
Initial enemies
cards



30
Challenge
cards



25
Enemy
cards



19
Fan
cards



27
ARSEnal
cards



6
Superpower
cards



36
Shade
cards

The apocalypse is here... and it's beat for the gods!

The space administration MASA has fucked it up.

They have, mistakenly, mixed martian microorganisms with makeup that is now being sold all around the world. When people use it, they turn into hungry and growling zombies. Hungry for glamour, of course. It is an insufferable, weird place full of zombies with horrible mugs, who wander around the streets with one goal only: to smear up their victims until they are as dead and cancelled as them!

Quiet, Tiffany! Not everything is lost!

Drag queens, thanks to a makeup overdose have acquired superpowers. They are now humanity's last hope! But their task won't be easy... to stay snatched in a world that wants to turn them into eyesores. A mess. Literally, a mess.

Cities are now brimming with zombies thirsting for some makeup and a gown or two. And the only survivors just happen to be fans that won't stop asking you for the tea. Don't they have a life?! In addition, a group of soldiers known as Commando HAIRSPRAY, is rescuing these superpowered drag queens in an attempt to know what's going on...

Out of the cities, the situation isn't much better.

Back in the day, when celebrities were being buried in a theme park to turn it into a tourist attraction, the very last thing they imagined is that they would eventually rise from their graves. Like, what?!

Anyway, the case is that Celebrities Dead Land is now populated with the rotting, bony and skinny bodies of old pop stars, film directors, artists and the like. And they might be dead, but they're still quite bitchy and they want their popularity back. Oh, and to rule the world.

It was never easy to be a star... and it's harder in a post-apocalyptic world!

The universe of *Killer Eyelashes* is a similar to the one you live in. There are the same cities, continents, people and technology... but full of zombies with horrible makeup and other creatures typical of a post-apocalyptic environment.



This board game is based on the gamebook *Killer Eyelashes*, written by Fidel Lorite. You can learn more about it at killereyelashes.com

Preparation

Gather a few friends (or frenemies), get comfy, take a seat, have a drink, bring out some snacks and you're ready to go. **Killer Eyelashes is designed for 2 to 6 players.**

1. CHOOSE A DRAG QUEEN

You can either choose the one you like the most or hand them out randomly. Place your Drag Queen card face up in front of you so that everyone can see who you are and what Dragabilities you have. (see *Dragabilities*, pag. 7).

2. COLLECT YOUR TOKENS

Take as many Dignity and Weirdness ones as your Drag Queen card indicates and put them next to your card.

3. PUT THE STAGES INTO PLAY

They are the horizontal cards. Place them in two rows of four. The order in which you place them does not matter.

4. PUT AN INITIAL ENEMIES

They are the Enemies that are printed with the same picture on both sides. Place one in each stage. Some of them have to be in specific stages!

5. PLACE EACH PLAYER'S DRAG QUEEN PAWNS

On the Dark Alley stage.

6. SHUFFLE THE STUFF DECK

And hand out to each player as many cards as their Hoarding score. Place the rest of the deck face down.

7. PREPARE THE CHALLENGE DECK

Pick three Challenges at random. Take out the END card. Shuffle the deck, split it into two halves and mix the END card in the lower one. Place this half under the other one and place the whole deck face down.

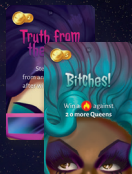


Goal of the game



GATHER MORE SUCCESS THAN THE REST!

In *Killer Eyelashes*, you will take on the role of a drag queen trying to survive in a post-apocalyptic world. Your mission is quite clear: survive without losing your **Dignity** and be more successful than the others. To accomplish this, you will have to get Success points by:



Completing Challenges



Winning over Fans



Beating Enemies

Rounds in the game

The turns go clockwise. When every player has finished their turn, the round is over. A turn is completed as follows:

1. PUT A CHALLENGE INTO PLAY

There must always have to be three Challenges into play. To do this, you have two options:

- Take one off from the game itself and reveal a new one from the Challenge Deck. If you pick up an Enemy card, put it on whatever Stage you like the least (if none is specified) and pick another card. Repeat this process until you get a Challenge.
- Skip this step.

