

# COIN-OP

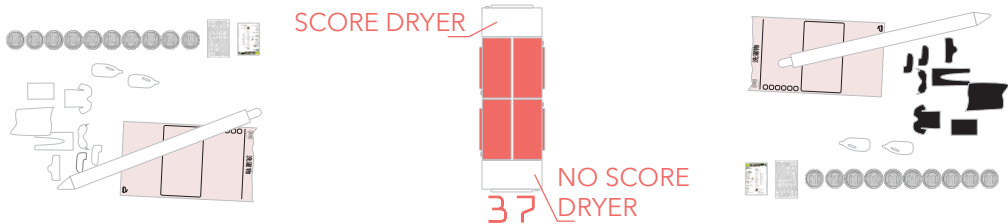


**PLAYERS:** 2  
**TIME:** 15 MIN

**DESIGNER:** JORDAN DRAPER  
**GAME TYPE:** ABSTRACT STRATEGY

The objective in Coin-op is to wash and dry your laundry for more points than your opponent by the time the game ends.

**SETUP:** Each player needs a writing instrument (not included). Tear off one laundry ticket for each player. Give them one matching set of fabric clothes (laid out openly as shown), 2 detergent, 1 magazine, 1 newspaper, and 10 yen coins. Place the 4 washing machines in the center between both players, with 2 facing each player. Place the 2 dryers at the edges, and decide which one is a 'score dryer' and which is a 'no score dryer'.



**GAMEPLAY:** To begin, both players secretly assign a value to each of their clothing items. Write two 1s, two 2s, and two 3s on your laundry sheet. Next to each one, write the item you wish to assign to that value. Note: Don't write down socks; they are worth 5 each.



The first player to speak up goes first and marks their sheet with a circled 1. If this player triggers game end on their turn, the other player receives one more turn. Players alternate turns, performing one of four actions on their turn:

**LOAD:** To load a machine, simply choose any one item of clothing in front of you, open any of the four washing machines (picking up one facing away from you if necessary), and place your clothing item inside. Players cannot touch or move any items in the machines.

\*Note: Socks are loaded separately, not as a pair, and count as a single item.

**WASH:** To run a wash, pay 200 yen and a detergent bottle to the center. Open the machine you want to wash and pull out all items inside. Then, make the following checks:

**2 ITEMS OR LESS:** If there are 2 or less items, move them into the 'no score' dryer.

**3-4 ITEMS:** If there are 3 or 4 items, move them into the 'score' dryer, with the exception of 2+ socks (see below!).

**5+ ITEMS:** If there are 5+ items, the machine is overloaded. Place the detergent bottle you used for the wash on top of the machine, it requires one more wash action performed by any player before the wash will complete. Return all items back to the washer.

**\*2+ SOCKS:** If any completed wash has more than 1 sock in it (of any color combination), regardless of the other items, all socks from that wash are moved to the 'no score' dryer. Other items in this wash still move to the 'score' dryer.

**DRY:** To run a dryer, pay 200 yen and a magazine or newspaper to the center. Choose a dryer, and pull out all items inside. Place the items inside next to the dryer they were pulled from, openly displayed for all to see.

**SHOP:** To shop, trade in 200 yen to the center for an available resource there, either a detergent bottle, magazine, or newspaper.

**GAME END:** If both of one player's socks have been dried, or if all of a player's clothing items other than their socks have been dried, the game will end.

**SCORING:** Mark all the clothing items of your color that were successfully dried from the 'score' dryer on your laundry sheet, receiving points for them. Each sock you successfully dried is worth 5 points. Laundry dried from the 'no score' dryer are not worth any points, unless in pairs as follows:

**BOTH SOCKS:** 1 point

**UNDERWEAR & BRA:** 1 point

**PANTS & SHIRT:** 1 point

**BEDSHEET & PILLOWCASE:** 1 point

Count up your points, marking them on your laundry sheet, and the player with the most points is the winner!


In the case of a tie, the player who scored more 5 pt. socks wins. If still tied, share in freshness!

(規則) 洗濯物 ①

- ① PANTS ✓
- ① SHIRTS ✓
- ② BED SHEETS
- ② UNDERWEAR ✓
- ③ PILLOW CASE ✓
- ③ BRA ✓

① Sock + Sock

⑩ Points!



(規則) 洗濯物

- ① Underwear ✓ ⑤ + 1 Sock
- ① Bra
- ② Pants ✓
- ② Smit
- ③ Bed Sheets ✓
- ③ Pillowcase

No pairs

⑪ Points

