

<p><b>Maneuver your spacecraft to convert some of the black hole's spin energy into spacecraft power. Roll a die to see how much energy you gain.</b></p> <p style="text-align: center;"><b>Safe Zone</b></p> <p>1,2,3 for 1 energy token 4,5,6 for 2 energy tokens</p> <p style="text-align: center;"><b>Warning Zone</b></p> <p>1,2 for 1 energy token 3,4 for 2 energy tokens 5,6 for 3 energy tokens</p> <p style="text-align: center;"><b>Danger Zone</b></p> <p>1,2,3 for 3 energy tokens 4,5 for 4 energy tokens 6 lose control of your ship! lose 1 strength, 1 shield and drop of 1 orbit!</p>	<p style="text-align: center;"><b><u>Repair Card</u></b></p> <p><b>Mission Control activates your onboard repair robot.</b></p> <p style="text-align: center;"><b>All Zones</b></p> <p>Expend 1 energy token for your robot to fix any damage to your ship or to your probes. This repair also raises your shield strength by 1. (You cannot play this card if you have zero energy)</p> <p><b>This card may be kept and played when needed, then discarded.</b></p>
<p><b>A passing European Space Agency (ESA) mission offers you help.</b></p> <p style="text-align: center;"><b>Safe Zone</b></p> <p>Fuel transfer gives you 2 extra energy tokens.</p> <p style="text-align: center;"><b>Warning Zone</b></p> <p>The ESA mission offers you an extra probe. You may accept 1 probe over your design limit.</p> <p style="text-align: center;"><b>Danger Zone</b></p> <p>Roll a die. 1-5, transfer 2 energy tokens from the ESA ship, but a roll of 6 and you collide, knocking you down one orbit!</p>	<p><b>Your orbital path takes you through a jet of energy generated by the Black Hole.</b></p> <p style="text-align: center;"><b>Safe Zone</b></p> <p>The radiation from the jet lowers your shield strength by 1.</p> <p style="text-align: center;"><b>Warning Zone</b></p> <p>The radiation from the jet lowers your shield strength by 2.</p> <p style="text-align: center;"><b>Danger Zone</b></p> <p>The radiation from the jet lowers your shield strength by 2 and the blast knocks you up one orbit.</p> <p>If your shields are at zero, Maintain your orbit for three turns to repair shields up to a value of 1. Or, fix now with repair card.</p>

<p><b>An orbiting European Space Agency (ESA) mission assists you with its servicing robot.</b></p> <p style="text-align: center;"><b>All Zones</b></p> <p>Repair one probe (if you currently have one that is damaged) and increase your shield value by 1.</p> <p>This card is to be played now, and cannot be retained.</p>	<p><b>X-radiation fries your probe launch computer!</b></p> <p style="text-align: center;"><b>All Zones</b></p> <p>You cannot launch a probe until this problem is fixed!</p> <p>Retain this card until you collect a repair card. (If you have a repair card, you may play it to fix the computer now, or wait until you need to launch your probes in the Danger zone).</p>
<p><b>Computer error causes a probe rocket to fire!</b> Roll a die.</p> <p style="text-align: center;"><b>All Zones</b></p> <p>Roll 1-3 The probe rocket causes your spaceship to veer off course and dive 1 orbit.</p> <p>Roll 4-6 Maintain your orbit, but damage reduces shields by 1. If your shields go to zero, use a repair card or stay in this orbit for two turns to return your shields to 1.</p> <p>This misfire fortunately does not damage your probe! Ignore this card if you have no working probes aboard.</p>	<p><b>Your engineers find out that one of your probes is broken.</b></p> <p style="text-align: center;"><b>All Zones</b></p> <p>Decrease number of probes by one. Your Mission is cancelled if you only had one. Head for home, but remember that there are Event opportunities to regain or repair probes.</p> <p>Ignore your engineers if you have already launched your probes!</p>

