



FRAMEWORK DESIGN,  
MODELING & ARTWORK:  
JORDAN DRAPER

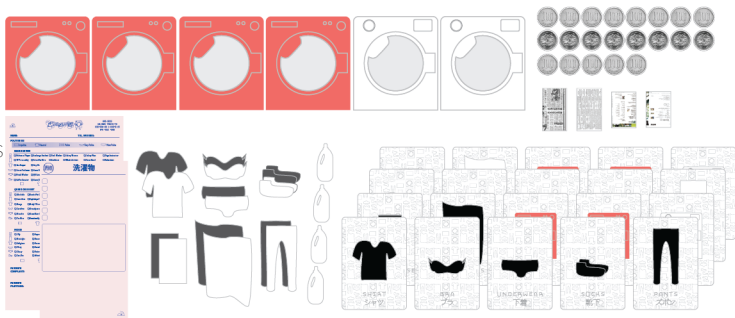
# TOKYO COIN LAUNDRY

# TOKYO COIN LAUNDRY

TOKYO COIN LAUNDRY is a game consisting of many smaller games from a conglomerate of international designers. The main gameplay focuses on real miniature laundry and washing machines. Each game is unique and may not utilize all included components.

## CONTENTS

- 4 - Washing Machines
- 2 - Dryers
- 1 - 100 Page Notepad
- 1 - Mr.Sudsy Notepad
- 16 - Fabric Clothing Items
- 4 - Detergent Bottles
- 20 - Mini-Sized Cards
- 21 - Die-Cut Yen Coins
- 2 - Die-Cut Magazines
- 2 - Die-Cut Newspapers



\*To help choose the best game for your group, use this washing machine gauge for an estimation of the game's complexity. The more water, the more complex.

# MR. SUDSY'S COIN LAUNDRY



**PLAYERS:** 2-6

**TIME:** 45-60 MIN

**DESIGNER:** JORDAN DRAPER, LUKE CRANE

**GAME TYPE:** JARP

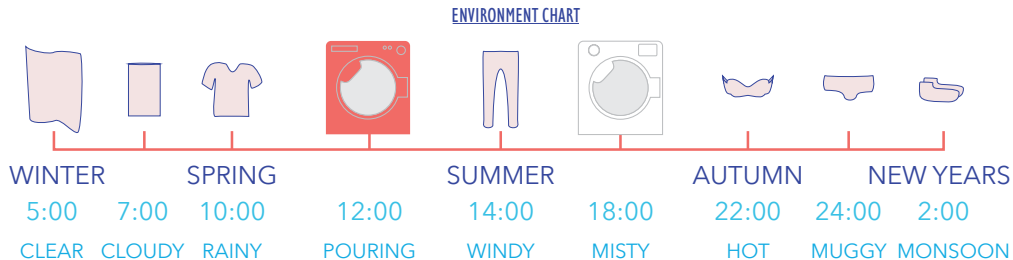
Welcome laundry doers! In Mr. Sudsy's Coin Laundry RPG, you play as a member of society in Tokyo, doing your laundry, and you are in a mood! Will that mood lead to fulfillment, or complaining. There's only one way to find out.

**SETUP:** Each player will need a writing instrument (not included). Tear off one large laundry ticket character sheet for each player. Place a number of washing machines equal to all players minus one in the center neatly, and both dryers. Place the 2 magazines and newspapers around the laundromat as you see fit. Set the yen, detergent, clothes, and cards aside.

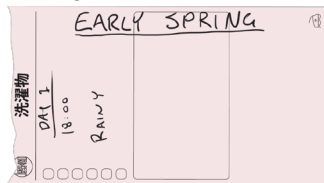
One player takes the role of the facilitator in addition to their character. The facilitator is responsible for understanding the rules of the game and distributing resources to players; however, all players are responsible for the flow of the game.

**SETTING:** The game will be played over 3 days. You first randomize the time of year, which

will continue for all 3 days. You will write these conditions on one sheet of the small notepad, in one of the three sections. To randomize the time of year, shuffle the cards, and draw the top card which indicates the time of year for this game session:



Each day before players enter the laundromat randomize the time of day, and weather, by drawing new cards based on the chart above. You should have a sheet similar to below.



3

3 PLAYER SETUP

The game takes place in a Japanese coin operated laundromat. Players act as persons coming to do their wash.

**CHARACTER GENERATION:** All character sheet information should be kept to yourself. Give each player a large character sheet. Digital character sheets are available at [jordan-draper.com/rules](http://jordan-draper.com/rules). Have each player write a Japanese name different than their real name next to the 'NAME' section of their character sheet. Some example names include:

DAI TOBE	KIYOSHI ONO	JUN YANO	MARU TADA
HIDE KOBAYASHI	RYO HOGA	SACHIKO OKAWA	HIROSHI ITO
YASUO TSUJI	TARO TANAKA	MINA WADA	

**POLITENESS:** Each player shuffles the cards and flips them one at a time until they get one of the items shown at the top of the character sheet. Check the politeness it corresponds to.

**BACKGROUND/QUIRK/MOOD SELECTION:** Shuffle the cards again, and flip until you get an item for the top and left row of the background grid section. Check the corresponding background. Shuffle the cards again and repeat this process for the quirk. Finally, shuffle the cards one more time and repeat for the mood section.



