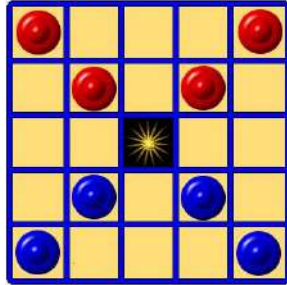
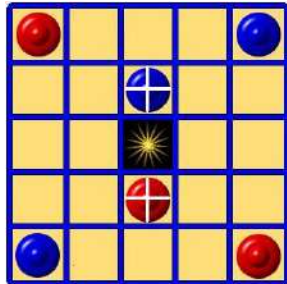


# BLACK HOLE

STARTING POSITION FOR ESCAPE



STARTING POSITION FOR BIG SHIPS



# BLACK HOLE



# ESCAPE

# BLACK HOLE: ESCAPE

This game is a two player strategy game. For eliminating the advantage of the first player it's advised to play at least two turn. In this game players use all eight pieces with unmarked sides.

## Game content:

Game board

4 red ship and four blue ship

*The aim of this game is landing your ships on the black hole (center hole). The player who lands first his/her two ship on this square wins the game.*

## Game rules

At the beginning of the game players place their ships as shown in the picture

Ships can move only horizontally or vertically. Diagonal moves are not allowed.

If a ship is moved, it must move until the borders of the board or stopped by another ship. For stopping, players can use their own ships or opponent ships.

If a player can land one of his ships on the black hole, this ship is accepted as rescued and removed from the board.

If a ship passes over the black hole, it's not accepted as rescued. Players must land their ship on this hole.

*The player who lands (rescue) first his/her two ships on this square wins the game.*

# BLACK HOLE: MAINSHIPS

This game is a two player strategy game. For eliminating the advantage of the first player it's advised to play at least two turn. In this game players use two blue, two red pieces with unmarked side and one red , one blue piece with marked side

## Game content:

Game board

Three red ship and three blue ship

*The aim of this game is landing your two small ships on the black hole (center hole). The player who lands first his/her two ship on this square wins the game.*

## Game rules

At the beginning of the game players place their ships as shown in the picture. Two ships marked with “+” plus sign are considered as main ships

## *Move rules for small ships,*

Small ships can move only horizontally or vertically. Diagonal moves are not allowed. If a ship is moved, it must move until stopped by another ship. For stopping, players can use their own ships or opponent ships. The borders of the board don't stop the ships. If a ship can't stop by aid of another ship, can't move.

## *Move rules for main ships,*

The main ships move exactly as chess knights. Two square horizontally, or vertically and one square perpendicular to that two square. These ships can jump over other pieces. The big ships can't land on the black hole (center hole)

If a player can land one of his ship on the black hole, this ship is accepted as rescued and removed from the board

If a ship passes over the black hole, it's not accepted as rescued. Players must land their ship on this hole.

*The player who lands (rescue) first his/her two small ships on this square wins the game.*