

How to play Boosted



BOOSTED is an original card game that's fun for all the family. Outwit your opponents using skill, tactics and Booster Cards. The power is in your hands as you choose what your opponent does next!

PLAYING CARDS:

There are 60 playing cards in total – 4 different colours numbered 1 to 15.

There are 30 booster cards – 4 different categories: Common, Rare, Epic and Ultimate.

OBJECT OF THE GAME:

To be the first player to get rid of all their playing cards.

SET UP:

Starting with the playing cards, after a good shuffle, players are dealt 10 cards each. The remaining cards are placed face down and used as a 'deck' to draw from. Next, thoroughly shuffle the booster cards and deal 3 to each player. The remaining booster cards are placed face down in a separate 'deck' and are used as and when needed. Keep your playing cards and booster cards concealed from your opponents. Player to the left of the dealer goes first and places any card face up next to the deck to start the game, then chooses 'higher' or 'lower' for next opponent.

ON YOUR TURN:

You must place a playing card based on the previous instruction of 'higher' or 'lower' than the last played card. If successful, you too get the opportunity to decide what the next player has to lay by telling them to place a card 'higher' or 'lower' than your played card. You also have the option to match the last played card, but if you choose to do this, you do not get to decide if the next played card is 'higher' or 'lower'. When a match is chosen, the next player has to follow the instruction to go 'higher' or 'lower' from the player previous to the player that chose to match. If you are unable to go 'higher', 'lower' or 'match' the current card, then you must pick up a playing card from the unused deck. If you pick up a playing card from the unused deck, the same rules for matching a card must be followed and the previous instruction to go 'higher' or 'lower' still applies to the next player. Numbers 1 and 15 are bookends and automatically the call on these cards are 'higher' for 1 and 'lower' for 15.

BOOSTER CARDS:

These can be used on your turn only. They can be used to advance your gameplay or hinder your opponent(s). There are no restrictions on how many of your booster cards you can use on your turn. You can play a booster card against any opponent, it doesn't have to be the opponent to your left. Once your booster card(s) have been played, play then continues as normal by following the previous instruction of going 'higher' or 'lower' unless you have used a booster card that breaks the rules! You must adhere to the rules of a booster card. (see full descriptions)

EXAMPLE:

The 1st player puts down a playing card, let's say a 5. They then choose what the 2nd player does, by saying 'higher' or 'lower' than the 5. If the 1st player says 'higher' the 2nd player must play any card higher than a 5. After placing their 'higher' card, the second player then chooses 'higher' or 'lower' for the next player and so on. If unable to go 'higher' there is the option to match the card. If the player matches the card - for instance the 2nd player also places a 5, the original 'higher' choice of the previous player still applies for the next player's turn. If you cannot meet the criteria of the previous request (in this example, place a card higher than a 5 or match the 5) then you must pick up a card from the deck and the next opponent has to meet the current request. Or turn to your Booster Cards for help...

THE BOOSTER CARDS:

Each pack of playing cards comes with a set of 30 Booster Cards. These cards have 4 ratings: Common, Rare, Epic and Ultimate and have colours to identify them: Blue, Red, Green and Purple, respectively. The rarity also represents the power of that card and what it can do to either help you or hinder your opponent(s).