# BACKGROUNDS

**BACKGROUNDS:** Find your background below, and read it. Imagine what it's like to be this person based on their daily routine and lifestyle.

**ARCHITECT:** Fascinated with light, communities, and flow of space, your work has gained much traction. You know the world of architects and craftsmen in Japan well.

**ARTISAN:** You are famously known for your pristine woodworking. Architects across Japan respect you and hire you for finer detailing in historical restorations and contemporary architecture alike. You never boast.

**BICYCLE PARKING ATTENDANT:** Your living is made from the parking garage under your home. Every day, you welcome guests and park their bikes for them, taking 300 yen in compensation. There are many bikes in Tokyo!

**CITY CLEANER:** 5am-5pm every day. You've seen it all, from people sleeping in the streets to stray turtles. You scrub subway tunnels and bathrooms with a toothbrush.

**COFFEE ROASTER:** Tokyo has had a surge of coffee lovers, which was perfect timing for you to open your own roasting house. You know many things about coffee.

**CONBINI GRANDPA:** Retirement wasn't everything you thought it would be, so, you're back at it! You've recently started a new job at 7-11, managing the young folks and making sure they stay organized and polite.

**CREPE CHEF:** 73? That's a tuna and mayo. 14? Strawberry cheesecake with bananas. You work at Club Marion Yodobashi Akiba! This is the best crepe shop in all of Japan (I promise it really is)! You can whip out crepes from a hot griddle in less than a minute, and you memorized all 112 items on the menu years ago.

**CULTIST:** In the late 90's you were turned on to a leader that truly understands the deeper working of meditation. You follow a regimen every week, and meditate religiously. The greatest relief would be enlightenment.

**DOG TRAINER:** You love dogs! Every day you walk several dozen, and train some to shake hands.

**FARM HAND:** You grew up 2 hours outside of Tokyo, on your parents apple orchard. You helped care for the animals from a young age, and harvest thousands of apples every summer, even to this day. You hope to move to Tokyo.

**FOREIGN EXCHANGE STUDENT:** Waseda, WA-SE-DA! You're so excited to be in Japan, life is like double bubble boba tea!

**FRIEND FOR HIRE:** You work at an agency that hires out friends for lonely people. You can handle anything from being insulted, to cried on. You are a professional friend!

**GAME DESIGNER:** Freelance graphic designer by day, tabletop designer by night. You always attend Tokyo Game Market twice a year, and other designers look to you for your simple and strange ideas.

**GAME SHOW HOST:** You host a show called "Tokyo Game Show," with ridiculous challenges for everyday people who become contestants. You are very outgoing and presentable.

**GOVERNMENT WORKER:** You work in the department of public safety.

**JAZZ MUSICIAN:** You play many instruments on the weekends at Jazz clubs, living for the music! You are very poor.

**JR TRAIN DRIVER:** Your entire life you wanted to be a train driver. You worked furiously and quietly, until one day your dream came true! At least partly. You help conduct the day-to-day of loading passengers, and play train simulators in your free time. You love your job. Friends say you could stop a train on a one-yen coin.

**KAWAII LOVAAA:** Takeshita street. Takeshita street. Takeshita street! Crepes, and fun fashion! Dressing up is your game, and falling in love with boots is also your game! =D

**MODEL:** You're wary to talk to strangers because you have become quite famous. You know there are a lot of stalkers after you. You are famously known for your appearances in pop music videos.

**POKEMON PLAYER:** You play Pokemon trading cards five days a week, and go to many competitions. While you only consider yourself average, you have had dreams since you were young of becoming a regional champion.

**RETAIL WORKER:** Once you were two minutes late for your job at H&M, and you had to apologize to all 17 employees.

**ROBOTICIST:** You create robots to help the elderly for work. In your free time, you dabble in projects that bring joy to your local community such as cute dancing robo-cats.

**SALARY MAN:** You save vigorously, and secretly bolster an anxiety about living in a capitalist system. Your dream is to one day own a beautiful house and car in Ogikubo. Maybe you'll find a wife too, but that's uncertain.

**SALARY WOMAN:** You work in an office in Shinjuku, with a great salary, but you have some pent up energy. However there's no reason to bother anyone with it.

**STREET PERFORMER:** Ueno park, that's your favorite spot. Last month you started an instagram, and you became very good at balancing on umbrellas. You like to make kids smile and laugh, even if you don't make much money.

**TECH WORKER:** After many years of schooling, you graduated and worked at three companies before landing a prestigious job at Toyota. You love to learn systems and consider them a fun challenge.

**TOUR GUIDE:** You started by giving tours around Fukuoka, but recently moved to Tokyo as business wasn't doing well. After five years here, you know the area quite well, including some quirky shops and entertainment.

**TV PERSONALITY:** Somehow you slowly shifted into doing television commentary, and now you appear on many TV shows and are well known in Japan.

**VAMPIRE:** You work at the vampire cafe in Tokyo. You are a vampire. You tell the customers they are squabbling trash, and entertain yourself with their chattel.

