



"What is this?"

"Remember when we found that alien object on Telemann?"

"Of course. That's when it all began."

"And remember how the brains from the fourth department learned how to use it?"

"Yes, I don't have memory problems. Stop wasting my time and just tell me what I'm looking at."

"So... while the fourth department and the testers were busy working out this whole Xenojunk, we formed another group..."

"Let me guess - the missing 54 million credits, the transfers of researchers to some secret project - you're talking about that?"

"Perhaps. Either way, our goal wasn't to learn how to use and implement the Xenotechnology. Our goal was to understand the minds behind it. To understand the process that created it, to break down the concept so that we might be able to achieve what they achieved. We aimed to, so to say, catch the baton and continue the race..."

"Enough with the grand speech! What. Is. This?"

"This is the ones who were able to achieve it. It is what is left of them, or rather, what they've changed into."

"You mean..."

"We had a breakthrough - and it changes everything."

BREAKTHROUGH

expansion pack

COMPONENTS

15 Technology cards, 10 Ship cards,
10 Planet cards, 15 Breakthrough
Resources cards, 1 rulebook

HOW TO USE THIS EXPANSION


Breakthrough Alien Pack is a new set of cards you can use during your games of Alien Artifacts. To play with Breakthrough Alien Pack use the following rules.

SET UP CHANGES


Shuffle the new Ships, Technologies, and Planets into the corresponding decks. Set up the base game as usual with the following changes and additions:

L Shuffle the Breakthrough Resources cards and put them next to the Resource deck face down.

NEW TYPE OF CARDS: BREAKTHROUGH RESOURCES CARDS



Breakthrough Resources cards come into play only through **Inventium** Planets (they have a new icon ).

NEW ICONS:



 Breakthrough Resources card

Breakthrough Resources

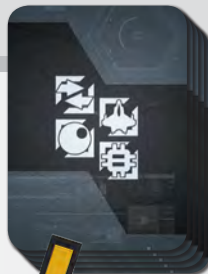


- They are considered standard resources, although they don't have a grey icon on the section with  (which means that they don't provide any  when produced or when drawn to be sold to the corporation).
- While paying for any action you still have to respect Assembly limit.

- Place spent Breakthrough Resource cards on the discard pile.
- If there are no more cards in the Resource deck, shuffle the discard pile including the Breakthrough Resource cards in this pile. Do not place them apart and do not create another separate deck with Breakthrough Resource cards.

If when discovering a planet you choose to **EXPLOIT THE PLANET** and you draw a Breakthrough Resource card, you may choose the section with  only if you Produce on **Inventium** Planet (but remember that you do not gain a  if you choose that section).

Production from the Resource deck on the Standard Planet.



Production from the Breakthrough Resource deck on the Inventium Planet.



NEW SHIPS

In the **BREAKTHROUGH** expansion you will find a set of new ships tagged **INVENTIUM**.



JOIN THE FLEET:

Gain the permanent bonus. From now on, when you **SELL TECHNOLOGY TO THE CORPORATION**, you may draw 1 additional card from the Resource deck. If either section of the card matches the Type of Technology you just developed, score the card. However, even if both cards match the Type, you score the Technology only once.

GO ON A MISSION: INSTEAD of attacking, the **Invention** ship immediately lets you choose one of your operational Technology, draw a Resource card for that Technology and if either section of the card matches the Type of Technology you have chosen, score the card (as if you would Sell it to the Corporation again).

NOTE: However, as a result of sending an **Invention** ship on a mission you always only draw 1 resource card, even if you have other logistic **Invention** ships in your Empire.

START AN OFFENSIVE:

When you **START AN OFFENSIVE** and have operational **Invention** ships, start by resolving all attacks from **non-Invention** ships. Then, choose one operational Technology in your Empire and perform the following steps for each of the operational **Invention** ships: draw and reveal 1 Resource card from

the top of the Resource deck, if one of the sections of the Resource card matches the Type of the chosen Technology, score that Technology, as if it were just developed, then discard the Resource card.

CARD CLARIFICATIONS

BREEDING CORE PROTOTYPE: If in your Empire you have a technology with requirement: 4 [Resource Card] of a different Type, an extermination technology and Breeding Core Prototype then you can treat it both as [Resource Card] technology and [Resource Card] technology, to score that technology.

GOEPPERT-MAYER'S XENO AI RECONSTRUCTION: You have to spend credits to buy the second card.

FRACTAL AUTO REBUILDER: For free means that you only have to spend cost of the Action to move the chosen card from your Under Construction area to Empire side.

OPERATIONAL TECHNOLOGIES: When the condition on a card states Exactly and a Type, it means that you must have that many card(s) of the specified Type. Other Types are ignored.

Example: You have 8 [Resource Card] and 4 [Resource Card] in your Empire: 2 exploitation and 2 extermination. You want to score Operational Technology with condition: exactly 2 exploitation [Resource Card], exactly 8 [Resource Card]. You meet this condition as only the exploitation type counts for this scoring.

NEW PLANETS

In the Breakthrough expansion you will find a set of new planets tagged **INVENTIUM**.



SETTLE AN INVENTIUM PLANET:

Gain the permanent bonus. Additionally, after settling an **Inventium** planet, draw 3 cards from the Breakthrough Resources deck and place them on the discard pile of the Resource deck. If there are not enough Breakthrough Resources, discard only as much as you can.

EXPLOIT AN INVENTIUM PLANET:

It produces 3 (if possible). Tuck them under the Planet with visible. At any time, you may use the visible sections of these cards as if they were in your hand (the Assembly Limit still applies to using these cards). Each time an **Inventium** planet produces (using **MINE THE PLANETS** or any other game effect), it will produce Breakthrough Resources card(s) (if possible instead of). If the Breakthrough Resources cards deck is empty, simply draw cards from the Resource deck instead.

PRODUCE:

When you perform the **MINE THE PLANETS** action and you have **Inventium** Planets in your Empire, draw Breakthrough Resources for them (if possible).

If the Breakthrough Resources deck is already empty then draw cards from Resource deck instead. If you drew a Breakthrough card you may choose the section with but you do not gain any points if you do. If you drew a with the Type you may choose this section and gain 1.

CREDITS

GAME DESIGN: Marcin Ropka & Viola Kijowska

EXPANSION DESIGN: Ignacy Trzewiczek, Joanna Kijanka

ILLUSTRATIONS: Maciej Janik (cover, technologies), Igor Puškarić & Matijas Župan (ships), Iwona Wasser (planets)

GRAPHIC DESIGN: Rafał Szyma

The design uses Z-DESIGN Tech Brush Sets (<http://z-design.deviantart.com>)

RULEBOOK: Joanna Kijanka

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