

# TOTEM OF THE LAUNDRY CDD

**PLAYERS:** 2-4

**TIME:** 30 MIN

**DESIGNER:** JORDAN DRAPER

**GAME TYPE:** DEXTERITY, PUSH YOUR LUCK

Can you appease the detergent-sama with your laundry transfer skills??

**SETUP:** In the center of the table, stack the two dryers, and then two more washers for easy difficulty, three for medium difficulty, or all four (totalling six machines) for hard difficulty. When stacking the machines, rotate each one 90 degrees clockwise from the one below.

Split the 21 yen coins evenly among players, discarding any remainders. Remove all of one color laundry clothes cards, then shuffle the remaining cards and place them in a draw deck face down. Place all of the detergent, magazines, and newspapers in a pile. Place one color of clothing on the table, and the other in the box.

**OBJECTIVE:** To collect the most laundry.

**GAMEPLAY:** The last player to do their laundry will go first. They flip the top card, take the

item drawn, and place it into the top machine.

\*Note that you may only touch the machine you are loading into, and any machines below it. It is never allowed to touch machines above the machine you are using.

\*For extra hard difficulty, place a detergent bottle, magazine, or newspaper, on top of the machine you just loaded an item into at the end of your turn. At most a machine may have two items placed on top of it, if there are already two items, you will not place anything.

The next player in clockwise order then draws a new card, and loads that item into the top most machine, and so on. If you draw a clothing card and the item is already in a machine (thus not in the laundry pile), you must take it out of the machine it is currently in, and then move it into the machine directly below it.

If you draw a washer or dryer card, you will move an item that is in a machine directly above a washer or dryer of your choice (depending on which card you drew), and move it into that machine. If there are no valid options, you will draw a new card.

**PURCHASING CLOTHES:** After you have moved your clothing item for the turn and shut

the door of the machine, you have the option to buy this item for yen. To figure out how much the item will cost, count up how high the machine is on the stack, and this will be the amount to pay. For example, if the item is in the third machine up, you pay 300 yen to purchase it. Pay your yen to the center, and attempt to take out the item. Place it in front of you as part of your new collection. \*Note that if a clothing item makes it all the way to the bottom machine, it is free to purchase at the end of your turn.

**PENALTIES:** If any items fall off of the stack on your turn, you must pay 100 yen per item that fell. You will not replace these items. If you do not have yen to pay for the fallen items, you must pay with clothes you have purchased. If you do not have any yen or clothes, and no other players wish to give you yen, you will not pay anything.

**GAME END:** When all of the laundry items have moved through the machine stack, or a player knocks over the machine stack, the game ends immediately. The player with the most clothes is the winner! Yen breaks ties.

**SOLO MODE:** See how far you can get, starting with ten 100 yen coins.