

# HORIZAONS



DESIGN  
LEVI MOTE



ILLUSTRATION  
THE MICO

## THE STORY OF HORIZONS

We have made countless discoveries and technological advancements exploring our known galaxy. Now, we look to our neighbor—a swirling soup of stars waiting to be explored. There are new planets to be discovered and new alien species to meet and befriend.

But we are not the only ones with our eye on the new galaxy. Corporations and cabals race to build their colonies and resource collectors.

This is your moment to lead us to a better tomorrow and ensure our species can continue its mission of discovery and peace.

Do you have what it takes to manipulate the resources at your disposal and control the galaxy?

## GAME OVERVIEW

In Horizons, you take control of a space-faring species taking their first steps into a new galaxy.

Find new star systems, explore new worlds, collect valuable resources, and secure allies to gain the most ground in expanding your empire! Build colonies and resource collectors to establish control in various and increasingly crowded pockets of the galaxy.

The player with the most Victory Points (VP) wins the game. Players gain VP by acquiring Knowledge, exploring new Worlds, completing Missions, and placing Structures to gain control of each System.

## GAME SETUP

1 Each player takes a player board and all of the color-matched Colonies, Metal Collectors, Energy Collectors, and Active World markers. (To select which side of the player board to play with, see "Player Boards" on page 9.) Place the Active World markers above (not on) your player board. Place the color-matched wood tokens on the player board in the spaces provided. Each player takes a Starter Ally card and places it in front of them with the  side face-up. Each player takes a Player Aid card, 1 Knowledge token, 2 Energy tokens, and 2 Metal tokens.

2 Place the remaining Knowledge, Energy, and Metal tokens in easy reach of all players.

3 Separate Mission cards by player count (number on the lower right corner of the card). Return unused Mission cards to the box. Shuffle the Mission cards, deal 2 to each player, and place the remaining cards face-down in a pile.

4 Sort the Alien Ally cards into 5 stacks, one for each Action type (icon in the lower left corner of the card), then shuffle each of the 5 stacks.



# COMPONENTS



5 DOUBLE-SIDED PLAYER BOARDS



1 CLOTH BAG



30 DOUBLE-SIDED WORLD TILES



5 STAR TILES



5 STARTER ALLY CARDS



30 DOUBLE-SIDED ALIEN ALLY CARDS



5 PLAYER AID CARDS



41 MISSION CARDS



40 METAL TOKENS



40 ENERGY TOKENS



40 KNOWLEDGE TOKENS



24 FINAL SCORING COUNTERS



30 ACTIVE WORLD MARKERS  
(6 PER PLAYER)



25 METAL COLLECTOR TOKENS  
(5 PER PLAYER)



25 ENERGY COLLECTOR TOKENS  
(5 PER PLAYER)



25 COLONY TOKENS  
(5 PER PLAYER)



5 Place a number of Star tiles equal to the number of players into the middle of the play area.

6 Place the World tiles in the bag. Randomly choose who will go first and give them the bag.

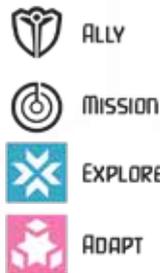
7 The first player draws a random World tile from the bag and places it (either side up) next to any Star tile.

8 The first player then takes one of their Active World markers and places it on their player board above the World Type that matches the World they just placed. This becomes that player's first Active World. (See "Adapt" on page 5.)

9 The bag is passed to the left and that player draws a random World tile from the bag and places it (either side up) next to any Star tile without a World. That player may then add an Active World marker to their player board matching **any** World tile in play.

10 Repeat Step 9 until all players have placed a World tile and added an Active World marker onto their player board. Now begin taking normal turns starting with the first player and going clockwise.

## ICONOGRAPHY



## On Your Turn

Take up to 2 Actions from the Actions listed below. You may take the same Action twice or take two different Actions.

