

HORIZONS

EXTERMINATION

EXPANSION PACK

This expansion introduces 3 new modules for you to add to Horizons: Viliox Alien Allies, Alternate Starter Allies, Alternate Star Tiles

We recommend you play your first couple of games with the rules presented in the base game before adding these new modules. You may use all of the new modules, or mix and match to play Horizons in the way you most enjoy!

VILIOX ALIEN ALLIES

The Viliox add conflict, destruction, and extermination to Horizons.



SETUP

During step 4 of setup, sort each of the 5 Viliox Alien Ally cards with the stack that matches the Action type icon, then shuffle each stack.

GAME PLAY

The Viliox Alien Allies are used in the same way as the standard Alien Ally cards.

ALTERNATE STARTER ALLIES

The Alternate Starter Allies add more variety to the beginning of Horizons.



SETUP

During step 1 of setup, every player receives one Alternate Starter Ally randomly and secretly. At the end of Step 10, each player must decide to use The Alternate Starter Ally, or the normal one.

GAME PLAY

Alternate Starter Ally cards are used the same as normal Starter Allies.

ALTERNATE STAR TILES

The Alternate Star Tiles have special powers, benefits, and constraints.



SETUP

During step 1 of setup, place 5 standard Star tiles and 6 Alternate Star tiles into the bag. One player randomly draws 1 Star tile per player. Return the remaining Star tiles to the box and place the drawn tiles in the play area.

GAME PLAY

Alternate Star Tiles are used in the same way as normal Star Tiles, but each has a special property.



A-Class: No Frozen or Oceanic World tiles may be placed in this System.



B-Class: No Desert or Gaseous Worlds tiles may be placed in this System.



F-Class: Metal Collectors in this System provide 2 Metal when taking the Harvest Action.



K-Class: Each Colony in this System is worth 3 Control Points.



M-Class: This System may only have a maximum of 4 World tiles.



O-Class: Energy Collectors in this System provide 2 Energy taking the Harvest Action.

CLARIFICATIONS

A- and B-Class: If you are unable to place a World tile, unplaceable World tiles are removed from the game. Redraw until a placeable tile is drawn.

Occupy: When you Occupy a World, it means that you currently have at least 1 Structure on that World.

Replace: Return an opponent's Structure to that player's board. Place one of your matching Structures in its place. If you do not have a matching Structure on your player board, you may not use this ability. You do not need to have an Active World marker on the World Type to Replace a player's existing Structure with your Structure.

Terraformer: When the World tile is flipped, all Structures on that World tile are destroyed and removed from the game, including your own.

Narah: When using the Narah advanced player board, if a Viliox is on top of the stack, you may discard the Viliox to the bottom of the deck and reveal the next Olo Alien Ally card.