

CHASPHERE BLACK HOLE

GAME RULES

 FRÉDÉRIC CRUSSARD

 YANNIS VANNOD

 ORAGAMES
LEGENDS



URGENT MESSAGE FROM THE ONIGATUL OF SECTOR 15

TO ALL FORCES HEARING THIS CALL, THIS IS THE HIGH CONSUL OF GOMIA, FORMER ONIGATUL OF SECTOR 15. SINCE THE ABANDONMENT OF OUR SECTOR BY THE GATÛL FEDERATION 10 YEARS AGO, I HAVE MAINTAINED ORDER AND SECURITY AMIDST CHAOS AND EXTERNAL THREATS. MY METHODS HAVE BEEN CRITICIZED, BUT WE HAVE THRIVED...

TODAY, WE FACE AN EVEN GREATER THREAT: OUR STAR IS COLLAPSING, **AND THIS IMMINENT CATASTROPHE THREATENS TO ENGULF OUR ENTIRE SYSTEM.** THIS COLLAPSE IS NOT NATURAL; IT IS THE RESULT OF THE VILEST SCHEMES...

TO ALL OF YOU WHO TURNED YOUR BACKS ON US OR THREATENED US, I HOPE THERE IS STILL SOME HONOR LEFT IN YOU. **I AM ASKING YOU TO HELP US.** SEND YOUR SHIPS, PILLAGE AND TAKE WHATEVER YOU WANT, **BUT SAVE MY PEOPLE AND THEIR CULTURE...**

WHO WILL HEAR MY CALL? WHO WILL HAVE THE DECENCY TO COME TO OUR AID?



PLANET ETONAK?

YOU WHO ACCUSE ME OF BEING A TYRANT, WILL YOU SET ASIDE YOUR EGO TO SAVE US?



ATONAROS PIRATES?

YOU WHO TERRORIZE SPACE IN THE NAME OF FREEDOM, WILL YOU GRANT IT TO MY PEOPLE?



GATÛL FEDERATION?

WILL YOU RECLAIM YOUR HONOR BY SAVING THOSE YOU COWARDLY ABANDONED?



INFERNO SPONSOR?

WHAT BETTER WAY TO ADVERTISE THAN A GOOD DEED?

TIME IS RUNNING OUT. THE FUTURE OF MILLIONS OF SOULS RESTS ON THIS CALL. LET THOSE WHO CAN ACT, DO SO BEFORE IT IS TOO LATE.

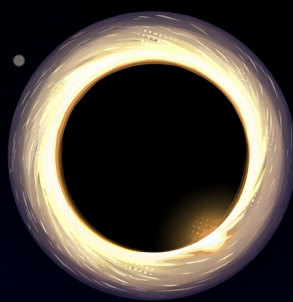
WITH HOPE AND DESPAIR, OUR SOULS ARE IN YOUR HANDS...

YOUR EQUIPMENT TO SAVE SECTOR 15

1 SECTOR BOARD



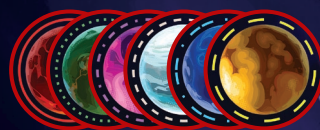
1 BLACK HOLE DISC



6 ROTATION DISCS



6 PLANET TOKENS



4 STANDEES



4 BASES



4 SHIP BOARDS



14 BOROM CARDS



14 GOMIA CARDS



14 LOA CARDS



14 ZADUS CARDS



14 TARILI CARDS



14 MOGUDAR CARDS



19 OPPORTUNITY CARDS



3 SHIP-SHOP CARDS



5 EXPLORER CARDS



24 ENERGY MARKERS



4 ENGINE MARKERS



24 EXPLORATION MARKERS



1 ROTATION MARKER



YOUR MISSION

The message was harsh, especially coming from a tyrant who quickly expanded his power after the Abandonment, but you know he's right... the riches of the Sector are worth it! As the leader of your faction, guide your fleet through the 6 planets of the Sector!

Use your energy wisely, as although you optimize it by surfing the orbits of the planets to move, you need to save some for exploration! Each planet is unique and offers different resources, so don't focus solely on materials; save some distressed Carbonids too.

Besides making you look like heroes, they can be very useful! On some planets, you'll also have the chance to discover unique technologies developed by the Sector, perfect for upgrading your ships. Don't waste time, as the High Consul was right: our sensors indicate the star is about to collapse. When that happens, you won't want to be on the planets that get absorbed!

THE OBJECTIVE

You must gather valuable elements to upgrade your ship or accumulate Opportunism points. To achieve this, use your Energy to move along the orbits and explore the planets of Sector 15. At the end of the game, when the Sector is lost, be the faction that benefited the most by having the most Opportunism points!