 **EXPLORE:** Draw and play a World tile from the bag. Take 1 Knowledge token.

 **ADAPT:** Activate a World Type. Draw 1 Alien Ally card.

 **BUILD:** Build 1 Structure (Colony or Collector).

 **HARVEST:** Gain 1 Resource per Collector you have built.

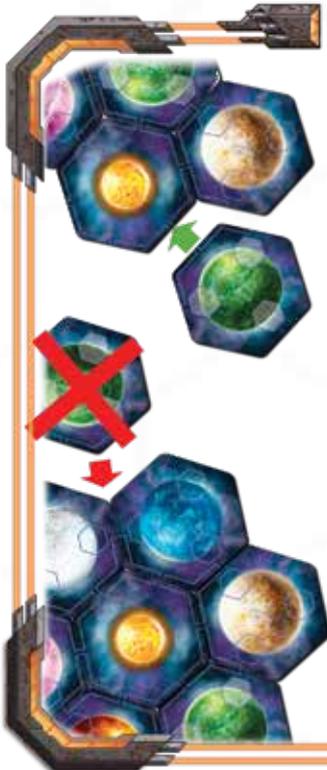
 **CONSPIRE:** Draw 2 Mission cards **-OR-** draw 1 Mission card and 1 Alien Ally card.

### ALLIES AND ACTIONS:

Actions may also trigger 1 Starter or 1 Alien Ally card effect you have in play in front of you if the Ally card matches the chosen Action. (See "Ally Cards" on page 8.) You may take your chosen Action or trigger your Ally card effect in either order.

You may choose an Action and not perform its effects, but still trigger 1 Ally card effect that matches the chosen Action.

## EXPLORE



To Explore, draw a World tile from the bag and place it (either side up) adjacent to a Star tile of your choosing. You gain 1 Knowledge token after placing the World tile.

There may never be more than 6 World tiles attached to a Star tile.

If all of the Star tiles are surrounded by 6 Worlds each, this Action may still be taken to gain a Knowledge token or trigger Ally effects, but no World tile is placed.

Placing a World tile next to other World tiles and not adjacent to a Star tile is not allowed.

**Example:** Kira decides to take an Explore Action. She draws a random World tile from the bag. The World tile has 2 sides; 1 side shows an Arboreal World type and the other side shows an Oceanic World type. One of the Systems already has 6 World tiles adjacent to it, so she decides to place it adjacent to another Star tile that isn't full, with the Arboreal World type face-up. She then takes 1 Knowledge token from the supply.

## ADAPT

To Adapt, you activate a World Type by placing an Active World marker onto your player board above the illustration of that World Type. Once you have an activated World Type, you may build Structures on World tiles that match that World Type in a future turn or Action.

**Example:** Kira wishes to Adapt to the Arboreal World Type. She takes 1 of her Active World markers and places it on her player board above the Arboreal World illustration.

After you have placed your Active World marker, you may draw 1 Alien Ally card. You may still take this Action and draw 1 Alien Ally card or trigger Ally effects, even if all your Active World markers are already on your player board. Drawing an Alien Ally card is not required.



## DRAWING ALIEN ALLY CARDS:

To draw an Alien Ally card, take the top Alien Ally card from any stack and place it in front of you with the green  side facing up. If you do not wish to take any of the available Alien Ally cards, you may discard the top card of a stack, but then you must take the revealed card on top of that stack.

## BUILD

To Build, spend your Resources to place 1 of your Structures (Colony, Energy Collector, or Metal Collector) on an open and valid space on a World tile in any System. Build costs vary based on World Type and the type of Structure you are building. The costs are listed on your player board below the World Type illustration. Some World Types do not allow you to build certain Collectors on them; if the Collector icon does not appear under a World Type, you may not build that Collector on that World tile. Colonies may be built on any World Type.

You may only build a Structure on World Types you have activated.

You may only build a Structure if space allows. Each World tile only has 3 valid spaces to build on, as indicated by the hex outline.

**Example:** Laura wishes to Build an Energy Collector on a Volcanic World. She has an Active World marker on the Volcanic World Type on her player board so may build on Volcanic Worlds. The cost under the Volcanic World to build an Energy Collector is 2 Metal and 1 Energy token, so she spends these Resources by returning them to the supply, then places her Energy Collector in 1 of the 3 spaces on the Volcanic World tile.



## WORLD SHARING:

If you build a Structure on a World with another player's Structure on it, all players on that world (including you) gain 1 Resource of their choice. If there are not enough Resources, players take Resources in turn order starting with the player that just placed their Structure

## STRUCTURE REWARDS:

Each Colony is worth 2 Control Points when scoring for System Control. (See "System Control" on page 7.)

