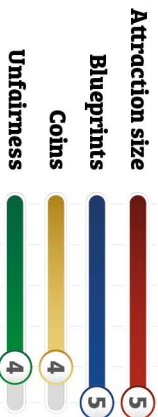


Alien

Supporting strategies of:



Main Gate

Park Entrance



Guest Capacity

Park limits:

- Guest capacity: 15
- Super attractions: 1
- Total attractions: 5

Super attractions require 5 stars.



BIG AL'S TOTALLY LEGIT FINANCIAL SERVICES

PURPOSE: Loan

Take one or more loans at any time. It's easy!



Repay in points only.
Due at end of game.
No early repayment.

NO EXCUSES
NO EXTENSIONS
NO EXCEPTIONS

This round, each player is affected by

An Exotic Gift



Gain 1 Alien Influence.

They assure us they don't want anything in exchange. Definitely not our entire planet.

This round, each player is affected by

Crop Circles



Guests step:

Your park scores 2 extra stars for each **empty attraction space**.

They admit they only do it to mess with us.

This round, each player is affected by

Alien Observation



Guests step:

Gain 1 Alien Influence for each open attraction in your park that is **not a ride**.

They really like to watch.

This round, each player is affected by

Alien Displeasure

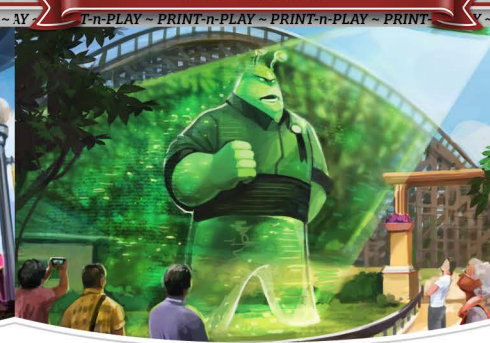


Close each attraction that is four icons or more in size unless it is an **alien attraction** or has at least one **alien upgrade**.

They insist we include their technology in every major construction. For our safety.

This round, each player is affected by

Alien Politics



The cost to build alien attractions and upgrades is half the marked **Alien Influence** price, rounded down. You cannot gain Alien Influence this round.

They have a new mission commander, and a new policy on indulging the natives.

This round, each player is affected by

The Resistance



Intrusion.
Demolish all **Observation Platforms**.

"They live, we sleep! Wake up, sheeple, before it's too late!"



ALIEN ARRIVAL

COMPLETE ALL ITEMS

A001

Penalty if incomplete: 10 points

- Any **Thrill Ride**, with:
+ **Alien** theme icon



ALIEN TECHNOLOGY

COMPLETE ALL ITEMS

A002

Penalty if incomplete: 10 points

- At least two attractions with
any **Alien** upgrade



ALIEN INFILTRATION

COMPLETE ALL ITEMS

A003

Penalty if incomplete: 10 points

- At least three attractions with
an **Observation Platform**



BONUS TARGET

Complete top section to qualify

△ **Alien Symbiote**



△ = UNIQUE



HUMAN RESISTANCE

COMPLETE ALL ITEMS

A004

Penalty if incomplete: 10 points

- No **Alien Influence**
- No **Alien** attractions
- No **Alien** upgrades



BONUS TARGET

Complete top section to qualify

- No **Alien Staff Members**



ALIEN CONQUEST

COMPLETE ALL ITEMS

A005

Penalty if incomplete: 10 points

- Stellar Portal**, with:
+ **Ultra Premium Quality**
+ **Holographic Emitter**
+ **Gravity Inverter**
△ **Shield Generator**



BONUS TARGET

Complete top section to qualify

△ **Xenobotanical Garden**



△ = UNIQUE



First in Line

Choose a card from the
Market and put it into
your hand.

All it took was three weeks of waiting in a queue.

