

# HORIZON



HORIZON USER MANUAL v1.0

All rights reserved

Copyright 2013 by L3O Interactive

[www.HorizonGame.com](http://www.HorizonGame.com)

## TABLE OF CONTENTS

PROLOGUE .....	5
INTRODUCTION .....	7
QUICK START GUIDE .....	8
TECHNICAL REQUIREMENTS .....	8
INSTALLATION .....	8
STARTING THE GAME .....	9
IN GAME HELP SYSTEM [F1] .....	9
ONLINE HELP .....	9
GAME OVERVIEW .....	9
QUICK START .....	11
PLAYING HORIZON .....	12
THE MAIN GAME MENU .....	12
NEW GAME SETUP .....	13
RACE SELECT AND CUSTOMIZATION .....	15
OPPONENTS SELECTION .....	19
THE GALAXY MAP .....	21
PANELS AND BUTTONS .....	22
EXPLORING THE GALAXY .....	24
COLONY MANAGEMENT .....	25
MANUAL DEVELOPMENT .....	25
AUTOMATED DEVELOPMENT - GOVERNORS .....	30
RESEARCH AND TECHNOLOGY .....	31
RESEARCH PHASES .....	32
SHIP DESIGN .....	33
DIPLOMACY .....	35
Diplomacy Options .....	35
LAST TURN EVENTS .....	37
STATISTICS .....	38
GALACTIC COUNCIL .....	39
SECTOR VIEW – TACTICAL .....	40
INVASION VIEW .....	42
VICTORY CONDITIONS .....	43
REFERENCE .....	44
RACES .....	44
CREDITS .....	51





## PROLOGUE

In the year 1977, the Voyager-1 and Voyager-2 spacecrafts are launched by NASA for the exploration of planets in our solar system.

Many years later having completed their primary missions, both spacecrafts continue exploring the outer edges of our solar system to gather as much data as possible before they run out of power.

It is during this period in the year 2020 when the spacecraft Voyager-2 starts detecting infrared signals coming from an unknown source.

Back on Earth at the command center a small team is tracking the signal and checking the data transmitted by Voyager-2.

Just as they start to analyze the signal, something large and alien collides with Voyager-2 and it goes offline...

After a restart of its core systems, Voyager-2 is brought back online and starts re-transmitting data gathered by its sensors. A video feed is part of the data coming from the alien vessel along with a message and a warning...

“We, the Kor’tahz, have sent this message throughout the galaxy for all sentient beings. This is our story and our struggle for existence.

Long before this galaxy had formed, and before we came to exist, immortal and immaterial beings of pure light and energy roamed. These beings, the Varaians have always been. They are our creators.

The Varaians engineered us in an effort to build an ideal, material, companion race. There were trials that followed our creation, to ensure compatibility between our two people. In these, we did not endure, and they considered us a failure.

Our undoing was desired by the Varaians, and in the battles that followed, many of our kind were lost. Some of us fled into the vastness of space, and set forth a plan to rid this galaxy of our architects.

Our plan: To spread the spores of life throughout the galaxy, in hopes that these seeds would birth new civilizations that might aid us in our struggle against the Varaians.

The Varians had learned of our plan and were intrigued. They did not interfere, and the galaxy was left to mature. We hid while indigenous people emerged throughout the galaxy, some evolving to space faring civilizations. They watched, and we understood their intent. Undaunted by their lack of success, our makers persist in their pursuit of finding their companion race. This companion race whom they promise to elevate to a higher level of consciousness.

Be cautious in your galactic travels, for our struggles for survival may yet become yours as well. We fear this, and we must not allow this to happen.”

Additional information is recovered in the data stream including astronomical charts and technological designs that may help advance scientific knowledge by leaps and bounds...

---

After many decades of major technological advancements we now have the basic capabilities to build starships that are capable of traveling through space and to go beyond our home system to explore the Galaxy. What remains is the right commander who will lead Earth in this new age for mankind!

## INTRODUCTION

HORIZON is a grand space strategy game of galactic exploration and conquest in which you are in control of humanity's destiny.

In the year 2150, more than a century after the Voyager 2 spacecraft made contact with an alien probe, a new dawn of interstellar exploration begins for mankind.

As humanity's leader, you will direct explorations of deep space, find new frontiers and discover alien artifacts hidden on long ago abandoned planets. You will also learn more about the galaxy as you come into contact with up to ten other species.

Expand our presence by colonizing and developing new colonies then watch these planets become galactic centers for trade, industry and science.

As our influence grows to encompass many worlds you will need to conduct careful diplomacy with many races with sometimes competing interests. And if diplomacy fails be prepared for the inevitable military conflicts that can arise.

Advance the human empire in this new era and ascend humanity to their rightful place among the stars.

## QUICK START GUIDE

### **TECHNICAL REQUIREMENTS**

#### Minimum:

OS: Windows XP SP3 / Windows Vista SP2 / Windows 7 SP1 / Windows 8

Processor: Intel Core 2 Duo 1.8 GHz or AMD Athlon X2 64 2.0 GHz

Memory: 2 GB RAM

Graphics: 512 MB Video Card w/Pixel Shader 3.0 Support

DirectX: DirectX9.0c Compliant

Hard Drive: 5 GB HD space

Sound: DirectX 9 compatible

#### Recommended:

Processor: Intel Core i3/i5/i7 or AMD equivalent

Memory: 4 GB RAM

Graphics: 1 GB ATI 4800 series or better, 1 GB NVIDIA 9800 or better

### **INSTALLATION**

#### **Steam Install**

If you purchased the game through the Steam Store, the game will appear automatically in your Games Library List. Click on the Horizon title to bring up the game page and then click on the Install button at the top of the page to begin the automated installation process.

#### **Box Install**

If you purchased a physical copy of Horizon, insert the DVD-ROM into your drive and follow the prompts to start the installation. You will be prompted to install Steam if you don't already have the Steam software installed on your system. Login to your steam account (an Internet connection is required) and follow the instructions to enter the product code found inside the Horizon box to activate the game.

#### **Digital Install**

If you purchased the game from other digital storefronts, or want to add a boxed copy of Horizon on your steam account: Log on to the Steam software (an Internet connection is required) and from the Games tab, click on "Activate a Product on Steam..." enter the Horizon product key and click Next to activate. You can now download and install the game.



## **STARTING THE GAME**

Once Horizon is installed, you are ready to start the game. The first thing you will see is the Launcher window.

Here you can change the game resolution and whether to play in Full-screen or not (window mode) via the Advanced button. Typically you can just leave the default settings to play at your monitor's optimal resolution.

You can also see the latest Horizon News and quickly access the website/forums via the links. The User Manual and Readme document can also be accessed from here.

To start the game: click the large PLAY button.

## **IN GAME HELP SYSTEM [F1]**

Help information is available on most game screens in Horizon accessed by pressing the F1 function key on your keyboard. The information explains basic functionality relating to the screen.

## **ONLINE HELP**

If you are stuck with a gameplay or other issue you can visit our forums at <http://forum.l3o.com/> and make a post for assistance describing the issue in detail and we will be glad to assist you to the best of our ability.

## **GAME OVERVIEW**

### **The Galaxy View**

This is the main game screen and displays the Galaxy Map with buttons at the top and bottom of the screen. You can zoom the map in or out by using the mouse wheel. You can also pan the map by mouse-click dragging (hold the left-mouse button down and drag it in the direction you want). Double-clicking takes you to Sector View.

The Galaxy map is divided into 6 sectors each containing 100 sub-sectors. Selecting a sub-sector will open a panel displaying information about that location including if it has a star system and planets. If there are planets you may click on them to enter Planet View.

A taskforce panel will also open on the sub-sector selection if there are any visible ships in the sector. From this panel you can give orders to your taskforces and view taskforces belonging to others.