Each Energy Collector provides 1 Energy token when you take the Harvest Action, and is worth 1 Control Point when scoring for System Control. Each Metal Collector provides 1 Metal token when you take the Harvest Action, and is worth 1 Control Point when scoring for System Control.

## HARVEST

To Harvest, collect Metal and Energy tokens for each of the corresponding Collectors you have built on all Worlds.

Example: Kira has 3 Energy Collectors and 2 Metal Collectors on World tiles. She takes the Harvest Action and takes 3 Energy tokens and 2 Metal tokens from the supply and adds them to her Resources.

You are not required to take any or all of the Resources produced from Collectors when taking the Harvest Action.



## CONSPIRE

To Conspire, draw 2 Mission cards -OR- draw 1 Mission card and 1 Alien Ally card. (For more information on Mission cards, see "Mission Cards" on page 8.) You do not need to declare whether you are drawing 2 Mission cards or drawing 1 Mission card and 1 Alien Ally card. You may draw 1 Mission card, and after drawing 1 Mission card either draw 1 additional Mission card or draw an Alien Ally card.

Example: Laura takes the Conspire Action and draws 1 Mission card. She reads the objective and believes she can achieve it by the end of the game, so she draws 1 Alien Ally card to complete the Action.



## END OF TURN

At the end of your turn, you may not have more than 5 Ally cards, 5 Mission cards, 10 Energy tokens, and 10 Metal tokens. During your turn, you may have more than these limits, but must discard and return Resources at the end of your turn.

Discard Allies and Missions in excess of this limit. Discard Alien Ally cards to the bottom of their stacks. Discard Mission cards into a discard pile next to their draw pile. You may discard your Starter Ally, but you do not discard it to a stack and instead remove it from the game.

Return Energy or Metal tokens in excess of this limit to the supply.

## END GAME

The game ends immediately when a player builds their last available Colony, even if this is the first Action of their turn. Proceed to Final Scoring.



# FINAL SCORING

## MISSION CARDS

All completed Mission cards are revealed and scored. (See "Mission Cards" on page 8.)

## KNOWLEDGE TOKENS

Score 1 VP per Knowledge token you possess.

## SYSTEM CONTROL

Determine the player with the most Control over each System. In a 3+ player game, Control is determined by assigning Control Points to each Structure a player has built in a given System. (See "2 Player Scoring" on page 8 for a 2 player game.) Each Colony is worth 2 Control Points. Each Energy Collector is worth 1 Control Point. Each Metal Collector is worth 1 Control Point.

The player with the most Control Points in a given System has Majority Control and is awarded 6 VP. The player with the second most Control Points in a given System has Minority Control and is awarded 3 VP.

If two or more players are tied for the most Control Points over a System; each tied player scores 3 VP and the player or players with the second most score 0 VP.

If there is a single player with the most Control Points over a given System and two or more players are tied for second most Control Points in the given System, they each score 1 VP.

	Majority Control	Tied Majority*	Minority Control	Tied Minority
Victory Points	6	3 Each	3	1 Each

\*No points scored for players in Minority Control when two or more players tie for Majority Control.



### SYSTEM A SCORING EXAMPLE

The Orange player has 2 Colonies and 2 Collectors, earning her 6 Control Points.

The Blue player has 1 Colony and 3 Collectors earning her 5 Control Points.

The Purple player has 2 Colonies earning her 4 Control Points.

The Orange player earns 6 VP for Majority Control in this System. The Blue player earns 3 VP for Minority Control in this System. The Purple player has neither the most nor second most Control Points in this System and earns 0 VP.



### SYSTEM B SCORING EXAMPLE

The Purple player has 4 Collectors earning her 4 Control points.

The Blue player has 2 Colonies, earning her 4 Control points.

The Orange player has 1 Collector, earning her 1 Control Point.

Since the Purple and Orange player are tied for Majority Control in this System, they each earn 3 VP.

Because there was a tie for Majority Control in this System, the Orange player earns 0 VP for having the second most Control Points.



### SYSTEM C SCORING EXAMPLE

The Orange player has 3 Colonies and 1 Collector, earning her 7 Control Points.

The Purple player has 2 Colonies and 2 Collectors earning her 6 Control Points.