2. FILL YOUR HAND

Check your Hoarding score and pick as many cards from the Stuff Deck.

3. ACTION PHASE

This is where the fun starts! **Now you can play your cards in whatever order you want:**

- Put into play Fans, ARSEnal and Superpower cards.
- Get into a Catfight with other Drag Queens or Enemies.
- Move (just once!) to another Stage.

Plan your moves carefully so you can get the best outcome. For example, you can put an ARSEnal card into play, get into a Catfight, move to another Stage and play another ARSEnal card.

4. TURN OVER

When you're done, the turn goes on to the next player.

Remember, you can play your Shade cards at any point during the game. It doesn't matter if it's not your turn! (see *Shade*, page. 9).

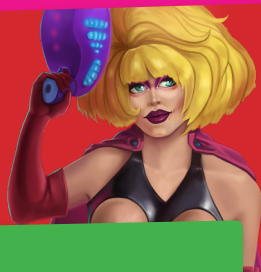
The Stars

The Drag Queens will be your character during the game. Each and every one of them has different scores at the bottom of their cards that makes them unique. These are their Dragabilities.



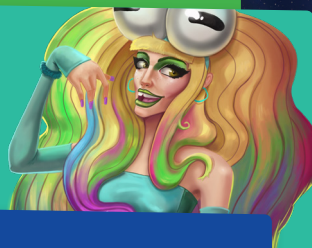
Tormenta García speaks ten languages. All of them quite badly. Sometimes nobody understands her, but that's what makes her funny. She can give a one-hour monologue about how she survived on carbs for a whole month without gaining a single pound and you'll probably catch none of it.

Fuzzy Pussy has been a Drag Queen for many, many, many, many, many years. Many. And that makes her somewhat wise and with plenty of ideas! She doesn't act, sing or anything. She doesn't need to! She wins people over with her charisma and her easiness to handling people. I certify it!



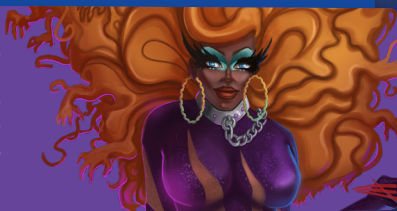
Tóxica Marvellous is our muscle queen. Her biceps give it all away, and those who criticize her dance routines should know better... but c'mon, she has two left feet! Her career was shooting up in the drag spheres, but this zombie mess has ruined it.

Fifi Turquoise is a young queen, but quite the talent. She knows how to sew, she knows how to do her hair, she knows how to create a wig... she's the full package! She's a crossover between an underground work of art and the teddy bear your mom threw away when you turned 10. She never shuts up, so be careful when you talk to her.



Shonda Hole has a deep, low and profound voice. A binge eater, shady and scheming queen able to sink your reputation and self-love with a few words. She could do the same with her big arms, but that's another story...

PurPaul is the most famous drag queen in the world. In order to get to where she is, she created events, TV shows and merchandising with her name on it. That away, anyone who comes after will be considered a daughter of hers. These days she's usually on the verge of a nervous breakdown.



Dragabilities

Each and every one of the drag queens has four scores in their cards. These define them and are called **Dragabilities**. During the game, the cards will make your **Dragabilities** change or mutate, making you more powerful so that you can face bigger enemies and more complex challenges.



DIGNITY

Sweaty, you can have your card overdrawn, but you should always keep your dignity. If this reaches zero, it's over. That's it. You're cancelled. Kaput! Your corpse will be left in a ditch to rot and nobody will remember you. See *Losing your Dignity* (page 10).



WEIRDNESS

Your drag queen is infected with the virus just like the zombies. The difference is that, in your case, it affects you... differently. The more **Weirdness** points you have, the more you'll be able to do with your superpowers! But you'll also be closer to being something else.