#### Buttons on the top bar:

Game Options: Displays the Load/Save and Preferences panel

Game Stats: Displays various stats between all the races in the game

Last Turn Events: The list of important events that occurred in the past turn

Journal: A list of your missions with details including progress and next steps

Colonies: A list of all your colonies with important information

Fleet: A list of all your taskforces with important information

#### Buttons at the bottom:

Races: Takes you to Relations view. Here you can review current relations with other races, view reports, declare wars and most importantly conduct Diplomacy with Alien counterparts

Techs: Takes you to Research view where you can see and manage your technological advances. Techs are divided into 6 main categories. You can choose to set focus on a category to divert more research into it at the expense of others. You can also set a focus on one technology in each category (recommended).

Design: Takes you to the Ship Design view where you can design new ships.

Turn: Ends the turn (the current year) and advances to the next one.

#### **The Tactical Phase:**

The tactical phase is the period between turns. It begins after you click the Galaxy Turn button and ends when you are returned to the galaxy map.

During the tactical phase each vessel and object in the game gets 20 rounds of action based on their Initiative (speed). The round and initiative is displayed at the top right corner. After the 20<sup>th</sup> round the tactical phase ends and you are returned to make strategic decisions once more on the Galaxy Map and related screens.

#### **The Sector View**

The Sector View screen gives you a tactical level view/control of a sector. During the tactical phase you will be shown the Sector View if there are any combat or other meaningful events. At which point you can take control of your ships and engage in various actions including ship combat.

If combat occurs you will be given manual control of the ships in that sub-sector one at a time based on the ship initiative (smaller ships have faster initiative and take action before slower ships and planets).

At any time you can press the Auto Mode button (or press space) to let the AI take control and automate actions for you. Press again to take manual control back of your ships (control is returned on the next initiative).

Sector View is also accessible (in a paused state for viewing only) from the Galaxy Map by double-clicking on a sub-sector.

## **QUICK START**

If you just want to jump in and play the game, we strongly recommend that you play with the game tutorial enabled. The tutorial will introduce you to the basic game elements step-by-step so you can learn while you play through the early storyline.

Tutorial steps are logged in your journal (press J on your keyboard to open the journal at any point in time to view). Remember that you may also press the F1 help key at any time for additional information to the particular screen. There are also many tooltips throughout the game that give additional information and details.

## PLAYING HORIZON

### THE MAIN GAME MENU



The main menu allows you to start a new game, continue your last game or to load previously saved games. You can also exit Horizon from here.

**New Game:** Takes you to New Game Setup screen to start a new game

**Continue:** Loads the most recent saved game and brings you to the Galaxy Map

**Load Game:** Brings up a list of saved games to select a game to load

**Options:** Allows you to change Audio, Video and other game settings

**Quit:** Exits the game to Windows



## NEW GAME SETUP



We begin by setting up and customizing the game by choosing the galaxy settings, customizing our race and selecting opponents.

The game setup screen is divided into 3 main parts.

### **THE PLAYER**

The player section, found on the left of the screen shows your government name and flag. Clicking on this window takes you to the race selection and customization screen where you can choose or customize the default racial settings including your Government, Homeworld, racial aptitude and special abilities.

Note: The game tutorial campaign is only available when you play as Humans. It is strongly recommended that you play the game at least once as Humans.

### **THE OPPONENTS**

The opponents section, found on the right of the screen lists the alien civilizations enabled. Clicking on this window takes you to the opponents' selection screen where you can see the description of each alien race and their profile and starting relations which you can optionally change (profiles are locked in story mode).

### **GALAXY SETTINGS**

The third section at the bottom allows you to set various settings that can change the pace and style of game played.

These settings pertain to how the Galaxy will be populated (Quantity of stars, Anomalies, Planets per system, Amount of life-sustaining planets and Special Planets with additional benefits).

You may also choose whether to play a Normal or Classic game scenario. In Normal mode, civilizations start at different levels whereas in Classic mode everyone begins the game at the same level.

Missions/Tutorials can be toggled on/off. The Tutorial requires missions to be enabled.

#### QTY OF STARS

Galaxies are vast in space and Horizon imparts this important aspect by keeping the galaxy size fixed yet allowing you to choose the number of stars available for exploration and colonization in the game. The settings are between Low (30 stars) to very high (200 stars), with the largest setting allowing a galaxy with more than a thousand planets to explore.

For quick and faster games choose galaxies populated with less star systems where contact with other races is more immediate. The more stars you select the longer a game is likely to last with a longer development time, more resources and more time to build vast empires and massive fleets.

Note: With older or slower computers playing a game with a large number of stars may be slow at the end of the game.

#### QTY OF ANOMALIES

The quantity of anomalies refers to the number of irregularities in the galaxy such as black holes, wormholes and neutron stars. These can have various effects for an empire if they happen to be near and can be strategically invaluable. This setting is dependent on the Qty of Stars in the galaxy and refers to the total number of anomalies in the galaxy.

#### QTY OF PLANETS

The quantity of planets setting lets the player set the maximum number of planets per system. Certain systems (like the solar system) are not affected by this setting but the majority in the galaxy will be limited by this.

### HABITABLE PLANETS

Not all planets are suitable for sustaining life. The habitable planets' setting sets the general amount of such planets. The more common they are in a galaxy the more likelihood of finding a suitable planet to colonize.

### SPECIAL PLANETS

The last setting sets the amount of planets with specials on them. These specials give planets additional bonuses that can give significant benefits and make them highly valuable for colonization.

## RACE SELECT AND CUSTOMIZATION



This screen allows you to view and pick one of the eight playable races. After selecting a race you may also customize the race by changing its default attributes, abilities and starting techs.

### **GENERAL**

The General section allows you to define your race name, empire name and government type and some other settings. You may choose from three types of government: Totalitarian, Representative and Unification.

### TOTALITARIAN

Totalitarian government types include Authoritarianism, Dictatorship and Monarchy. Leaders or the state in these types of governments hold full authority and power over society and can act as they see fit.

#### REPRESENTATIVE

Representative governments include Democracy, Parliamentary and Republic. Power and control in these types of governments reside in the hands of their elected representatives who meet in parliament to collectively vote on decisions for the good of the state.

#### UNIFICATION

Unification is a special form of government where there is no resistance between the leaders and its people. Everyone works in perfect harmony to achieve their collective goals as set forth.

#### POPULATION GROWTH RATE

While resources and planet size are important you need a strong growth in population to make use of the resources and to populate a planet. You can choose between low, average or high settings.

#### PHILOSOPHY, TEMPERAMENT AND BEHAVIOUR

These settings determine how your race is perceived by other races and for AI players it affects their personality and how their racial affinity toward your race. These are further explained in the Select Opponents section.

### **HOMEWORLD**

The Homeworld is where it all begins and these settings have a major impact on your civilization.

#### TYPE

The planetary type sets your races native planet type. This is important as until you can Terraform planets the ideal planet type when colonizing will be the one you select here.

#### SIZE

There are 4 generic sizes of planets between small, medium, large and huge. The primary benefit of larger planets is the amount of population they can accommodate.

### **APTITUDES AND SKILLS**

Cultures, environment along with evolution develop the people of your world with certain skills and abilities throughout the centuries. Here you can specify how by choosing from three settings for each: poor, average or good.



### FARMING

Defines how much more food each farmer can produce. The planetary environment further affects the amount of produce.

### INDUSTRY

Defines how much more production each worker can produce. The planetary resources as well as the environment further impact the amount of production.

### TRADE

Defines how able a people are at finding buyers for the products they want to sell.

### RESEARCH

Defines the amount of research each scientist can produce.

### BOARDING COMBAT

Defines the ability of marines to board enemy ships to cripple or take over.

### GROUND COMBAT

Defines the ability of soldiers to engage enemy troops on the ground.

### MORALE

Morale is very important for your colony work force. Higher morale correlates to a higher ratio of workers vs. non-workers. Thus it affect planetary production in all areas.

### FINANCE

Determines how good your race is with money. The better at finance the more wealthy your race will be.

### SHIP COMBAT (ATTACK AND DEFENSE)

Defines the ability of pilots at controlling ships in combat which helps both offensively and defensively.

## **SPECIAL ABILITY**

Beside the generic racial modifiers, there are also special abilities that make races different in more substantial ways. Here you can choose that ability.

### CREATIVE

Creative races are not only better at seeing all the possible applications of research but also more reckless when experimenting. They receive a bonus toward the discovery of new technologies.

