

SUNBED RUSH

RESERVATION OF BEDS IS NOT ALLOWED!

Reserve the best sunbeds at the pool with your towels
Use the quirks of your guests to your advantage
Lure guests away with fun activities
Beware of pool boys, who may clean up unoccupied towels

Game Specifications

Players: 2-6
Duration: 15 tot 30 minuten
Age: 14+

Box contents

The box contains 108 cards:



48 Towels



16 Guests



16 Objects



16 Activities



6 Pool Boys



6 Pools

Goal of the game

The goal of the game is to score as many points as possible in 8 rounds. Points are earned by having the most towels at a pool and 1 point for each empty towel.

Game set-up

- Place the pool cards at the centre of the table. Check which pool cards are closed for your number of players and put these cards back into the box.
- All players receive a set of 8 towel cards of the same color/pattern.
- All guest, object and activity cards are shuffled together and placed on a draw pile face-down.

All cards have a number. The number determines the order of play (lowest first).

Gameplay

Each round consists of 4 phases:

1. All players receive 1 card from the draw pile and add the card to the other cards in their hand.
2. All players place 2 cards from their hand on the table face down.
3. All cards are turned simultaneously. The card with the lowest number is the first to be placed at a pool of the players choice. The card with the highest number is placed last.
4. After placing the cards, the quirks from the guests at the pools are played. Start with the guest with the lowest number on the card and end with the guest with the highest number.

After 8 rounds, players no longer have cards in their hands and the game ends.

Determine the winner

The player with the most points wins. Points are counted at the end of the game. Points are earned as follows:

1. Pool points: Each poolcard indicates the number of points that players earn for having reserved the most sunbeds at that pool (1st, 2nd and for the main pool also for a 3rd position).
2. Empty towel points: Each player receives 1 point for each empty towel at the pools.

In case of a draw, the player with the least towels on the table wins. If there is still a draw, the player with the most empty towels wins.

Example of counting Pool points

For the Kids Pool, the player with the most reserved sunbeds earns 4 points and the player with the second-most sunbeds earns 2 points. In case of a draw, both players receive 2 points. In case of a draw for the second place, both players receive nothing.



Meet the guests

Guest cards have a quirk that can be of use to you during the game and are therefore the most fun element of the gameplay. The quirks of guests on your towels are applied in each game round. For example, a guest that has been on your towel for 6 rounds, might have used his/her quirk 6 times.

The quirk of each guest is explained in this flyer and depicted with icons on the guest card.

Dad – Chatter



Can invite any other guest from any pool. Place the guest on an empty towel of yours in the same pool area as dad. Dad cannot invite others if you have no unoccupied towel available in his pool area.

Mom – Naysayer

Guests from your family at any pool will not go to an activity. Except for Mom, if the Spa Treatment activity card is played.



Teenager – Irritator

Can irritate one guest away from your pool (including towel and object). The player “owning” the guest can select any other pool to move to. Sunbed limits must be taken into consideration. If there is no empty space at other pools, the guest including towel and object will go to the discard pile.



Toddler – Protector

By turning the Toddler card sideways, you can reserve 2 sunbeds with 1 towel or protect 2 towels with this card. Sunbed limits must be taken consideration.



As soon as a towel or another family member is placed on one of the two reserved beds or towels, the Toddler card will be placed back vertically on the other towel. The toddler however must be accompanied by at least 1 other family member at the same pool. If unaccompanied the Toddler card goes to the discard pile.



Grandpa – Snatcher

Can take one object from any towel in any pool. Place it on any towel in any pool area. If there is no other unoccupied towel available, the object goes to the discard pile.

Grandma – Switcher

Can move one unoccupied towel from any pool to another pool. Plus you may move Grandma to any other unoccupied towel of yours.



Sporty Guy – Mover

Sporty guy doesn't care about the maximum number of beds per pool. He can carry any sunbed (towel) of yours to any other pool and will occupy it.



Single Lady – istractor

Distracts all men in her pool area including the Pool Boy. Men in the same area will not use their quirks. Quirks of men in other pools do not affect her pool area.



Pool Boy - Staff

- When you receive a Pool Boy card, it is played **immediately**.
- When multiple players receive a Pool Boy card, the Pool Boy card with the lowest number is played first.
- The player can select any one pool where the Pool Boy will remove all unoccupied towels. All removed towels will go to the discard pile. After the towels have been discarded, the player receives a new card from the stack.

Notes on the gameplay

Selecting 2 cards to play

You can select any combination of:

- towel cards (to reserve a spot at any pool)
- object cards (towels with an object on it cannot be removed)
- guest cards (place them on your towels and let their quirks help you)
- activity cards (to clear the all pools of the guests indicated on the activity card)

Placing cards

- Guests and objects can only be placed on one of your own towels at the pool. If you don't have an available towel card at a pool, the guest or object card will go to the discard pile.
- A guest can be combined with 1 object on 1 towel card. You can never place two guests or two objects on 1 towel card.
- Activity cards are not placed at a pool. After the activity card has been played, it goes to the discard pile.

Activity cards

Holiday resorts generally have an activity program. When an activity card is played, all guests shown on the activity card are interested in that activity and will leave their towels and objects. Activity cards allow you to clear all pools of certain guests, so they can no longer use their quirks against you. After using the activity card, all cards affected by it (including the activity card) go to the discard pile.



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Digital Rulebook and Scorecard

The rules for Sunbed Rush are also digitally (and in Dutch) available. Scan the QR code below to open the digital rulebook or scorecard. Download the scorecard to help you calculate the score at the end of the game.



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