THE SHIPS

Although their histories and motivations vary greatly, the different playable ships by incredible coincidence have the same capabilities! Here are the useful elements of these cards:



- 1** Place the Sector Board in the center of the table.
- 2** Place the Planet Tokens, healthy side up, on their respective spots according to their colors.
- 3** Choose a Planet Disc, place it on its designated spot on the board, then place the Rotation Marker in the center of the disc.
- 4** Shuffle each deck of Planet Cards and place them face down in distinct piles on the table.
- 5** Reveal the top card from the Zodus, Mogudar, Tarili, and Gomia decks and place them face up in the Bargaining Zone on the board. If an Event Card is revealed (symbols  or ), draw another card and put the Event Card back in its deck before reshuffling. Place the 3 Ship-shop Cards in their designated spot on the board.
- 6** Place the Opportunity Cards deck face down in its designated spot on the board, then reveal and place the top four cards next to the deck.
- 7** Keep the Black Hole Disc and Explorer Cards close to the board.
- 8** Place the Energy and Exploration Markers within reach of all players.
- 9** Each player chooses a Ship, places it in front of them, and sets an Engine Marker on the number 3 of their Engine Gauge.
- 10** Each player places the Standee corresponding to their Ship on its starting location.
- 11** Designate the First Player (this can be the player most likely to take advantage of others' misfortunes).



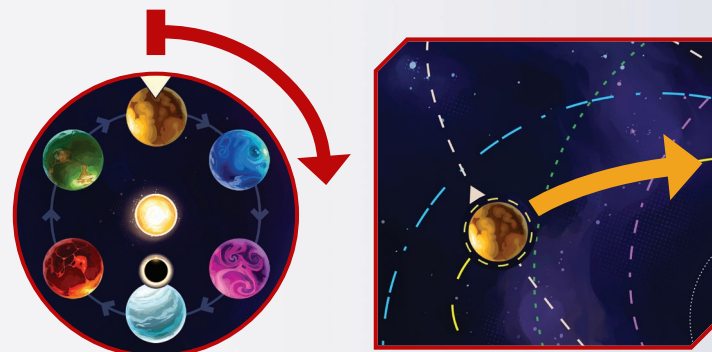
HOW TO SAVE SECTOR 15

START OF A GAME TURN

During the first turn of the game, the First Player positions the Rotation Marker on the planet indicated by an arrow and immediately moves the indicated planet on the board one space along its orbit, always clockwise.

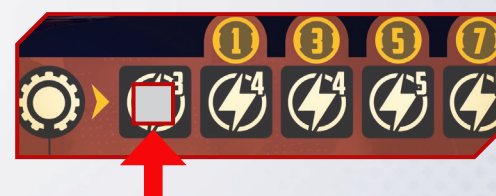
At the start of each new turn, the First Player moves the Rotation Marker to the next planet and moves the indicated planet on the board. The First Player begins their turn after the planet has been moved.

A game turn ends when all players have taken their turn.



YOUR TURN

When it is your turn, take the number of Energies indicated on your current Engine. You can use these to perform actions. It is possible to save unused Energies for the next turn, **but you can never have more than 6 Energies at once.**



➤ POSSIBLE ACTIONS

■ Move!

Consume Energy to move along the orbits.

Each space you move costs 1 ⚡ Energy clockwise and 2 ⚡ Energies counterclockwise. You can switch orbits at orbital nodes where they intersect. You can move as many times as you want as long as you have Energy.

■ Explore!

When on a planet, draw as many cards from its deck as you spend Energies. Do not reveal these cards to other players. Choose one card to keep and place it face up near your Ship.

■ *The types of cards and special cases are detailed in the next section.*

Place the remaining Planet Cards back on top or bottom of the deck, as you prefer. You cannot explore the same planet twice in a single turn, but you can explore multiple different planets.

When you explore a planet for the first time, place an Exploration Marker on your Ship to indicate it. At the end of the game, each of these Markers will be worth ① Opportunism point.



If you are the first to explore all 6 planets of the Sector, take the 1st Explorer Card worth ④ Opportunism points. If multiple players achieve this in the same game turn, each takes a card worth 2 points instead of 4.



■ **Bargain!**

Call upon the Merchant Ship in the zone, the «Ship-shop,» and for 2 Energies, you can perform one of the following actions:

- Trade one of your Planet Cards for a Planet Card from the Ship-shop
- Trade 2 of your Fusion Piles to immediately upgrade your Engine Gauge
- Trade 2 of your Fusion Piles for a Ship-Shop's Ore Synthesizer Card

Return the spent Fusion Piles to the bottom of their original deck.