### DEVIOUS

Devious races are especially clever at influencing other races to get what they want. They get a bonus at making diplomatic deals with other species.

### RESOURCEFUL

Resourceful races are methodical beings that are apt at finding something where others may overlook. This allows them a bonus in all research endeavors.

### PARASITIC/SYMBIOTIC

These beings are feared or loathed by most races. They live off of other sentient beings by taking their body as a host. This ability to take on hosts grants them the power of immediate persuasion, assimilation and even total control.

### TELEPATHIC

Telepathic races possess a unique ability to probe minds and even plant thoughts onto others. As a result, other races are wary even fearful of them. Thankfully, only a small percentage of any species endowed with this gift ever become powerful telepaths.

### TRANSIENT

Transient races are believed to have originated from another dimension. These races have an innate understanding of temporal physics and can open time corridors in the space-time vortex for their ships to travel through. This allows them to 'jump' in relative safety from one point in the galaxy to another in a very short time.

### IMMATERIAL

There are beings in the galaxy that exist in non-corporeal forms. Some evolved from primitive energy-based life forms while others, through evolution, have shed their bodies -no longer needing them. Those of corporeal origin may still appear in their old humanoid, or other body forms, as they have the ability to shift between different forms of energy and matter. Immaterial beings are extremely difficult to destroy and die VERY explosively, releasing their full energy in all directions.

### QUASI-IMMORTAL

There are rare races who are naturally born immortal or who have advanced to become so. These beings have extremely robust health and are immune to diseases and aging effects, such as the deterioration of body organs.

### WARRIOR

These races have a culture that promotes the embodiment of the perfect warrior. From childhood they are taught, trained to honor and live the life of warriors. This makes them highly disciplined, yet at the same time, constantly

needing to prove themselves, making them easier to provoke.

### FANATICAL

Fanatical races once devoted to a cause or idea become motivated with such zeal that they tend to outperform all others. The negative side of this is that they cannot stop themselves or be stopped easily when in such frenzy.

### ECO-ADAPTIVE

Some races have the ability to subsist on harsh, inhospitable worlds. They have organs that can adapt to most atmospheres and extreme temperatures. This is a great advantage to space-faring races in a galaxy full of hostile planets.

### REPULSIVE

Repulsive Races are often shunned by other races and thus diplomatic options are very limited until a certain level of trust and relations have been built up.

## OPPONENTS SELECTION



The select opponents screen lets you choose the number of major races in the game to play against. By default all races are enabled.

Choosing fewer races tends to make games where you have more time to explore, expand and develop before having to deal with the other races. While having more races increases dramatically the likelihood for early conflict and interaction with other empires.

When you select a race by clicking on its thumbnail, the large panel switches to the selected race and displays a number of details which you may modify. These are the civilizations' names, Homeworlds' names, Disable Race and the A.I settings.

### **A.I. SETTINGS**

Here you can modify some of the A.I. settings for each race, it will affect how each A.I. personality will play and interact with you and other civilizations. These settings have significant impact on advanced races, handle with care!

#### PHILOSOPHY

**Expansionists** tend to have a policy of territorial expansion by conquering and colonizing new star systems. They believe in growth through expansion and integration of other races, cultures and resources.

**Warrior** races have societies that believe growth comes from training, discipline, and conflict. Their policies put an emphasis on always being ready militarily to face-off any threat or violation of their interests.

**Industrialists** are innovative builders, workers and enterprising people. They value imagination, initiative and perseverance, and take great pride in their work.

**Agrarian** races put emphasis on the development of their world's natural resources while at the same time harnessing the power of nature and the environment.

**Trader** races have built their whole societies to support and cultivate an infrastructure of galactic commerce. With enterprising explorers having developed great networks across the galaxy, there is much to be gained through the exchange and interaction with various civilizations.

**Scholars** are explorers and researchers. They study and explore the past to further their understanding of the present in preparation of the future.

**Technologists** put the pursuit of science and technology to the fore-front of their goals. Through constant experimentations, research and development they use scientific knowledge to find solutions to their problems.



### TEMPERAMENT

**Passive** races tend to be more patient and calculating and generally slower to react in an aggressive manner.

**Aggressive** races are more inclined to behave in a hostile or bold manner; they tend to be more intense as a people.

### BEHAVIOUR

**Isolationist** races are usually self-absorbed, xenophobic or too superior with little to gain from inferior less advanced races (or so they think). This has the effect of making them more mysterious as well which some consider an advantage.

**Social** races are open and more willing to make contact with other species, to forming relations and doing business.

### RELATIONS

You may also set starting relations with any of the major civilizations. Unknown, No Contact, Alliance, Friendly, Neutral, Hostile, At War are the choices to choose from.

## THE GALAXY MAP



The galaxy map is where you spend most of your time strategizing by ordering fleets, advancing time (Turns) and accessing other screens.

The following key components make up the galaxy map.

## **PANELS AND BUTTONS**

### **Sector Panel**

Selecting a position on the map will open the Sector Panel. This window gives information about this sector of space. If no taskforce is selected, you may click on a planet in the Sector Panel to open the Planet View screen.

You can also double-click a position on the map to view the Sector itself. You must have the system explored to see the planets and can only see vessels if they are in your scan range.

### **Task Force Panel**

Selecting a Star on the map will open the Task Force panel if you have any task forces. This window gives a list of all visible task forces (grouped ships) and allows you to select your task forces to give orders.

Each task force displays the number of ships it contains. Selecting or hovering on a task force will list the ships contained in it. You can merge or group ships by holding the Ctrl key and selecting other task forces. You can also see current orders and ship stats while hovering.

### **Legend Panel**

This panel allows you to switch on and off various details on the Galaxy Map.

### **Selectors**

There are two selectors. Your current Sector selection is shown with a blue throbbing selector on the map.

The second selector, an orange cross-hair, indicates a sector that you have selected to engage next turn. Engaging a sector allows you to take control of your task force in that sector.

### **Information Header (Top Center)**

Shows the Current year (turn), Command Points Balance and your Treasury (net income). Move the mouse over to see more information via tooltips.

### **Game Options Button (Top)**

From here you can access the Audio volume preferences as well as Load, Save and Exit options.

### **Statistics View Button (Top)**

Access the Stats screen to see your progress in relation to the other races in the game.

### **Last Turn Events Button (Top)**

Access the last turn events screen to view the list of events that occurred sorted by category.

### **Journal Button (Top)**

Access your Journal which keeps track of all your missions (quests) and your current step if you click on an entry. Your journal is accessible on most game screens by pressing its shortcut key (J).

### **Colonies List Button (Top)**

The colonies list gives you a quick overview of all your planets. Clicking on an entry will take you to the selected planet view screen.

### **Fleet List Button (Top)**

The fleet list allows you to get an overview of all your task forces and their orders. Clicking on an entry will select and focus the camera on the task force.

### **Races Button**

Click on the Races button to view your diplomatic contacts. Races you are aware of will be displayed and you may either communicate or view our reports on the species.

### **Techs Button**

Click on the Techs button to view and manage the technologies on the research screen.

### **Design Button**

Click on the Design button to view or change ship or station designs.

### **Turn Button**

Click the Turn button once you are ready to advance time. You should only press it after you have made your strategic decisions.

## **EXPLORING THE GALAXY**

### **Exploration**

Ships can move around anywhere inside the galaxy with no strict limits although ships can run out of supplies and will slow movement until replenished automatically.

You can explore each system, survey planets and also conduct archaeological digs. If a planet is suitable you may colonize it.

### **Expansion**

To expand you will need outposts and colonies. Outposts can extend the range of your fleets without requiring the investment of a colony. You can only colonize planets if they have a suitable environment for your people.

**Moving task forces:** To order a move, select a task force on the task force panel and then click the destination sub-sector on the map. A line will be plotted indicating the movement order has been set.

**Surveying a system:** To do a thorough examination of a system: order a task force to survey a system or planet. Click a task force on the task force panel and then hover over the orders button and click survey. Then on the sector panel, select a planet or the star to survey all planets.

