

DIRTY LAUNDRY

How to wash your Dirty Laundry

Dirty Laundry is a 2 to 6 player sabotage shedding game. Players take turns to strategically place concealed items, action cards and garments into communal washing machines. The objective is to wash all your dirty laundry first. Pay close attention to your opponents as they might be out there to ruin your laundry.

Setup

Each player selects a character and places 3 **WHITE** and 3 **COLOUR** garments in front of them, **DIRTY** side (non **RUINED**) face-up. Align 3 **WASHING MACHINE** and 1 **CLOTHESLINE** in the centre. Shuffle the same number of **HAND WASH** as number of players into the deck. Remove all remaining **HAND WASH** out of play. Deal 3 cards to each player. The player who most recently washed their laundry starts the game.

Playing a Turn

Players begin their turn by **drawing 2 cards**, **making 2 moves** and then **discarding any extra cards** to end their turn. **Hand limit is 5 cards**. Players must make 2 moves each turn and cannot pass or discard a card as a move.

Moves

Load a Garment by placing a garment card below a washing machine or hand wash.
Place an Item face-down by stacking item cards above a washing machine or hand wash.
Activate an Action by placing an action card face-up and activating it immediately.

Loading Garments

DIRTY garments can be loaded into an empty washing machine, a washing machine containing other **DIRTY** garments, or your own hand wash. There is no limit on the number of garments per washing machine. **WHITE** and **COLOUR** garments may be loaded into the same washing machine.

DIRTY garments and **RUINED** garments cannot be loaded into the same washing machine.

Washing Garments

Use detergent to clean all garments. In addition, some garments require **FABRIC SOFTENER, STAIN REMOVER** or **MESH BAG**. Match item cards with the top right icon on garment cards. Play the **WASH** card to reveal all item cards in the washing machine. To determine whether your garments are clean or ruined see page 4.

Ruining Garments

RED SOCK and **SPECIAL DYE** ruins **WHITE** garments. **SPECIAL BLEACH** ruins **COLOUR** garments. All garments are ruined when a washing machine is **BROKEN**. Flip **DIRTY** garments over to indicate they are **RUINED**.

Restoring Garments

RUINED garments can be loaded into an empty washing machine or another washing machine containing other **RUINED** garments. **RUINED** garments must be restored before they can be washed.

SPECIAL BLEACH restores **RUINED WHITE** garments. **SPECIAL DYE** restores **RUINED COLOUR** garments.

Both **SPECIAL BLEACH** and **SPECIAL DYE** may be added into the same washing machine, this will restore both colour and white garments.

Wash Cycle – Order of Effect

- 1 Determine the number of detergents loaded into the washing machine.
- 2 If there are **2** or **more DETERGENT**, flip the washing machine to broken. Flip all garments to **RUINED** and return to players. Discard all item cards.
- 3 **RED SOCK** and **SPECIAL DYE** ruins **WHITE** garments. Flip affected garments and return to players.
- 4 **SPECIAL BLEACH** ruins **COLOUR** garments. Flip affected garments and return to players.
- 5 **FABRIC SOFTENER, STAIN REMOVER,** and **MESH BAG** are required to clean specific garments. Match item cards with the top right icon on garment cards.
- 6 If there is only **1 DETERGENT**, garments are cleaned. Hang all successfully cleaned garments on the **CLOTHESLINE**.
- 7 Return any dirty garments to players and discard all item cards.

Broken Washing Machines

Washing machines can be broken in two ways. Either by using the **WRECK** card or using too much **DETERGENT** (2 or more). When a washing machine is broken, all garments in the **WASHING MACHINE** gets **RUINED** and all item cards get discarded. Flip the **WASHING MACHINE** card to indicate that it is broken.

Items and garments cannot be loaded into a **BROKEN WASHING MACHINE**.

If all 3 washing machines are **BROKEN**, everyone loses.

Repairing Washing Machines

Use the **REPAIR** card to repair the **WASHING MACHINE**.

Running out of Cards

Reshuffle the discard pile when the deck runs out.

Action Cards

Action cards are activated immediately when played. Action cards have white borders.



WASH: activate all item cards from a selected washing machine or your hand wash.



SORT: move your garment or an opponent's garment between washing machines. Or move one of your garments between a washing machine or your hand wash.



RINSE: remove all item cards from a selected washing machine or your hand wash.



REPAIR or **WRECK:** select a broken washing machine to repair or select a washing machine to wreck.



HAND WASH: a private bucket that cleans 1 garment. **DETERGENT**, **FABRIC SOFTENER**, **STAIN REMOVER**, and **MESH BAG** are still required to wash your garment. Opponents cannot load items into your **HAND WASH**. Discard after 1 wash.

Item Cards

Item cards are played face-down above a washing machine or hand wash.



DETERGENT: cleans garments. If 2 or more are played in the same load it wrecks the washing machine and ruins all garments. Detergent does not clean **RUINED** garments.



FABRIC SOFTENER: required by specific white garments.



STAIN REMOVER: required by specific white garments.



MESH BAG: required by specific colour garments.



RED SOCK: ruins all white garments in the one load.



SPECIAL DYE: ruins all white garments or restores colour garments in the one load.



SPECIAL BLEACH: ruins all colour garments or restores white garments in the one load.

Legal moves and combinations

RED SOCK, SPECIAL DYE, and **SPECIAL BLEACH** can all be added in together and will ruin both colour and white garments.

Multiple **FABRIC SOFTENER, STAIN REMOVER,** and **MESH BAG** will not ruin the load.

Multiple **DETERGENT** cannot wreck **HAND WASH** and will not ruin the garment.

If any item cards get loaded into a washing machine that is in the process of restoring garments, i.e. **RED SOCK, FABRIC SOFTENER, STAIN REMOVER, MESH BAG** and **DETERGENT,** they will have zero effect. However, loading 2 or more **DETERGENT** will break the washing machine, garments will remain **RUINED.**

Illegal moves and combinations

SORT cannot be used to move other players' garments between their hand wash and washing machines.

Players cannot play **HAND WASH** directly onto their garment. It requires 2 moves.

(1) place a **HAND WASH** down.

(2) load a garment to that **HAND WASH.**