The Blue player has 1 Colony and 4 Collectors, earning her 6 Control Points.

The Orange player earns 6 VP for Majority Control in this System. Since the Purple and Blue player are tied for Minority Control, they each earn 1 VP.

## WINNING THE GAME

The player with the most VP wins the game. Ties are broken by the player with the most total Resources remaining. If there is still a tie, the player with the most VP derived from Mission cards is the winner. If there is still a tie, then all tied players share the victory.

## 2 PLAYER SCORING

In a 2 player game, players do not score for System Control. Instead, players earn 1 VP for each World they Control. Control Points are assigned to each Structure in the same manner as a 3+ player game.

## ALLY CARDS

There are 2 types of Ally cards: Starter and Alien. Both function in the same way throughout the game except for how they are discarded after triggering their effect for the second time. Starter Allies are removed from the game and Alien Allies are returned to the bottom of their respective stack.

Allies improve your Actions. When you take an Action that matches the Action type icon on the Ally card in the bottom left corner (1), you may trigger 1 Ally card effect in addition to the Action you selected. You may take your chosen Action or trigger your Ally in either order. You may only trigger 1 Ally per Action.

**Example:** Kira takes the Build Action. She wants to build a Colony on an Arboreal World which has a build cost of 4 Energy and 3 Metal. She has 3 Energy but has no Metal, so she first triggers the effect of the Feshar Engineer to collect 1 Metal per Energy Collector she has on World tiles. She has 3 Energy Collectors, so she collects 3 Metal. She then performs the Build Action to build her Colony on the Arboreal World tile.

After resolving the Ally card effect, either flip or discard the Alien Ally card based on the icon shown in the lower right corner (2). If you are resolving a Starter Ally card effect, either flip or destroy (remove the card from the game) the Starter Ally card based on the icon shown in the lower right corner.

Allies have a Title written at the top of each card, and below each Title is the Species name of that card (3). Some Mission cards and advanced player boards will reference the Species name. Each Species is associated with a specific Action.

Throughout the Ally cards some icons may have "X" on top of or next to them. "X" means you may pay any number of the first item in the effect to gain the same number of the second item.

**Example:** Laura uses the Dalgryn Agent to discard 2 Mission cards in order to gain 2 Knowledge tokens.

If the text on an Ally card contradicts any of the rules, the text on the card supersedes these rules.



## MISSION CARDS

Each Mission card is unique and has a name at the top of the card (1).

Each Mission card has a number in the lower right corner (2) which indicates the number of players that must be playing in the game in order to include the Mission card in the game.

Mission cards should be kept secret from other players until the end of the game, when they are revealed and scored. To score the Victory Points in the lower left corner (3) on a Mission card, the conditions of the objective (4) must be met at the end of the game. (For more information or clarifications on objectives, see "Mission Appendix" on page 10.) Mission cards that were not completed do not count against you in any way.

Throughout the game, players will be drawing from the face down Mission card deck. If you need to draw Mission cards and the deck is empty, shuffle the discarded Mission cards to make a new deck.



## **PLAYER BOARDS**

During setup, players have the option of using either the basic side or the advanced side of their player boards. Different players may use different sides in a single game.

The basic side of a player board has a  icon. All basic sides list identical Actions and Structure costs, and use the Actions as described in this rulebook. We recommend that you play with the basic side for your first game.

The advanced sides of the player boards offer various differences in Actions as well as alternate Structure costs in many cases. Even though the names and effects of Actions have been changed, taking the Action still triggers Ally card effects that match the icon for the chosen Action.

If the text on an advanced side of a player board contradicts any of the rules, the text on the player board supersedes these rules.

### **SPECIES 1825**

Explore is replaced by Transfigure. Draw and place a World tile adjacent to a Star tile. Then, add an Active World marker to your player board that matches the World Type you just placed or draw 1 Alien Ally card.

Adapt is replaced by Translocate. Pay 1 Resource to move a Collector you have built on a World tile to an open space in the same System. Pay 2 Knowledge to move a Collector you have built on a World tile to an open space in any System, including the same System.

### **NARAH**

The Narah start the game Adapted to the Arboreal, Frozen, and Oceanic World Types. Place Active World markers above these World Types during setup. You may never place an Active World marker on the Desert, Gaseous, and Volcanic World Types, and you may not build on these World tiles.