**Digging for discoveries:** You can order a dig if you think a planet may contain hidden artifacts. Digs are usually done after a survey reveals something hidden on the planet or if you have other information. To order a dig click, a task force on the task force panel, select its order and then pick a planet in the sector panel.



## COLONY MANAGEMENT



The planet view gives you pertinent information about the selected planet and if colonized access to colony development and production (build) queues.

## MANUAL DEVELOPMENT

### Un-colonized planets and non-player colonies

In this view, you are provided with an information panel about the type and generic conditions of the planet. This information allows you to assess whether it's a good planet to colonize. Some information may require you to survey the planet to find out.

Additional information about the planet is available through surveys which you can order a task force to do from the Galaxy Map. These reports can be video, planetary, mineral, biological or archaeological.

### **Player colonies**

This is where you make choices on the development of your colonies. Your first and most important colony is your Homeworld with a vast population as a resource.

The screen is divided into several panels:

**The system panel** at the top-left provides you immediate information about the type of colony and its role in your empire. Other important stats such as your population, treasury and so on are displayed here. You can rename your colony if you so desire by clicking on its name. You may also switch to other planets in the same system by clicking on the planet icons at the top.

**The (6) building panels** provide you with the level of colony development in each category. You can build or upgrade by clicking on each provided you meet the minimum requirement in cost. Right-clicking or holding the shift key provide you more information.

**The ship build queue panel** allows you to manufacture ships. There are 4 queues: one for each size of ship. You may click on the ship names to change designs or right-click to view and modify the design.

**The Orbitals panel** lets you build non-mobile structures in orbit of the planet such as Shipyards or a Starbase.

**The Defense panel** lets you build ground defenses such as Barracks to house soldiers or missile launch bases.

### **POPULATION**

A planet's population is its most important resource. You must always keep an eye out for any factors that may affect it negatively such as food shortages. Fortunately colonists have a strong survival instinct and will always try to adjust to ensure their survival.

### **WORKFORCE**

The workforce is the part of your population contributing either as farmer, worker or scientist. For humans typically this is around 33% of the total population. You should always aim to keep the workforce as high as possible to get the most out of a planet's population.

Your workforce distribution between farmer, worker and scientist is automatic but it's based on the planetary structures and the conditions of the planet.

Food production (when possible) always takes precedence. Enough farmers will be assigned to produce food to keep a colony self-sufficient. The rest of the workforce will be split between workers and scientists based on the level of industry and research structures. If no research and industry buildings exist, your workforce will be 100% farmers.

### **GOVERNMENT**

The Government panel is what defines the type of colony. When a planet is first colonized, it defaults to a listening post.

A listening post is a small base or installation built on a planet often designed to gather intelligence in an area of space. It is strictly a military operation and thus cannot build any civilian structures until you upgrade to an outpost government.

An outpost is a fully fledged colony with a government to handle a civilian population. All colony structures become available and population growth becomes possible.

Each empire also starts with a capital on their Homeworld.

### **FARMING**

Farming is the food production of a planet. Your population needs food to survive and grow.

Food structures help farmers produce food more efficiently, thus increasing output. They are also required on environmentally hostile planets before any food can be grown.

Excess food is sold to traders so long as you have trader traffic on a planet. Traders will also sell you food (at a cost) if your colony cannot produce enough to feed its population.

### **INDUSTRY**

Industrial structures serve two purposes. First they reduce build times, allowing you to build ships or other planetary structures in fewer turns. And second they produce goods that can be sold on the trade market which generates income.

## **TRADE**

Trade is a common thing in the galaxy. Once your planet becomes known, traders will start appearing and try to do business. You need trade traffic before your colony can buy and sell.

Trade structures facilitate trading between planets. The amount of traffic is shown in the trade panel. As traffic increases you get better trade rates when buying or selling.

As an added bonus if you have a trade structure, you collect docking fees (seen as trader income) from all traffic.

Races good at trading get preferential rates when buying or selling.

## **ENTERTAINMENT**

Entertainment structures make a planet more appealing not only to visitors but also to the local population.

As an added bonus if you have an entertainment structure, you get tourism revenue from space tourists visiting your planet.

## **THE BUILD QUEUE**

This is where you can build ships by selecting the design type and the number to build.

A planet can have up to four ship build queues, one for each ship size (the Huge ship size queue is only available after you build Shipyards). Clicking on a ship name switches between designs. Right-clicking on a ship name will take you to the ship design screen where you can view or make changes to the design.

## **ORBITALS**

The orbitals panel shows the structures you can build in space around the planet.

- **Shipyards**



Orbital shipyards significantly speed up ship build (and repair) times.

- **Starbase / Space station**

A starbase built in orbit of a strategically positioned planet acts as a military base to re-supply starships. A starbase also acts as an orbital weapons platform with an array of weapons and defensive measures.

- **Stargate**

A stargate is a powerful device in orbit of a planet that can create an artificial wormhole tunnel to another stargate. Travel time between two stargates is almost instantaneous. Stargates must be discovered before they can be built.

## DEFENSE

The defense panel shows the defense structures you can build on the planet.

- **Barracks**

A planet will be able to train soldiers once you build barracks. Soldiers are your last line of defense in case of an invasion. Also a planet with barracks can supply troop ships (in orbit) with replacement soldiers.

- **Missile Defense batteries**

Missile batteries are an effective defense vs. most enemy ships approaching a planet.

- **Beam defense**

Energy defense platforms are very powerful weapons that add to the defenses of a planet. Beam defense must be discovered before it can be built.

## POLLUTION AND WASTE

Industrial production inevitably creates waste products that need to be cleaned up. By default, pollution control is enabled and your workers will automatically divert production resources to the cleanup effort. You can choose to disable pollution control per colony basis, this will increase production at the cost of environmental damage.

Each unit of production creates half a unit of waste by default. Research in advanced waste disposal can improve waste management and increase your production without causing damage to the environment.

By default, pollution cleanup is enabled. Workers are automatically diverted to the cleanup effort. Neglecting pollution can be beneficial in the short term but will have a serious impact and the clean-up cost later will be more expensive.

## **AUTOMATED DEVELOPMENT - GOVERNORS**

### **GOVERNORS**

Sometimes you will want to relegate the development of some of your colonies to planetary Governors who will make sure the colony can get the upgrades and buildings based on your selection of what type of colony to build.

You can adjust (globally) the maximum allocation of your treasury that Governors can use, as well as other options such as whether they should manage pollution, terraforming and building any defensive and orbital structures.

Colonies where the Governor is enabled are prioritized based on population. Your best colonies will thus receive priority when it comes to spending and development. If a governor can't build something due to lack of funds it will wait until there is enough. Tributes and monetary aids to other races can reduce the treasury before governors can allocate it to colonies.

## RESEARCH AND TECHNOLOGY



The Research screen allows you to manage all research points (projects) generated from each of your colonies with research buildings.

You can manage allocation on two levels:

- You can set focus on a Tech Field in the top-left panel, sending a greater portion of your global allocation to that research field.
- You can also set focus on a specific Tech within each tech field to give it a greater portion of that field's allocation points.

### Fields of Research

- Propulsion: This field encompasses engine and power generator techs
- Armor: This field encompasses Armor and Shield techs
- Electronics: This field encompasses Scanner, Communication, Computer and Electronic techs
- Biotech: This field encompasses all biological, ecological related techs
- Construction: This field encompasses a wide variety of techs
- Weapons: This field encompasses all weapon related techs

You can view tech stats by simply hovering over one or for more details by right-clicking.

## RESEARCH PHASES

Technological advancement begins with a discovery, followed by the breakthrough and finally refinements. These are the 3 major phases of research and development.

- **Discovery:** Before your scientists can get to work, a new technology must be discovered. This is the initial phase where a new technology becomes available for research. Newly discovered techs begin as level 0 and will appear on the research screen but will require more research and a breakthrough before they become useable.

