

THE SUN IS DEADLY LAZER



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Based on Up the River

Age: 8 to adult

Players: 2 - 4

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Contents: 10 World strips

10 Transparent night strips

12 Vampire pieces

7 City tokens

6 Dice

Game rules

Quick guide

Battle against your opponents to claim the title of the world's most famous vampire band! Take care, however, if your vampire remains in sunlight, they will perish, since the sun is a deadly lazer.

Object of the game

Each player attempts to claim and perform at as many cities as possible while avoiding the deadly sunlight.

Game preparation

Place the 10 World strips in sequential order to create a map of the Earth. Then, place one of the 9 Transparent night strips on top of each of the 9 uncovered World strips. Place the 7 City tokens to the side of the board.

Each player chooses a color and takes all three band members of that color (guitarist, singer, and drummer). All player's band members begin the game on the fourth World strip.

Game rules

The player who slept the least amount of hours last night will begin. Play proceeds in a clockwise direction.

On your turn, you can choose to have all of your band members stay in place, or move one band member left or right on the board. Note that once you roll the die to move, you cannot choose to stay in place or battle a band after seeing the result.

If rolling the die, fly one of your band members as many World strips as shown. If you reach the tenth space and continue to the right, you loop back to the first space. The same is applied if you reach the first space and continue to the left, you will loop to the tenth space.

If you land on a space not occupied by another player, you may claim the city token present (if any). This occurs even if another player has that token, they must surrender that city token listed on the World strip to the new band in town.

If you land on a space occupied by another player that possesses the city token present on that specific World strip, you can choose to battle that other player for ownership of that token (see battling another player). Otherwise, you can stay on that strip and choose not to participate in a battle of the bands.

The sun's approach

In the first turn, all of the Earth is covered in night, however, as the Earth rotates, the sun creates more sunny spaces.

Each player stays in place or rolls the die and moves one of their band members. When it's the first player's turn again, the Earth rotates, and a night space becomes day.

If you are the first player, each time it is your turn take the left-most strip (typically the lowest value strip on the board) and move it to the last position on the right. If there are any band members on the left-most strip, they become vaporized by the sun and are out of the game, and the Transparent night strip is removed and set aside.

If you lose all your band members to the sun you are dead for real now. Play better music next time!

Sunny strips

Now comes the role of the sun. Why is the sun so bad? Because the sun is a deadly lazer, at least to vampire rock stars.

If your band member/s land on a sunny World strip or is/are on a World strip that becomes sunny, they are instantly vaporized, as vampires and sunlight do not mix well. If your band member was vaporized on a strip that had a city you controlled, you keep that token, but if any other player lands on that strip when it is night, they automatically take control of your token.

This occurs regardless of if the city is claimed or not. If wanted, you can hurl your vampire at a sunny city in a final blaze of glory to seize control of the city, but lose your band member in the process.

All hope is not lost, as players can fly between sunny strips! You only become vaporized if you are standing still on a sunny strip. Note that crowd surfing does not occur on that strip if it is sunny.

Rolling a five

If you roll a five, choose to either cause a strip to shift to night or cause that strip to become sunny. If shifting to night, do so where ever there is a space that is not already in night.

If you choose to create a sunny strip or cannot create any night spaces, remove one night strip from any space you desire. This can happen even on a space with your band member present. Set this removed night piece aside. Note that you cannot remove the night strip on the dive bar.

Battling another player

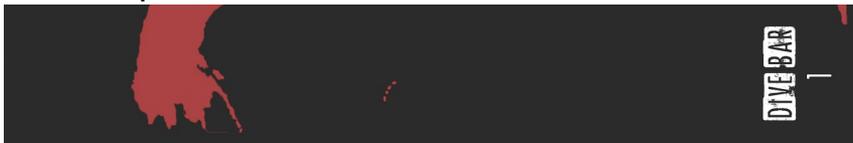
So you think you are the best vampire band in the city? Prove your worth in a showdown between you and your opponent! A band battle is initiated if you land on a space already occupied by another player who has that city's token.

If you choose to battle instead of just watching the show, you may use as many dice as you have people on that space. Be careful, this rule also applies to your opponent! For example, if you have one band member present and your opponent has two band members, you use one die and they use two dice.

To battle, both opponents roll their respective die/dice. Whoever's die/dice amount is the highest will win. If it is the same amount on both sides, they may reroll.

If the current holder of the city token wins, they can choose to send the challenger's band member to another one of their (challenger's) band member(s), or let them stay. If the challenger wins, the challenger takes control of the city and takes the city token away from the current holder. However, **the challenger cannot send the current holder's band member(s) back** to another one of theirs, as the current holder can demand a rematch on their next turn.

Dive bar strip



Every band member starts at the bar, and later stops for a drink at the dive bar. Even though the number you roll might otherwise let you fly over, your turn ends here.

Crowd surfing strip



If you land on World strip 5 "crowd surfing" while there is night present, you are launched in the direction you were originally heading in three more spaces.

End of the game

The game is over when there is one band standing or all band members from each player have been simultaneously wiped out. Each player adds up the number of city tokens they possess, and the player with the most city tokens wins.

In the unlikely event that two or more players have an equal amount of city tokens, the last survivor wins.