

SUDSY MONEY



PLAYERS: 1

TIME: 20 MIN

DESIGNER: JORDAN DRAPER

GAME TYPE: STRATEGY PUZZLE, PUSH YOUR LUCK

In this business game, you run a laundromat in the hopes of earning enough money to buy Japanese items you've wanted for your whole life!

SETUP: This game requires a writing utensil. Set out two washing machines, then take 400 yen, 4 detergents, and the notepad and place them in front of you. Shuffle the cards and place them to the side, along with the rest of the yen, all of the fabric clothes, and the rest of the laundry machines.

The goal of the game is to purchase all of the items you set out to purchase at the beginning of the game. If you don't manage to buy them all, you will lose. If you purchase them all before game end, their sum value will be your score!

GAMEPLAY: The game will take place over 6 rounds, or until the deck runs out. At the end of each round, you will have one opportunity to purchase a single item from your list. Before

you start playing, you will write 1-6 items on your notepad next to each of the boxes in the first section. You may only write each unique item once, picking from the list below:

100 Yen	BOSS Coffee	Grape Soda
200 Yen	Kawaii Keychain	Wallet
300 Yen	Gotcha Gotcha Toy	Catzilla
400 Yen	Umbrella	New Socks
500 Yen	Special Ramen	Washi Cats Game
600 Yen	MUJI Plant	Japanese Flute



Here is an example wish list, with BOSS Coffee, a MUJI Plant, Kawaii Keychain, and an Umbrella. Note: The items picked do not have to be in any particular order, as you can choose which to purchase at the end of each round. You may pick 2 items that are the same price, but not the same item twice.

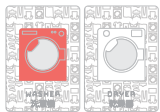
PLAYING A ROUND: Each round, you will do the following before starting a

new round. All steps before '6) ROUND END' are optional and may be skipped.

1) LOAD: If you have an empty washing machine, open the door to prepare it for loading.

2) DRAWING CARDS: If you have a single washing machine door open, begin flipping cards one at a time. If you get a clothing item, take that exact item from the main pile and load it into the open machine. You now have the option to close the door, or keep drawing cards to try adding more similar color items. If you continue drawing cards, keep loading items of the same color until you draw an item of a different color. When this happens, you must close the door, and choose to either open a new empty machine should you have it and load the item there, returning to the beginning of step 2, or, close the door and discard the new item. All discarded clothing items are out of the game. You may continue this process until all your machines have clothes inside if you wish.

NOTE: All drawn cards are kept in a discard pile, if you draw the final card, finish the round as you normally would. The game will then end.



MAINTENANCE CARDS: If you draw one of these cards, you must pay 100 yen to the supply if you have any of those machines (thus you will always pay 100 yen in total if a washing machine card is drawn). NOTE: If you draw a maintenance card and have no yen, you will lose the game immediately.

3) RUN A WASH: After you have finished loading and drawing cards for the round, you may run wash cycles. Choose any number of machines with clothes inside, pay 1 detergent bottle per machine to the supply, and take all clothes out. Count the number of clothes you washed (a pair of socks count as a single item), and receive 100 yen from the supply for each item. *Optionally, you may refuse the 100 yen per item from the supply, and move like color items into an empty dryer, or a dryer with similar color items inside.

***DRYING CLOTHES:** During step 3 of rounds 3 & 6 only, you may run free dry cycles. This happens after you run a wash, should you wish to. Take all items out of the dryers you wish to use, receive 200 yen from the supply for each item, and discard all clothing items.

4) SUPPLY RUN: You may now purchase items from the supply, for 100 yen each, in any quantity: Detergent bottle, washing machine, or dryer. Take them for use from the supply.

5) WISH LIST: You may now purchase a single item from your wish list. Pay the yen to the supply, and check off one of your beloved items of wanting.

6) ROUND END: Return to step 1, unless it is the 6th round or the deck of cards has run out. If any items on your wish list were not paid for, you write DEBT! on your list and lose. If you managed to purchase everything, add the sum value, and this is your score!