

BLACK HOLE

BUCCANEERS



Rules

A card drafting game for 3 to 6 Space Buccaneers for Ages 10+
by Peter Langkjær Møller

Idea of the Game

Adventure, fame, and untold riches beyond measure—you are well on your way there! You've made it your mission to gather the ancient collectibles dumped into orbit around black holes hundreds of years ago as humanity's ultimate garbage disposal.

Many of these items now have immense value, which justifies this risky endeavor. You need to gather the most valuable items before others can take them.

But be careful! If you gather too much, you risk being sucked into the black hole's maw.

Components

13 Black Hole cards



4 Dangerous
(green)



4 Precarious
(orange)



5 Dire
(red)

67 Space Trash cards



10 Spacecraft



10 Toys



12 Time Machine
Parts



10 Shapeshifters



10 Robots



8 Artifacts



7 Relics



2 Weight cards



-6 and -10

1 Value card



1 Direction card



5 Threshold cards



-4, -2, +2, +3, and +4

4 Score cards



for 3, 4, 5, and 6 players

6 Player Aid cards



1 Score Pad

Score Pad						
Round 1	Weight					
	Value					
	Points					
Round 2	Weight					
	Value					
	Points					
Round 3	Weight					
	Value					
	Points					
Total						



Game Setup

- 1 For your first game, find the 3 Black Holes shown below and place them facedown in a stack in the center of your play area with the Dire Black Hole (red) on the bottom and the Dangerous (green) Black Hole on the top. Now reveal the Black Hole on the top of the stack.




You won't need the remaining Black Holes for this game so they can be returned back to the box without looking at them.

Beginning with your second game: Shuffle all the Black Holes together and then place 3 of them facedown in a stack in the middle of your play area and return the rest to the box.

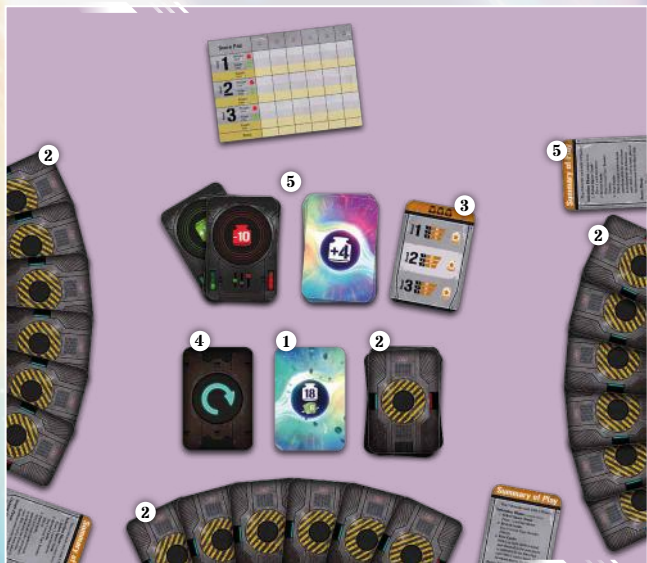
Note: *You may also play with any 3 Black Holes of your choice.*

- 2 Shuffle all the Space Trash cards to create a facedown deck and then deal each player a number of cards equal to the lower Value on the revealed Black Hole (6 cards each in the first round for your first game). Hold your cards in your hand so that you can see the front of your own cards. Place the remaining Space Trash cards as a facedown draw deck in the center of the play area, leaving some space for discards.



- 3 Place the Score card showing the number of players  participating in the game.
- 4 Place the Direction card with a random side faceup in the center of the play area.
- 5 Finally place the Value card, the Weight cards, the Threshold cards, and the Score pad nearby. Each player also takes 1 Player Aid card.

Now the 1st Round can begin.



Game Summary

You are all playing against one another over 3 Rounds. Each Round consists of a Selection phase, a Score phase, and a Cleanup phase.

During the the Selection phase, players will gradually display Space Trash cards in front of themselves and use their Effects. During the Score phase, each player will check whether the Weight of their Space Trash is less than or equal to the Threshold for the Black Hole. If the Weight of your Space Trash exceeds the Black Hole Threshold, you will be drawn into the Black Hole, which means you won't participate in scoring for this Round. After that, the remaining players score their Space Trash to gain points. Then you can prepare for the next Round in the Cleanup phase.