Adapt is replaced by Welcome. Draw any 1 Alien Ally card **-OR-** draw up to 2 Olo Species Alien Ally cards.

### **QUILLION**

Build is replaced by Parasite. Build a Colony on a World tile that has another player's Structure on it. You may not build a Colony on a World tile that does not have another player's Structure on it.

Harvest is replaced by Leech. Pay 2 Knowledge to build a Collector on a World tile that has another player's Structure on it. You may not build a Collector on a World tile that does not have another player's Structure on it. Then, gain 1 Energy token for every Energy Collector and 1 Metal for every Metal Collector in that System. You are allowed to forego building a Collector and just gain the Resources. You are allowed to forego the Resource collection and just build a Collector.

### **DREJ**

Build is replaced by Occupy. Pay 7 Resources to build a Colony on a Star tile - you cannot build Colonies on Worlds while playing as the Drej. There may only be 3 Colonies on 1 Star tile. The Colony Control Points are counted for System Control during final scoring.

Harvest is replaced by Tap. Build a Collector, then gain 1 Energy token for every Energy Collector and 1 Metal for every Metal Collector you have on World tiles. You are allowed to forego building a Collector and just gain the Resources. You are allowed to forego the Resource collection and just build a Collector.

### **TRAACHET**

Adapt is replaced by Network. Place an Active World marker on a World Type and/or draw 1 Alien Ally card and 1 Mission card.

Conspire is replaced by Upgrade. Build a Collector on a space where you have already built a Collector. The new Collector goes on top of the already built Collector. You may only have 1 Collector on top of another Collector on a given World tile. The top and bottom Collector Control Points are each counted for System Control during final scoring.

## TERMS & CLARIFICATIONS

### STRUCTURES

Colonies, Energy Collectors, and Metal Collectors are collectively called Structures.

### OPEN INFORMATION

A player's Colonies, Collectors, and Resources are always public knowledge. Mission cards are intentionally hidden information until the end of the game.

### SYSTEMS

Each Star tile and its attached World tiles form a System. Systems never connect to one another.

### BUILD

The term "Build" is used on some Alien Ally cards and advanced player boards. In order to add a Structure to a World, it must be a legal placement. You must have an Active World marker on the World type you are building on and there must be space available.

### RESOURCES AND TOKEN LIMITS

The only 2 Resources in the game are Energy and Metal. Knowledge tokens are not Resources. Resources and Knowledge tokens are intended to be finite. If the token you are gaining is not available in the supply, then you do not receive the token.

## MISSION APPENDIX

**Adaptable:** "Adapt to build on all World types." All 6 of your Active World markers must be on your player board. You are not required to have Structures on all World types. **Note:** It is not possible for the *Narah* advanced player board to complete this Mission since they cannot Adapt to all World types.

**Ambassador:** "Have 3+ unused Ally cards." You must have at least 3 Ally cards in front of you with the  side up. 1 of the Ally cards may be your Starter Ally card.

**Arboreal:** "Build 6+ Colonies or Collectors on Arboreal Worlds." You must have at least 6 Structures on Arboreal World tiles.

**Arboreal System:** "A System must have 4+ Arboreal Worlds." A Star tile must have at least 4 Arboreal World tiles adjacent to it.

**Coexistence:** "Share 5+ Worlds." You must have a Structure on a World tile that has a Structure of another player on at least 5 different World tiles.

**Contractor:** "Build 4+ Colonies and 8+ Collectors." You must have at least 4 Colonies and any mix of at least 8 Collectors on World tiles. World Type and distribution is irrelevant.

**Core Mining:** "Build 3 Metal Collectors on 1 World." 3 of your Metal Collectors must be on 1 World tile.

**Desert:** "Build 6+ Colonies or Collectors on Desert Worlds." You must have at least 6 Structures on Desert World tiles.

**Desert System:** "A System must have 4+ Desert Worlds." A Star tile must have at least 4 Desert World tiles adjacent to it.

**Diversity:** "A System must have all 6 World types." A Star tile must have 1 Arboreal, 1 Desert, 1 Frozen, 1 Gaseous, 1 Oceanic, and 1 Volcanic World tile adjacent to it.