There are many ways to discover new technologies:

- Advances in a technology within the same tech field sometimes result in new discoveries.
- Archaeological expeditions or **Digs** can sometimes discover new techs from planets
- From other advanced races through Diplomatic exchanges
- Mission quests can sometimes reward you with a new technology

*Creative races have a higher chance of making new discoveries through research.*

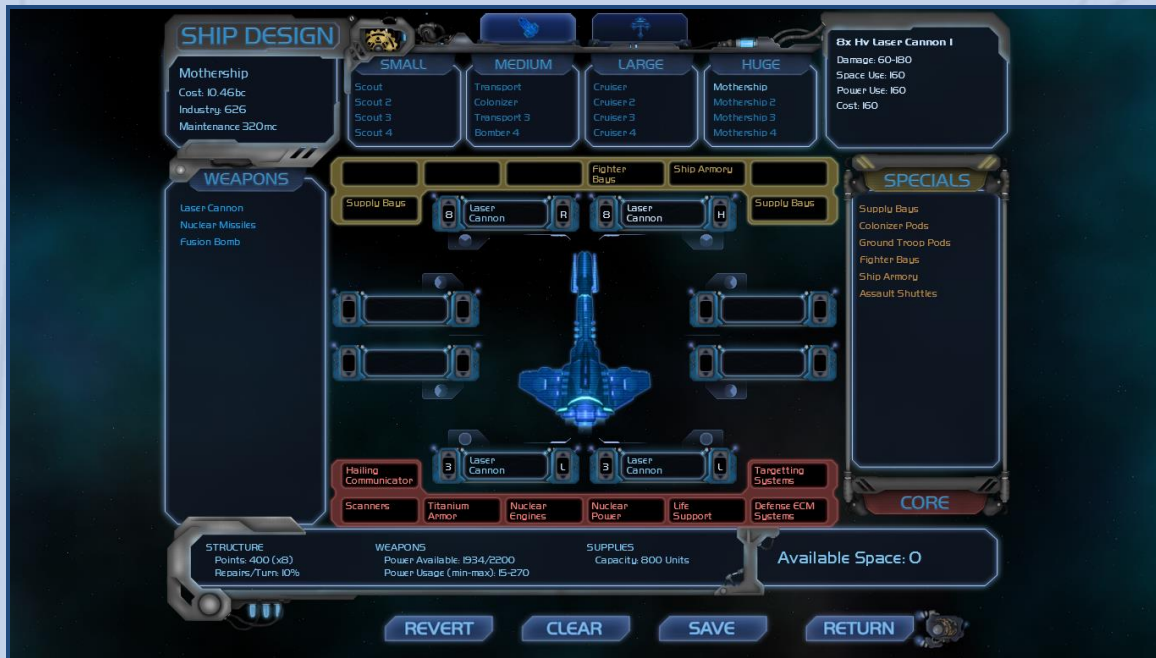
- **Breakthrough:** With more research and the help of other advanced races you may make a breakthrough in a tech. Techs at this stage become level 1 and can now be used in different manners to improve your civilization.

*Resourceful races have a higher chance of making a breakthrough.*

- **Refinement:** With further research you can continue to advance the level of your techs, making them better, more efficient and in some cases unlocking new properties.



## SHIP DESIGN



The ship design screen allows you to quickly create new ship designs based on available technology.

### Designing ships

There are 4 customizable designs available for each ship hull size available. These are small, medium, large and huge.

You can name your designs by clicking in the top-left panel. New ships built on these designs will carry this name.

Each design has 8 configurable slots in each category. These are Core, Weapon and Specials slots. They are color coded to match their corresponding list panels.

To configure a slot, you simply click on the slot then select the appropriate technology from the corresponding list on the sides. To clear a slot, you can double-click on a slot.

Hovering on a slot or list item will display stats on the top-right panel. Important information of the design is also displayed on the bottom panel.

## **LOGISTICS, COMMAND POINTS AND FLEET MANAGEMENT**

Your empire's fleet size and range of operations is dependent on your logistics capabilities.

Logistics allows your ships to travel further and more importantly allows you to manage more combat ships (represented by Command Points) without incurring logistical expenses which can cripple your economy.

### **Command Points**

Your command points indicate how many combat ships you can manage before incurring logistical costs. Command Point requirements and use per ship are displayed on the Galaxy Map header, when queuing up ships to build, during ship design and on other ship information panels.

There are two ways to increase your Command Points: by researching the Logistics technology and also by building more Starbases.

Ships that don't carry weapons, assault shuttles or fighter bays are considered non-combatant and don't use any command points, so you can build as many of them as necessary.

## DIPLOMACY



The Diplomacy screen allows you to view your relations with other races and gives you the option to either open communications, view the most current report we have on them or to declare war.

### **Report screen**

The report screen keeps track of what we know about them including their allies and enemies. A history log also records important events.

Video links on the race ships and homeworld are also available for viewing.

### **Diplomatic Communication screen**

The communication screen allows us to open a com channel with the race representative so we may conduct diplomacy. On the left we see the enemies and allies of the race and any treaties we have with them. On the right a small map of the galaxy is available to help with decision making.

### **Diplomacy Options**

Diplomacy options are very detailed and vary based on relations and situation (whether an option is valid). While negotiating you or the alien government can agree, disagree or also make counter offers to sweeten a deal before agreeing.

### **Treaties**

- Open territory to merchants
- Free trade
- Free travel
- Intel sharing
- Research sharing
- Armistice
- Peace
- Non-Aggression
- Alliance

### **Requests**

- Monetary Aid
- Ship Supplies Aid
- Attack colony
- Defend colony
- Blockade colony
- Impose Embargo

### **Demands**

- Make peace with (broker peace)
- Declare war on
- Break alliance with
- Stop helping race
- A tribute
- Give us tech
- Remove ships from
- Lift embargo
- Lift embargo On
- Surrender
- Surrender System

### **Offers**

- Tribute
- System
- Technology
- Monetary Aid
- Ship supplies Aid

### **Declarations**



- Impose Embargo
- Beg for Merci
- Declare War
- Surrender

### Threats

- Stop trespassing in our territory
- Stop attacking our ships
- Stop attacking our colonies
- Condemn the use of Bio-Weapons
- Terminate all hostilities
- Restrain your reckless expansion

## LAST TURN EVENTS

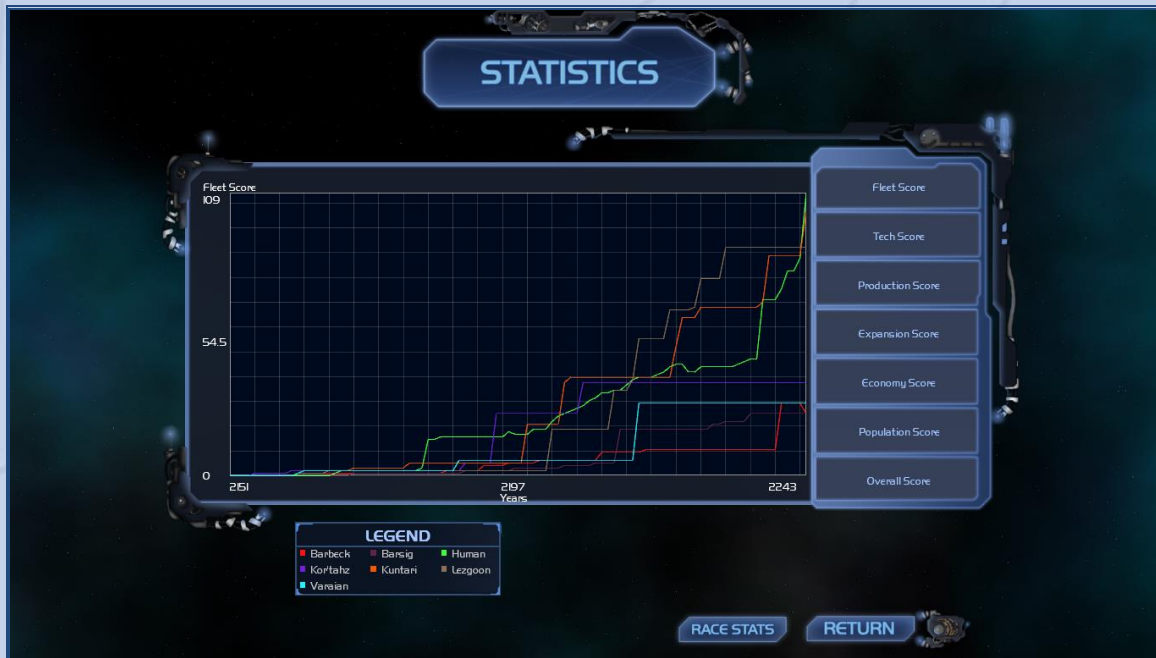


The window gives you an organized situation report of events that occurred last turn. More important events are shown in brighter colors whereas less important ones are dimmed. Each entry is also a link that upon clicking will take you to the appropriate location.

