PRODUCT DATASHEET

EDUCATIONAL BOARD GAME

Qubit Race

The race to build the first quantum computer

Players race to build a working quantum computer: they solve algorithm puzzles, choose a qubit technology and a career in research or industry, and battle quantum errors on the way to square 100.



2–4	30–60	8+	2
players	minutes per game	recommended age	difficulty levels

Why it works

A STEM gift with a difference

Quantum technology is a rare topic on game shelves, in a box that catches the eye.

Learning through play

Mental arithmetic, algorithmic thinking and real concepts: Hadamard and CNOT gates, entanglement, tunnelling, quantum errors.

Easy to start, hard to master

Two career tracks set the pace: Research for beginners, Industry for experienced players and adults.

Designed by experts

Created by QURECA, a quantum technology education company, and distributed by Vegacomp.



Board, player mats, algorithm and event cards, tokens and dice

What players learn

- Qubit technologies and how they differ
- Quantum errors and environmental noise
- Quantum gates: Hadamard and CNOT
- Entanglement and quantum tunnelling
- Algorithmic thinking and mental arithmetic
- Careers in quantum research and industry

Who it is for

- Children from 8 and their parents
- Science-minded teenagers
- Teachers and STEM clubs
- Adults curious about technology
- Team building

Vegacomp Consulting
Quantum education partner in Romania

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Qubit Race HOW TO PLAY & SPECIFICATIONS

How to play

Goal: be the first to reach square 100

1
Draw the cards
A Start number, a Target number and six algorithm cards in two rows.

2
Solve the puzzle
Add top-row numbers, subtract bottom-row ones, one card per column.

3
Move ahead
Move by the Target number; a full path over all columns earns a bonus.

4
Check for errors
Roll two dice: near your qubit's error rate, you move less.

Five qubit types, five abilities

Superconducting	Add or subtract 1 from any card
Trapped ion	Swap cards within a column
Neutral atom	Swap two cards within a row
Silicon spin	Swap the top and bottom rows
Photonic	Replace a card with a fresh draw

Two careers, special squares

Research · 30-second puzzle timer, research tokens; PhD status from square 50.

Industry · 10-second timer; from square 50, Market Pressure gives rivals only 5 seconds.

Hadamard and CNOT gates · change the puzzle rules for the next turn.

Bell circuits · two entangled players share full-path bonuses.

Quantum tunnelling · teleports a piece to a paired square, forward or back.

Event squares · funding cuts, conferences, investment rounds.

What's in the box

- 1 game board
- 4 player mats
- 4 game pieces
- 36 algorithm cards
- 60 event cards
- 40 research tokens
- 4 collaborate tokens
- 8 other cards
- 2 dice
- Full instructions

Specifications

Players	2–4
Playing time	30–60 minutes
Age	8+
Box dimensions	29 × 22 × 5 cm
Language	English
Designed by	QURECA, quantum education experts

Distributed by Vegacomp

Vegacomp brings quantum education to Romanian schools: the first school Quantum Lab (Bucharest, District 6), Quantum Summer Camp Timișoara 2026 and the only Romanian membership in the European Quantum Industry Consortium (QuIC).

Orders, schools and retail partners cornel@vegacomp.ro +40 720 587 837 vegacomp.ro