



FRAMEWORK DESIGN,
MODELING & ARTWORK:
JORDAN DRAPER

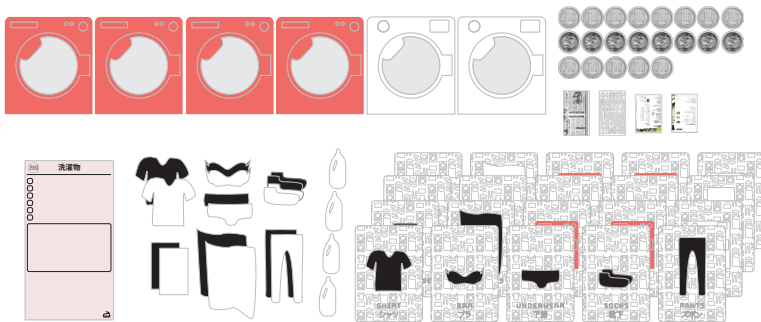
TOKYO COIN LAUNDRY

TOKYO COIN LAUNDRY

TOKYO COIN LAUNDRY is a game consisting of many smaller games from a conglomerate of international designers. The main gameplay focuses on real miniature laundry and washing machines. Each game is unique and may not utilize all included components.

CONTENTS

- 4 - Washing Machines
- 2 - Dryers
- 1 - 100 Page Notepad
- 16 - Fabric Clothing Items
- 4 - Detergent Bottles
- 20 - Mini-Sized Cards
- 21 - Die-Cut Yen Coins
- 2 - Die-Cut Magazines
- 2 - Die-Cut Newspapers



*To help choose the best game for your group, use this washing machine gauge for an estimation of the game's complexity. The more water, the more complex.

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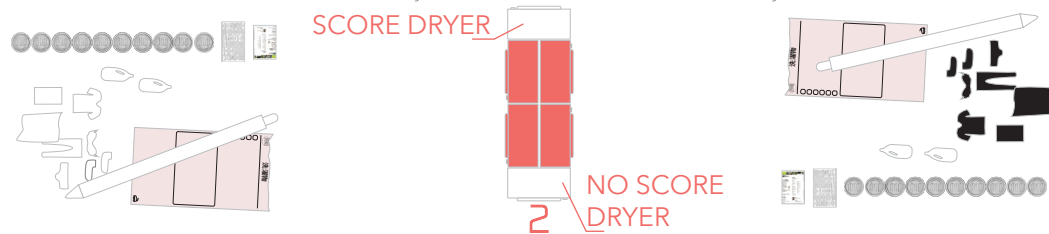


PLAYERS: 2
TIME: 15 MIN

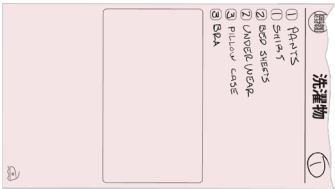
DESIGNER: JORDAN DRAPER
GAME TYPE: ABSTRACT STRATEGY

The objective in Coin-op is to wash and dry your laundry for more points than your opponent by the time the game ends.

SETUP: Each player needs a writing instrument (not included). Tear off one laundry ticket for each player. Give them one matching set of fabric clothes (laid out openly as shown), 2 detergent, 1 magazine, 1 newspaper, and 10 yen coins. Place the 4 washing machines in the center between both players, with 2 facing each player. Place the 2 dryers at the edges, and decide which one is a 'score dryer' and which is a 'no score dryer'.



GAMEPLAY: To begin, both players secretly assign a value to each of their clothing items. Write two 1s, two 2s, and two 3s on your laundry sheet. Next to each one, write the item you wish to assign to that value. Note: Don't write down socks; they are worth 5 each.



The first player to speak up goes first and marks their sheet with a circled 1. If this player triggers game end on their turn, the other player also receives one more turn. Players alternate turns, performing one of four actions on their turn:

LOAD: To load a machine, simply choose any one item of clothing in front of you, open any of the four washing machines (picking up one facing away from you if necessary), and place your clothing item inside. Players cannot touch or move any items in the machines.

*Note: Socks are loaded separately, not as a pair, and count as a single item.

WASH: To run a wash, pay 200 yen and a detergent bottle to the center. Open the machine you want to wash and pull out all items inside. Then, make the following checks:

- 2 ITEMS OR LESS:** If there are 2 or less items, move them into the 'no score' dryer.
- 3-4 ITEMS:** If there are 3 or 4 items, move them into the 'score' dryer, with the exception of 2+ socks (see below!).
- 5+ ITEMS:** If there are 5+ items, the machine is overloaded. Place the detergent bottle you used for the wash on top of the machine, it requires one more wash action performed by any player before the wash will complete. Return all items back to the washer.
- *2+ SOCKS:** If any completed wash has more than 1 sock in it (of any color combination), regardless of the other items, all socks from that wash are moved to the 'no score' dryer. Other items in this wash still move to the 'score' dryer.

DRY: To run a dryer, pay 200 yen and a magazine or newspaper to the center. Choose a dryer, and pull out all items inside. Place the items inside next to the dryer they were pulled from, openly displayed for all to see.

SHOP: To shop, trade in 200 yen to the center for an available resource there, either a detergent bottle, magazine, or newspaper.

GAME END: If both of single players socks have been dried, or if all of a players clothing items other than their socks have been dried, the game will end.