**WHALE ACTIVIST:** You are honored to have been on three anti-whaling expeditions. You give panels often and speak out against whaling, with an ultimate goal of saving the animals of the world from extinction. Whenever possible, you use organic detergents that do not harm the environment.

**YAKUZA UNDERBOSS:** Things are not looking up lately. Your subordinates have been flirting with a higher up family member. You're friendly, but your eyes are wide open.

**YOGA INSTRUCTOR:** Life is measured in internal understanding. You want to bring peace to others. Flexibility is key!

**ZOO KEEPER:** Your favorite animal is the sloth, and secretly you don't really like any other animals, but you work at the zoo because that gets you closer to the sloths.







# QUIRKS & HOBBIES

**QUIRKS/HOBBIES:** Find your quirk/hobby below. Write your favorite complaints listed in the 'complaints' section on your character sheet. Sometimes, you cannot help but express your quirk. You love to share your hobbies, and hope to have time for them after laundry.

**ALCOHOLIC:** Since you were a teenager, you've loved to drink! You're drunk more than not, but you like it that way.

• **COMPLAINTS:** Ay-ya, keep it down. Why is this machine so loud? I am dizzy watching the dryer. I might be sick.

**BASEBALL LOVER:** Yomiuri Giants, the best team in the world. Season tickets, there's nothing better. You play on an amateur team at Ueno park every year, and helped design the stadium layout.

• **COMPLAINTS:** The Giants are losing today. I should be there cheering for them.

**BODY PILLOW BOYFRIEND/GIRLFRIEND:** Your boy/girlfriend is a body pillow, well, one of them anyway.

• **COMPLAINTS:** Waifu is cold. Waifu doesn't like to get wet. Waifu is too hot in that dryer.

**CAREFREE:** You want to explore! Work is just a necessity to get out, and you switch jobs often.

• **COMPLAINTS:** This place is so small. Imagine a world where no one had to do laundry. This takes too long; I think I'll finish this all tomorrow.

**COMPETITIVE EATER:** EAT! Ramen! Eggs! Mackerel! If only this 3-day fast to prepare your stomach would be over already.

• **COMPLAINTS:** Excuse me, I have a very bad stomach. I'm not feeling too well today. I think I ate too much. Why is this vending machine out of Calpis water?

**CONSERVATIVE COMMENTARY:** The world has started to shift to insanity! Someone needs to be loud about what's right. No more foreigners, no more nonsense.

• **COMPLAINTS:** Can you believe what Abe has done now? Umbrellas are for the weak minded. China is disrespectful.

**CABLE-KNIT WOOL SWEATERS:** Last night had a high and a low point... The high point involved you sourcing some special hand dyed wool from Northern Ireland, and the low point was when you fell asleep tangled in your knitting.

• **COMPLAINTS:** I'm cold. This place is so drafty. Oh, I should not have put my sweater in the dryer, it has shrunk too much. I should not have stuffed it in my body pillow last night.

**CEPHALOPOD TRANSLATOR:** You think you can talk to cephalopods. You have a pet octopus, she tells you things... only you.

• **COMPLAINTS:** Octopus are very sensitive. They have many feelings. We should be sensitive to their feelings. They are very smart. They solve many puzzles. If you lock an octopus in a washing machine, it will find its way out. Don't lock my octopus in the washing machine.

**DRUGS:** Your hobby is doing recreational drugs. All of them. Even at work.

• **COMPLAINTS:** I am itchy. It's so hot in here. This is taking so long. I am going to be sick. Everything is on fire.

**DANGEROUS SUSHI:** Oh yeah that's the thrill of life, eating Fugu. Tastes good, shows your status, and gives great pleasure.

• **COMPLAINTS:** Can you get fugu in this neighborhood? I hear it is not too fresh. I once ate a fugu fresh from the ocean.

**EATING CREPES:** You sneak out any time you can to get two savory, and one sweet crepe. Your partner is always telling you to stop that because they are full of sugar, but you don't care! You love crepes!

• **COMPLAINTS:** Do you prefer savory crepes or sweet crepes? Did you know that savory crepes are called galettes? No one loves crepes as much as me!

**EMOTIONALLY UNSTABLE:** You break down crying, or laughing, nearly every day. Life is a roller coaster of extremes!

• **COMPLAINTS:** I wish you had not done that. Now I am upset. This machine should not have upset me. Why do the machines always upset me? They're against me.

**EXOTIC PET COLLECTION:** A large cat friend is like owning silk sheets.

• **COMPLAINTS:** The dryer filter is clogged with too much animal hair. It's not drying fast enough. They should allow pets in this laundry. Your cat could be friends with my hyena pup!

**FEED STRAY CATS:** You have 16 stray cats that you know by name and feed every day. You love them, so much.

• **COMPLAINTS:** Do you mind if I leave this litter box here? I need to bring more food next time. Poor cats.

**FOREIGNER FEVER:** You want to marry a foreigner. You know it in your soul. You only date foreigners.

• **COMPLAINTS:** She was wearing a wig. I think those were contacts. People should tell you where they are from; it should be law. I wish I was in Azerbaijan right now instead of doing this laundry.