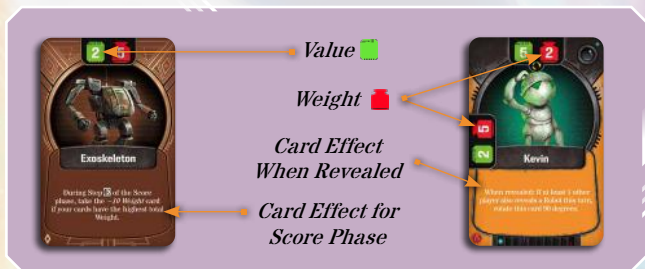
The winner is the player who has gained the most points after playing 3 Rounds.



Layout for the Space Trash Cards

Each Space Trash card has a Value and a Weight. In the Score phase, you compare the total Weight of your cards with the Threshold for the Black Hole. If you aren't drawn into the Black Hole, you can now add up the Values for your cards. The player that collects the highest total Value gains the most points.

Many cards have Effects that are either activated when revealed or are activated at the start of the next Turn and will remain active until the end of the Round. Relic Effects are only activated during the Score phase.



Many cards will be rotated during the course of the game. Cards are always rotated **90 degrees clockwise**. In the Score phase, you will only take into account the Value and the Weight on the top edge of each of your cards (furthest away from you).



Course of the Game

You will play **3 Rounds** and each Round consists of a **Selection phase**, followed by a **Score phase**, and ending with a **Cleanup phase**.

Selection Phase

During the Selection phase, you play several **Turns** and each Turn has **3 Steps**. Everyone plays each Step simultaneously. Make sure everyone has completed the current Step before moving on to the next Step.

1. Select Space Trash

Each player selects **1 of their Space Trash cards from their hand** and places it **facedown** in front of them in a display.

2. Reveal Cards

Reveal the selected cards and resolve their Effects. The Effects of all cards are explained starting on page 14.

Important: Don't reveal Toys (red cards) during this Step!

3. Pass Cards

If everyone now has **2 or more cards in their hand**, pass them on to the next player according to the arrow on the Direction card. The cards you receive from the player next to you are now added to your hand for the next Turn. You now proceed to the next Turn.

Note: *The direction you pass the cards may change as the game progresses.*

If everyone now has **only 1 card left in their hand**, place them all facedown into a pile next to the Black Hole. Then proceed to the **Score phase**.



Score Phase

During the Score phase, you will resolve the Effects for the **Relics** and **Toys**. In addition, each player will determine whether they have been drawn into the Black Hole. Only those that have not will participate in the Score phase.

The following Steps must be performed in order. However, skip any Steps where the specific Relic(s) haven't been played.

A Resolve the *Easter Egg* Effect.

B Resolve the *Alien Kiddie Pool* Effect.

C Reveal your Toys and add up their total Weight. If you have the **highest** total weight for Toys, you take the *-6 Weight* card. If there is a tie, no one takes the card.

D Resolve the *One Ring* Effect.

E Add up the total Weight of your cards and enter that total on the Score pad. Then resolve the Effects of *Antigravity Carpet* and *Exoskeleton* **simultaneously**.

F Now shuffle all the cards that were placed next to the Black Hole at the end of the Selection phase. Turn 1 of the cards faceup. Calculate the **final Black Hole threshold** as follows: Add the Weight of the card that was just revealed to the Threshold of the Black hole (apply the *XXL Paperweight Effect*, if it is in play). If there are any Threshold cards next to the Black Hole card, also add their Weight to the Threshold.

G In Turn Order, each player now checks whether the total Weight of their faceup cards is **greater than the Black Hole's final Threshold** (apply the Effect for the *Rescue Blanket* if it is in play). Each player whose Weight exceeds the final Threshold must now discard all their cards and will not participate in the following *Step H Score Phase*.

H Now calculate the total **Value** of all your faceup cards. Whoever has the highest total gains the 1st place points for the current Round as noted on the Score card. All other players score in descending order based on their total Value. If you had to discard your cards in Step G, you don't score any points.

If players are tied for a position, the tied player who has the most valuable Spacecraft (blue cards) wins the tie, the 2nd most valuable Spacecraft wins the next position, etc. If none of the tied players have a Spacecraft, no one scores for the top position(s) and they all score for the worst position in the tie instead. A Spacecraft with a negative Value is considered more valuable than no Spacecraft at all.

