

Galactic Adventures: Falling into a Black Hole

For ages 8 and up.

Object of the game:

Be the first to reach the Black Hole armed with at least 25 Antigravity Tokens so that you will be able to get yourself out and go home after you are through exploring.

How to Play:

Game may be played by 2, 3, or 4 players. You will need one six-sided die or a 6-point spinner.

Pick one player to be the Antigravity Token Broker. The Broker will hand out tokens as they are earned by any player (including the Broker).

Shuffle Adventure Cards and place the stack face down on the New Adventure Cards square. The Token Broker keeps the Antigravity Tokens to be handed out nearby in a cup, dish, or small box.

All players place a marker in the Blast Off zone.

Everyone rolls the die to see who goes first. The player with the highest number goes first, then players take turns going clockwise around the table.

For each turn, player rolls the die and jumps the number that appears on the die. (Square #1 is the first jump.) Then player draws an Adventure Card from the top of the pile and follows the directions. Player places the “used” card face down on the Used Adventure Cards square.

If all the Adventure Cards are used, re-shuffle them and again place them face down on the New Adventure Card square.

There are *three ways to win Antigravity Tokens*:

1. Land on a square that has a picture on it (these squares are blue on the colored board) to collect 2 Antigravity Tokens. If an

Adventure Card says to go to one of the squares with a picture on it, player collects 2 additional Antigravity Tokens.

2. Land on a Bonus Square (colored yellow and marked with a floating astronaut) to collect 1 Antigravity Token.
3. Draw a special Adventure Card that awards extra Antigravity Tokens for outstanding service.

There is *one way to lose Antigravity Tokens*:

1. If a player lands on a green square—ones with the Astrotraveller’s Medical Station and Spaceship Inspection and Repair Station—player must pay “bill” with 3 Antigravity Tokens or as many as player has at that time, whichever is less. It does not matter whether player lands on green square while jumping the count on the die or is sent there by an Adventure Card.

More than one player may be on the same square at the same time.

If player lands on squares 49-54 and still DOES NOT have enough Antigravity Tokens, on the next turn player counts the Black Hole as one ordinary square and slips through the “wormhole” (which also counts as one square) to square 15 and starts around again.

If player lands on squares 49-54 and DOES have enough Antigravity Tokens, on the next turn and for as many turns as it takes, player must roll the exact number needed to reach the Black Hole. So from this point, for each turn, player rolls the die, but draws no more Adventure Cards. When the correct number appears, the player jumps into the Black Hole and wins the game.

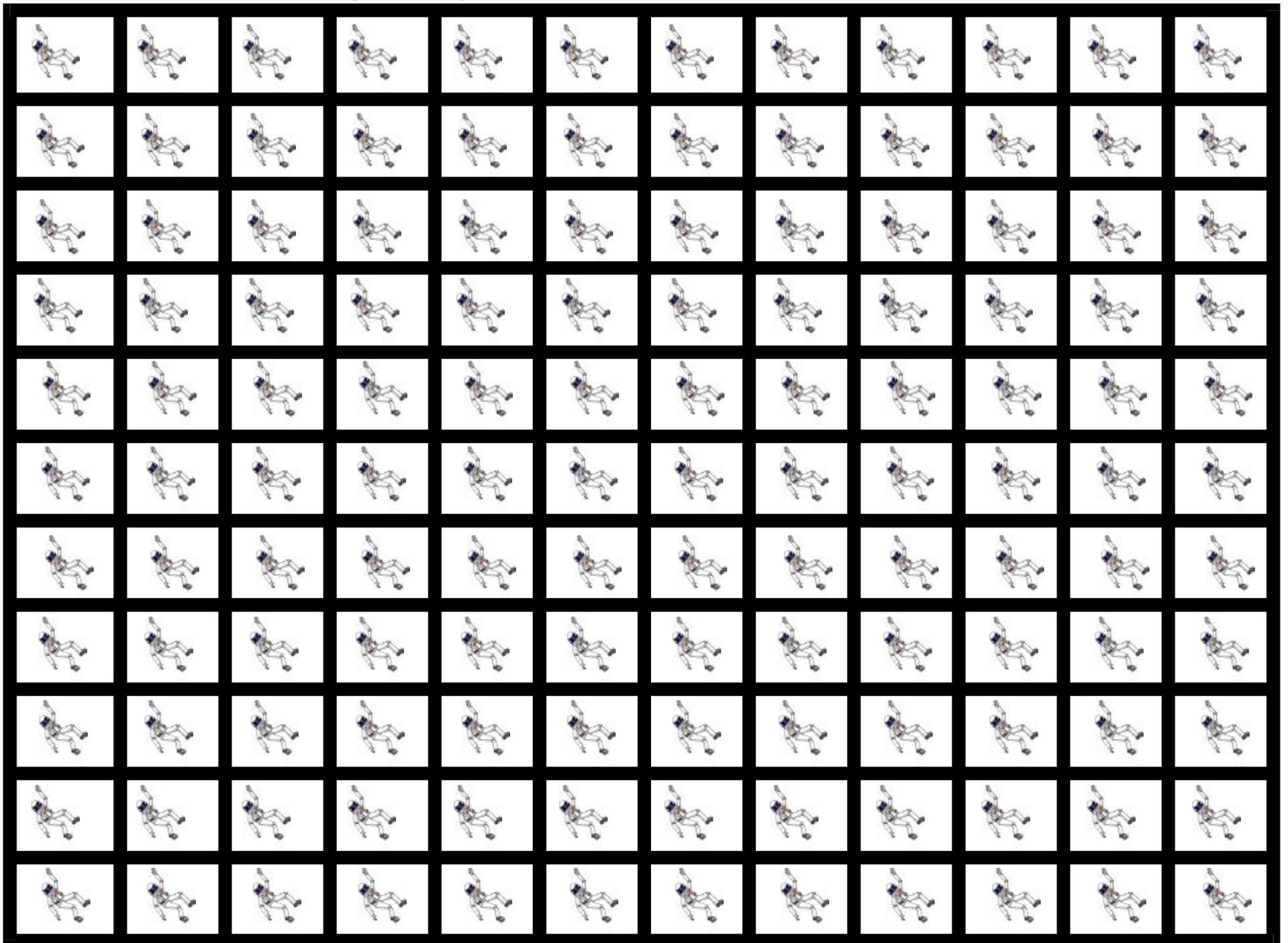
Suggestion: To keep track of Antigravity Tokens, players can place them in piles of five as they receive them. Winner must be able to show that he or she has at least 25 tokens.

