



# **BLACK HOLE**

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## **OBSTRUCTION**

**SPECIAL:** SHIPS PASSING OVER THIS OBSTRUCTION ARE CAUGHT IN THE BLACK HOLE'S GRAVITY WELL. IMMEDIATELY, REDUCE SPEED TO ZERO. SPEED MUST BE RAISED TO SIX TO REACH ESCAPE VELOCITY. POWER FROM THE SHIELDS MAY BE TAPPED TO GENERATE SPEED OVER THE SHIP'S MAXIMUM. FOR EACH POINT OF SHIELDS LOWERED, INCREASES THE SHIP'S SPEED BY ONE. ONCE OUT OF THE BLACK HOLE, THE SHIP RETURNS TO ITS MAXIMUM SPEED. IF A SHIP REMAINS IN THE BLACK HOLE FOR OVER TWO TURNS, IT IS CONSUMED BY THE BLACK HOLE AND IS DISCARDED.