

WASH MATCH



PLAYERS: 2

TIME: 10 MIN

DESIGNER: itten

GAME TYPE: MEMORY, STRATEGY

SETUP: Place 4 washing machines on one side, and the 2 dryers on the other side with all of their doors open. Take out 2 washing machine cards, then place the remaining cards face down and shuffle them around. Give each player one full color set of clothes. Each player takes 5x 100 yen coins (500 yen total).

GAMEPLAY: The goal of the game is to earn 5 laundry points before your opponent. On your turn, you will flip two of the face down cards on the table:

DIFFERENT CARDS: If the cards do not match (for example a shirt and a dryer card) flip them over again, your turn ends.

CLOTHING MATCH: If the cards are matching clothing items (both shirts, both pillowcases, etc.) you will take that item from in front of you, and load it into one of the 4 washing machines. You may also put it in a machine that already has your clothes or your opponent's clothes in it. If the matching cards are for an item you no longer have in front of you turn the

cards face down again and do not shuffle the cards on the table or put any items in a machine. Hold onto those specific cards until next shuffle. (You do not put any items in a machine in this case.) The door of the machine is kept open until a player runs a wash, until then other laundry may still be added to it.

LAUNDRY ITEMS & POINT CALCULATION:

- Each laundry item is worth 1 point except for the bedsheet and the pair of socks.
- A bedsheet is worth 2 points. If a bed sheet is put inside a washing machine, no other laundry can enter this washing machine. (Also, a bedsheet can only be put into an empty washing machine.)
- When you make a match for socks, take the pair of socks worth 2 points. They may be put separately into two different washing machines, or together into a single machine. A sock is worth 1 point when counted individually.

WASHER MATCH: If you find two washing machine cards, choose a washing machine and run a wash by spending 100 yen (close the door of the machine when you do this). Then put all cards you have taken back to the center and shuffle them all to start a new round.

DRYER MATCH: If you find two dryer cards, choose a washing machine that has run a wash

and transport all items in that washing machine to a dryer and run it immediately by closing its door and spending 100 yen. Then put all cards you have taken back to the center and shuffle them all to start a new round.

WASHER & DRYER MATCH: You can choose a dryer and take all the clothes out of it. Deliver each item to whoever it belongs to (if there are 1 black sock and 1 white t-shirt, the black sock goes to the player playing black laundry and the t-shirt goes to the player playing white laundry). You don't need to pay for making this action. If no dryer is being used, simply put all cards back and shuffle them to start a new round. Once laundry items have been collected from the dryer, the items count for laundry points.

NOTES:

- When there is a washer match or a dryer match, it is mandatory to pay and operate a machine unless there is no machine that has any clothes in it.
- When you make a match but have no washer or dryer with clothes in it, simply put all cards back and shuffle them to start a new round.
- Whoever makes a pair and triggers a shuffle plays first in the next round.
- If you lose all 5 of your 100 yen coins, keep playing until you finish 5 points. However, if you flip cards to make another pair of washer or dryer cards, you run out of money and lose the

game immediately. Make sure you plan your way through finishing 5 laundry points with the starting budget.

GAME END: Whoever earns 5 laundry points first wins. If both players finish the game at the same time, whoever has more laundry points wins. If the points are even at this point, continue the game until either earns more points.