You can take out a Weirdness token if you want to use a Superpower or throw away any other card in the game (yours or another player's) like **Fans**, **Superpowers**, **Enemies**, **ARSEnal**, or a **Shade** someone just threw! But be careful, there is no way of recovering the lost tokens but by losing all your **Dignity**. See *Losing your Dignity* (page 10).

Dignity and Weirdness are opposing Dragabilities.

More Dignity will make you maintain your composure, look like a diva and leave your **Fans** gagging! **Weirdness** measures the level of your infection. The more you have, the more you'll be able to use your powers... but the closer you will be to the zombies you're trying to fight!



GLAMOUR

Living in a post-apocalyptic world is no excuse to leave the house looking like a cheap whore. The way you walk, the way you dress, the way you style your wig and your contouring define you. This will be your weapon against your **Enemies**. See *Catfights* in page 10.

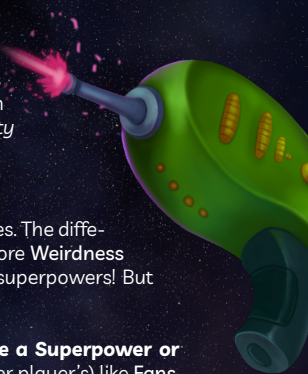


HOARDING

Like every good drag queen, keeping every little item you come across is crucial. You'll never know when they'll come in handy!

This score will define how many cards you can have in your hand. If any effect or card makes you take on more cards, you can only take up to the number in your **Hoarding** score and leave the rest.

When you win or lose a **Dignity** or **Weirdness** token, they will transform in the opposite (just turn them over!). The only exception will be when you use a **Weirdness** token to use a **Superpower**, in which case, you will lose the token forever. The only way of recovering your initial scores will be losing all your **Dignity**.



Stages

The world is full of dangers! In these places is where everything happens. Each **Stage** has its own distinctive features and its own enemies. Remember that all the **drag queens** start the game from the **Dark Alley** (as expected!).



When you're in your Action Phase, you can move to any other Stage (once!) you want. It doesn't matter the distance between them.

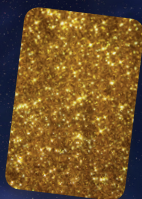
SPECIAL EFFECTS WHILE ENTERING

Some of the stages have **Special Effects** that will be activated when you enter them. Or if they have any triggers, these will be activated when the conditions are met. Each **Stage** has their own icon, and every **Enemy** with the same icon will have to go to this **Stage**.

If a **Special Effect** forces you to discard a card you don't actually have, the effect just won't affect you. For example, visiting the **House of Horrors** makes you lose a **Fan**, but if you have none (ha!), you can just go in without consequence.

Challenge Deck

In this deck you can find all the dangers in the universe of *Killer Eyelashes*. You will recognise it thanks to its golden glittery back. It contains **Challenges** and **Enemies** that will give you **Success** points when you complete or defeat them. This deck also contains the **END** card.



CHALLENGES

There must always be three challenges into play. They will stay until they are completed or discarded at the start of a turn.

Poner un reto en juego

Reveal a new card from the **Challenge Deck**. If it's an **Enemy**, put it in whatever **Stage** you want (unless it has to go into a specific **Stage**) and then reveal another card. Repeat until a **Challenge** card appears.

Completing the current Challenge

You will have to meet the conditions described by the **Challenge** card. You can only complete **Challenges** during your turn or if you're involved in another player's turn through a **Catfight**, throwing **Shade** or some other way. After completing the **Challenge**, keep the card to gather its **Success** and put a new **Challenge** card into play. It may be possible that you'll complete many **Challenges** with the same action. In that case, you must put out a **Challenge** card for every one you've completed.