Example: *3 players have the same Value for 2nd place and none of them have a Spacecraft. No points will be awarded for 2nd or 3rd place and they will all score the points for 4th place.*

Example: Score Phase

Note: *An example illustration can be found on page 13.*

*For Step **A** in the Score phase, Andrea discards her Easter Egg that allows her to draw the top card from the draw deck. She draws the XXL Paperweight.*

*Step **B** of the Score phase is skipped since no one played the Alien Kiddie Pool.*

*During Step **C** of the Score phase, Lisa, Jens, and Andrea reveal their Toys. Lisa has the highest total Weight for Toys and therefore takes the -6 Weight card as a reward.*

*Step **D** of the Score phase is also skipped.*

For Step E, each player enters the total Weight for their cards on the Score pad. Due to her -6 Weight card, Lisa now has the lowest Weight in cards and therefore now takes the +10 Value card for her Antigravity Carpet card.

For Step F, Jens calculates the final Threshold for the Black Hole for the group as follows: First, he shuffles the cards placed adjacent to the Black Hole and reveals 1 card: Game Slab, whose Weight is now added to the Black Hole's Threshold for a final Threshold of 24 (18+6) because there are no additional Threshold cards to consider.

Due to the XXL Paperweight, the Black Hole's final Threshold for Andrea is 30 because the additional 6 is counted twice (18+6+6).

For Step G, Jens is the only player whose cards exceed the final threshold, so he has to discard all of his cards and is eliminated from scoring this Round.

For Step H, Lisa gains 15 points for 1st place since she has the highest Value in cards, Andrea gains 10 points for 2nd place, and Jens doesn't score.

Cleanup Phase

Return the Black Hole you just played to the box and reveal the next one. Then return the previously taken Weight and Value cards and the Threshold cards placed next to the Black Hole. Don't rotate the Direction card!

Now shuffle all the Space Trash cards and deal the number of cards indicated on the new Black Hole to each player. You are now ready to start the next Round.

Skip this phase in the 3rd Round. Proceed with Final Scoring instead.



Lisa

Jens

Final Scoring

After the third Round, add up your points on the Score pad from all 3 Rounds. The player who collected the most total points wins. If there is a tie, the tied player who had the most valuable Spacecraft in the third Round wins. If none of the tied player had a Spacecraft (or had to discard it), they share the victory.

Overview of all the Card Types

Value and Weight Cards



If you gain a Weight card during the game, subtract its Value when determining your Weight in Steps **E** and **G** during the Score phase.



If you gain the *+10 Value* card during the game, add its Value in Step **H** of the Score phase.

Robot Cards

Robots can be quite valuable on the black market. However, they also exhibit a peculiar effect when other Buccaneers collect them.

All Robots have the same Effect: If you reveal a Robot during **Step 2** of a Turn during the Selection phase and 1 or more other players reveal a Robot this same Turn, you must rotate your Robot **90 degrees clockwise**. This reduces the Value of the Robot while also increasing its Weight. Robots played on previous Turns are not affected.



Robots will have the following Value/Weight combinations:

3 each for: **4 2** | **6 3**

2 each for: **5 2** | **7 3**

Note: *Whenever a Robot is rotated, its Value and Weight numbers will be transposed.*

Time Machine Parts

Individually, Time Machine parts are relatively worthless and heavy. However, if you collect multiple parts, you can combine them into a valuable Time Machine that can also help you escape the Black Hole.

When revealing Time Machine parts, place them together as groups in your display. You may never have more than 1 copy of each Time Machine part in a group. Whenever you play a Time Machine part, you must add it to an already existing group, if possible, or start a new group.

When adding new parts to the display, they must always be added in the same orientation as the other cards in the group they are being added to. A full group consists of the following 4 parts: **Command Chair**, **Reflector Shield**, **Quantum Steering**, and **Warp Drive**.

When placing the second, third, or fourth part in the group, rotate all cards of that group **90 degrees clockwise**. As a result, each progressive rotation will make the individual parts more valuable and lighter.



There are 3 cards for each part of the Time Machine. **Each group has the following Values and Weights:**

- 1 part:
- 2 parts: each (in total)
- 3 parts: each (in total)
- 4 parts: each (in total)

Example: *Lisa already has a group with both Quantum Steering and a Warp Drive and has rotated the group 90 degrees. This turn, she reveals a Command Chair that she now places in the same group and also rotated 90 degrees. Then she rotates all 3 parts by another 90 degrees so that they are now all upside down in front of her (rotated 180 degrees in total). On her next Turn, Lisa reveals another Quantum Steering. Since she already has one in her current group, she has to start a new group with the 2nd Quantum Steering part, which isn't rotated as it is the first part in the new group.*



Shapeshifters

Shapeshifters are in high demand as they can take the form of any item. Unfortunately, they tend to morph into the same item that other Shapeshifters have taken. Perhaps you can use this to your advantage!