PRINT-n-PLAY ~ PRINT-n-PLAY ~ OR ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ OR ~ PRINT-n-PLAY ~ PRINT-n-PLAY

Anonymous Complaint

Inspection.

Choose a **type of ride attraction**, then choose a competitor and close all attractions of that type in their park.



"Won't anyone think of the children?"



Dumpster Diving

Search the Park discard pile and choose a card. Reveal it and put it into your hand.

Friends won't mention that you stink if you spend too much time in the trash. But you do.

Drunken Hooligans

Intrusion.

Choose a **guest services** upgrade in any park and demolish it.



It's not a real party until they trash something.



Advanced Tech

Pay 1 Alien Influence to search the Park deck and choose an **alien** card. Reveal it and put it into your hand. Shuffle the Park deck.

Replication

Gain 1 Alien Influence. You may pay any number of Alien Influence to gain coins equal to 4 times that number.

Replication

Gain 1 Alien Influence. You may pay any number of Alien Influence to gain coins equal to 4 times that number.

Mothership

Alien Super Attraction – Sideshow

5

They guarantee it's all completely safe. No harmful side-effects, no hidden invasion plans.

They replicate our money as easily as our faces.

They replicate our money as easily as our faces.

Once per Guests step:

If your park's star total exceeds its guest capacity, this attraction gains Alien Influence equal to the excess amount. You cannot remove that Alien Influence until game end.

Close Encounter

Pay 2 Alien Influence to choose a **staff member** in any park. That staff member gains 1 Alien Influence.

Matter Transfer

To play this event, you must also pay at least 1 Alien Influence. Choose an upgrade in any park. Move it to any suitable attraction in any park unless any player pays a larger amount of Alien Influence to block it.

Matter Transfer

To play this event, you must also pay at least 1 Alien Influence. Choose an upgrade in any park. Move it to any suitable attraction in any park unless any player pays a larger amount of Alien Influence to block it.

They will return your people, along with your reward, when this is all over. Probably.

Planetarium

Alien Super Attraction – Theatre

20

+10

Park limits:

- Guest capacity: +10

The star value of this attraction is 3 stars for each **Alien** theme icon in your park.

They could be showing snaps from their holidays for all we know. Still, it draws a stellar crowd.

Stellar Portal

Alien Attraction – Thrill Ride

Cannot be built for free

3

Matter Transfer events are blocked from affecting upgrades on this attraction.

Stellar Portal

Alien Attraction – Thrill Ride

Cannot be built for free

3

Matter Transfer events are blocked from affecting upgrades on this attraction.

Xenobotanical Garden

Alien Attraction – Nature Area

Cannot add upgrades

11

After you recruit a **staff member**, you may gain 1 Alien Influence.

Alien Buffet

Alien Attraction – Food Outlet

1

A

10

Once per Events step:
You may move an upgrade in your park to any suitable attraction in your park.

Saucer Slide

Alien Attraction – Leisure Ride

2

A

12

Once per Events step:
You may move an upgrade in your park to any suitable attraction in your park.

Galactoplex

Alien Attraction – Theatre

1

A

7

After you build this attraction, you may search the Park deck for a **Holographic Emitter** card. Reveal it and put it into your hand. Shuffle the Park deck if you searched it.

Cloning Lab

Alien Attraction – Sideshow

1

A

8

Once per Events step:
You may pay 1 Alien Influence to search the Park discard pile and choose a **staff member** card to recruit into your park immediately for free. That staff member gains 1 Alien Influence.

Alien Ambassador

Alien Staff Member

1

5

0

Once per Guests step:
Gain 10 extra coins.

Once per Cleanup step:
Move this staff member in turn order from your park until it reaches a park, including yours, that has the lowest available coin total.

They chose a shape for their envoy from our old broadcasts, but they had to guess the colour.

Alien Symbiote

Alien Staff Member

0

0

0

Once per Events step:
You may pay 1 Alien Influence to choose a **staff member** in your park. If you do, you may use any abilities they have that start with “Once per” up to twice this round.

