

The Black Whole

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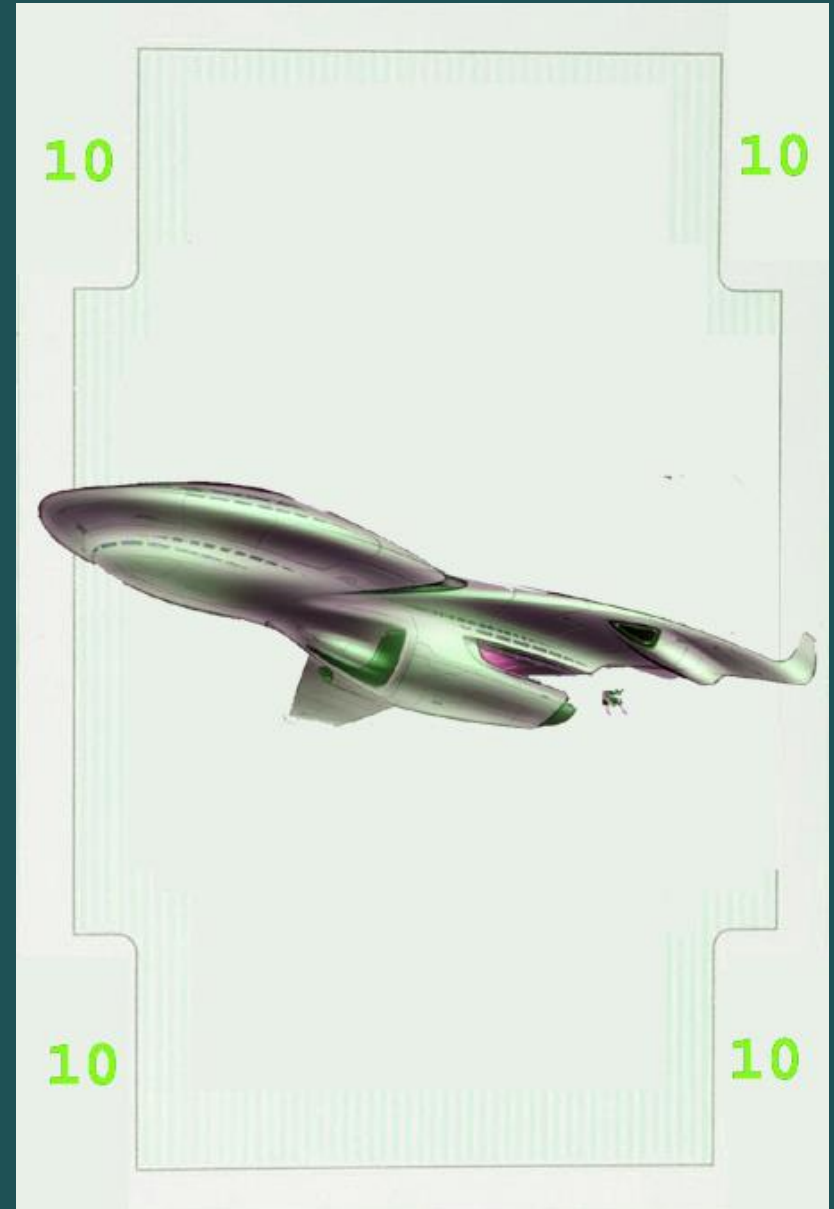
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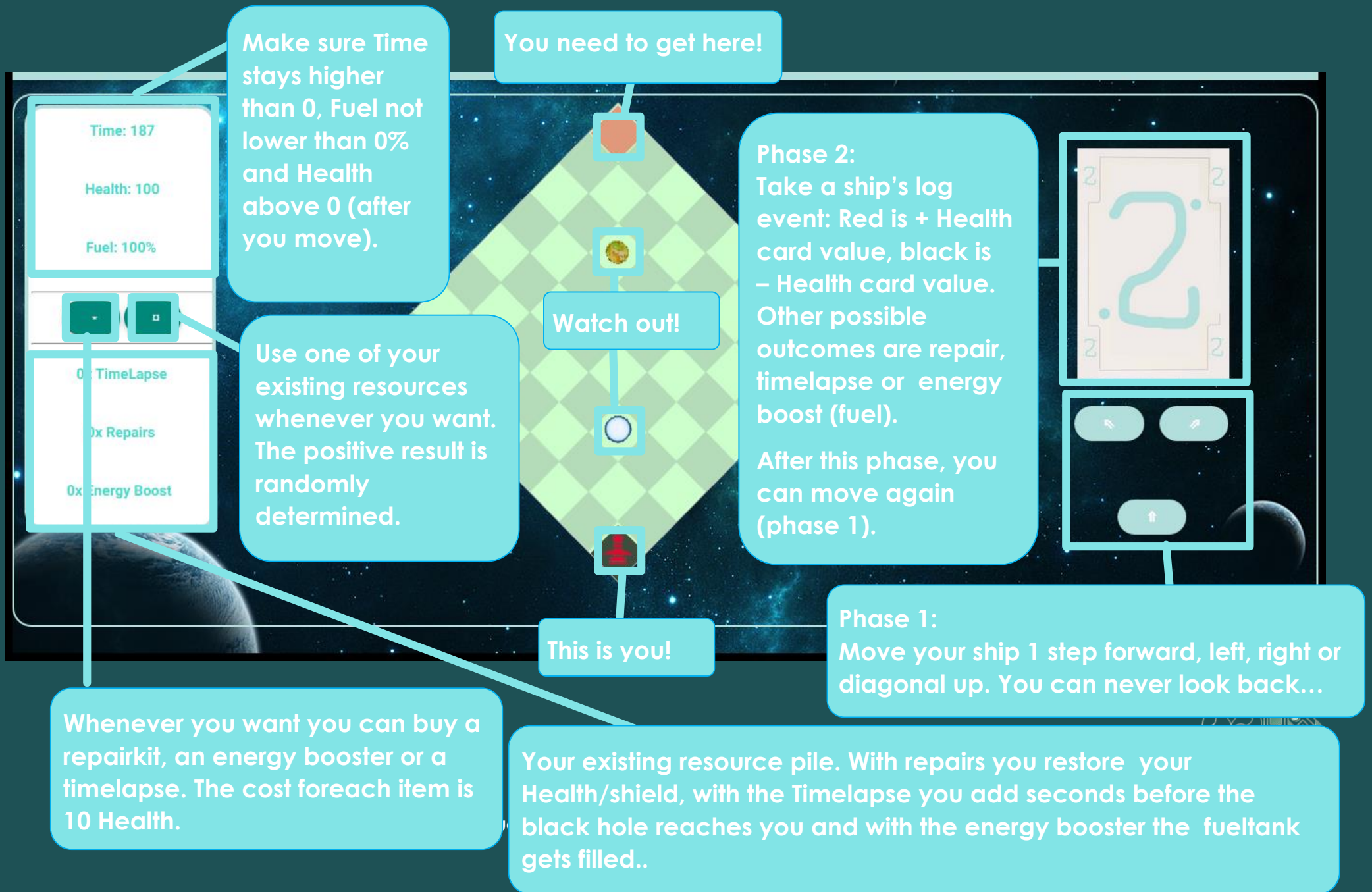
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Goal of TBH: Get ALIVE on the other side!