The five categories of events: Galaxy, Diplomacy, Colony, Discovery and Military news are automatically organized in sub-sections. Each section header can be clicked on to expand or collapsed to ease readability.

Additionally you may choose to turn off the window from opening every turn by toggling-off 'Show on Turn'. You can also toggle off 'Low priority messages'.

## **STATISTICS**



The Stats screen gives you a quick overview on your progress in relation to the other races in the game. Seven different charts are available including Fleet, Tech, Production, Expansion, Economy, Population and Overall score.

## **RACE STATS**

You may also access the Race Stats from here to see your racial specs and bonuses you may have obtained during the game such as mission rewards.

## GALACTIC COUNCIL



From time to time the Galactic Council comprised of the major races in the galaxy convenes to try to elect a leader that will unite the Galaxy. Representatives of the two most advanced races are automatically selected as candidates.

The human representative (under your control) may select himself as a third candidate for the council to vote on, may abstain or choose one of the other two candidates.

Once everyone has voted if a candidate has a super majority the council will elect that candidate (and race) as the new Galactic Leader. In the case where the player is not the winning candidate or did not vote for the winning candidate you are prompted to accept or reject the judgment of the council. If you accept the vote, the game ends but if you reject a Galactic war will begin with all those who voted for the new leader and all those against until one side eliminates the other and the game ends.

Note: The Galactic Council feature is automatically disabled if missions (quests) are enabled.

## SECTOR VIEW - TACTICAL



The turn-based tactical mode allows you to take control of ships and taskforces in the tactical phase of the game.

Your screen (the camera) shows a small portion of the current sector. You can pan the camera by mouse-click dragging (hold the left-mouse button down and drag it in the direction you want). You can also click on the mini-map or use the arrow keys to change your view.

### **Combat UI Panel**

On the left you have a mini-map of the sector and objects visible to you (based on your scanners limit) are shown on this map.

The middle system panel is divided into 3 parts. The left port shows the selected object's status including name, power level, movement available, crew, status and other information. The right port shows the same for the target. The center console shows the selected object's weapons and special systems. It can also show other information when appropriate.



On the right you have your commands. These include Wait, Com, Board, Attack, Flee, Scan for the currently selected object. There is also the Task force Lock toggle to restrict control to the selected taskforce instead of all your taskforces in the current sector.

### **Combat messages Window**

Combat messages are displayed in a window on the top left. You can click on this window to expand it.

### **Rounds, Initiative and Auto-Mode**

On the top right the current Round and Initiative is displayed.

The Auto-Mode toggle button is also shown (shortcut: space key). This button lets you take control or give-up manual control.

### **Combat Flow**

Each ship gets a turn every round based on their initiative (speed). There are 20 rounds until the tactical combat phase ends (it's really paused and you can continue after the strategic phase turn).

## INVASION VIEW



When an invasion occurs, the view will show the planet being invaded with the Attacking forces at the top and the Defenders at the bottom. Invasions occur at the end of the tactical phase.

Each panel displays a list of armies per race indicated by their flag. You can select each flag to see their army composition. You can also hover over the flag to see a breakdown of their stats.

Press Begin when you are ready and the invasion will progress until one side is defeated. If the defender wins the invasion is repelled and all attackers have been killed. On the other hand if the attackers are victorious they are prompted with a choice between Assimilation/Subjugation/Extermination/Liberation dependent on availability.

## **VICTORY CONDITIONS**

There are numerous victory paths available in Horizon.

### **Via Council Vote**

This victory condition is only available when missions are disabled. It requires the player to get 75% of the galactic Council vote.

### **Via Alliance**

If you ally all remaining races in the galaxy the game will end.

### **Via Conquest**

This victory condition requires defeating and conquering all races in the galaxy.

### **Via Missions**

There are 2 additional victory conditions via missions.

## REFERENCE

### RACES

The Horizon Galaxy is populated by 10 alien civilizations alongside the Humans. Each race is unique with its own ships, technology, AI Settings and background story.

#### THE BARBECK COUNCIL

**Homeworld:** Gananjia

**Alien Galactic Archives:** The Barbecks are a highly evolved naturalist species. They have little interest in the affairs of other races and have remained mostly reclusive throughout the galaxy.

The few encounters in the past have yielded more questions than answers about their interests, not to mention their strange Bio-Mechanical ships.

**Philosophy:** Agrarian (naturalist/environmentalists)

**Temperament:** Passive

**Behaviour:** Isolationist

**Relations:** Unknown

**Government:** Unification

**Custom Techs:** Organic Engines, Organic Power Generator, Bio-Mechanical Armor, Ecological Cleansing, Neutron Streamer

**Abilities:** Eco-adaptive: Ability to colonize and live on hostile planets

#### THE BARSIG COUNCIL

**Homeworld:** Raskan

**Alien Galactic Archives:** The Barsig are known as commoners in the galactic family of space-faring races. Everyone knows of them or has had dealings with them at some point or another seeing as they go everywhere whether invited or not!

Not very advanced technologically, it's a wonder they have attained the ability to travel beyond their homeworld. But what they don't have they manage to obtain through trade or more commonly by simply collecting what other races throw away.



The Barsig control and operate most of the junkyards in the galaxy. They are also hired by other races for doing the worst tasks and are often taken advantage of. Yet they happily seem to go about their business almost like having accepted their fate in the order of things.

The Barsig are by nature friendly if not a little indifferent and tend to be agreeable in most situations.

**Philosophy:** Agrarian  
**Temperament:** Passive  
**Behaviour:** Social  
**Relations:** Unknown

**Government:** Representative  
**Custom Techs:** Fusion power generator, Fusion Engines, Combat Suit, Stratium Armor, Advanced Waste Disposal system, Ion Cannon, Proton Torpedoes, Heavy Slug Rifle

**Abilities:** Resourceful

## THE GARGAL REGIME

**Homeworld:** Essensia

**Alien Galactic Archives:** The Gargals are a new space-faring race having just developed interstellar travel.

Very little is known about them beside the fact that they are an aquatic race living on an oceanic planet.

**Philosophy:** Technologist  
**Temperament:** Aggressive  
**Behaviour:** Social  
**Relations:** Unknown

**Government:** Totalitarian  
**Custom Techs:** Hydrogen Power Generator, Antimatter Engines, Stratium Armor, Ion Cannon, Sonic Zap Gun

**Abilities:** Creative - They are very curious and creative always experimenting for new technologies

## HAR`KAN UNIFICATION

**Homeworld:** Har`kania

**Alien Galactic Archives:** The Har`kan, a very ancient species, has seldom been seen in the past one thousand years. There have been several excursions to their area of space but no ships sent have ever returned.

What little is known indicates they are a race. They are believed to be able to communicate at great distances.

Physically, the few who have encountered them speak of their crystalline form unlike any other species.

**Philosophy:** Scholar  
**Temperament:** Aggressive  
**Behaviour:** Isolationist  
**Relations:** Unknown

**Government:** Unification  
**Custom Techs:** Fusion Power Generator, Fusion Engines, Bio-Mechanical Armor, Crystal Cannon

**Abilities:** Transient

## EARTH ALLIANCE

**Homeworld:** Earth

**Alien Galactic Archives:**

**Philosophy:** Traders  
**Temperament:** Aggressive  
**Behaviour:** Social  
**Relations:** Unknown

**Government:** Representative  
**Custom Techs:** Nuclear Engines, Nuclear Power Generator, Titanium Armor, Combat Suit, Tanks, Laser Cannon, Heavy Slug Rifle

**Abilities:** Devious - Diplomats

## THE KAMZAK MATRIARCHATE

**Homeworld:** Valeria

**Alien Galactic Archives:** The Kamzak are a highly advanced matriarchal society. The number of worlds they own has grown over the centuries and they now control a vast area of space.