Always place any new Shapeshifters on top of any previously placed Shapeshifter(s) so that you can only see the Value and Weight for the covered cards.

Each Shapeshifter you have in your display always assumes the Weight of the last Shapeshifter you played (the one on top). However, the Value of each Shapeshifter is not changed.



Shapeshifters will have the following Value/Weight combinations:

2 each for: **3 3** | **4 4** | **7 7** | **8 8**

1 each for: **5 5** | **6 6**

Example: *Jens already has Morpho Cubo (Value 8, Weight 8) in his display. On a subsequent Turn, Jens reveals Morpho Broccolo (Value 4, Weight 4). He places it on top of Morpho Cubo in his display so that he can only see the Value and Weight for the lower cards. Now, Morpho Cubo assumes a Weight of 4. In total the two Shapeshifters have a Value of 12 (8+4) and a Weight of 8 (4+4). On a subsequent Turn, Jens reveals Morpho Servientes (Value 7, Weight 7). He must place it on top of Morpho Broccolo. As a result each of his Shapeshifters now assumes a Weight of 7 for a total of 21.*

Toys

Old toys aren't particularly in human demand in 2642 but other species are very interested in them and will offer assistance in escaping the Black Hole in exchange for ancient toys.

Toys are not revealed during the Selection phase like other cards! Instead, they are revealed during the Score phase in Step C. Whoever has the **highest** total Weight in Toys gains the **-6 Weight** card as a reward.



Toys will have the following Value/Weight combinations:

1 each for:

1	2	2	2	3	3	3
3	4	4	4	5	4	6
5	5	5	6			

Spacecraft

Spacecraft can be very valuable. However, they also have the disadvantage of being very heavy. Spacecraft with a negative weight will help you escape the Black Hole.

Spacecraft have no Effect, but they do resolve ties during the Score phase and Final Scoring. Ties are won by the player with the most valuable Spacecraft.

A Spacecraft with a negative Value is considered to be more valuable than no Spacecraft at all.



Spacecraft will have the following Value/Weight combinations:

1 each for:

-5	-4	-4	-3	-3	-2	7	5
8	6	9	7	10	7	11	8
12	9	14	10				

Artifacts

Artifacts are unique items with particularly powerful effects.

Each Artifact has a special Effect. Some of the Artifacts have Effects that become active when the cards are revealed and other Artifacts have Effects that apply beginning with the next Turn. We recommend resolving Artifact Effects simultaneously whenever possible. If in doubt, resolve them in the order in which they are explained here in the rules.



GPS Tracker

If you reveal *GPS Tracker* during the Selection phase, on your next Turn this Round you must select a random card. (For example, have someone draw a random card from your hand.)

You may look at your hand before a card is randomly selected.

TIIT CLO UHL

If you reveal *TIIT CLO UHL* during the Selection phase, all players must immediately draw **1 card from the draw deck to add to their hand.**

In addition, place the *+3 Threshold* card adjacent to the Black Hole.

Note: *By playing TIIT CLO UHL, everyone will get to play an additional card this Round before the Score phase. This could come in handy if you're still looking for a Shapeshifter, a Time Machine part, or a helpful Relic.*





Swiss Army Pocket Laser

If you reveal the *Swiss Army Pocket Laser* during the Selection phase, you must immediately place a -4 , -2 , $+2$, or $+4$ Threshold card of your choice next to the Black Hole. If you choose the $+2$ or $+4$ Threshold card, immediately discard the *Swiss Army Pocket Laser* faceup.

If you choose the -4 or -2 Threshold card, *Swiss Army Pocket Laser* remains faceup in your display.

Titanic Tentacles

If you reveal *Titanic Tentacles* during the Selection phase, you must immediately draw 3 cards from the draw deck. Reveal 1 of these 3 cards and place it faceup in your display. (If it is a Toy, don't reveal it and place it facedown in your display.)