■ **Seize an Opportunity!**

You can trade your Ores and Fusion Piles for Opportunity Cards! These cards provide Opportunism Points at the end of the game and can upgrade your Engine. The exchange conditions are shown on each card. When an Opportunity is seized, replace it with a new one from the deck.



EXPLORATION

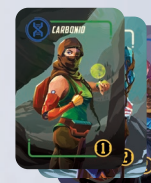
You can find many different cards by exploring Sector 15.

➤ **THE CARDS:**



Carbonid Cards!

These cards represent the carbon-based life forms populating known space! They always provide Opportunism points for the end of the game but can also upgrade your Ship's Engine Gauge! The color of the symbol represents the Carbonid's planet of origin.



Ore Cards!

There's nothing better to make a «rescue mission» profitable than some precious natural resources! Ores can be traded for Opportunity cards!



Upgrade Cards!

Acquiring these cards usually allows you to upgrade your Ship with unique effects and actions! Find their effects in the «Special Cards» section on page 10.



Event Cards!

Immediately reveal the Event Card drawn and place it on the board or nearby. As soon as a second Event Card is drawn, an effect is applied. Find their effects in the «Special Cards» section on page 10.

➤ **THE SYMBOLS:**



Well Hidden

Cards with this symbol can only be recovered if you spent at least 2 Energy units to explore the planet. Otherwise, place the card back on top of the deck.



Opportunism Points

These points determine which faction benefited the most from the situation in Sector 15 at the end of the game!



Engine Upgrade

If you acquire a card with this symbol, upgrade your Engine Gauge by one level! If you discard a card with this symbol, downgrade your Engine Gauge by one level.



Energy Cost

This symbol, along with its associated number, indicates the Energy cost of a special action!

PLANETS AND BLACK HOLE

MOVEMENT OF THE PLANETS

> DIRECTION

The Planets all move along their own orbits in a clockwise direction. When a Planet moves, it always moves one space at a time.

> REPULSION

When a Planet moves onto a space already occupied by another Planet, the latter is ejected to the next free space on its orbit. This can trigger a chain reaction, causing multiple Planets to move successively.

> SHIPS

Ships on a Planet move with it, so be sure to anticipate Planet movements! If a Planet moves onto a Ship, the Ship is then considered to be on the Planet.



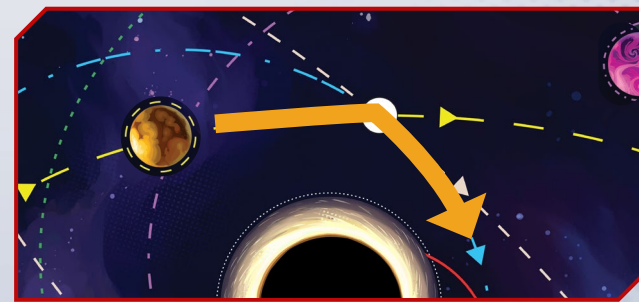
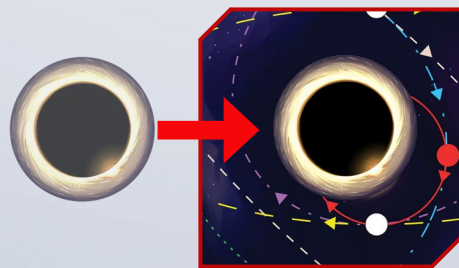
THE BLACK HOLE

The High Consul warned of this: the star of Sector 15 collapsed unusually fast, leaving a Black Hole in its place!



When 3 Planets align at the critical conjunction, place the Black Hole on its designated spot on the board.

You can also refer to the Black Hole symbol on the Rotation Disc to identify the critical conjunction. When the Marker passes twice by the planet near the symbol, the critical conjunction has occurred.



From that moment, Planets will always follow the shortest orbit path towards the Black Hole during their movements until they are swallowed. Once in the Black Hole, a Planet can no longer be explored and moved.

SPECIAL CASES

- If the Rotation Marker is moved onto a Planet in the Black Hole, move it to the next Planet.
- If a player ends up in the Black Hole, they, their crew, and all their cargo are sucked into the void. The game is over for that player.

The game ends after three Planets have been absorbed by the Black Hole. Players take one final game turn and count their points.

If the third planet is absorbed in the middle of a turn due to a special event, players still take one complete additional game turn beyond the current one.