SCORING: Mark all the clothing items of your color that were successfully dried from the 'score' dryer on your laundry sheet, receiving points for them. Each sock you successfully dried is worth 5 points. Laundry dried from the 'no score' dryer are not worth any points, unless in pairs as follows:

- BOTH SOCKS:** 1 point
- UNDERWEAR & BRA:** 1 point
- PANTS & SHIRT:** 1 point
- BEDSHEET & PILLOWCASE:** 1 point

Count up your points, marking them on your laundry sheet, and the player with the most points is the winner!

In the case of a tie, the player who scored more 5 pt. socks wins. If still tied, share in freshness!

洗濯物

① PANTS

① SHIRT ✓

② BED SHEETS

② UNDERWEAR ✓

③ PILLOW CASE ✓

③ BRA ✓

① Sock + Sock

10 Points!

洗濯物

① Underwear ✓

① Bra

② Pants ✓

② Shirt

③ Bed Sheets ✓

③ Pillowcase

No pairs

11 Points



WASH MACHINE



PLAYERS: 2-4
TIME: 15-30 MIN

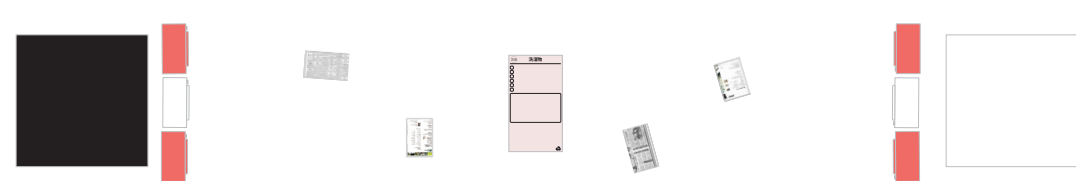
DESIGNER: JR HONEYCUTT, JORDAN DRAPER
GAME TYPE: TACTICAL APPLIANCE WARFARE

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:

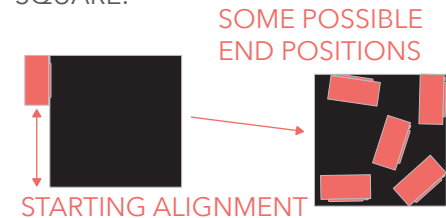
- ② WASHING MACHINES:** 2pts. / 2hp / square move / standard attack / detergent snipe.
- ④ DRYERS:** 4pts. / 4hp / triangle move / standard attack / bull rush attack.

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.

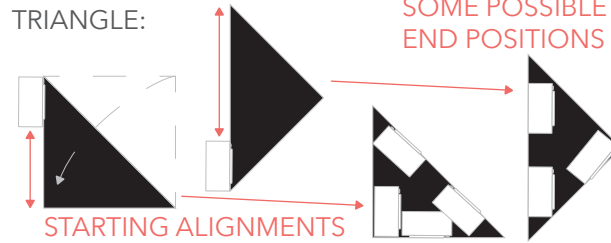


MOVE: Movement utilizes the bedsheet and is different for each unit. Washing machines have a square movement. Take an unfolded bedsheet, align one edge entirely touching the front of the machine, and then move that unit anywhere. The unit must remain on top of the bedsheet. Dryers have a triangle movement.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

SQUARE:



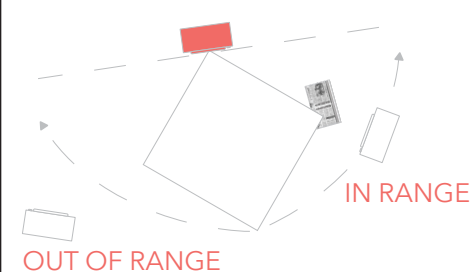
TRIANGLE:



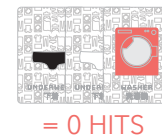
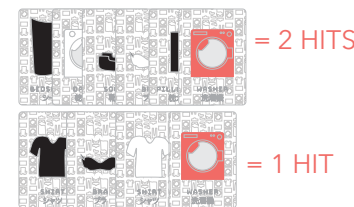
**SOME POSSIBLE
END POSITIONS**

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 white and black clothing items. 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

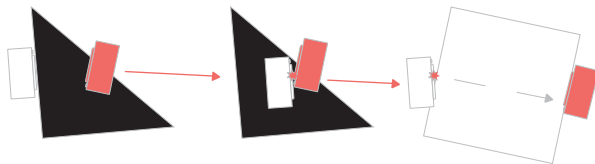
runs out of coins, lay it on its back, dead, as new terrain. Reshuffle all cards after each shot.

DETERGENT SNIPE: This special move is only for washing machines, and allows them to take a sniper 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.



SNIPER SHOTS 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 will 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 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!



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

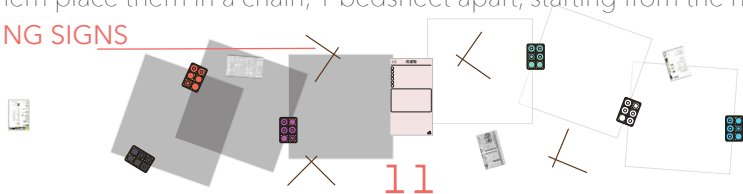
Vend Machine incorporates new terrain and a vending machine unit into Wash Machine.

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.

