

BLACK HOLE

A board game for 2 players by
Wal Joris

INTRODUCTION

In BLACK HOLE, players alternate turns placing numbered tiles of their colour on a triangular board until only there is only one space left. The player with the lowest total value of tiles surrounding the hole wins.

MATERIAL

- Board (triangular, 21 cells)
- 10 red tiles numbered 1 to 10
- 10 blue tiles numbered 1 to 10

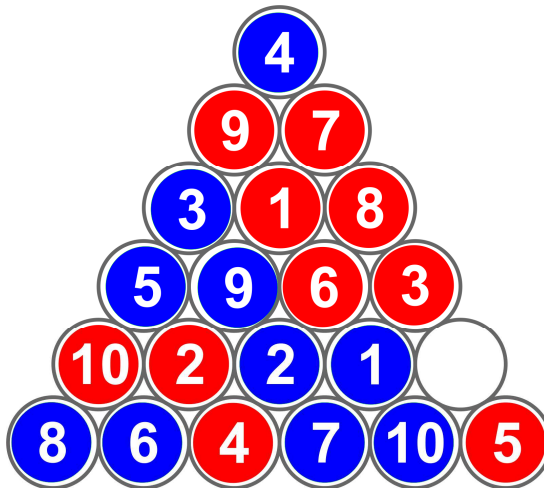
6s and 9s are underlined in order to be distinguishable.

HOW TO PLAY

Place the board in the middle of the playing surface. Each player has an allocated colour (red or blue). Players take the 10 tiles of their colour.

Red starts. Players alternate turns placing one tile of their colour facing up on an empty space of the board. Tiles must be played in ascending order. This is, the tile numbered '1' is played first, then the '2' tile, and so on, for each player.

When all the tiles have been played, there will be one space left empty (the black hole). Each player adds up the values of his tiles surrounding the hole. The player with the lowest total wins the game.



Endgame example. Red wins (8 to 11).

VARIANTS

Variant 1: Tiles don't have to be placed in ascending order.

Variant 2 (*Néstor Romeral Andrés* – 2013): Before the game starts, players place their tiles facing down in a pool and shuffle them. During the game, the tiles are drawn randomly.