



PLAYERS: 3-6

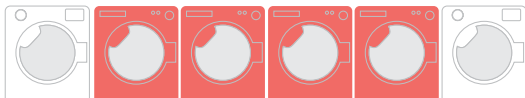
TIME: 30 MIN

DESIGNER: JORDAN DRAPER

GAME TYPE: SOCIAL DEDUCTION, SABOTAGE

It's a normal day, doing your laundry. Pleasant really. Except someone keeps trying to sabotage and mix the darks and lights!

SETUP: All players should be on the same side of the table. Place the 4 washers in the middle of the 2 dryers, facing away from all of the players. It is preferable to have a light source such as a window or lamp on the opposite side of the table from the players.



Place all of the clothing items in one pile in the middle, and 2 detergent bottles next to it. Take out a number of white and black laundry item cards based on the number of players as shown on the chart on page 46. Shuffle them, and place them face down on the table. All players should take one card, look at it, and remember if it is white or black. Then place

the cards back in the deck of cards, being careful to keep your role a secret.

3 PLAYERS	1 black item, 2 white items	2 like items
4 PLAYERS	1 black item, 3 white items	3 like items
5 PLAYERS	2 black items, 3 white items	3 like items
6 PLAYERS	2 black items, 4 white items	4 like items

Players may not share their role with other players, but may talk openly at the table. Remove all of the washer and dryer cards, then shuffle the remaining cards and place them as a draw deck.

OBJECTIVE: If you received a white laundry card, you need there to be two completed wash cycles with the number of like items (same color items) listed above to win the game. If you received a black laundry card, you need there to be two completed wash cycles with at least 1 white and 1 black clothing item in the wash together to win.

Starting with the player farthest to the right, they will take the first turn, then rotate in clock

wise order. On your turn you will do the following:

1) EYES CLOSED: Tell all other players to close their eyes.

2) DRAW: Flip the top card of the deck, and place it face up in the discard pile. You must now do one of the three following actions:

2a) LOAD: Take the exact item in the same color shown, and load it into one of the washing machines. If you load this item, pick up one washing machine, open the door, and place the item inside. It is NOT allowed to move or touch any items already in that washing machine; however you may look inside before loading your item. You are allowed to touch the pile of laundry items; however if the item you drew is not present, you must do a CHECK instead of LOAD. If you draw the socks card, you have the option to load a single sock or both socks.

2b) CHECK: The second option is to check a washing machine. To do this, take a single washing machine, open it, and take all items out of it. If any items inside are the same color, or the same type of item (bra, underwear, shirt, etc) as the card you drew, you MUST move one of them to another machine. Be sure to check thoroughly, if there are two socks and you choose to move them, they must move together unless you drew the sock card. If no items matched your cards conditions, simply put everything back in the machine.

EYES OPEN: If you chose LOAD or CHECK, after you finish your action tell all players to open their eyes. You must now give a short explanation of what you did. Feel free to lie, but

you are required to describe a valid thing you could have done, going into as much detail as you see fit.

2c) WASH: The third option is to run a wash. Have all players open their eyes, allowing them to see the card you drew and thus what options you had. Choose one of the washing machines, take it, and pull all items out. If there are at least a number of 'like items' as listed on page 46 for your player count, and none of the other color, it is considered a successful wash. Place a detergent bottle on top of the right-most dryer to signify this. If all of the items are the same color, but there are less than the 'like items' needed, put them back in the machine and return it. If there is at least 1 black and 1 white clothing item, the wash was mixed. Place a detergent bottle on the left-most dryer to signify this. If your team already has a detergent bottle on their dryer and you complete a second wash, you win the game!

RULES & NOTES: It's possible to vaguely see what items are in the machine by paying attention to the light shining through from the front.

Note: It is never allowed for any players to see the front side of the machines, even on their turn. At most they will take a single machine to interact with. Also, it is not allowed to mix machines around, or hide items inside of other items. To figure out who is on your team, you should give subtle hints through conversation, body language, or your actions and explanations.