**FRUIT IS GROSS:** "Don't eat that fruit; it's disgusting", you often ruminate.

• **COMPLAINTS:** Is that a fly? I think I saw a fruit fly. Stand still so I can catch it. Fruit always attracts flies.

**GAME SHOW CONTESTANT:** You've been on 23 game shows, and you've won 311,400 yen.

• **COMPLAINTS:** Did I win? I am very good at the physical challenges, but the puzzles are too difficult. Next time I will give it my best try. I won a year's supply of Calpico once.

**GRAND PARENT FETISH:** You like grandmas and grandpas. You like how they smell. How they walk and talk.

• **COMPLAINTS:** Grandparents are usually so cute, but they were too rude. I wish my grandma was here. When she did laundry it smelled like jasmine and old houses.

**GUNDAM COLLECTOR:** GUNDAM! You build them, paint them, and trade them. Nothing brings peace to your day like a new Gundam kit, relaxing at your desk.

• **COMPLAINTS:** Char Aznable must have made these machines! What is this Pat Labor?

**HOARDER:** It's not a matter of collecting things, you just never can let things go. You have items scattered everywhere in your apartment, including many things from several generations back.

• **COMPLAINTS:** I think I lost a sock. Oh, I found an extra sock. I will keep it just in case someone wishes to reclaim it. This empty Detergent-Sama bottle might be useful. People waste so much; they should save more.

**HOME DECORATION:** What is life without home?! You make sure all of your family and guests are comfortable and happy in your meticulously curated home.

• **COMPLAINTS:** We should clean these windows. Next time I will bring some candles. My curtains would look good here.

**JAPANESE HISTORY:** Japan is rich with useful and fun history! You hold a PHD, and curate several small museums.

• **COMPLAINTS:** The Bakufu Government was a very important period of Japanese history. Most people don't understand that it wasn't Tokugawa, but his grandson.

**KENDO PRACTITIONER:** The Book of Five Rings was useful to guide your spirit. Martial arts are a tool for understanding self.

• **COMPLAINTS:** Uus. These hakama smell like Godzilla. I want bouken.

**LOWRIDERS:** Custom fitted-out low riding scooters, one centimeter is the goal of the drop. Yes, you can snap a photo. I would be honored.

• **COMPLAINTS:** I scraped my skid plate and it fell off today. I can't wash my leather jacket in this machine. Have you seen my black pants? I think they were in this dryer.

**MOM LOVER:** Your mother is the most amazing person, and should be appreciated. You love mom.

• **COMPLAINTS:** Mom didn't call me today. I will video chat her tonight. Mom forgot to include detergent, but it's okay.

**MUDLARKING:** Storm drains, old forests, ancient irrigation, you know all the best spots to find history and won't share!

• **COMPLAINTS:** These mud-stains won't come out of my herringbone tweed coat. The Kamakura period yen coins were in my pants pocket! They must have gone into the drain.

**NOISE MUSIC:** Patterns are the soul. Some of your favorite musicians are Ryoji Ikeda, Keijo Haino, and Akifumi Nakajima.

• **COMPLAINTS:** You're bored. You wish there were more things to tap on, why aren't there more things to tap on.

**OCD ORGANIZER:** Everything must be perfect! You like to touch things many times over and over, to make sure it's perfect.

• **COMPLAINTS:** You cannot mix detergents of different brands! You cannot mix colors! You cannot mix male and female laundries! That machine is not perfectly in line with the others!

**PACHINKO ADDICT:** After work, it's Pachinko time. You crave those steel balls, rippling music, and crazy lights!

• **COMPLAINTS:** You washed your golden ticket because it was left in your pocket!! Where did all your money go?!

**PARASITOLOGY:** The thrill of study keeps you going; there are parasites in us all!

• **COMPLAINTS:** These clothes are still damp. There still could be eggs in them. I should dry them again on high heat. I will leave a note to the matron to sterilize the washing machine. Did you know a tape worm can grow up to 20 meters inside of you?

**ROBO SOCCER:** You constantly improve your robo soccer squad. There's only a few months until the quarter final!

• **COMPLAINTS:** We lost again. I forgot to charge the robot; it is moving so slowly. Our robot falls over on penalty kicks.

**SACRED LOVE:** Love belongs to the soul and is needed for balance and replenishment. You have spent much of your life on this healing art.

• **COMPLAINTS:** Why is so much love being made unsacredly these days? Love is the highest emotion. We must cherish love always. Do not abandon love, but love always. I do not think this washing machine loves me very much, it has taken another one of my socks.

**SPORTS ADDICT:** You love to go to the bar and talk sports with your friends, and you also wonder what cricket is like to play... It is the sport you haven't tried.

• **COMPLAINTS:** The wash is taking too long. I am going to miss kick off. Next time, Japan is going to be in the World Cup Finals! Look out, Korea!

**SWEETS BUFFET:** Unlimited sweets for 90 minutes! You love those cafes.

• **COMPLAINTS:** My mom ate most of the brownies she made, and I wanted at least one corner, which isn't fair. The Sweets Paradise was out of swedish rolls again.

**TOO NICE:** No one is ever wrong; they are just scared and need help. Everyone should be put first! You are determined to make the world wonderful!

