

Where are my Socks?

A 2 to 4 player light-hearted game where you wash your clothes, protect your underwear, and make small talk with the Gnome that lives behind your washer.

What you need to play

- 2 to 4 people. *That is non-negotiable*
- 2 6-sided dice for each player. (It can be played with less dice, but it gets a bit slow)
- 1 20-sided dice. (Not mandatory, but recommended)
- Pieces of clothing, either real or printed, as described on the “*clothes.pdf*” file that accompanies this manual.
- Dirt tokens, several. (you can use coins, or anything similar)

How to play

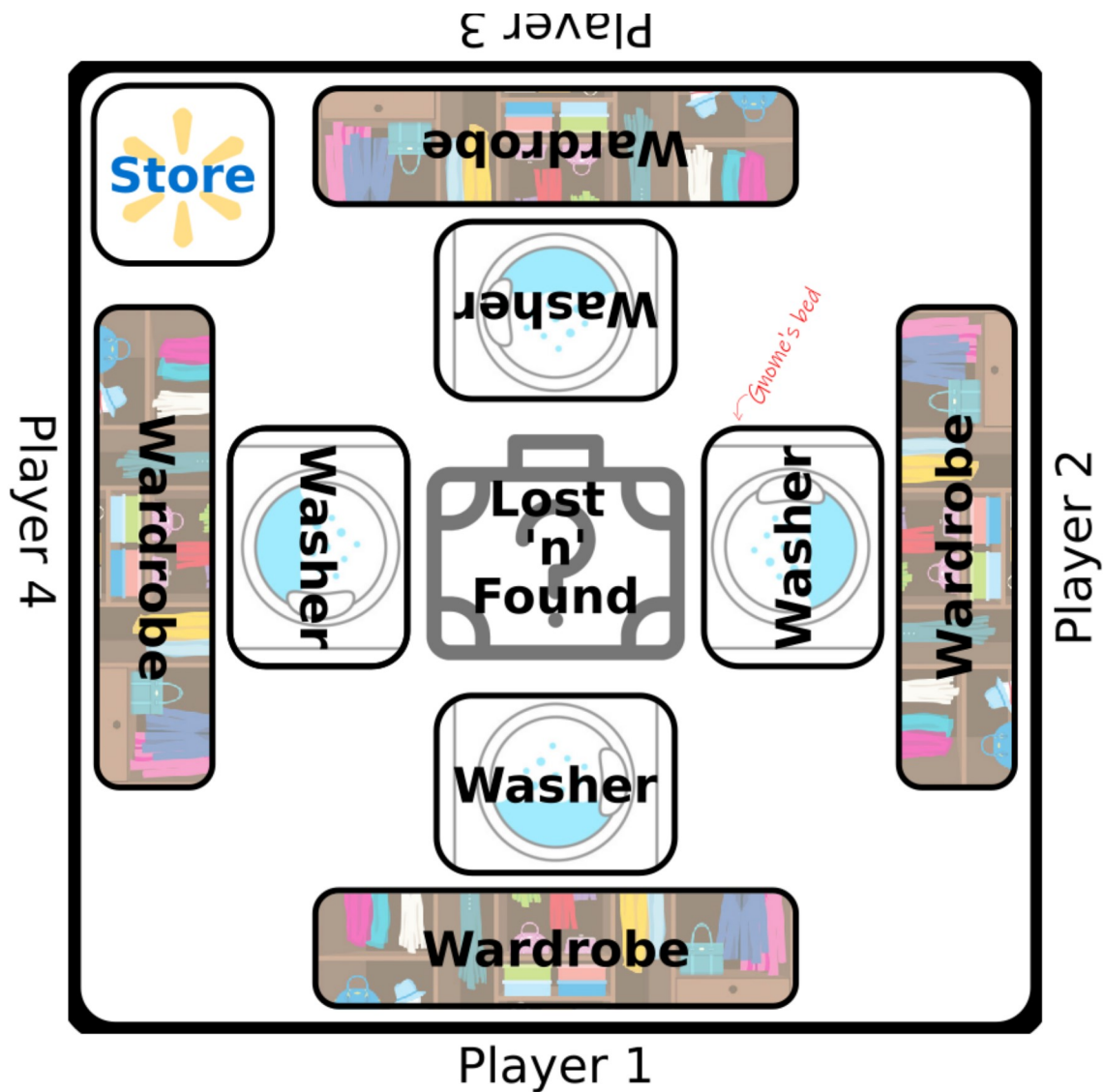
Every turn, players go through the turn phases, putting clothes in the washing machine, that is run by the washer Gnome, which is definitely real.

Every wash has a chance to lose pieces of clothing. (*I've been looking for a particular left sock since 1998*)

Underwear represents the players' lives. The last player that still has underwear wins the game.

