



HYPURBLAST!

HOW TO PLAY

*Players: 2 - 6 players
Time: about 15 minutes
Equipment: game board, three
player pieces per player,
two six-sided dice*

THE GOAL of HYPURBLAST:

Get all three of your engines to level nine in one of the four quadrants so that you can blast off into hyperspace!

PREPARATION:

*Print the HYPURBLAST game board. (We recommend you also print the power squares chart.)

*Each player needs three player pieces to represent their three engines. You can use flat beads, buttons, dried beans, etc. You just need each player's pieces to be distinct from the other players' pieces and to be small enough to fit in the squares of the board.

*Get two six-sided dice.

GAME PLAY:

The grid:

Please look at the game board. It has a grid with 170 squares. The squares are arranged horizontally in the columns H,Y,P,U,R,D,R,I,V,E and vertically in rows numbered from 9d at the bottom up to 9u at the top. You can use this system to name each individual square. The top left square is H9u. The middle square in the D column is D1. Etc.

Moving:

On your turn, roll two dice and move the total number on the dice. You can move in any straight line: UP, DOWN, LEFT, RIGHT, and DIAGONALLY. If you come to the edge of the board, you bounce off and continue in the opposite direction for UP, DOWN, LEFT, and RIGHT, or at a 90 degree angle for DIAGONAL moves. (However, DIAGONAL moves that come to one of the corners bounce off and continue in the opposite direction.)

Your first turn:

Place one of your engine pieces on any of the level 1 squares for one step then move the remaining steps of your roll. For example, if you roll a 5, you could move to the space Y5u.

DOUBLES:

Doubles are powerful. If you roll doubles, you may split the total value of the roll among your engines.

For example, if you roll two fours, you could:

*move one engine eight squares

*move two engines four squares

*move one engine five squares, a second engine two squares and the last engine one square

*etc.

LANDING ON SQUARES:

*If you land on any square that has another engine on it, that engine is bumped off (removed from) the board. It can of course be added to the board again.

*There are 11 different power squares. Read how each one works in the chart below.

WINNING THE GAME:

Once you have all three of your engines at level nine in one of the four quadrants, you can attempt to blast off into hyperspace. Note that all three engines must be in the same quadrant.

Roll the dice. If you get a 10 or above, you make the jump into hyperspace and win the game!

If not you can try again on your next turn as long as all three of your engines remain in place.








REMOTE PLAY:

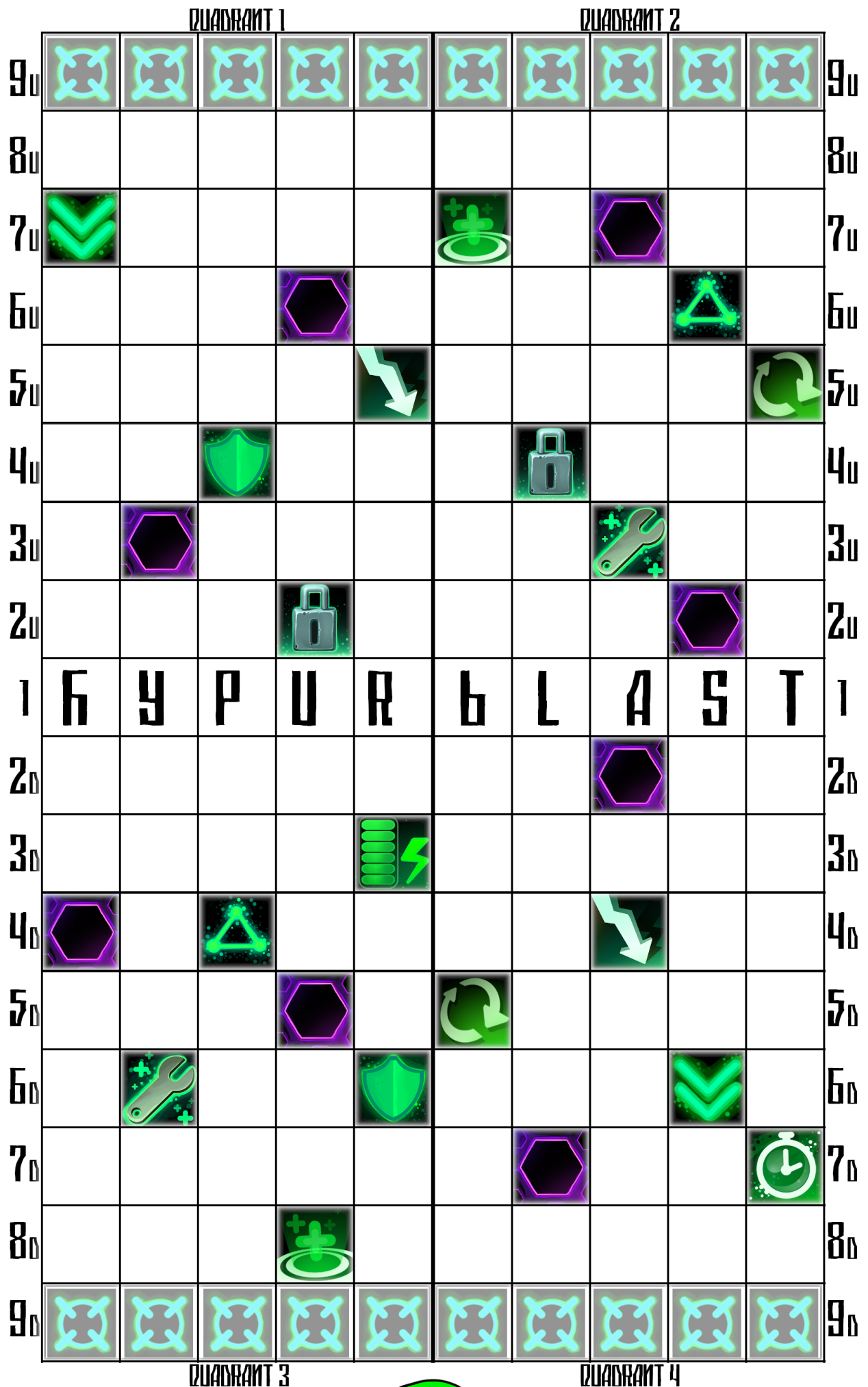
You could play HYPURBLAST remotely, such as over the phone or a video chat. Just tell the other players which square you are moving to.

Example: "I am moving my engine from P4u five spaces to P9u.

So each game board being used will need three player pieces for each player joining the game.

POWER SQUARES:

	ROLL AGAIN: Take another turn.
	LOCK: Lock up the next player's turn to skip that player.
	POWER BOOST: Your next roll is doubled.
	UNDO: If you land on this, go back to the square you were on at the beginning of the turn and roll again.
	SHIELD: As long as one of your engines is on the shield square, your other engines are safe from being bumped down.
	CONGREGATE: Move your other two engines to the spaces to the left and right of this square. If an opponent's engine is on one of these squares, you bump them off the board unless they are protected by shield. If they are protected by shield, your engine is bumped off instead.
	ENGINE SWAP: Move the engine from this place to any place where another player's engine is. Their engine is place here, but the ENGINE SWAP function is not enacted for them.
	SABOTAGE: On any player's next turn, choose one of the engines they have on the board, then roll the dice and move their engine. NOTE: If their engine lands on a power square, they can use it even though it is not their turn.
	DROPPER: All of the other players must lower one of their engines by one level. If a player is protected by SHIELD, their ships are not affected. In this case, power squares that they land on are NOT activated.
	RESET: If you land on this space roll the dice again. If you roll doubles, the game is reset. Start over!
	WORMHOLE GATE: Move to any other wormhole gate.



For more fun, free, original games that you
can print out at home, please visit
mossdell.com/games.html.



You are free to print copies of this for your
own personal use or to give freely to others.

Copyright © 2020 R.A. Mildren.
All worldwide rights reserved.