ENEMIES

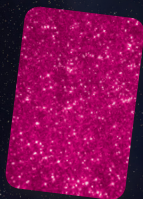
When an **Enemy** appears, put it in whatever **Stage** you want, unless it has the icon of a specific **Stage**. They will stay in the game until they are defeated through a **Catfight** or discarded through another method.

END

When this card appears, the game is over. It's time to count your **Success** score. Whoever has more **Success**, wins! If there's a tie, you both win!

Stuff deck

You will recognise this deck by its pink glittery back. They represent the stuff you'll gather throughout your adventure: items, weapons, fans, problems, joys... When they come into play, they stay on the table so that their effects are active, except for **Shade**, which comes into play from the hand and is discarded after its effect is applied.



ARSENAL

Get ready to get loaded! Your ARSEnAl will add points to your Glamour and Hoarding scores, or it will give you extra perks.

Put these cards into play next your character during the Action Phase to activate them.



FAN

Each Fan has a Success score. When the END card appears, every fan you have will add their Success points to your overall score. Some of them have Special Effects that will always be active as long as they're into play.

Put these cards into play next your character during the Action Phase to activate them.



SUPERPOWERS

Your character is also infected by the Martian microorganisms. But in your case, they give you Superpowers! You can activate them by eliminating a Weirdness token at any given moment, no matter whose turn it is.

Put these cards into play next your character during the Action Phase. To activate them, discard one Weirdness token at any given moment, no matter whose turn it is.



SHADE

The quick and sharp tongue of a Drag Queen can be very powerful. Shade are those subtle insults that leave your enemy thinking twice. They are swift and lethal like a snake's bite. An example:

You just bought some new sunglasses. They are horrible. You meet a friend and she says "Your sunglasses are ugly!". That is not shade. That's some kindergarten stuff right there. BUT, if she says "Wow, sweaty, look at those glasses! Thanks for saving me from buying them myself!" ... now that's shade.

In *Killer Eyelashes*, Shade is your weapon to annoy your adversaries.

Shade can be put into play at any given moment, no matter whose turn it is. The effect will affect the player or card of your choosing and then discarded. If the effect is to discard a card, the player throwing Shade chooses which one. If many Shades are thrown at the same time, these are resolved from the last one to the first.

Catfights

The **Catfight** is the ancient art of **Drag Queen** fighting. It basically means jumping on your opponent and tugging at their wig until she's left without **Dignity**. The side effects are usually terrible: smeared makeup, wig gone, ripped outfits, scratches, bruises...

GET IN A CATFIGHT

You can get into a **Catfight** during your phase action. You must have these rules in mind:

- You can only get into one **Catfight** per turn.
- You can either fight **Enemies** or **Drag Queens** (not both!) who are in the same **Stage** as you.
- Choose your opponent(s)
- Once you get into a **Catfight**, there's no way out. It will only be over if you abandon the **Stage** or your turn finishes due to the effect of other cards.
- Your total score during the **Catfight** is your **Glamour** score plus any other bonus (to **Glamour** or **Catfight**) you might have among your **ARSEnal**, **Fan** or **Shade** cards that are into play.
- You can only play **Shade** from your hand, and you can't put into play new **ARSEnal**, **Fan** or **Superpower** while you're in a **Catfight**.



- In order to win a **Catfight** against an **Enemy**, your **Glamour** score must be equal or higher than their **Bitchiness** score (check the next page for results).



Glamour



Malahostia



Moñeo

- In order to win a **Catfight** against a **Drag Queen**, your **Glamour** score must be equal or higher than their **Glamour** score.

ASKING FOR HELP

While in a **Catfight**, you can ask for help to other players, but it might come at a price!