Attention! If players do not return to their starting location before the end of the game, they incur a penalty of -5 points. The starting locations are the original positions of the Planets.



Players then count their Opportunism points:

- + ⑤ points for every group of 3 ⚡ different Carbonids (Blue - Yellow - White DNA)
- + ① point per Exploration Marker
- Points from your 1st Explorer Card (if obtained)
- Points from your Engine Gauge
- Points from your Opportunity Cards
- Points from your Planet Cards (apply effects of multipliers and accumulators)
- Points obtained with the C'Matter Cards and the Mysterious Artifact

DID YOU KNOW?

Discovered and harvested on the living planet C'Culta, C'Matter is an ancient substance that enables teleportation. Crucial for the unification of Gatûl, this rare resource is reserved for the government... or the wealthiest.

Used by ships for rapid travel, it was also utilized during the Repsian War of 4072. Planetary C'Bombs were teleported to the heart of worlds controlled by Repsy, marking the history of interstellar conflicts.



SPECIAL CARDS



EVENTS

Sector 15 is increasingly unstable! A catastrophe is imminent!

When two Event Cards are revealed, resolve one of the following effects:

Two identical Events

Flip the Planet from which the second Event Card was drawn. The Planet is then contaminated by radiation. The actions «Move! Explore! Bargain!» consume 1 ⚡ additional Energy (e.g., drawing 3 cards costs 4 Energies instead of 3).

Passing by a contaminated planet without stopping does not affect the Ships.

Two different Events

Immediately advance the Marker on the Rotation Disc and move the indicated Planet.

Once the catastrophe is resolved, place the Event Cards back at the bottom of their respective decks.



C'MATTER

The most precious substance in the universe!

Consuming it allows the use of C'Jumps, equivalent to teleportation!

At the end of the game, each player counts the number of C'Matter capsules they possess.

The player with the most capsules earns ⑦ Opportunism Points, the second gets ④ Points, and the third receives ② Points.

In case of a tie, each player shares the lower rank. Example: if two players tie for first place, they each receive 4 Points instead of 7, and if another player was second, they move down to the lower rank and receive 2 Points instead of 4.



PLANET RELICS

The terraforming plant strain of Tarili, the skull of the great Erzar of Zadus and the complete scientific data of Mogudar! These precious relics must be saved!

At the end of the game, these cards double the Opportunism Points of each Carbonide Card with the corresponding color DNA symbol.



DELUXE FOOD DISPENSER

A food dispenser that changes its recipes based on who wants to eat? What more could you ask for, apart from escaping a black hole?

At the end of the game, choose a DNA color (Blue - Yellow - White). This card grants 1 additional Opportunism point for each Carbonide Card with the chosen DNA color symbol.



PLANETARY ANALYZER

Perfect for detecting all sorts of things on a planet's surface: people, minerals, technologies, crystal spheres...

This card allows you to look at the top card of the Planet you are on once per turn for free. Then place the Planet Card back on top of its deck.

If you have two Analyzers, look at two cards instead of one.



LOCAL FOOD DISPENSERS

What better way to please your "guests" than serving them the favorite dishes from their home planet during their journey? They will surely appreciate it!

At the end of the game, these cards grant 1 additional Opportunism Point for each Carbonide card with the indicated DNA color symbol.



ORBITAL OPTIMIZATION IMPLANT

Why calculate the best orbital routes in the Sector when you can use the pre-calculated ones from Loa scientists?

This card allows you to spend only 1 Energy to move on an orbit counterclockwise.



C'COORDINATES

Using C'Matter for teleportation takes time! Luckily, ready-to-use coordinates are available!

For 1 ⚡ Energy, this card allows you to teleport to the Planet indicated by the card and the Planet currently marked by the Rotation Marker.



COSCO THE MERCHANT

You saved Cosco the merchant! He was stuck on Borom and nearly didn't make it! To thank you, he offers you a discount on the space-tax applied by the "Ship-shop"!

This card reduces the cost of Bargaining by 1 ⚡ Energy. Cosco cannot be traded!



HIGH CONSUL

The High Consul still holds influence among the populations of the fallen Sector, treat him well and he will be grateful!

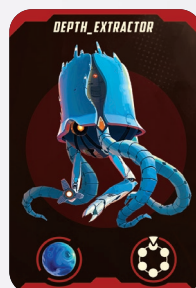
This Carbonide Card is considered to have the DNA symbols of all three colors when counting points.



S15 ENGINE EXTENSION

The "Clip-n'-Go!" engine developed by Loa scientists! It adapts to all existing engines and provides a boost!