**Earth & Sky:** "A System must have 3 Gaseous Worlds and 3 Arboreal Worlds." A Star tile must have 3 Gaseous and 3 Arboreal World tiles adjacent to it.

**Ecology:** "Build 1 or more Energy Collector in every System." You must have at least 1 Energy Collector in every System in the game.

**Ecumenopolis:** "Build 3 Colonies on 1 World." You must have 3 Colonies on 1 World tile.

**Efficiency:** "Have 0 Resources." You must not have any Metal or Energy tokens in your possession.

**Environmentalism:** "Have no more than 2 Metal Collectors in play." You must have 2 or fewer Metal Collectors on World tiles. They may be on the same or 2 different World tiles.

**Expansionism:** "Build a Colony or Collector on 8+ Worlds." You must have Structures on at least 8 different World tiles.

**Extractor:** "Have 10+ Resources." You must have at least 10 Resources (Metal or Energy tokens) in your possession.

**Flames & Frost:** "A System must have 3 Volcanic Worlds and 3 Frozen Worlds." A Star tile must have 3 Volcanic and 3 Frozen World tiles adjacent to it.

**Frozen:** "Build 6+ Colonies or Collectors on Frozen Worlds." You must have at least 6 Structures on Frozen World tiles.

**Frozen System:** "A System must have 4+ Frozen Worlds." A Star tile must have at least 4 Frozen World tiles adjacent to it.

**Galactic Citizen:** "Have 5 Ally Cards of 3+ Species." You must have at least 3 different Species names on 5 Ally cards in front of you. Any side of the Ally card may be face up. 1 of the Ally cards and/or Species names can come from your Starter Ally card.

**Gaseous:** "Build 6+ Colonies or Collectors on Gaseous Worlds." You must have at least 6 Structures on Gaseous World tiles.

**Gaseous System:** "A System must have 4+ Gaseous Worlds." A Star tile must have at least 4 Gaseous World tiles adjacent to it.

**Generator World:** "Build 3 Energy Collectors on one World." 3 of your Energy Collectors must be on 1 World tile.

**Goal Oriented:** "Complete 4 other Missions." You must have met the objectives on 4 other Mission cards.

**Industrialism:** "Build 1 or more Metal Collector in every System." You must have at least 1 Metal Collector in every System in the game.

**Intrepid:** "Build a Colony or Collector on 4+ World types." You must have at least 1 Structure on each of 4 different World Types.

**Isolationist:** "Build 5 Colonies and 10 Collectors in one System." You must have 5 Colonies and 10 Collectors in one System. Other players may have their Structures in this System.

**Loyalty:** "Retain your Starting Ally." You must have your Starter Ally in front of you. Any side of the Starter Ally card may be face up.

**Manifest Destiny:** "Build 1 or more Colony in every System." You must have at least 1 Colony in every System in the game.

**Monopolize:** "Have 5 Allies of one Species." You must have 5 Alien Ally cards of 1 Species in front of you. Either side of the Alien Ally cards may be face up.

**Oceanic:** "Build 6+ Colonies or Collectors on Oceanic Worlds." You must have at least 6 Structures on Oceanic World tiles.

**Oceanic System:** "A System must have 4+ Oceanic Worlds." A Star tile must have at least 4 Oceanic World tiles adjacent to it.

**Perfect Balance:** "Build a Colony, a Metal Collector, and an Energy Collector on a World." You must have 1 Colony, 1 Metal Collector, and 1 Energy Collector on 1 World tile. **Note: Only Arboreal and Volcanic Worlds can hold all 3 structure types. It is difficult for the Drej advanced player board to complete this Mission since they must use Allies to build Colonies on World tiles.**

**Power's Shadow:** "Gain minority control in all Systems." You must have Minority Control in all Systems in the game. Having Majority Control of a System disqualifies you from completing this Mission. You may be tied for Minority Control in any of the Systems to complete this objective.

**Sam's Folly:** "Build 5 Colonies and 0 Collectors." You must have 5 Colonies on World tiles and no Collectors on World tiles. **Note: The Drej may have their 5 Colonies built on Star tiles to complete this objective.**

**Stellar Cartography:** "2 Systems must have their Maximum allowed Worlds." 2 Systems must have the maximum allowed World tiles adjacent to them.