<p><b>Use ultra-violet radiation from the hot gas swirling around the black hole to recharge your energy cells.</b></p> <p style="text-align: center;"><b>Safe Zone</b></p> <p>Gain 1 energy token</p> <p style="text-align: center;"><b>Warning Zone</b></p> <p>Gain 2 energy tokens</p> <p style="text-align: center;"><b>Danger Zone</b></p> <p>Gain 3 energy tokens</p>	<p><b>Engineers have discovered problems with the design of your spaceship while running computer simulations of your mission.</b></p> <p style="text-align: center;"><b>Safe &amp; Warning Zones</b></p> <p>Reduce shielding and strength values 1 token each (if value already at zero, stay at zero). Play a repair card to add 1 to strength and 1 to shield value.</p> <p style="text-align: center;"><b>Danger Zone</b></p> <p>If strength and shields at zero, your whole spacecraft is destroyed unless you can play a repair card <u>NOW</u>. If either stays above zero, stay in orbit 3 turns to correct problems and return to former strength/shield levels.</p>
<p><b>Engineers discover that your spaceship's engines are working better than expected!</b></p> <p style="text-align: center;"><b>All Zones</b></p> <p>Increase your energy by 2 tokens per engine.</p>	<p><b>Gravitational squeezing and tugging on your spacecraft is becoming dangerous.</b></p> <p>Throw a die and add your shield value. (Example: a roll of 4 and shield value of 1 gives you a total of 5)</p> <p style="text-align: center;"><b>Safe &amp; Warning Zone</b></p> <p>If total is 1,2 or 3: Climb 2 orbits immediately!</p> <p style="text-align: center;"><b>Danger Zone</b></p> <p>If total is 1-4: Climb 2 orbits immediately!</p> <p><u>Remember</u>: climbing orbits expends energy! You may resume your regular descent (or ascent) next round. No energy? Hold tight, roll 5,6 to stay in current orbit, or drop one orbit per turn.</p>

<p><b>Communications Antenna destroyed by collision with orbiting debris!</b></p> <p>You may play a repair card to fix the antenna now or:</p> <p style="text-align: center;"><b>Safety Zone</b></p> <p><b>Remain</b> in this orbit for your next turn to repair</p> <p style="text-align: center;"><b>Warning Zone</b></p> <p><b>Remain</b> in this orbit for your next two turns to repair.</p> <p style="text-align: center;"><b>Danger Zone</b></p> <p><b>Remain</b> in this orbit for your next 3 turns to repair. You cannot launch a probe until this is problem is fixed!</p>	<p><b>Convert the heat being given off from the accretion disc (the hot gas spiraling into the black hole) into energy for your engines.</b></p> <p style="text-align: center;"><b>Safe Zone</b></p> <p>Warm accretion disc gives you 1 energy token</p> <p style="text-align: center;"><b>Warning Zone</b></p> <p>Hot accretion disc gives you 2 energy tokens</p> <p style="text-align: center;"><b>Danger Zone</b></p> <p>Incredibly hot accretion disc gives you 3 energy tokens</p>
<p><b>Mission controllers change the speed of your spacecraft remotely but enter the numbers in <i>miles per second</i> instead of <i>meters per second</i> by mistake!</b></p> <p style="text-align: center;"><b>All Zones</b></p> <p>Expend 2 energy tokens correcting Mission Control's error!</p> <p>No energy tokens? You can't change your speed without energy, so this command is ignored.</p>	<p><b>Public interest in mission gets you the headline on CNN.</b></p> <p>This doesn't affect your mission, but give yourselves a pat on the back!</p>

<p><b>Pass through a cloud super-hot gas!</b></p> <p><b>Safe &amp; Warning Zones</b> Lose 1 level of shielding. If shielding at zero remain in this orbit 2 turns working to bring shielding up to 1. You may also play a repair card.</p> <p><b>Danger Zone</b> Lose 1 token of shielding. If your shielding is at zero you need to move out of the Danger Zone and make repairs. This takes 2 turns and returns your shield value to 1. You may play a repair card to fix your shields now.</p>	<p><b>Collision course with a Russian spacecraft!</b></p> <p>Roll a die:</p> <p><b>All Zones</b></p> <p>Roll 1-4. Close, but you safely miss each other.</p> <p>Roll 5-6. Too close! expend 2 energy tokens altering course and avoiding collision.</p> <p>No energy? If you rolled 5-6 roll again. 1-3 and you collide, destroying both spaceships. 4-6 and you shoot past, losing nothing but a bit of paintwork!</p>
<p><b>The spinning black hole drags space itself around with it. This gives your spacecraft a free ride.</b></p> <p><b>Safe + Warning Zone</b> Move forward 10 spaces. If you reach the Change Orbit square, you may choose to move up or down.</p> <p><b>Danger Zone</b> Roll a die. 1-4 Move forward to the Change Orbit square now.</p> <p>5-6 Tidal forces tear at your spaceship. Lose 2 strength points. If you are at zero strength, your ship is ripped apart and destroyed.</p>	<p><b>The hot gas in the accretion disc is becoming increasingly turbulent.</b></p> <p><b>Safe Zone</b> Lower Strength value by 1. If this takes you to zero strength, stay in this orbit for 2 turns, then return to strength of 1.</p> <p><b>Warning Zone</b> Lower Strength value by 2. If this takes you to zero strength, stay in this orbit for 2 turns, then return to strength of 2.</p> <p><b>Danger Zone</b> Lower Strength value by 2. If this takes you to zero strength, stay in this orbit for 2 turns, then return to strength of 1</p>