• **COMPLAINTS:** It's too bad there aren't more seats in here, so everyone could sit down, I feel bad. You should use my Detergent-Sama, I'm not using it. I have plenty. I can do my laundry tomorrow. It makes me feel good when you use my dryer. I have too many loads of laundry to do, you go first. Sing, "The sun will come out tomorrow."

**FAVORITE PLATITUDE:** Given your mood, copy one or two platitudes (general meaningless compliments) from the back of the character sheet that your character might give.

**ASSIGNING LAUNDRY:** At the start of each of the three days, the facilitator will give a combination of laundry and resources to patrons of the laundromat.

You will follow this process for each player, including yourself: First draw one card at a time until you get a dryer card. Take all laundry items with an exact match shown on the cards drawn and give them to the player (max five items), and 100 yen for each item given (max 300 yen). If an item is not available in the supply, it will be ignored and no resources will be given for that card. Give 1 detergent for each washer card (max 2). If there is no detergent left in the supply none will be given. If a player would not receive any clothing items this round, give them one random clothing item from the supply, but no yen. Note that any unspent yen may be kept between days.

Upon the start of the next day, draw cards and give resources and laundry using the same method above; however, be sure to start with the last player to receive resources on the previous day and go around in the opposite direction.

**COMPLETED CHARACTER:** See page 29 for an example of a completed character sheet with the cards drawn, and pages 15-16 for a blank version capable of being copied. If you wish to speed up character creation, you can simply check one box for each section, of your choice, instead of randomizing.

You can also roll a d6 instead of flipping laundry cards.



AKI-SUITS  
SH-0425 TOKYO-T0  
CHD/00R-KU I-CHOME-T5  
070 4212 4593

NAME: Fumio Hiroo

TEL. NUMBER:

#### POLITENESS

☐ Impolite ☒ Neutral ☐ Polite ☐ Very Polite ☐ Most Polite

#### BACKGROUND

☐ Pokemon Player ☐ Exchange Student ☐ Tech Worker ☐ Salary Woman ☐ Salary Man ☐ Yoga Instructor  
☐ TV Personality ☐ Friend for Hire ☐ Architect ☐ Whale Activist ☐ Farm Hand ☐ Robotist  
☒ Zoo Keeper ☐ City Cleaner ☐ Writer ☐ Government Worker ☐ JR Train Conductor ☐ Grocer  
☐ Street Performer ☐ Game Show Host ☐ Artisan ☐ Bicycle Attendant ☐ Jazz Musician ☐ Kawaii Lovaaa  
☐ Retail Worker ☐ QB Cuts Stylist ☐ Vampire ☐ Yakuza Underboss ☐ Conbini Grandpa ☐ Model  
☐ Coffee Roaster ☐ Game Designer ☐ Cultist ☐ Dog Trainer ☐ Tour Guide ☐ Cripes Chef

#### QUIRK OR HOBBY

☐ Alcoholic ☐ Exotic Pet Collection ☐ Wool Sweaters ☐ Gundam Collector ☐ Mom Lover ☐ Robo Soccer  
☐ Lowriders ☐ Cephalopod Translator ☒ feed Stray Cats ☐ Competitive Eater ☐ Medlarking ☐ Sacred Love  
☐ Drugs ☐ Body Pillow BF/GF ☐ Foreigner Fever ☐ Home Decoration ☐ Noise Music ☐ Sports Addict  
☐ Carefree ☐ Grandparent Fetish ☐ Fruit Is Gross ☐ Japanese History ☐ OCD Organizer ☐ Sweets Buffet  
☐ Hoarder ☐ Game Show Contestant ☐ Eating Crêpes ☐ Kendo Practitioner ☐ Pachinko Addict ☐ Conservative  
☐ Too Nice ☐ Emotionally Unstable ☐ Dangerous Sushi ☐ Baseball Lover ☐ Parasitology ☐ Always Hot

#### MOOD

☐ Silly ☐ Depressed ☐ In Love ☐ Overjoyed ☐ Frantic ☐ Angry  
☐ Nostalgic ☐ Honored ☐ Confused ☐ Lonely ☐ Sappy ☐ Hungry  
☐ Religious ☐ Uncomfortable ☐ Displaced ☐ Control Freak ☐ Sleepy ☐ Passionate  
☐ Flirty ☐ Bored ☐ Thirsty ☐ Secretive ☐ Autopilot ☐ Seclusive  
☐ Classy ☐ Business-like ☐ Bitter ☐ Cuddly ☐ Unusual ☐ Drained  
☐ Cat-like ☐ Affectionate ☐ Philosophical ☒ Seductive ☐ Nervous ☐ Triumphant

#### FAVORITE COMPLAINT:

- THERE'S SO MANY SCRATCH MARKS ON ME.
- ATSUKU SHOULD NOT EAT SO MUCH...

#### FAVORITE PLATITUDE:

- EVERYONE LOOKS VERY NICE TODAY.
- HAIR IS CUTE.



AFTER SHUFFLING:  
UNDERWEAR =  
VERY POLITE



AFTER SHUFFLING:  
PILLOW CASE + SHIRT =  
ZOO KEEPER



AFTER SHUFFLING:  
PANTS + PILLOW CASE =  
FEED STRAY CATS



AFTER SHUFFLING:  
BRA + SOCKS =  
SEDUCTIVE



AFTER SHUFFLING: GIVE 5 CLOTHING ITEMS, 300 YEN, AND 1 DETERGENT BOTTLE.