**Surf & Sand:** "A System must have 3 Desert Worlds and 3 Oceanic Worlds." A Star tile must have 3 Desert and 3 Oceanic World tiles adjacent to it.

**Volcanic:** "Build 6+ Colonies or Collectors on Volcanic Worlds." You must have at least 6 Structures on Volcanic World tiles.

**Volcanic System:** "A System must have 4+ Volcanic Worlds." A Star tile must have at least 4 Volcanic World tiles adjacent to it.

**Xenophobic:** "Share no more than 2 Worlds." You may only have a Structure on a World tile that has a Structure of another player on no more than 2 World tiles.



**Design:** Levi Mote

**Illustration:** Mihajlo "The Mico" Dimitrievski

**Development:** Daily Magic Games

**Copy Editing:** Isaias Vallejo, Sarah Sharp, and Sarah Bolland

**Graphic Design:** Dylan Pharaoh-Whitney

**Special Thanks:** Tom Hillman, Elizabeth Hensley, Claire Donaldson, Alexander Mote, Matt Jacobs, Chris Rowlands, Randy Buck, Shannon Buck, Brandon Neal, Heidi Blair, Io R. Blair-Freese, Brian Richards, and Shannon Richards.

# QUICK PLAY GUIDE

## SETUP

- 1 Each player takes: a player board (choosing the basic  or advanced side) and all of the color-matched Structures and Active World markers, a Starter Ally card, a Player Aid card, 1 Knowledge token, 2 Energy tokens, and 2 Metal tokens.
- 2 Place the remaining Knowledge and Resource tokens in easy reach of all players.
- 3 Return Mission cards that do not meet your game's player count to the box. Shuffle the remaining Mission cards, deal 2 to each player, and place the rest of the cards face-down as a draw deck.
- 4 Sort the Alien Ally cards into 5 stacks, one for each Action type, then shuffle each of the 5 stacks.
- 5 Place Star tiles equal to the number of players into the middle of the play area.
- 6 Place the World tiles in the bag. Randomly choose who will go first. Give them the bag.
- 7 The first player draws a World tile from the bag and places it (either side up) next to any Star tile.
- 8 The first player then takes one of their Active World markers and places it on their player board above the World type that matches the World they just placed.
- 9 The bag is passed to the left and that player draws a random World tile from the bag and places it (either side up) next to any Star tile without a World. That player may then add an Active World marker to their player board matching **any** World tile in play.
- 10 Repeat Step 9 for until all other players, then begin taking normal turns starting with the first player and going clockwise.

## GAME FLOW

Each player takes a turn taking up to 2 Actions from the list below.

-  **EXPLORE:** Draw and play a World tile from the bag. Take 1 Knowledge token.
-  **ADAPT:** Activate a World Type. Draw 1 Alien Ally card.
-  **BUILD:** Build 1 Structure (Colony or Collector).
-  **HARVEST:** Gain 1 Resource per Collector you have built.
-  **CONSPIRE:** Draw 2 Mission cards **-OR-** draw 1 Mission card and 1 Alien Ally card.

1 Ally card effect may be used with each Action to improve it. Flip or discard/destroy the Ally after triggering its effect.

At the end of your turn, you may not have more than 5 Ally cards, 5 Mission cards, 10 Energy tokens, and 10 Metal tokens.

## GAME END AND SCORING

The game ends immediately when a player builds their last available Colony. Reveal and score Mission cards. Gain 1 VP per Knowledge. Score for System Control.

	Majority Control	Tied Majority	Minority Control	Tied Minority
Victory Points	6	3 Each	3	1 Each

The player with the most VP wins the game. Ties are broken by most total Resources. Persistent ties are broken by number of Missions completed. If there is still a tie, then all tied players share the victory.

## ICONS

-  EITHER RESOURCE
-  ENERGY RESOURCE
-  METAL RESOURCE
-  KNOWLEDGE
-  EITHER COLLECTOR
-  ENERGY COLLECTOR
-  METAL COLLECTOR
-  COLONY
-  WORLD
-  SYSTEM
-  OPPONENT
-  WORLD TYPE
-  ALLY
-  MISSION
-  EXPLORE
-  ADAPT
-  BUILD
-  HARVEST
-  CONSPIRE
-  FLIP
-  DISCARD
-  DESTROY

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