<p style="text-align: center;"><b><u>Repair Card</u></b></p> <p><b>Activate your onboard repair robot.</b></p> <p style="text-align: center;"><b>All Zones</b></p> <p>Expend 1 energy token for your robot to fix any damage to your ship or to your probes. This repair also raises your shield strength by 1. (You cannot play this card if you have zero energy)</p> <p><b>This card may be kept and played when needed, then discarded.</b></p>	<p><b>X-radiation fries your guidance computer. Computer is back online next turn, but in the meantime, roll a die.</b></p> <p style="text-align: center;"><b><u>Repair Cards cannot be used</u></b></p> <p style="text-align: center;"><b>Safe Zone</b></p> <p>Roll 1-3: fall two orbits. Roll 4-6 stay in same orbit, but jump ahead 6 squares (if you cross the change orbit zone, don't change orbit!)</p> <p style="text-align: center;"><b>Warning Zone</b></p> <p>Roll 1-3: fall two orbits Roll 4-6 climb two orbits, expending 2 energy cards.</p> <p style="text-align: center;"><b>Danger Zone</b></p> <p>Roll 1-2: fall one orbit. Roll 3-6: climb 3 orbits, expending 3 energy tokens.</p>
<p><b>Engineers discover that one of your probes has a programming error.</b></p> <p style="text-align: center;"><b>Safe and Warning Zones</b></p> <p>Your probe will explode in its launch bay when you enter the Danger Zone unless repaired by a Repair Card. Retain this card until problem is fixed.</p> <p style="text-align: center;"><b>Danger Zone</b></p> <p>Roll a die. 1-4 A serious probe error is fixed by engineers. Roll 5-6: One Probe explodes in its launch bay. Lose probe, 2 shields drop 1 strength level. If strength <b>and</b> shields at zero, your whole spacecraft is destroyed. If either stays above zero, stay in orbit 3 turns to return to former strength/shield levels. Play a repair card to fix now. (You cannot recover your probe)</p>	<p><b>Gravity around black hole affects the flow of time. You need to recalibrate your clocks.</b></p> <p style="text-align: center;"><b>Safe Zone</b></p> <p>Stay in current orbit for one turn, even if you enter the change orbit zone.</p> <p style="text-align: center;"><b>Warning Zone</b></p> <p>Stay in current orbit for two turns, even if you enter the change orbit zone.</p> <p style="text-align: center;"><b>Danger Zone</b></p> <p>Stay in current orbit for three turns, even if you enter the change orbit zone. You cannot launch a probe while recalibrating.</p>

<p style="text-align: center;"><b><u>Repair Card</u></b></p> <p><b>Mission Control activates your onboard repair robot.</b></p> <p style="text-align: center;"><b>All Zones</b></p> <p>Expend 1 energy token for your robot to fix any damage to your ship or to your probes. This repair also raises your shield value by 1 (You cannot play this card if you have zero energy)</p> <p><b>This card may be kept and played when needed, then discarded.</b></p>	<p style="text-align: center;"><b><u>Repair Card</u></b></p> <p><b>Mission Control activates your onboard repair robot.</b></p> <p style="text-align: center;"><b>All Zones</b></p> <p>Expend 1 energy token for your robot to fix any damage to your ship or to your probes. This repair also raises your shield value by 1 (You cannot play this card if you have zero energy)</p> <p><b>This card may be kept and played when needed, then discarded.</b></p>
<p><b>X-radiation is stronger than scientists anticipated.</b></p> <p style="text-align: center;"><b>Safe Zone</b></p> <p>Lose 1 shielding level. If at zero shields you cannot enter the warning zone until you have repaired your shields with a repair card</p> <p style="text-align: center;"><b>Warning Zone</b></p> <p>Lose 2 shielding levels. If at zero shielding you cannot enter the danger Zone until shields are fixed with repair card</p> <p style="text-align: center;"><b>Danger Zone</b></p> <p>Lose 2 shielding levels. If at zero shielding your crew abandons ship in escape pods because of radiation. Mission over!</p>	<p><b>Heat from accretion disc burns hole in hull!</b></p> <p style="text-align: center;"><b>Safe and Warning Zone</b></p> <p>Drop one strength level. If at zero strength, do not enter Danger Zone until Strength level restored using a repair card.</p> <p style="text-align: center;"><b>Danger Zone</b></p> <p>Drop 2 Strength levels. If at Zero Strength play a repair card NOW!</p> <p>If you cannot, climb to Warning Zone and stay there for two turns to bring your Strength back up to 1.</p> <p>If no energy tokens to climb, your spacecraft burns up!</p>

**Science Result!**

**Warning and Danger Zones Only**

An onboard scientific experiment gets you your first results without launching a probe.

Take a Probe Result Card now. This does not affect the status of your probes.

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