NAME:

TEL. NUMBER:

## POLITENESS

☐ Impolite

☐ Neutral

☐ Polite

☐ Very Polite

☐ Most Polite

## BACKGROUND

<input type="checkbox"/> Pokemon Player	<input type="checkbox"/> Exchange Student	<input type="checkbox"/> Tech Worker	<input type="checkbox"/> Salary Woman	<input type="checkbox"/> Salary Man	<input type="checkbox"/> Yoga Instructor
<input type="checkbox"/> TV Personality	<input type="checkbox"/> Friend for Hire	<input type="checkbox"/> Architect	<input type="checkbox"/> Whale Activist	<input type="checkbox"/> Farm Hand	<input type="checkbox"/> Robotcist
<input type="checkbox"/> Zoo Keeper	<input type="checkbox"/> City Cleaner	<input type="checkbox"/> Writer	<input type="checkbox"/> Government Worker	<input type="checkbox"/> JR Train Conductor	<input type="checkbox"/> Grocer
<input type="checkbox"/> Street Performer	<input type="checkbox"/> Game Show Host	<input type="checkbox"/> Artisan	<input type="checkbox"/> Bicycle Attendant	<input type="checkbox"/> Jazz Musician	<input type="checkbox"/> Kawaii Lovaaa
<input type="checkbox"/> Retail Worker	<input type="checkbox"/> QB Cuts Stylist	<input type="checkbox"/> Vampire	<input type="checkbox"/> Yakuza Underboss	<input type="checkbox"/> Combini Grandpa	<input type="checkbox"/> Model
<input type="checkbox"/> Coffee Roaster	<input type="checkbox"/> Game Designer	<input type="checkbox"/> Cuihist	<input type="checkbox"/> Dog Trainer	<input type="checkbox"/> Tour Guide	<input type="checkbox"/> C�pe Chef

## QUIRK OR HOBBY

<input type="checkbox"/> Alcoholic	<input type="checkbox"/> Exotic Pet Collection	<input type="checkbox"/> Wool Sweaters	<input type="checkbox"/> Gundam Collector	<input type="checkbox"/> Mom Lover	<input type="checkbox"/> Robo Soccer
<input type="checkbox"/> Lowriders	<input type="checkbox"/> Cephalopod Translator	<input type="checkbox"/> Feed Stray Cats	<input type="checkbox"/> Competitive Eater	<input type="checkbox"/> Mudlarking	<input type="checkbox"/> Sacred Love
<input type="checkbox"/> Drugs	<input type="checkbox"/> Body Pillow BF/GF	<input type="checkbox"/> Foreigner Fever	<input type="checkbox"/> Home Decoration	<input type="checkbox"/> Noise Music	<input type="checkbox"/> Sports Addict
<input type="checkbox"/> Carefree	<input type="checkbox"/> Grandparent Fetish	<input type="checkbox"/> Fruit Is Gross	<input type="checkbox"/> Japanese History	<input type="checkbox"/> OCD Organizer	<input type="checkbox"/> Sweets Buffet
<input type="checkbox"/> Hoarder	<input type="checkbox"/> Game Show Contestant	<input type="checkbox"/> Eating Cr�pes	<input type="checkbox"/> Kendo Practitioner	<input type="checkbox"/> Pachinko Addict	<input type="checkbox"/> Conservative
<input type="checkbox"/> Too Nice	<input type="checkbox"/> Emotionally Unstable	<input type="checkbox"/> Dangerous Sushi	<input type="checkbox"/> Baseball Lover	<input type="checkbox"/> Parasitology	<input type="checkbox"/> Always Hot

## MOOD

<input type="checkbox"/> Silly	<input type="checkbox"/> Depressed	<input type="checkbox"/> In Love	<input type="checkbox"/> Overjoyed	<input type="checkbox"/> Frantic	<input type="checkbox"/> Angry
<input type="checkbox"/> Nostalgic	<input type="checkbox"/> Honored	<input type="checkbox"/> Confused	<input type="checkbox"/> Lonely	<input type="checkbox"/> Sappy	<input type="checkbox"/> Hungry
<input type="checkbox"/> Religious	<input type="checkbox"/> Uncomfortable	<input type="checkbox"/> Displaced	<input type="checkbox"/> Control Freak	<input type="checkbox"/> Sleepy	<input type="checkbox"/> Passionate
<input type="checkbox"/> Flirty	<input type="checkbox"/> Bored	<input type="checkbox"/> Thirsty	<input type="checkbox"/> Secretive	<input type="checkbox"/> Autopilot	<input type="checkbox"/> Seclusive
<input type="checkbox"/> Classy	<input type="checkbox"/> Business-like	<input type="checkbox"/> Bitter	<input type="checkbox"/> Cuddly	<input type="checkbox"/> Unusual	<input type="checkbox"/> Drained
<input type="checkbox"/> Cat-like	<input type="checkbox"/> Affectionate	<input type="checkbox"/> Philosophical	<input type="checkbox"/> Seductive	<input type="checkbox"/> Nervous	<input type="checkbox"/> Triumphant