Setup

Set the board with spaces for a store, a *lost'n'found*, wardrobes and washers for each player. It should look roughly like the layout below:



Deal 2 underwear to each player, put every other piece of clothing on a pile at the store, and shuffle it.

Players draw 5 pieces at random from the store.

Put 1 dirt on the outfit each player is wearing. (2 pieces of your choosing plus 1 underwear).

The Turn

All players play at the same time, passing to the next phase when everyone has made their move.

Washing time

Every turn begins with players choosing which clothes they want to wash, and putting them on the washer. Players can choose to not wash anything.

Clothing can only be washed if there's at least 1 dirt on it. (*please be mindful of the environment*)

If a piece of clothing has 3 dirt on it, it has to be washed this turn.

When everyone made their choice, every player rolls 2 6-sided dies for each piece of clothing, and compare the sum to the number on that piece.

The player loses a number of pieces equal to the number of pieces that failed the roll. The player picks which pieces he loses. Pieces lost this way are put on the *lost'n'found*.

Clothes get dirty

After washing, all clothes in the wardrobe receives 1 dirt, except underwear, that receives 2 dirt.

Organize your things

Then move clean clothes back to the wardrobe, making sure to fold them neatly.

Shopping is fun

The last phase of the turn is going to the store.

The store opens once every 4 turns (*this economy, am I right?*).

If the store is opened in this turn, each player gets 1 random new piece of clothing and put them on their wardrobe.

Clothing for every occasion

Each clothing has at least 1 ability, which will be detailed below.

Underwear

- Minimum roll = 8 (fails on 7 or less)
- Can't be bought, stolen or picked up from the *lost'n'found*. (*it's too personal, you know?*)
- If this piece rolls **less** than its minimum, you gain 1 random new piece from the

store.

Socks and Ties

- Minimum roll = 8 (fails on 7 or less)
- When bought, you get 2 pieces instead of one. (*There's no such thing as enough socks*)

Hoodie, Coat, Jeans

- Minimum roll = 6 (fails on 5 or less)
- If this piece would receive 1 dirt, it receive 1/2 instead.
- If this piece rolls more than its minimum, you can re-roll one other piece that failed its roll this turn. (*That nice, warm hug, you know?*)

T-shirt, Shorts, Sports Bra

- Minimum roll = 7 (fails on 6 or less)
- Only needs to be washed with 6 dirt. (*Even though you shouldn't, they stink*)

Formal Shirt, Formal Pants, Formal Dress

- Minimum roll = 8 (fails on 7 or less)
- If this piece rolls more than its minimum, you can retrieve one piece from *lost'n'found* and put it on your wardrobe. (*Just business, kiddo*)

Sweat pants, Beanie, Bandanna

- Minimum roll = 8 (fails on 7 or less)
- If this piece rolls more than its minimum, you can steal one piece from a opponent washer. (*Sneaky, sneaky boy*)

Bath Robe, Towels

- Minimum roll = 6 (fails on 5 or less)
- If this piece rolls more that its minimum, remove 1 dirt from 2 pieces on your wardrobe. (*Smells great in here*)

Funny Hat, Cozy gloves

- Minimum roll = 9 (fails on 8 or less)
- If this piece was put on the washer (passing it's roll or not), you can talk to the

Gnome after the shopping phase. *(He's crazy 'bout this stuff)*

The Gnome is real

The Gnome that lives behind the washer is a dubious, flimsy creature, that is both good and bad, generous and greedy, but definitely real, and definitely owns me a left sock.

If any player have placed the proper bait on the washer, they can corner it, and have a conversation with it.

The player rolls a 20-sided die (or picks at random). Another player then “channels” the Gnome *(we recommend using silly voices)*, and performs the numbered entry on the list below:

1-4: The Gnome is mad that got cornered, and thinks the player is rude. It puts 1 dirt on 5 different pieces of clothing on that player's wardrobe. *(Also stares down player)*

5-8: The Gnome is bored, and feels that is a good time to prank people. It puts 1 dirt on 3 different pieces of clothing on each player's wardrobe, including the player that cornered him. (***You get dirt, You get dirt, everybody gets dirt!***)

9-12: The Gnome is feeling energetic, and wants to do chores. Remove all dirt from the player's wardrobe, except from the clothes that player is “wearing” right now (pick 3 pieces on the wardrobe). *(Nice outfit, by the way)*

13-16: The Gnome is feeling generous, and would like to help you look nice today. The player choses 2 pieces of clothing from the store, the Gnome pays for it, and puts it on that player's wardrobe. *(Popping tags, yo)*

17-19: The Gnome resents capitalism, and wants to redistribute wealth. Each player recieves 2 random pieces of clothing from the store, and puts them on their wardrobe. *(Small acts, great consequences)*

20: The Gnome feels you should be comfy every day, all the time. He proceeds to gift you a new, clean underwear. *(See? Be nice to your Gnome)*