This card allows you to upgrade your Ship's Engine Gauge by one level.



ROBOTIC RECOVERY UNITS

Robots for all biomes!

This card allows you to recover 2 Planet Cards instead of one during an exploration on the Planet indicated by the card and the Planet currently marked by the Rotation Marker.



FUSION PILES

Inferno fusion piles are guaranteed (91%) safe! Since the Abandonment of Sector 15 by Gatûl, leading to a major economic crash, these piles have become a highly valued trade currency.

These cards do not earn points but can be traded at the Ship-Shop or for Opportunities.



ORE SYNTHESIZERS

Loa scientists have managed to synthesize ores; it's not perfect, but it will do the job long enough for a trade!

These synthesizers allow you to replace any ore needed for an Opportunity trade.



MYSTERIOUS ARTIFACT

This mysterious artifact seems to have been developed on Borom, but the energy it emits is vastly different from what Carbonide technology can produce... What is its purpose? Who built it? And why? It is certainly strange to find such an artifact where a star is collapsing inexplicably...

Possessing this card at the end of the game earns you 5 ⚡ Opportunism Points. If a player is on the same space as another player holding this card, they can spend 1 ⚡ Energy to take it from them.

MISSION OVERVIEW

YOUR OBJECTIVE

Collect valuable elements in Sector 15 and return to your original locations before the Black Hole swallows everything. The player with the most Opportunism Points at the end of the game wins!

GAME TURN

START OF THE GAME TURN

- Move the Rotation Marker, then move the indicated planet.
- Check for critical conjunction.
- If the Black Hole is present, the planets move by taking the shortest path towards the Black Hole.

PLAYER'S TURN

Take the number of Energies indicated by your Engine Marker. Attention, you cannot have more than 6 Energies at a time.

You can perform the following actions:

■ **Move!**

- Costs 1 Energy per movement in the clockwise direction.
- Costs 2 Energies per movement in the counterclockwise direction.

■ **Explore!**

- Draw as many Planet Cards as the Energies you spent. Keep only one Planet Card (unless an upgrade says otherwise).
- Place the remaining cards back on top or bottom of the Planet Deck, as you prefer.
- Only one exploration per Planet is possible each turn.
- Mark the explored Planets on your Ship and take a 1st Explorer Card if you have explored all planets first.

■ **Bargain!**

Pay 2 Energies and choose one of the following options:

- Trade one of your Planet Cards for a Planet Card from the Ship-Shop.
- Pay 2 Fusion Piles to increase your Engine Gauge by one level.
- Pay 2 Fusion Piles to obtain an Ore Synthesizer from the Ship-Shop (only used for Opportunity trades).

Spent Fusion Piles are placed under their original deck and Ore Synthesizers are removed from the game once used.

■ **Seize an Opportunity!**

This action does not cost Energy.
Trade your resources for Opportunity Cards and increase your Engine Gauge by one level if an Opportunity allows it.

EVENTS

When 2 Event Cards are drawn:

- Two identical cards: Immediately move the Rotation Marker and the newly indicated planet.
- Two different cards: Flip the Planet to its contaminated side. The actions «Move! Explore! Bargain!» consume 1 additional Energy. Passing through a contaminated planet without stopping does not affect the Ships.

END MISSION

When 3 Planets have been swallowed by the Black Hole, play one final complete game turn.

Once the game ends, count your Opportunism Points:

- - 5 Points if you did not return to your starting location
- +5 Points for each group of 3 different Carbonids (*Blue - Yellow - White DNA*)
- +1 Point per Exploration Marker
- Points from your 1st Explorer Card (*if obtained*)
- Points from your Engine Gauge
- Points from your Opportunity Cards
- Points from your Planet Cards (*apply effects of multipliers and accumulators*)
- Points obtained with the C'Matter Cards and the Mysterious Artifact

TIPS FOR MAKING THE MOST OF THE SECTOR

- Pillage Planets that possess Upgrades cards to optimize your actions later on.
- Prioritize acquiring Ores necessary to trade for revealed Opportunity Cards.
- Upgrade your Ship as early as possible in the game.
- Seek out Carbonide Cards that best combine with your Upgrades.
- Keep an eye on the cards offered by the Ship-Shop.
- Explore all Planets in Sector 15 first to earn a bonus of Points.
- If planning to explore a Planet over multiple turns, make sure to place interesting cards you couldn't take back on top of the deck.
- Anticipate planet movements, save your Energy for movements, or position yourself safely.
- Remind your opponents that you are clearly better than them. It might unsettle them...