



# VEND MACHINE



**PLAYERS:** 2-6

**TIME:** 15-30 MIN

**GAMES REQUIRED:** TOKYO COIN LAUNDRY & TOKYO JIDOHANBAIKI

**DESIGNER:** JR HONEYCUTT, JORDAN DRAPER

**GAME TYPE:** TACTICAL APPLIANCE WARFARE

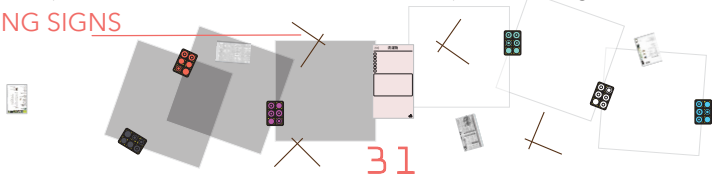
Vend Machine incorporates new terrain and a vending machine unit into Wash Machine.

**SETUP:** Follow all of the regular rules in Wash Machine, with the following added terrain:

**SIGNS:** Slide sets of vending signs together in a V shape, and place them around the arena.

**CRATES & DRINKS:** Fill the six crates with all 36 drinks sorted by color, give each player 3, and have them place them in a chain, 1 bedsheet apart, starting from the notepad.

## VENDING SIGNS



The vending machine may now be drafted as a new unit! This also opens up a way to play the game with 3 parties, drafting with 6 points instead of 8. The vending machine has the following stats and abilities:

⑥ **VENDING MACHINE:** 6pts. / 6hp / triangle move / vend attack.

The vending machine has no basic attack, but instead uses collected ammo (drinks) to take a special vend attack. When the game starts, the vending machine must pick up ammo by moving and touching a crate full of drinks. When the vending machine ends its movement touching a crate, take all drinks from inside. On a later turn, instead of moving, you make a take a shot with the vending machine by dropping any number of collected ammo into the vending machine. As the ammo rolls from the front of the machine, each drink that hits an enemy unit counts as a normal shot, and damage will be calculated just as a standard attack would be, separately for each drink that hits. Any used drinks are returned to their original crate after the shot is finished.