The player who helps you might take, if they want, an **ARSEnal** or **Fan** you might have into play once the **Catfight** is over. Once they get into the **Catfight**, all rules apply to them (they can't get out of it, for example). Add up your **Glamour** scores to finish this. The **Success** points go to the player that used their turn to get into the **Catfight** in the first place

LOSING YOUR DIGNITY

A destiny worse than death itself! You'll be left to rot by a ditch and not even the zombies will want anything to do with you. When you lose your last **Dignity** token, and all of them are of **Weirdness**, the following happens:

- You can only get into one **Catfight** per turn.
- Discard every card in your hand, the cards into play and the **Enemies** you've defeated.
- Retrieve your initial **Dignity** and **Weirdness** tokens.
- Your character goes back to the **Dark Alley Stage**.
- Your turn is over and it goes to the next player.
- Until you play again, you can't be the target of cards, **Special Effects** or **Catfights**.

Catfight results

DRAG QUEEN



VS.



ENEMIES

You win

Keep the Enemy card(s) so that you can add the Success points to your score at the end of the game.

You tie

You lose a **(1) Dignity** point for every Enemy that you're fighting. Keep the Enemy card(s) so that you can add the Success points to your score at the end of the game.

You lose

You lose a **(1) Dignity** point for every Enemy that you're fighting.

DRAG QUEEN



VS.



DRAG QUEEN

You win

You can steal an ARSEnal or Fan card that your opponent has into play.

You tie

Both of you lose a **(1) Dignity** point.

You lose

You lose a **(1) Dignity** point

Special Effects

What kind of a boring chore of a life would it be if we didn't have Special Effects? The Fan, Enemy and Stage cards have icons that represent their Special Effects. They are activated the moment you interact with the card that contains them. These Special Effects are applied immediately or when the trigger is activated.

MODIFIERS



Positive or successful



Denial or prohibition



Add or subtract
(number or infinity)



The card goes from
the table to the
discard pile

The icons for Special Effects might have modifiers that indicate what action activates them. If there is no modifier, it means the action takes place when the described action happens (like a Catfight).

TARGET OF THE MODIFIER

The position of the modifier on the card indicates where its effects go. If it's in the upper part of the card, it affects the card. If it's in the bottom, it affects the player interacting with it.

TRIGGERS

The icons with ► on the right are triggers. This means that until the circumstances described by the first icon aren't met, the Special Effect won't take place.

Glossary of icons and Special Effects

What a dizzy icon! Quiet Tiffany... To make sure you don't get lost, on the following two pages we have compiled all the icons and special effects for quick reference:

SCORES



Dignity



Glamour



Hoarding



Weirdness



Sucess



Bitchiness

CARD TYPES



Enemy



ARSEnal



Superpower



Fan



Shade

ACTIONS



Cards in hand



Cards in play



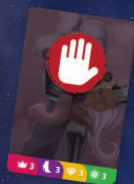
Catfight



You can't put any more cards into play until your next turn. Turn over your Drag Queen card until your turn arrives.



You can't put more cards into play until your next turn. In fact, your turn is over now and it goes to the next player. Turn over your Drag Queen card until your turn arrives.



ESCENARIOS



City



H.A.I.R. Camp



Department of Cosmology



Celebrities World Park



House of Horrors



Labyrinth of Mirrors



Love Tunnel



Ventilator Toboggan



Madonna's Crypt

SPECIAL EFFECTS ICONS COMBINATIONS



If you get into a Catfight, you lose **(1)** Dignity token, turn to Weirdness one.



Si te moñeas, pierdes una carta de ARSenal que tengas en juego.



If you get into a Catfight, you can't put cards into play until your next turn.



If you win the Catfight, your turn is over and you can't play any more cards until your next turn.



If this card wins a Catfight, you can't put cards into play until your next turn.



If you have Fans into play, this card adds **+5** to their Bitchiness.



If you get into a Catfight, you lose a card that is already into play.



If you win the Catfight, all your Weirdness tokens turn to Dignity ones



If you are in the Department of Cosmology, this card adds **+5** to your Success.



If this card goes to the discard pile, you lose all the cards in your hand.



You can't eliminate Weirdness tokens to activate Superpowers or discard cards.



If this card goes to the discard pile, you lose three **(3)** Fans into play.



