

Final Rules

You emerge from cosmic dust, a tiny, insignificant hole. With every swallow, you grow stronger, consuming everything from debris to planets as they crumble under your gravity. Rivals surround you—can your expansion surpass all and become the ultimate black hole devouring the universe? Victory belongs only to the most ruthless predator—are you ready to dominate the stars?

Game Objective

In **Black Hole Board**, 2-4 players take control of their pieces, moving across the board to devour various tiles and grow in strength. Victory conditions are met by either eliminating all opponents or earning the highest score.

Component list

- Rule Sheet
- Dice
- Black Hole Tokens (in 4 different colors)
- Cosmic Events tiles
- Score Board

Black Hole Tokens:

Players' black hole tokens have four levels, which correspond to their current score:

- Primordial Black Hole: 0-3 points
- Stellar Black Hole: 4-8 points
- Intermediate-Mass Black Hole: 9-14 points
- Supermassive Black Hole: >15 points

Higher-level black holes can devour lower-level black holes or Dark Matter.

Cosmic Events tiles



Dark Matter: Players can only consume dark matter that is of a **lower level than their own**. Each consumed dark matter awards points equal to its level.

Cosmic Dust: When a player collects cosmic dust, they gain the effect corresponding to its value:

- +1p dust grants +1 point.
- +2p dust grants +2 points.
- +3p dust grants +3 points.

Hawking Radiation: -2p deducts 2 points from the nearest black hole (player).

Second Horizon: Allows the player the ability to move again.

Game set up

Create the Game Board:

Shuffle the hexagon event tiles thoroughly and arrange them into an 8x8 square board with no gaps between tiles.

Determine Turn Order:

Each player rolls a die to determine the play order. The player with the highest roll goes first, with the others following in clockwise order.

Place Black Holes:

Players take turns selecting their spawn points on the map.

Start the Game:

Begin the game with the first player taking their turn according to the determined order.



Player turns/actions

Players roll a die, and the result indicates how many adjacent tiles they can move.

When a player reaches a new location, they activate the effect of the tile if its conditions are met. Activated tiles are removed from the board at the end of the turn.

If players end up on the same tile, the following rules apply:

- 1.If their levels are different, the player with the lower level is eliminated.
- 2.If they are of the same level, both players may choose to each lose 3 points, and then add a +3p tile to any location on the board.

Game end

1.Elimination Victory:

A player wins if they eliminate all other opponents.

2.Score-Based Victory:

If a player is trapped in an isolated area, their score equals the sum of their current score and the total value of all resources in that area.

At the end of the game, the player with the highest total score is declared the winner.