

Hyperboost

TACTICAL ARCADE RACER

2-4
PLAYERS

30 min
PLAY TIME

Hand Management · Racing
MECHANISMS

Push your ship to the limit as you race through a shifting asteroid field. Every turn delivers high-stakes choices: **Boost** for explosive speed, **Drift** for control, or **Stabilize** to recover. Hyperboost turns every race into a cinematic sprint where smart plays and bold risks decide the winner.

THE TWIST

Your hand consists of cards from 2 different decks. Each turn, you play 2 cards with different effects depending on whether they're from the same deck or not. If your hand is unbalanced, so is your ship.

PLAYER INTERACTION

Ram your opponents or place new asteroids on the track and block them. Watch for special effects, you may even be able to deflect damage.

HOW TO PLAY

On Your Turn

The track is built from a shuffled deck during setup

1 Roll the 2 effect dice.

2 Choose an action based on your cards and dice results.

3 Resolve all effects in any order, then draw cards.

Where you stop determines the cards you draw

Boost

Fast and Dangerous.

Play 2 cards from the same deck.
Resolve both + the Boost die.



Drift

Controlled and Consistent.

Play 2 cards from different decks.
Resolve one + the Drift die.



Stabilize

Emergency reset option.

No movement. Discard your hand.
Repair 1 and Draw 2 cards from each deck.



COMPONENTS

- 124 Cards
- 40 Damage Tokens
- 4 Player Ships
- 2 Custom Dice



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