FAVORITE  
COMPLAINT:

FAVORITE  
PLATITUDE:





## PLATITUDES

- ☐ This has been wonderful, hasn't it?
- ☐ Your parents would be proud.
- ☐ I'm happy for you.
- ☐ Thank you very much. Thank you, thank you... thank you.
- ☐ I agree with almost everything that you've said.
- ☐ I will try my best.
- ☐ Your mind is very sharp.
- ☐ You are very good at doing your laundry.
- ☐ You must have done this before.
- ☐ I really enjoyed your company today.
- ☐ This machine is shiny like our souls.
- ☐ We all did our best.
- ☐ Today is a good day.
- ☐ Today was very enjoyable.
- ☐ I hope I can do even better next time.
- ☐ I will try to assist you, thank you.
- ☐ My detergent worked very excellently.
- ☐ Your English is very good.

## COMPLAINTS

Complaints can be found listed with your Quirk or Hobby in the Coin Laundry Operator's manual.

## MR. SUDSY CUSTOMER DAILY SATISFACTION SURVEY!

		Was your laundry washed and dried to your satisfaction?			
		Were you able to express your mood to the other customers?			
		Take a new mood for the next day and shift politeness level one to the right. Receive a new load of laundry.			
		Your mood remains unchanged or take an additional second mood for the next day. Shift your politeness level one to the left. Receive a new load of laundry.			
		Take a new mood. Receive a new load of laundry. Also, your unwashed or damp laundry carries over to the next day.			
		Shift your politeness one to the left. Your mood remains unchanged, but randomly select an additional quirk to introduce on the following day. Retain your laundry from the previous day and receive a new load of laundry.			

**THANK YOU FOR CHOOSING MR. SUDSY! WE HOPE YOU HAD A PLEASANT LAUNDRY.**

**DOING YOUR LAUNDRY:** Each day you need to do your laundry at the laundromat before you can leave. When you walk up to use a machine, remember to be polite to others in the laundromat; perhaps ask if it is ok for you to use a machine.

To run a load of laundry, you need to use a detergent bottle and spend 100 yen. To run a dry cycle, you need to spend 100 yen. It is also necessary for the door to be completely shut to start a cycle. Place your yen or detergent back into a general supply after using them. In certain cases, it may be useful to ask for yen, detergent, or to share a load of laundry with a stranger. This should be handled through polite conversation.

After you place your clothes in the washer or dryer, close the door and pay for the cycle, then wait a few minutes before the cycle completes. If you are not able to complete your laundry for the day, you may be forced to leave it undone. You will have to take it with you and try again the next day in addition to any new laundry received.

**POINTS OF CONFLICT:** If a point of conflict ever arises, such as two players not agreeing to let the other use a machine, or disagreeing on whose socks are whose, shuffle the cards and give half the deck of cards to each player. They will then flip one card at a time, until the first player to get a washer or dryer, who will win the conflict. If you both get a machine, you will be forced to share or compromise.

**MOOD, COMPLAINT, AND PLATITUDE:** In addition to doing your laundry each day, you explore your mood. Playing with your mood will either lead to you complaining or offering a general insincere platitude to a person or the whole laundromat.

Never reveal your mood directly. To explore your mood, engage in conversation with others in the laundromat. For example: If your mood is bored, try to have someone entertain you. If your mood is frantic, did someone calm you down? It is very important that you do not explicitly ask for someone to fulfill your mood; it must happen naturally. You can engage in topics other than what your mood indicates.

Before you leave the laundromat each day, you **MUST** do one of the following:

**MOOD UNSATISFIED:** If you feel that your mood persists toward the end of the day, you must complain before leaving the laundromat. Use one of the complaints you wrote down.

**MOOD SATISFIED:** If you feel that your mood has been engaged and fulfilled this day in the laundromat, you must offer a platitude that you wrote on your character sheet to a person or the laundromat in general before leaving.

**DAY 1:** When everyone is ready to start, players may begin entering the laundromat at their will. Remember that you are a new person now; you are the character on your sheet. It will bring more excitement and put everyone at ease if you embody your characters back-ground, quirk, and mood.

After you have attempted to do your laundry and given a complaint or platitude, you should then leave the laundromat and fill out the Mr. Sudsy Customer Satisfaction Survey which will guide you through any additional steps that are needed before the next day begins.

**DAY 2:** Randomize a new time of day and weather (leaving the season the same), and write them in the next section on the small notepad. Randomize and give players new laundry/resources using the cards, remembering to start with the last player and go in reverse order. All resources left over from the previous day will also be kept by players. In addition, you will also draw cards and state an extra event for day 2 using the chart below:

DAY 2 EVENTS					
					
	Finches	Abe Abe Abe	Popcorn	Spill	Hat
	No Change	Cat	Dog	7-11	Meows
	Bubbles	Detergent-Sama	Empty Office	No Socks	Candy

**7-II:** 7-11 has free ice cream today!

**ABE ABE ABE:** "Abe Abe Abe" is shouted from megaphone vans every 30 seconds.

**BUBBLES:** There is a foam of bubbles coalescing around the drain on the floor.

**CANDY:** There are individually wrapped candies about.

**CAT:** There is a Coin Laundry cat sitting on the dryer.

**DETERGENT-SAMA:** One free sample of Detergent-Sama detergent is sitting on a washing machine (place a detergent on a machine if available).