Discard the remaining 2 cards faceup. If the newly placed card is an **Artifact** with an Effect that activates *when revealed*, ignore the Effect. If it's not, activate its Effect. **Example:** *If you choose a Robot and another player has also revealed a Robot, you both have to rotate your Robots 90 degrees clockwise.*



Reality Gyro

If you reveal the *Reality Gyro* during the Selection phase, immediately flip over the Direction card. From now on, you will pass your hand cards in the opposite direction.





Morpho Sucker

Morpho Sucker has an Effect that will activate beginning with your next Turn and will continue until the end of the Round. Whenever someone else (not you) reveals a Shapeshifter, you **must** immediately rotate *Morpho Sucker* 90 degrees clockwise. (If more than one person reveals a Shapeshifter, you **must** rotate *Morpho Sucker* once for each Shapeshifter revealed.)

Note: *This Effect must also be activated if another player reveals a Shapeshifter in the display due to the Titanic Tentacle, Easter Egg, and Alien Kiddie Pool Effect.*

Cubus Libra

Cubus Libra has an Effect that will activate beginning with your next Turn and will continue until the end of the Round. Whenever someone else (not you) reveals a card with a Weight of 7 or more, you **must** immediately rotate *Cubus Libra* 90 degrees clockwise. (If more than one person reveals a card with a Weight of 7 or more, you **must** rotate *Cubus Libra* once for each card with a Weight of 7 or more revealed.)



Note: *This Effect must also be activated if another player reveals a card of Weight 7 or more due to the Titanic Tentacle, Easter Egg, and Alien Kiddie Pool Effect. Robots never trigger this Effect.*



Loot Box

Loot Box has an Effect that will activate beginning with your next Turn and will continue until the end of the Round. Whenever you reveal a card with a Weight of 6 or more, you **must** immediately rotate *Loot Box* 90 degrees clockwise.

Note: *You must also activate this Effect when you reveal a card with Weight 6 or more due to the Titanic Tentacle, Easter Egg, and Alien Kiddie Pool Effect. Robots never trigger this Effect.*

Relics

Relics are unique in the universe. Many Relics are worth little on the black market, but they do have powerful Effects that can prove very useful around a Black Hole.

All Relic Effects activate during the Score Phase.



Easter Egg

During **Step A** of the Score phase, you may discard the *Easter Egg*. If you discard it, immediately reveal the top card from the draw deck and place it faceup in your display.

Place Robots faceup in your display without rotating them. If you reveal an Artifact, ignore its Effect.

All other cards are treated as if you revealed them during the Selection phase.

Note: *If you reveal another Relic, you may use its Effect during its corresponding step.*

Alien Kiddie Pool

During **Step B** of the Score phase, you may discard the *Alien Kiddie Pool*. If you discard it, randomly reveal and place one of the facedown cards near the Black Hole in your display.

Place Robots faceup in your display without rotating them. If you reveal an Artifact, ignore its Effect. All other cards are treated as if you revealed them during the Selection phase.



Note: *If you draw the Easter Egg, you can't apply its Effect as Step A of the Score phase has already been completed.*



One Ring

During **Step D** of the Score phase, you may discard the *One Ring*.

Antigravity Carpet

During **Step E** of the Score phase, check if your faceup cards have the lowest total Weight. If they do, take the *+10 Value* card. If they are tied for lowest total Weight, you don't take the card.



Exoskeleton

During **Step E** of the Score phase, check if your faceup cards have the highest total Weight. If they do, take the *-10 Weight* card. If they are tied for highest total Weight, you don't take the card.

Note: *If you have both the Antigravity Carpet and the Exoskeleton, you can only activate one of them.*



XXL Paperweight

The *XXL Paperweight* Effect becomes active during **Step F** of the Score phase. The Weight of the revealed card for the Black Hole Threshold counts double for you when determining the final Threshold value (positive or negative). In most cases, this means the Black Hole will have a higher final Threshold Value for you than for the other players.

Emergency Towel

The *Emergency Towel* Effect becomes active during **Step G** of the Score phase. If the total Weight of your cards exceeds the Final Threshold, you gain 5 points. Record this in the Score pad for the current Round.

Note: *If your total Weight exceeds the Final Threshold, you don't participate in Step H of the Score phase.*



Credits

Designer: Peter Langkjær Møller
Illustration: Bartłomiej Kordowski
Graphic Design: Eva Steuer
Realization: Sebastian Hein
English Translation: Ralph H Anderson

Pegasus Spiele GmbH, Am Straßbach 3,
61169 Friedberg, Deutschland.
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