Their society is composed of three classes: religious, worker and warrior. Their workers are as efficient as their warriors methodical and their priests' prophetic making the Kamzak a highly ordered if somewhat rigid society.

Although they watch closely anything happening near their area of space, they tend to ignore or stay neutral regarding feuds between other races.

**Philosophy:** Scholar  
**Temperament:** Aggressive  
**Behaviour:** Isolationist  
**Relations:** Unknown

**Government:** Unification  
**Custom Techs:** Fusion Engines, Fusion Power Generator, Combat Suit, Duranium Armor, Photon Disruptor, Particle Pulse Gun

**Abilities:** Fanatical

## KOR`TAHZ ALLIANCE

**Homeworld:** Tzor

**Alien Galactic Archives:** According to legend, the Kor`tahz are one of the first and oldest civilizations to inhabit this galaxy.

They claim to have spread the spores of life throughout the galaxy long ago, in effect creating the many races in this galaxy.

**Philosophy:** Expansionist  
**Temperament:** Aggressive  
**Behaviour:** Social  
**Relations:** Unknown

**Government:** Representative  
**Custom Techs:** Graviton Engines, Hydrogen Power Generator, Shields, Bio-Mechanical Armor, Neutrino Cannon, Neutrino X Gun

**Abilities:** Quasi-immortal

## KUNTARI REPUBLIC

**Homeworld:** Kuntaria

**Alien Galactic Archives:** Physically imposing and strong, the Kuntari are the quintessential race of warriors. Their emperor, a heroic figure in their society, rules by his popularity as well as his past accomplishments. The other lords, one from each clan, make up the rest of the influential governing body called the Korum.

Under their current emperor, the Kuntari have spanned into several sectors of space advancing both militarily and in influence. The expansion has contributed greatly to their society by mostly eliminating the constant in-fighting and unifying the clans to serve the empire.

**Philosophy:** Warriors  
**Temperament:** Aggressive  
**Behaviour:** Social  
**Relations:** Unknown

**Government:** Totalitarian  
**Techs:** Fusion Engines, Fusion Power Generator, Combat Suit, Duranium Armor, Tanks, Plasma Bolt Cannon, Plasma Pulse Rifle

**Abilities:** Warrior

## LEZGOON LEAGUE

**Homeworld:** Tshraal Prime

**Alien Galactic Archives:** The Lezgoon used to be one of the major races in the galactic scene only a couple hundred years ago. They were very much interested in trade and exploration as well as cultivating relationships with the other races.



But something happened (rumored to be an ecological disaster due to some `unorthodox` experiment) and their sector of space was quarantined by the League's military. Those on the planet at the time were not allowed to leave and were never seen again.

It's been since rumored that the planet was later abandoned...

**Philosophy:** Technologist

**Temperament:** Passive

**Behaviour:** Social

**Relations:** Unknown

**Government:** Representative

**Custom Techs:** Anti-matter Engines, Hydrogen Power Generator, Duranium Armor, Combat Mechs, Ion Cannon, Antimatter Torpedoes

**Abilities:** Telepathic

## THE TANTIK INTELLIGENCE

**Homeworld:** Yergat

**Alien Galactic Archives:** A highly aggressive species, the few encounters with them suggest they have powerful ships and are not interested in making contact. All attempts to communicate with them have failed and several ships sent never returned.

**Philosophy:** Expansionist

**Temperament:** Aggressive

**Behaviour:** Isolationist

**Relations:** Unknown

**Government:** Unification

**Custom Techs:** Anti-matter Engines, Hydrogen Power Generator, Titanium Armor, Combat Suit, Battle Drone, Particle Cannon, Particle Pulse Gun

**Abilities:** Parasitic

## VARAIAN HIERARCHY

**Homeworld:** Varaia Prime

**Alien Galactic Archives:** Although they appear in humanoid form when interacting with other species, the Varaians are believed to be beings of pure energy.

They are known for their curiosity, spending centuries studying "subjects" of interest. These subjects are often new younger races. Watching their development as they try to establish themselves in the galaxy...

Varaians are said to be very solitary. No one can remember seeing more than one Varaiian at a time. It is even rumored to be a very bad omen.

**Philosophy:** Scholar  
**Temperament:** Passive  
**Behaviour:** Isolationist  
**Relations:** Unknown

**Government:** Unification  
**Custom Techs:** Hydrogen Power Generator, Graviton Engines, Bio-Energy Armor, Pulse Cannon

**Abilities:** Immaterial

## FACTIONS

There are minor factions in the game like pirates. These are different than major races in that they have very little influence and power in comparison but can still cause some problems. They are meant to make the galaxy a more interesting and lively place.

## CREDITS

### **Designer and Product Manager**

Raffi Parsekhian

### **Developers / Programming**

Raffi Parsekhian

Alain Bellemare

### **Art & Animation**

Kevin Wise

### **Sound Design & Music**

Dustin Crenna

### **Cover and Illustrations**

Sébastien Hue

### **Original Concept Art & Animation**

Andy Nastase

Dean Stacey

Mike Parsekhian

### **Additional Artwork**

Andrea Woodford

### **Additional Sound Design**

Keith Turton

Antony Paolini

### **Documentation**

Raffi Parsekhian

### **Text Editing & Review**

Eugenie Parsekhian

### **Website Development**

Alain Bellemare

### **Special Thanks**

Kelly Zmak, Feargus Urquhart, Alain Tascan

R.T. (Bob) Smith

Mary Darakjian

Walther Gan

Emmanuel Evdemon

**Iceberg Interactive**

**CEO**

Erik Schreuder

**Sales Director**

Howard Newmark

**Business Development Director**

Raymond Snippe

**General Manager Germany, Austria, Switzerland**

Andy Litke

**Product Manager**

Tamara Robeer

**Community Manager**

Niels Kooijman

**PR Manager**

Mayke Griffioen

**Assistant PR & Marketing**

Sarah Reymond

**Art Director**

Michael van Zijl

**Assistant Printed Materials**

Mariska Visser

[www.iceberg-games.com](http://www.iceberg-games.com)

**GreenLink Group**

**CEO**

Costin Mihai

**Studio Manager**

Ionut Roman

**Lead Tester**

Mihai Vasile

**QC Testers**

Tiberiu Munteanu

Cosmin Mihai

Alexandru Bojica

Matei Popescu



## Limited Software Warranty and License Agreement

This LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT (this Agreement), including the Limited Warranty and other special provisions, is a legal agreement between You (either an individual or an entity) and Iceberg Interactive B.V., (collectively, the Owner) regarding this software product and the materials contained therein and related thereto. Your act of installing and/or otherwise using the software constitutes Your agreement to be bound by the terms of this Agreement. If You do not agree to the terms of this Agreement, promptly return the software packaging and the accompanying materials (including any hardware, manuals, other written materials and packaging) to the place You obtained them, along with your receipt, for a full refund.

**Grant of Limited Non-Exclusive License.** This Agreement permits You to use one (1) copy of the software program(s) (the SOFTWARE) included in this package for your personal use on a single home or portable computer. The SOFTWARE is in use on a computer when it is loaded into temporary memory (i.e., RAM) or installed into the permanent memory (e.g., hard disk, CDROM, or other storage device) of that computer. Installation on a network server is strictly prohibited, except under a special and separate network license obtained from Owner.

This Agreement shall not serve as such necessary special network license. Installation on a network server constitutes use that must comply with the terms of this Agreement. This license is not a sale of the original SOFTWARE or any copy thereof. You may not sell, rent, lend or otherwise transfer the SOFTWARE and/or ACCOMPANYING MATERIALS to any other individual or entity. Intellectual Property Ownership. Owner and/or our Licensors retain all right, title and interest to this SOFTWARE and the accompanying manual(s), packaging and other written materials (collectively, the ACCOMPANYING MATERIALS), including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sound effects, musical works, and moral rights. The SOFTWARE and ACCOMPANYING MATERIALS are protected by EU copyright law and applicable copyright laws and treaties throughout the World including the USA. All rights are reserved.