**DOG:** There is a lost dog begging for food at the door.

**EMPTY OFFICE:** The office door is ajar and the office is empty.

**FINCHES:** Finches flutter into the laundromat.

**HAT:** A hat is sitting unclaimed on one of the benches.

**MEOWS:** You hear soft meows from the streets every so often...

**NO CHANGE:** 'No Change Given' sign is posted on the door.

**NO SOCKS:** No one can find their socks (remove all socks and place them in the box).

**POPCORN:** Free popcorn being handed out by the laundromat owner.

**SPILL:** Someone spilled coffee on the door and just left it there! Outrageous!

Read the event aloud to the group before starting the day. At the end of the day, everyone will fill out Mr.Sudsy's Customer Satisfaction Survey again.

**DAY 3:** The day 3 setup will be the same as day 2, however you will use the chart on page 21 instead. Note that this is the final day, and your last chance to finish your laundry and

satisfy your mood. Once everyone has left, you will give a short outro for your character, stating what was on your character sheet and what happened during these past three days at the laundromat if you wish. It is also advised to share what happens to your character in the future.

### DAY 3 EVENTS

					
	Kaiju	Socks	Purikura	Detergent-Sama	Power Out
	Closed	Earthquake	Celebrity	Penis Festival	Murder Case
	Pouring Yen	Fire Drill	Free Pastries	Steamy	Monkey
	Robot Greeter	Survey	Moody	Pink	Body Pillow

**BODY PILLOW:** What was not clear to one of you, is suddenly apparent! You are a body pillow, being brought to the laundromat by one of the other patrons... If you have this realization, confront the person you belong to.

**CELEBRITY:** There is an infamous TV celebrity in the laundromat today! Everyone is too shy to talk to them, but whispers spread quickly among those doing their laundry. Who is it, and what are they famous for?

**CLOSED:** Upon arriving at the laundromat, you find a sign that reads 'closed for the day'. All of the lights are out, and you can see a woman sitting in the very back eating a sandwich with the TV on. She never responds.

**DETERGENT-SAMA:** The Detergent-Sama mascot, and a full team, come in singing the Detergent-Sama chant and handing out free detergent.

**EARTHQUAKE:** At some point during the day, the player who drew for earthquake must make loud beeping sounds. This signifies a large earthquake is inbound, and will likely arrive within 5 seconds. The earthquake causes the walls to sway, detergent falls from the shelves, and the store owner looks bored throughout the entire process.

**FIRE DRILL:** The large office building next door has the fire alarm blazing. The sidewalk in front of the laundromat is

packed full with people in business suits. You can barely move through the tightly packed crowd.

**FREE PASTRIES:** Someone left a box of cakes and cookies on top of one of the machines with a note that reads, "We made too many pastries this morning at Cocofulu, enjoy!"

**KAIJU:** There is a loud thumping sound of drums in the distance... The Kaiju is AWOKEN!

**MONKEY:** There's a monkey all alone in the laundromat, sitting complacently on one of the benches, looking around.

**MOODY:** Swirling lights dance around the laundromat, making you dizzy. Give the person to your left your mood.

**MURDER CASE:** A TV in the laundromat broadcasts the constant story of a multi-murder case in the local neighborhood, stating that the killer has not been caught...

**PENIS FESTIVAL:** It's the time for the Penis Festival! Let us celebrate fertility with a penis banana.

**PINK:** The laundromat has been remodeled, and everything inside is now monochromatic pink!

**POURING YEN:** You enter the laundromat only to find the change machine is broken and pouring yen out onto the floor.

**POWER OUT:** The power is cycling on and off, you notice a backup light is constantly flickering in the back with some zit-zat sounds. You must draw a card every time you attempt a dry cycle.

Clothes = Your money comes back out, Washer = It works correctly, Dryer = The machine permanently breaks.

**PURIKURA:** You enter the laundromat to find one of the washing machines has been replaced with a Purikura machine, remove one of the washers before the day starts.

**ROBOT GREETER:** You enter to find a robot greeting you, explaining how the laundry machines work. It is clear that there are brand new machines at the laundromat, state of the art, but they now cost 200 yen to operate.

**SOCKS:** Put all the socks in the washing machines and dryers (taking them from players if necessary); they are dirty and mysteriously left there...

**STEAMY:** The laundromat is warm and steamy inside, you can only see a few centimeters in front of your face.

**SURVEY:** You find surveys scattered all around the laundromat seats. To fill out the survey for Mr.Sudsy, please visit [jordandraper.com/mrsudsy](http://jordandraper.com/mrsudsy) and email your completed survey to [talk@jordandraper.com](mailto:talk@jordandraper.com).

Thanks for visiting Mr.Sudsy's Laundromat!

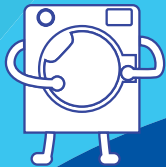
どうもありがとうございました!







MR. SUDSY



綺麗!!!