

Black Holes

Classy in design, unusual in technique of play

Some remarks on tactics

When you have brought a piece into the preliminary position for sinking, you can leave it there at the moment, for tactical reasons. The piece is safe and can be sunk any time later. It is important to leave the opponent as little space for his moves as possible. For this reason, you should try to block as many opposing pieces as possible with as few of your own pieces as possible.

As soon as you have developed an advantage (e. g., 2 blocks sunk compared to 1 of your opponent's), you should try to make the game short; that means, instead of blocking, you should try to bring about situations in which both players can sink pieces.

English translation: Sybille & Bruce Whitehill, "Word for Wort"

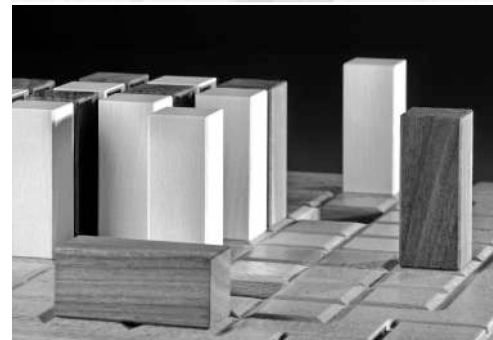
Black Holes

Rules

by Reiner Stockhausen

Tip over. Turn over. Sink.

**A three-dimensional challenge
for 2 players, 8 years and up.**



Contents:

- Gameboard, 30 x 30 x 2 cm
- 8 light playing pieces made from maple
- 8 dark playing pieces made from walnut

Object of the game:

Who is the first to sink 4 playing pieces of his color into the black holes?

Clemens Gerhards KG

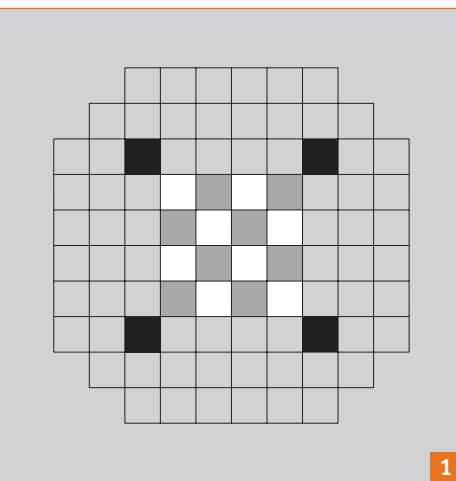
Bergstraße 29 | D-56235 Ransbach-Baumbach

Phone ++49-(0)2623.2521 | Telefax ++49-(0)2623.4902

Email info@spiel-und-design.eu | www.spiel-und-design.eu

Black Holes

This three-dimensional tactical game requires judgment and forethought.



Set-up

Put the playing pieces upright on the middle 16 spaces of the gameboard, always alternating a dark and a light piece. This way, pieces of the same color border each other on the diagonal (see illustration 1).

The younger player chooses a color. His opponent plays with the other color.

Object of the game

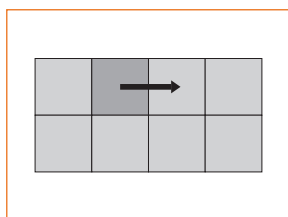
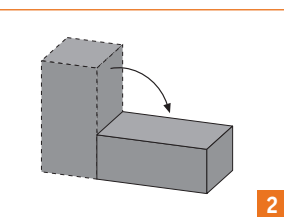
The player who is the first to sink 4 playing pieces of his color into the black holes, wins.

Course of the game

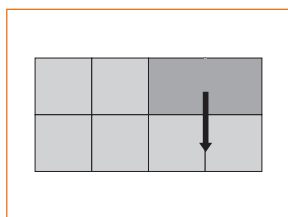
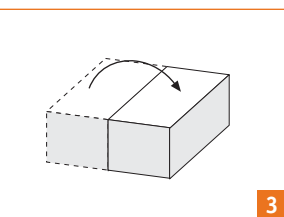
The player with the light pieces starts, by making **one move**. From then on, the players play in turn, each making **two moves** at a time.

Move options:

Playing pieces are moved forward by tipping over or turning over. One move counts as half a turn. You have the following options (see illustrations 2 - 4):



A playing piece standing upright is tipped over onto two adjacent spaces.

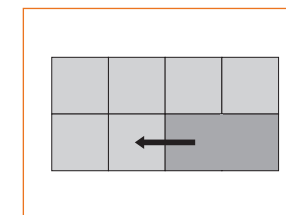
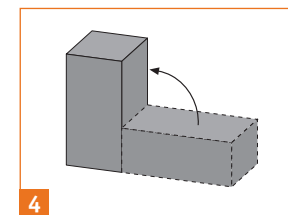


A playing piece that is lying down is rolled over its long edge onto the adjacent spaces.

Black Holes

For two players, 8 years and up

A playing piece that is lying down is tipped up over its short edge in such a way that afterwards it stands upright on an adjacent space.



Rules of movement:

- You can make your two moves with the same playing piece or with two different pieces.
- You may move only playing pieces of your own color.
- You may move a playing piece only onto unoccupied spaces.
- You may never move a playing piece beyond the border of the gameboard.
- You may never move a playing piece onto or over a black hole, except when you sink the playing piece into it.
- One of the four spaces adjacent to a black hole always has to remain unoccupied.
- You must move.
- It is forbidden to move a playing piece and then put it back to its original position on the next move.

Sinking

In order to sink a playing piece into a black hole, you first need to bring it into the right preliminary position and then tip the piece over the short edge into the black hole (see illustrations 5 - 6).

After sinking a playing piece, you take it off the board and put it in front of you. The first player to sink 4 of his own pieces wins.