0. How the game works

The game is simple. You need tactics and some luck to get on the other side of the board.

There are two phases that repeat constantly. You move on step up, left/right or diagonal. Then you click on the Ship's log to view the consequence of your new position in the quadrants. The log's outcome can be three possible things: Bonus on your health, damage or an item you can use.



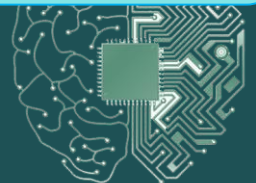
Above a +2 Health



Here you'll lose 3 Health



This resource adds time.
The other two are:
a repairkit (number 11) and
an energy boost, fuel (number 13).



1. Victory and Death

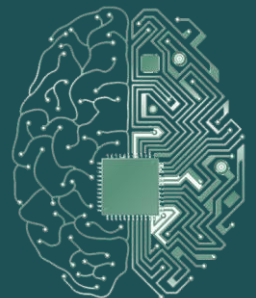
A level is completed, succesful when you reach the other side alive.

Alive means: your health is above 0, the timer is higher than 0 (keep in mind for survival, that the timer NEVER stops) AND your fuel is not lower than 0% when you've entered the warp zone.

The game ends when your health is 0 (after you moved), timer is 0, the fuel is lower than 0% OR when you collide with a celestial.

Note:

“Statistically” you have a good chance of bonus health or an item. From the 26 possible outcomes, there are only 10 bad ones.



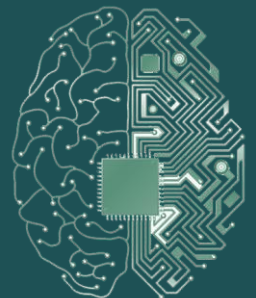
2. A Hitchhiker's Guide to the Quadrants

To survive the hostile environment known as the “Quadrants” you’ll need wits.

Mostly you’ll get further by trial-and-error, but you don’t need to learn everything the hard way. Right?

Some tips:

- When your Health (aka shield) is high, buy stuff! Keep the Health higher than 20 at all times, if possible of course.
- Don’t lose sight of that pesky timer!
- Spare your resources. When you have a lot, use them all at once. Keep in mind that the replenish is purely random, based on cards. When the randomly generator flips a 11, 12 or 13 a new roll takes place and gets added to the total (and so forth until the newest value is < 11).
- Celestial are placed random, but are found often around the center of the board (you know gravity...). So calculate your lowest possible steps on the start of a Quadrant.



3. The story of the Aditi IV

Aditi is a Hindi word (and even older) that has a variety of interpretations. The Goddess Aditi is linked to freedom, fertility, might and creativity. So it shouldn't be a wonder that one of the last bastions of human kind received such an inspiring name.

In the end of the 21st century humans realised that they destroyed the ground they walk on. The planet was dying... Not long before humans started to transform themselves into "Betterreals or the Homo Bettereëlicus", a bodyless form of existence. Diseases, age, ... Were a mere bad dream for the lucky, rich few. At the same time advanced A.I.'s, better known as Digital Consciences (D.C), served doubtlessly the humans. They saw their creators as their Gods. The leading D.C. are known as Èspers and control almost everything. They can even move in the fysical world by using "Automatons", call it a robotsuit. This is necessary because the Betterreals were not able to move outside the vast network of fysical connected servers. It's a flaw that couldn't be fixed while Earth was fast fading out. Some factions drilled deep in the earth and placed a "cocoon" to repopulate Earth when the dust settle. An example is the Sysyphoz, one of man's best creations.

Another path to make sure humankind did not extinct was aiming at space. Different ships were sent out. The Aditi IV is one of them.

Earth is long behind, literary hundreds of years.
You commander were the only human onboard.
The Èspers woke you, they need a human's logic in the Quadrants...

