



WASH MACHINE



PLAYERS: 2-4

TIME: 15-30 MIN

DESIGNER: JR HONEYCUTT, JORDAN DRAPER

GAME TYPE: TACTICAL APPLIANCE WARFARE

Wash Machine is an all-out war of washer, dryers, and detergent snipes! Last machine standing wins.

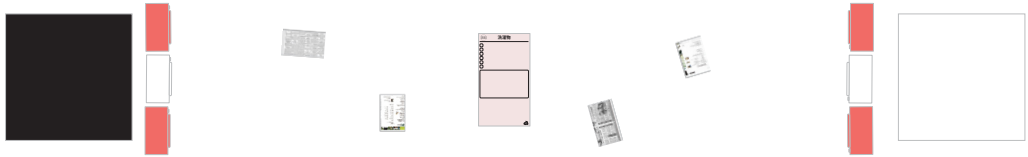
SETUP: Assemble into two teams. Each team has 8 points to spend on drafting units.

Alternate between teams choosing units. Draftable units and stats follow:

② **WASHING MACHINES:** 2pts. / 2hp / square move / standard attack / detergent snipe.

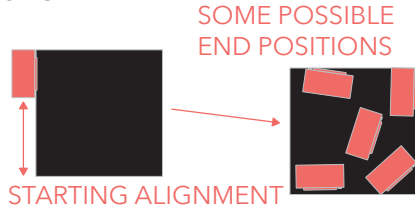
④ **DRYERS:** 4pts. / 4hp / triangle move / standard attack / bull rush attack.

After all units are drafted, set them on opposite back lines of the table. Place a number of coins equal to their HP inside of each machine. Give each team a bed sheet. Place the notepad in the dead center of the table, and scatter the newspapers, magazines, and/or any other small items of your choice on the table evenly between both sides. This is terrain. Place all of the cards nearby. The youngest player goes first. Each unit on your team will take a single action, consisting of moving, shooting, or making a special attack.



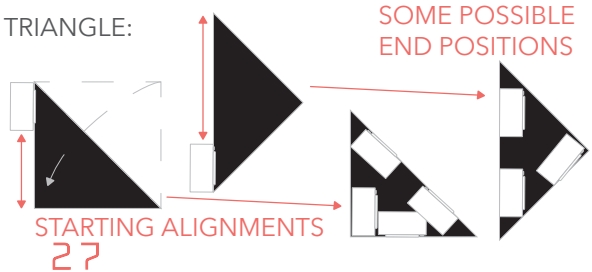
MOVE: Movement utilizes the bedsheet and is different for each unit. Washing machines have a square movement. Take an unfolded bedsheet, align one edge entirely touching the front of the machine, and then move that unit anywhere. The unit must remain on top of the bedsheet. Dryers have a triangle movement. Fold the bedsheet in half into a triangle. Placement follows the same rules as the washing machine.

SQUARE:



STARTING ALIGNMENT

TRIANGLE:

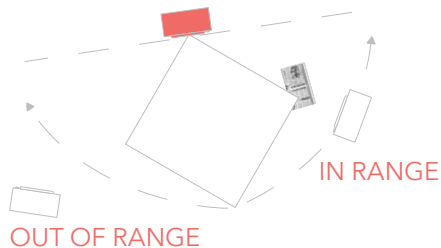


STARTING ALIGNMENTS

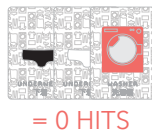
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It is possible to move past terrain; however, you may not end your movement on terrain.

STANDARD SHOT: Without moving the unit, take your bedsheet and check the distance of your shot by rotating it from corner to corner in front of the unit. If an enemy unit is within range of the corner of the bedsheet, you take a shot. To check for damage, shuffle the cards and turn them over one at a time until the attacking unit is revealed. Compare the number of revealed black and white clothing item cards. If there are more black items than white, the difference is the amount of HP the machines will lose. If there are equal or more white items, no damage is done. Terrain may be shot over.



EXAMPLE OUTCOMES



Remove a number of HP coins from the machine hit, equal to the damage dealt. If a unit

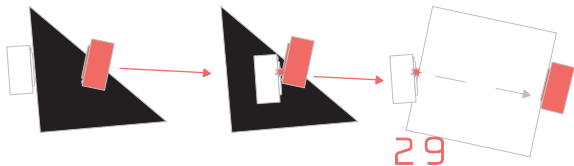
runs out of coins, lay it on its back, dead, as new terrain. Reshuffle all cards after each shot.

DETERGENT SNIPE: This special move is only for washing machines, and allows them to take a snipe shot. Place a detergent bottle on top of the machine, and then flick it in any forward facing position. If you physically hit any units (including your own) or multiple units with the detergent, you then check for damage as usual with a -1 hit penalty, and apply this to all units hit.



**SNIPESHOTS DO 1
LESS DAMAGE
THAN USUAL**

BULL RUSH: This special move is only for dryers, and allows them to move into an enemy unit using regular movement rules, dealing 1 damage and knocking them back 1 bedsheet width. If the unit collides with any terrain from the knockback, they take 1 additional damage as well.



**INSTANT 1 DAMAGE
AND KNOCK BACK**

DEAD LOCK: If at any time a unit ends its movement face to face with an enemy unit, they enter a dead lock, a 1v1 showdown to the death! Shuffle all cards, then deal 10 to each player face down. Players then flip one card at a time, with black clothing cards dealing 1 damage each to the enemy unit every time one is drawn. This continues until a unit is dead. Lay them on their back and continue the game as normal.



1 HIT!



MISS



1 HIT!



MISS



MISS



1 HIT!

GAME END: The last machine standing wins!