They suggest we focus on what they're doing for us, and not on what they're doing to us.

Tour Guide

Alien Staff Member

1

3

8

Once per Guests step:
Gain 2 extra coins for each **Observation Platform** on open attractions in your park.

They are amazed we charge for a glimpse of them when we're the ones who look so weird.

Isomorphic Matrix

Alien Upgrade – Feature

1

2

2

Cannot be built for free

At game end:
You may choose an upgrade in any park that is **not** alien. If you do, this upgrade loses its own properties and completely duplicates the chosen upgrade during scoring.

Display this rule box as a reminder.

Gravity Inverter

Alien Upgrade – Feature

Cannot be built for free

Gravity Inverter

Alien Upgrade – Feature

Cannot be built for free

Currency Exchange

Alien Upgrade – Guest Services

Once per Events step:
You may choose a **staff member** in your park who has no Alien Influence tokens. That staff member gains 1 Alien Influence and you gain 2 Alien Influence.

Shield Generator

Alien Upgrade – Guest Services

Active only when the attraction is open.
The attraction and all of its upgrades cannot be demolished by events.

Observation Platform

Alien Upgrade – Guest Services

Display this rule box as a reminder.

Observation Platform

Alien Upgrade – Guest Services

Display this rule box as a reminder.

Observation Platform

Alien Upgrade – Guest Services

Display this rule box as a reminder.

Observation Platform

Alien Upgrade – Guest Services

Display this rule box as a reminder.

1

Observation Platform

Alien Upgrade – Guest Services

+

NT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-IT-n-f

10

1

Observation Platform

Alien Upgrade – Guest Services

+

NT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-IT-n-f

10

5

Ultra Premium Quality

Alien Upgrade – Quality

+

NT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-IT-n-f

Cannot be built for free

4

Attractions can have more than one *Ultra Premium Quality* upgrade.

5

Ultra Premium Quality

Alien Upgrade – Quality

+

NT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-IT-n-f

Cannot be built for free

4

Attractions can have more than one *Ultra Premium Quality* upgrade.

1

Holographic Emitter

Alien Upgrade – Theme

+

NT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-IT-n-f

Cannot be built for free

2

1

Holographic Emitter

Alien Upgrade – Theme

+

NT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-IT-n-f

Cannot be built for free

2

1

Alien Theme

Alien Upgrade – Theme

+

NT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-IT-n-f

18

After you build this upgrade, you may gain 1 Alien Influence.

1

Alien Theme

Alien Upgrade – Theme

+

NT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-PLAY ~ PRINT-n-IT-n-f

18

After you build this upgrade, you may gain 1 Alien Influence.

ROUND SUMMARY

1 EVENTS STEP

- » Players draw an Event card each.
- » Play the top card of the City deck.
- » Players take turns playing one event at a time.
- » Continue until all players pass in a row.

2 PARK STEP

- » Players take turns taking one action at a time.
- » Players get three actions. Each can be any one of:

TAKE • Put a card from the Market into your hand.

- Draw two Park cards, or two Event cards, or two Blueprint cards. Keep one or none.
- Discard a card to draw 5 Park cards. Keep one.

BUILD • Pay to build a Park card from your hand or directly from the Market.

DEMOLISH • Demolish/dismiss a card in your park.

LOOSE CHANGE • Gain 1 coin for each attraction.

3 GUESTS STEP

- » **STARS**: total stars in your park, limited by your guest capacity, to work out how many guests.
- » **TICKETS**: check for extra income from events or abilities marked with a ticket symbol.
- » **MONEY**: 1 coin per guest, any extra from tickets.

4 CLEANUP STEP

- » Discard any pinned Event cards.
- » Turn up any face-down Park cards in your park.
- » Clear and refill the Market.
- » Discard down to 5 cards in hand.
- » Advance the Starting Player marker.