**Restrictions.** Other than as provided specifically in this Agreement, You are not permitted to copy or otherwise reproduce the SOFTWARE or ACCOMPANYING MATERIALS; modify or prepare derivative copies based on the SOFTWARE or ACCOMPANYING MATERIALS; distribute copies of the SOFTWARE or ACCOMPANYING MATERIALS by sale or other transfer of ownership; rent, lease, or lend the SOFTWARE or ACCOMPANYING MATERIALS; or to display the SOFTWARE or ACCOMPANYING MATERIALS publicly. You are expressly prohibited from transmitting and or sharing the SOFTWARE or ACCOMPANYING MATERIALS electronically or otherwise over the Internet or through any other media or to any other party.

You are expressly prohibited from selling or otherwise using for profit any scenery, maps, levels, level packs, add-on packs, sequels, characters or other components or items based upon or related to the SOFTWARE or ACCOMPANYING MATERIALS. YOU ARE NOT PERMITTED TO REVERSE ENGINEER, DECOMPILE OR DISASSEMBLE THE SOFTWARE IN ANY WAY. Any copying of the SOFTWARE or ACCOMPANYING MATERIALS not specifically allowed in this Agreement is a violation of this Agreement.

### LIMITED WARRANTY AND WARRANTY DISCLAIMERS.

Owner warrants that the original Storage Media holding the SOFTWARE is free from defects in materials and workmanship under normal use and service for a period of ninety (90) days from the date of purchase as evidenced by Your receipt. If for any reason You find defects in the Storage Media, or if you are unable to install the SOFTWARE on your home or portable computer, You may return the SOFTWARE and all ACCOMPANYING MATERIALS to the place You obtained it for a full refund. This limited warranty does not apply if You have damaged the SOFTWARE by accident or abuse. Your exclusive remedies, and the entire liability of Owner, shall be (i) replacement of any original Storage Media with the SOFTWARE or (ii) full refund of the price paid for this SOFTWARE. By opening the sealed software packaging, installing and/or otherwise using the SOFTWARE and all ACCOMPANYING MATERIALS, you hereby agree to waive any and all other remedies you may have at law or in equity. Any such remedies you may not waive as a matter of public policy, you hereby assign, or shall assign as they become available, over to Owner.

### WARRANTY DISCLAIMERS.

EXCEPT FOR THE EXPRESS LIMITED WARRANTY SET FORTH ABOVE, OWNER MAKES NO WARRANTIES, EXPRESS OR IMPLIED, ORAL OR WRITTEN, CONCERNING THE PRODUCTS OR ANY COMPONENT PART THEREOF. ANY IMPLIED WARRANTIES THAT MAY BE IMPOSED BY APPLICABLE LAW ARE LIMITED IN ALL RESPECTS TO THE FULLEST EXTENT ALLOWED AND TO THE DURATION OF THE LIMITED WARRANTY. OWNER DOES NOT REPRESENT, WARRANT OR GUARANTEE THE QUALITY OR THE PERFORMANCE OF THE SOFTWARE OR ACCOMPANYING MATERIALS OTHER THAN

AS SET FORTH IN THE ABOVE LIMITED WARRANTY. OWNER ALSO DOES NOT REPRESENT, WARRANT OR GUARANTEE THAT THE SOFTWARE OR ACCOMPANYING MATERIALS CAPABILITIES WILL MEET YOUR NEEDS OR THAT THE SOFTWARE WILL CONTINUOUSLY OPERATE, BE ERROR FREE, OR THAT PROBLEMS WILL BE CORRECTED. OWNER DOES NOT REPRESENT THAT THE SOFTWARE WILL OPERATE IN A MULTI-USER ENVIRONMENT. NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY OWNER, ITS DEALERS, DISTRIBUTORS, DIRECTORS, OFFICERS, EMPLOYEES, AGENTS, CONTRACTORS OR AFFILIATES SHALL CREATE ANY OTHER WARRANTY OR EXTEND OR EXPAND THE SCOPE OF THIS WARRANTY. YOU MAY NOT RELY ON ANY SUCH INFORMATION OR ADVICE. SOME COUNTRIES DO NOT ALLOW IMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU. THIS LIMITED WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER STATUTORY RIGHTS WHICH MAY VARY FROM COUNTRY TO COUNTRY.

#### LIABILITY LIMITATION.

To the maximum extent permitted by applicable law, and regardless of whether any remedy set forth herein fails of its essential purpose, IN NO EVENT WILL OWNER, ITS DIRECTORS, OFFICERS, EMPLOYEES, AGENTS OR AFFILIATES NOR ANYONE ELSE INVOLVED IN THE DEVELOPMENT, MANUFACTURE OR DISTRIBUTION OF THE SOFTWARE OR THE ACCOMPANYING MATERIALS BE LIABLE FOR ANY DAMAGES WHATSOEVER, INCLUDING WITHOUT LIMITATION, DIRECT OR INDIRECT, INCIDENTAL; OR CONSEQUENTIAL DAMAGES FOR PERSONAL INJURY, PERSONAL PROPERTY, LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF TEXT OR DATA STORED IN OR USED WITH THE SOFTWARE INCLUDING THE COST OF RECOVERING OR REPRODUCING THE TEXT OR DATA, OR ANY OTHER PECUNIARY LOSS, ARISING FROM OR OUT OF THE USE OR INABILITY TO USE THIS SOFTWARE. THIS LIABILITY LIMITATION APPLIES EVEN IF YOU OR ANYONE ELSE HAS ADVISED OWNER OR ANY OF ITS AUTHORIZED REPRESENTATIVES OF THE POSSIBILITY OF SUCH DAMAGES. EVEN IF SUCH IS CAUSED BY, ARISES OUT OF OR RESULTS FROM THE ORDINARY, STRICT, SOLE OR CONTRIBUTORY NEGLIGENCE OF OWNER OR ITS DIRECTORS, OFFICERS, EMPLOYEES, AGENTS, CONTRACTORS OR AFFILIATES. SOME COUNTRIES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

**JURISDICTION:** This agreement is governed by the laws of THE NETHERLANDS. In the event that any provision of this Agreement shall be held to be unenforceable, it shall be severed from, and in no way shall effect the validity or enforceability of the remaining provisions of this agreement. **TERMINATION:** This Agreement is valid until terminated. This Agreement ceases automatically (without any form of notice) if You do not comply with any Agreement provision. You can also end this Agreement by destroying the SOFTWARE and ACCOMPANYING MATERIALS and all copies and reproductions of the SOFTWARE and ACCOMPANYING MATERIALS and deleting and permanently purging the SOFTWARE from any client server or computer on which it has been installed.

#### **Epilepsy Warning**

##### **Please read this caution before you or your child play a videogame:**

Certain people are susceptible to epileptic seizures or lose consciousness after exposure to flashing lights or light patterns in our daily environment. Such people may have a seizure while watching particular televised images or when they play some videogames. This phenomenon may appear even if the subject has no history of previous difficulties. If you or a member of your family has ever had symptoms related to epilepsy (seizures or loss of awareness) when exposed to flashing lights, please consult your doctor prior to use. We advise that parents supervise the use of videogames by their children. If you or your child experiences any of the following symptoms while playing a videogame: dizziness, blurred vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsion, IMMEDIATELY discontinue use and consult your doctor.

##### **Standard Precautions When Playing Videogames:**

- Do not stand or sit too close to the screen. Position yourself as far away from the screen as the length of cable allows.
- Play video games on a small screen (preferably).
- Avoid playing if you are tired.
- Make sure that the room in which you are playing is well lit.
- Rest for a period of 10 to 15 minutes for every hour you play a videogame.

**Developed by:**

L3O Interactive Inc.  
2760 Victoria Park Ave. #209  
Toronto, Ontario, M2J 4A8 Canada  
<http://www.L3O.com>

Email: [info@L3O.com](mailto:info@L3O.com)

Forums: <http://forum.l3o.com/>

Website: [www.HorizonGame.com](http://www.HorizonGame.com)

Newsletter: <http://www.l3o.com/lists/?p=subscribe&id=1>

© Copyright L3O Interactive 2013  
All rights reserved.