

# LAUNDRY DAY

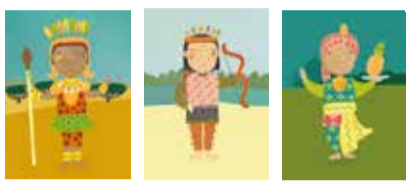
## GAME RULES

### In the box:

- 60 cards with pictures of socks (30 pairs in all)



- 6 cards with pictures of characters (a boy on one side and a girl on the other)



- game rules

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### AIM OF THE GAME

To get 3 victory points first.

### BEFORE WE START

Take a look at the cards

The depicted characters come from 6 different cultures and are wearing their national costumes.

Look closely, the designs that are used in their clothes are also used on the socks depicted on the other set of cards.

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The socks can differ in two ways:

- The type of national design: one of six varieties.
- Heel color: yellow, green, red, blue or lavender.

Each sock in the deck has its pair – it has the same design, the heel color is the same, but the sock faces the other way.



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The game starts by dealing each player a character card and each player decides which side he or she wants to use – the boy side or the girl side.

The game consists of rounds.

The youngest player announces the start of each round and the round stops as soon as somebody collects 4 pairs of socks.

It's time to begin: shuffle the deck of sock cards and arrange them face up in a pile in the middle of the table.

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### NORMAL GAME 3+

In order to win a round you need to collect 4 pairs of socks that have the same national design as your character's costume. They will only differ by the color of the heels.



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Now, let the youngest player shout – start!

All the players try to find their socks simultaneously, there are no turns.

Dig around in the sock pile and pull out the ones that you need.

Keep following rules:

- Use only one hand.
- Each pair of socks in a player's collection consists of a left and right sock with the same design and heel color.
- A player is allowed to keep only one unpaired sock at a time.
- A player may pick up any sock from the pile to examine it, but he must return it back to the pile if he does not put it into his or her collection.

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As soon as someone collects 4 pairs of socks according to the rules that we have described, he stops the round by yelling - "Dry your socks!".

Then the players can check the winning sock collection for any mistakes, and if there are none, then the player becomes the winner of the round and gets one victory point.

If the other players do find a mistake in the collection, then the player who collected the largest number of correct pairs during the round is appointed the winner. There can be several winners in this case and each winner gets a victory point.

If one of the players collects three victory point, he becomes the overall winner and the game is over.

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### ADVANCED GAME 5+

The game follows the same rules as the normal game, however in this version all 4 pairs need to differ from each other by both heel color and design. Also, none of the designs on the socks you collect should be the same as the design on your characters costume.

Correct combination:



8

Wrong combinations:



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The most experienced players can try to collect not 4, but 5 pairs of socks for their character.

In this variant of the game you can try a useful trick – throw away an assembled pair of socks if it is preventing you from moving forward.

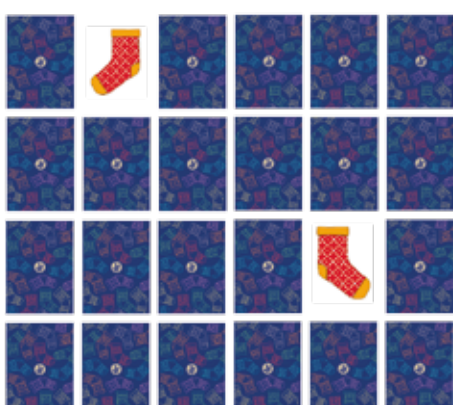
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### MEMORY 3+

To play memory game use all cards or decrease their quantity by putting aside sock cards with one color or design. Shuffle the cards and distribute them face down. Now you can play a classic Memory game. Each player takes a turn to turn over two cards on the table:

- If the socks are a pair, then the player can put them into his or her collection and turn over another pair of cards;
- If the socks are different, he or she puts them back, face down, and the next player takes a turn.

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The game is played until there are no more face-down cards on the table. The player with the most cards in his collection wins.

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Stop washing. Lets play.

Enjoy the game and follow us on your favorite social networks.



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