If Mandoona is in play, this card adds **+3** to her Bitchiness.



If MandoonaBot 2000 is in play, this card adds **+3** to her Bitchiness.



If Mandoona and MandoonaBot 2000 are in play, draw a card from Stuff deck.



Add **+1** to your Glamour score during a Catfight. (The effect of this card is equivalent to a **+1** Glamour, but it won't be affected by the effects from other cards that add up Glamour).

Cards names

Drag Queens

1. Tormenta García
2. Fuzzy Pussy
3. Toxic Marvellous
4. Fifi Turquoise
5. Shonda Hole
6. PurPaul

Stages

7. Dark Alley
8. L.A.C.A. Camp
9. House of Horrors
10. Labyrinth of Mirrors
11. Love Tunnel
12. Ventilator toboggan
13. Madonna's Crypt
14. Department of Cosmology
15. Zombie
16. Drag Zombie
17. L.A.C.A. Soldier
18. Undead Celebrity

Challenges

19. I Will Survive!
20. Streets of rage
21. Fasten Your Seatbelts!
22. Science is not for you
23. Army girls
24. Threesome
25. Foursome
26. Weird gangbang
27. The struggle
28. Main Star
29. Bitch!
30. Bitches!
31. It's Mine!
32. Truth from the Past
33. Tourette Syndrome
34. Coup de grâce
35. Bar Queen
36. Popular Queen
37. Diva
38. Slay!
39. Fierce!
40. Sick'ning
41. Cheap Queen
42. Dusted
43. Big ARSEnal
44. "You're perfect"
45. "You're beautiful"
46. "You look like Linda Evangelista"
47. Super Queen
48. END

Enemies

49. Efe Suárez
50. Rubén Miguelez
51. Álvaro Costa
52. Sven Rebel
53. Nicolai Schwarz
54. Krimsson
55. Omorante
56. Luis Aristegui
57. Ácida Gorgona
58. Andrés Oreja
59. Pau-Emrys
60. Zombie
61. Zombie Horde
62. H.A.I.R. Soldier
63. Lady Sperm
64. Mayor Tit
65. Undead Celebrity
66. Sher
67. Begoncé
68. Lady Darks
69. Mariah Scarey
70. Mandonna
71. MandonnaBot 2000
72. GLITTER catheter

Superpowers

73. Handywoman
74. Reading
75. Impersonator
76. Stubborn
77. Butterfluffy effect
78. Superstar

ARSEnal

79. Lipstick
80. Long Nails
81. Hairspray
82. Highlighter
83. Fashion Magazine
84. Rimmel
85. Purse
86. Handbag
87. Paper bag
88. Trolley
89. Taser
90. Frying Pan
91. Portable Hairdryer
92. Nunchaku
93. Sequin Gloves
94. Gun Stilettos
95. Uranium Disc
96. Vorpaluous Sword
97. Sassy Chainsaw
98. GLAMMA Gun

99. Golden Ticket

100. Access Card
101. Suspicious Black Liquid
102. Antinausea Drugs
103. Credit Card
104. Red Convertible
105. Ridiculously Luxurious Jeep

Fan

106. Álex Hernández
107. Marius
108. Gloria
109. Hottie
110. Queer
111. Bear
112. Girlfriend
113. Scientist
114. Ivy
115. The Dodgy One
116. Rodri
117. Sussi
118. John Wetters
119. Fan Fatal
120. Amateur Stylist

Shade

121. Bad Joke
122. Feebleness
123. Oops...
124. Trinket
125. Escándalo
126. Anticapitalist
127. Whore Bath
128. Kitty Girl
129. Cougar
130. Sweaty Armpits
131. Wig down!
132. Roulette
133. Seasonal rain
134. Beauty secret
135. Mass hysteria
136. Thief!
137. Sashay away
138. The show is mine
139. Werk!!
140. Grindr notification

Notes: Kickstarter Card

Several copies of the same card will have the same card number.