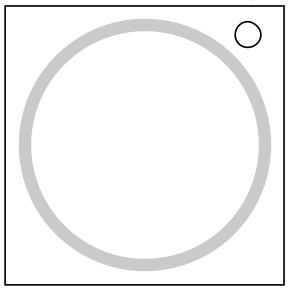
On the Subject of White Holes



Though I'm past one hundred thousand miles
I'm feeling very still

- Each White Hole module is linked to a Black Hole module. If there are not enough Black Holes to form a link with every White Hole, some White Holes will remain unlinked.
- Whenever a digit is thrown into a White Hole's linked Black Hole, that digit will come out of the linked White Hole.
- Select a direction on a White Hole to send the next digit that way. If a digit is sent in any other direction, or no direction at all, the White Hole will strike. Note that you cannot change the selected direction after entering it. If the White Hole that struck was unlinked, then continue with the next digit as normal.
- To solve a linked White Hole, simply select the hole itself after the final direction has been entered. Note: doing so prematurely will result in a strike.
- Note that any digits from the "C" gesture are not counted at all for this module. However, they can be useful for identifying links.
- Unlinked White Holes work differently than linked ones. To get a digit to come out of it, select the hole itself. The order of digits is found by taking the same starting position as Black Hole, in the same grid, and in the same starting direction, **but turning the opposite direction.**
- Additionally, unlinked white holes continue the same sequence as each other, and the code can be shortened with intermittent module solves.

- In the table below, the column is the digit sent out of the white hole, and the row is the direction in which that digit was obtained.
- Use these to find the correct direction in the table below.
- Directions are ordered starting from the bottom and going counter-clockwise.

	0	1	2	3	4
⇒	8	5	2	6	1
⇗	2	2	3	2	4
⇑	1	8	7	8	2
⇖	3	6	1	5	6
⇐	6	3	5	1	5
⇙	4	1	8	7	3
⇓	5	7	6	4	8
⇘	7	4	4	3	7