



Content:

- 20 cards (monster/socks)

Introduction

Time to pick up the laundry of socks and we will have to form the best stall contenting the different monsters to win the opponent.

Set up

- Deal 2 cards to each player who they carry them by hand.
- Build 4 equal draw decks with socks face up.

Pasos del turno:

- PICK UP THE LAUNDRY
- HANG OUT THE WASHING

Pick up the laundry

To start our turn, always we will have to draw a visible card from the sock decks to our choice and we take it to our hand.

Hang out the washing

Once we have taken the card that interests us, we will play a card in our area, starting with a monster and in subsequent turns following the placement rules. Once we play the card on our stall, it will be the turn of the other player.

Placement conditions

In order to lower more monsters, we will have to connect them with the different socks that they ask us on each side.



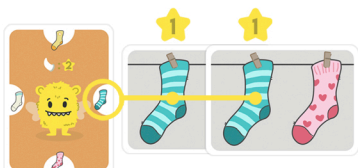
(This connection will give us 1 point)

*Monsters are always positioned standing, never face down or lying down.

We can hang more socks on the same rope to satisfy that monster more and thus obtain more victory points.

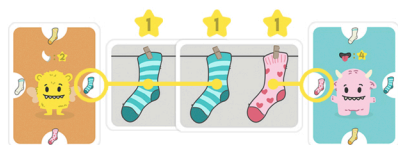


(This connection will give us 3 points)



(This connection will give us 2 points)

For that we can connect socks with the same color or superimpose a card covering any sock in play and there will have to be a connection between the sock that remains visible and the new player. We can do it on the same string as many times as we want or can, until we connect a monster on that string, fulfilling the conditions.



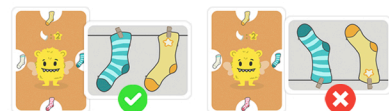
(This connection will give us 3 points)



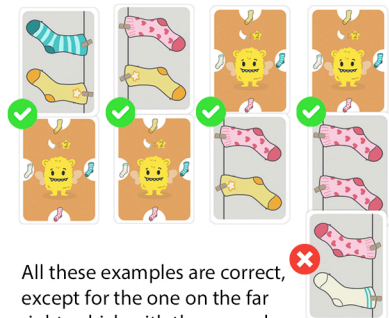
(This connection will give us 6 points)

If we play our cards well, we can generate combos like the one above. By forming a line of socks of the same color, each monster will award us one point for each sock.

Socks horizontally have to fall down.



The monster's bottom or top socks can face either side, but the connected socks will need to follow the rope connection.



All these examples are correct, except for the one on the far right, which with the second card does not fulfill the connection of the rope.

Stinky socks

There are stinky socks, that we can play the other player fulfilling the connection, that connection will not add points, in fact it will subtract 2 points and close that stall. There is no way to fix it by overlapping cards.



End game

The game will end when all decks have been used up and both players have played all possible cards in their hand.

Score



- Points for each sock connected to each monster, even if the socks are shared with another monster.
- Rate the conditions of each monster.
- Subtract 2 points for each stinky sock and 2 points if you have any cards left in your hand without being able to play.

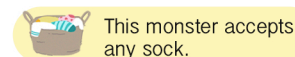
Condiciones de monstruo

- 🦷: 1 point for each tooth on your monsters.
- 🐉: 2 points for each horn on your monsters.
- 👅: 4 points for each monster with its tongue out.
- 👉: 5 points for each pair of socks you connect.

The monster scores the socks only once, the condition causes it to score 5 for each connected pair, but if it has no pairs, it will score normally, 1 point per sock.

- 😊😊😊😊: 10 points if you manage to connect 3 monsters of the same color adjacently with th socks.

Some monsters are wild and have the laundry basket on their sides:



Game variant

Some sock cards have a symbol in their lower right corner, in the game variant we will take into account these symbols that have their corresponding ability:



When you play it at your stall, you will draw a sock card from common decks.



If you have a stinky sock on your stall and you play this symbol, you delete it immediately.



When you play it at your stall, you will draw a card from the opponent's hand.



At the end of the game if the rainbow is still visible it gives you 2 points.

Rulebook:



CREDITS

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Made in Spain

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