

BLACK BOX

| | | | |
|------|-----------------|----------|-------------------------------|
| 1977 | 1-2 Players (2) | 20 Mins. | Abstract / Deduction / Puzzle |
|------|-----------------|----------|-------------------------------|

Object

One player hides the location of four balls that are to appear on the 8-by-8 grid. The second player attempts to find the secret location of all four balls by “shooting” rays out from the coordinates around the board. The Hider then gives information on the direction the ray travels in relation to how the hidden balls affect their movement. The Seeker must use deductive reasoning to find the location of all four balls. Once all four balls are found, players switch roles. The Seeker who found the Hider's balls in fewer moves will be the winner!

Setup

- Each player is either the 'Hider' or the 'Seeker'. The Hider takes the pattern/score card and the crayon. The Seeker receives four yellow balls and all of the red, orange and yellow markers.
- The Black Box grid is placed between the two players.
- The Hider secretly marks four spaces on their card with a circle to show the locations of the four hidden balls. The game then begins with the Seeker making their first “shot”.

Rules of Play

Rays

- For the Seeker to find the hidden balls they must shoot out an “invisible ray” each turn. This is done simply with the Seeker announcing one of the numbered coordinates marked around all four edges of the board.
- A ray will normally shoot out directly from that coordinate. Once shot, it will do one of three things: a) it stays inside the box (meaning it hit a ball); b) it comes out exactly where it entered (reflected); or c) it comes out at a different coordinate. It is up to the Hider to communicate to the Seeker where the ray has travelled.

Hits, Detours, and Reflections

- If a ray travels directly into a hidden ball, it does not leave the box. To indicate that the ray has hit a ball the Hider says “Hit”. The Seeker may place a ball where they believe the ray ended up, move a ball from another coordinate to this one, or leave things as they were. *See examples on Page 3.*
- A ray cannot travel beside a hidden ball that lies directly next to its path. Instead the ray detours 90 degrees away from the nearest corner of the hidden ball's square. Thus, if the ray approaches from the left, it detours left; if the ray approaches from the right; it detours right. Note that multiple detours can occur when the ray encounters multiple hidden balls. When a detour occurs, the Hider announces the coordinate that the ray exited from. As usual, the Seeker may place a ball to indicate where they believe its hidden location is. *See page 4 for examples.*
- A reflection occurs when the ray exits out of the same coordinate it entered from. This may happen when two detours are set up in such a way that the ray turns around and exits from its starting location. The Hider announces the reflection by saying “Reflection”. *See illustrations on Pages 4 and 5 for examples.*
- It may also occur that a hidden ball lying right on the edge of the board prevents a ray from even entering the board (see Example 13). As such, the ray would immediately turn before even entering the board. This is also a reflection and is announced as such.
- If a ray travels from one end of the board to the opposite end, it has missed hitting and detouring away from hidden locations. The Hider simply states the coordinate where the ray exited from.

Marking

- The Seeker marks the movement of rays by using their orange, yellow, and red markers. Each pair of orange markers have matching symbols to show starting and exiting sites.

- The red marker is used to mark Hits. When a hit is made, a red marker is placed on the starting coordinate for the ray.
- A yellow marker is used to mark Reflections. When a reflection is called, a yellow marker is placed on the coordinate where the ray entered and exited.
- Pairs of orange markers are used to mark Detours and Misses. The starting and exiting coordinates for the ray are marked with matching orange markers.

Special Movement Rules

- A ray always wants to travel in a straight line. If it comes to hit a hidden ball that is also directly adjacent to one or more other hidden balls the ray will Hit the hidden ball directly in its path and not Detour or Reflect due to the other adjacent balls. *See examples 22-25 on Page 6.*
- The Hider must always keep in mind that multiple detours may occur which may give the appearance of a ray doing one thing when really it is doing something else. Through careful marking and deduction, the Hider should be able to determine the movement of the rays.

Scoring

- When the Seeker finally believes they have found the location of all four balls, they announce that they are stopping the hunt. The Seeker should make certain that all four yellow balls are placed in locations where they believe the hidden locations to be. The Hider then reveals their card.
- The Seeker's base score is the total number of ray markers that were used. Each marker (whether yellow, red, or orange) is worth one point.
- 5 points are added for each incorrectly placed ball.
- 5 points are subtracted for each time the Hider gave incorrect information that can be proven by the ray markers. If it turns out that the Seeker placed the markers incorrectly, neither player is penalized.
- The total number of points is the Hider's score, and this is marked on the score card. The players then reverse roles, with the Hider becoming the Seeker and vice-versa. The game is played out as usual and then scored. The player with the lower score is the winner.
- Note that 5 balls are included in the game. For a challenge, players may wish to use all five balls.

See page 10 for Solo Rules.

Uploaded by "freechinanow" to boardgamegeek.com – August 2017