Adventure Cards (cut apart on lines)

<p>You have flown into a giant cloud of glowing interstellar gas and can't find your way out. Go to the Interstellar Gas and lose one turn (28).</p>	<p>You have seen what looks like a "cosmic lighthouse." It turns out to be a rotating neutron star, or pulsar. Go to the Neutron Star (37).</p>	<p>A huge burst of light from a quasar damages the delicate navigation instruments of your starship. You drift off course while making repairs. Go back 2 steps.</p>	<p>You have found a water maser in a cloud of molecules in a distant galaxy. Go to the maser to investigate (25).</p>
<p>The tremendous gravity of the Black Hole starts pulling you in faster. Jump ahead 2 steps.</p>	<p>The giant radio telescope in Arecibo, Puerto Rico, detects a supernova. Go to the Arecibo Radio Telescope to make sure (10).</p>	<p>Russia's Earth-orbiting RadioAstron radio telescope has been damaged by a micrometeoroid. You must go to Russia's RadioAstron Spacecraft to make repairs (18).</p>	<p>Japan's VLBI Space Observatory Program (VSOP) radio telescope spacecraft was just launched into Earth orbit. The Japanese Emperor asks that you take a picture of the spacecraft in orbit and send it to him. Go to Japan's VSOP spacecraft (16).</p>
<p>Evidence has been found of a large black hole in a distant galactic nucleus. You must go to the Active Galactic Nucleus get a closer look (21).</p>	<p>Astronomers back on Earth see evidence for a large planet orbiting the Black Hole Companion Star. You must go immediately to investigate (49).</p>	<p>You fly by a large planet that gives your starship a gravity assist. Jump ahead 3 steps.</p>	<p>One of the fuel injection jets in your ion engine becomes clogged with space dust. You must shut down the engine and fix it. Go back 3 steps.</p>
<p>Your starship is due for its annual inspection. Go to the Spaceship Inspection and Repair Station and pay 3 Antigravity Tokens (35).</p>	<p>You observe a beautiful barred spiral galaxy with energy pouring from its nucleus. This could mean a black hole! You change course and fire your thrusters to get closer. Go to the Barred Spiral Galaxy and take another turn now (47).</p>	<p>You have become so involved in reading about the life cycle of stars you haven't noticed that one is about to go supernova right outside your starship porthole! You quickly retreat so the blast doesn't get you. Go back four steps.</p>	<p>While biting into a rather stale Astro-Bar, you chip a front tooth. Go to the AstroTravellers' Medical Station for tooth repair, and pay 3 Antigravity Tokens (40).</p>

For excellent performance of your astronaut duties, collect 1 Antigravity Token.	For your outstanding problem solving, collect 2 Antigravity Tokens.	For courage and bravery beyond the call of duty, collect 3 Antigravity Tokens.	For excellent performance of your astronaut duties, collect 1 Antigravity Token.
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The 27 radio telescopes that form the Very Large Array in New Mexico are about to be moved into a new pattern. Since you have always wanted to watch these huge antennas move on their tracks, go to the Very Large Array now (6).	Your help is needed to test the new use of one of NASA's Deep Space Network Tracking Stations as a radio telescope in the SVLBI program. Lose one turn as you send the DSN Tracking Station a test signal.	The SVLBI Project Science Group is meeting at the Jet Propulsion Laboratory to solve the problem of how to make all the radio telescopes work together. Since you are a member of the group, go to NASA/JPL now (14).	Astronomers on Earth have observed that gases are being sucked more rapidly than before into the Black Hole from the Black Hole Companion Star. Go to the Black Hole Companion Star to make measurements (49).
You are running low on xenon (ZEE-non) fuel for your ion engine. Go to the Spaceship Inspection and Repair Station to fill up your fuel tank and pay 3 Antigravity Tokens (35).	The water tank on your starship has sprung a leak. You put on your space suit, go outside, and fix it. Now you must refill the tank. Go to the water Megamaser and load up on water (42).	You are invited to speak at the dedication of the new Greenbank Telescope in West Virginia, built by the National Radio Astronomy Observatory. Go to the NRAO Greenbank Telescope (12).	You spy an area where stars are forming in an active galactic nucleus. You detour to see the stars being born. Go to the Active Galactic Nucleus and lose one turn (21).

Antigravity Tokens (cut apart on lines)



Player Tokens

Cut out and glue to bottle caps, buttons, or other small objects.
If printing on a "black and white" printer, use white set of tokens and
make tokens different colors using crayons or colored pencils.

