

NOT ALONE

SANCTUARY

A game by Ghislain MASSON
Players : 2-7 Time : 30-60' Age : 10+

Captain Pike's Log, astronomical year 2436.

Day 1: The Zaroff is damaged beyond repair. We've set up shelter inside a cave near the wreck. Minerva has installed and activated a beacon on one of the nearby beaches.

Day 2: We took the rover and went out to do some recon. This planet is giving me the creeps... I constantly feel like we're being watched.

Day 4: I'm sure of it now, we're not alone out here! Something attacked us in the jungle—we couldn't quite make out what it was. I saw Ghislain disappear with my own eyes, as if the planet itself had assimilated him.

Day 6: We picked up a nearby distress signal. I sent out Murphy and Lucio to find its point of origin. Last night, they returned with other crash survivors. Finally, some good news!

Day 8: This afternoon, the recon team discovered a swamp. Kelly reports having noticed a city in the distance. I can't believe it! Tomorrow, John and I will explore the area. Mister Powell insists on coming with us.

Day 9: Sanctuary is an incredible flying fortress! I met with their leader yesterday, who told me about their remarkable history... It seems they're the descendants of a colony that was sent here by the Corporation over a century ago.

Day 13: Help still hasn't arrived and the creature's attacks are becoming increasingly violent. We've decided to join forces with the settlers to fortify Sanctuary.

SANCTUARY is an expansion for **NOT ALONE**, which augments the game experience by adding more options for both the Creature and the Hunted.

SANCTUARY introduces new elements such as Evolution cards and Avatar cards, which grant the Creature and the Hunted special abilities, as well as the new Sanctuary board which offers the Hunted a new path to victory.

CONTENTS



1 Sanctuary token



1 Sanctuary board
(sides 2 to 4 and 5 to 7 players)



1 Defense counter



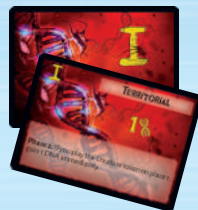
10 DNA counters



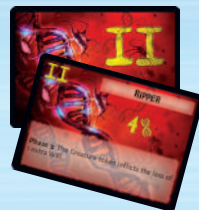
18 Survivor cards



12 Avatar cards



30 Evolution cards (level I and II)



20 Place cards



15 Survival cards



15 Hunt cards



7 player aids

OVERVIEW OF THE NEW COMPONENTS

The Sanctuary token represents the city of Sanctuary. This mobile fortress will move from place to place during the game.

The Sanctuary board indicates the city's defense value. Each side of the board shows a track designed for a specific number of players. The **Defense counter** will unlock bonuses as it advances along this track. If it reaches the final space, the Hunted immediately win the game.

The Survivor cards represent other crash survivors. Once rescued, they will offer their assistance to the Hunted.

The Avatar cards provide each of the Hunted with an identity, as well as a permanent ability that can be activated during the phase shown on the card.

The Evolution cards allow the Creature to develop permanent abilities that can be activated during the phase shown on each card. They come in 2 levels and each card shows a cost in **DNA counters**: 1-3 DNA for cards of level I and 4-6 for level II.

SETUP

Shuffle the Hunt cards and Survival cards from SANCTUARY together with those from NOT ALONE. You may also add the Hunt cards and Survival cards from EXPLORATION, but this will decrease your chances of encountering the new cards during your game.

Complete the setup using the NOT ALONE rulebook and by adding the following changes:

- To prepare the planet Artemia, use the **SANCTUARY Place cards numbered 6 to 10** and the NOT ALONE Place cards numbered 1 to 5 (and/or EXPLORATION, but make sure you only use each number once).
- Place **3 Monolith Place cards in the reserve**, instead of adjusting to the number of Hunted players.
- Place the **Rescue counter on space 2** of its track, instead of adjusting to the number of players.

Then, proceed as follows:

- Place the **Sanctuary board** with the side that corresponds to the number of players (2-4 or 5-7 players) faceup next to the NOT ALONE board. Place the **Defense counter** on its track, on the number that corresponds to the number of players.
- Randomly draw 1 Place card from the hand of one of the Hunted players, and place the **Sanctuary token** on the corresponding location of the planet Artemia. The Place card that was drawn is then returned to the Hunted player's hand.
- Shuffle the **Survivor cards** into a facedown draw pile. Draw the top 2 cards and place them faceup on the table.
- Give the Creature **DNA counters** depending on the number of Hunted players. The remaining tokens are placed in a DNA supply.
- Shuffle the level I **Evolution cards** into a facedown draw pile. Do the same with the level II Evolution cards.
- The Creature draws Evolution cards depending on the number of Hunted players. It may draw any combination of level I and level II cards.
- Randomly deal 2 **Avatar cards** to each of the Hunted players. They each choose one to discard and one to place faceup in front of them. Return the unused Avatar cards to the box. The Hunted players now read their Avatar abilities out loud.

The setup steps are summarized and illustrated on pages 4 and 5.

In a 2-player setup, the Hunted player draws 1 Survivor card and keeps it facedown in front of them without applying its effect.

Hunted	1-2	3-4	5-6
DNA counters	1	2	3

Hunted	1-2	3-4	5-6
Evolution cards	3	4	5

A

Form the planet Artemia using the Place cards numbered 1 to 5 from **NOT ALONE** and **6 to 10 from SANCTUARY**.

B

Always place the **3 Monolith Place cards** in the reserve.



4-PLAYER SETUP

J



Hunted players choose their **Avatars**.

I



The Creature draws **Evolution cards** depending on the number of Hunted players.

Hunted	1-2	3-4	5-6
Evolution cards	3	4	5

H



Form the level I and II draw piles with the **Evolution cards**.

G

The Creature gains **DNA counters** depending on the number of Hunted players.



Hunted	1-2	3-4	5-6
DNA counters	1	2	3

F

Form a draw pile with the **Survivor cards** and reveal the top 2 cards.



C



Always place the **Rescue counter** on space 2 of its track.

D



Place the **Sanctuary board** next to the Not Alone board. Place the **Defense counter** on its track, on the number that corresponds to the number of players.

E



Place the **Sanctuary token** on the randomly designated location of the planet Artemia.



GAMEPLAY

PHASES 1 TO 4

The rules for the Exploration, Hunting, Reckoning, and End-of-Turn phases are identical to those from the NOT ALONE base game. However, during phase 3 (Reckoning), the Hunted have 2 new options if they're on a place without a Hunt token.

1) Rescuing a survivor



If they're on a place that is horizontally or vertically adjacent to the place with the Sanctuary token, the Hunted player may rescue a survivor: instead of activating the place's effect or taking back 1 Place card of their choice from their discard pile, the Hunted player may take 1 faceup Survivor card. If possible, they must now immediately use the Survivor's ability (see *Survivor Abilities*, page 12). Then, they put the card facedown in front of them. A Hunted player may have any number of Survivor cards in front of them.

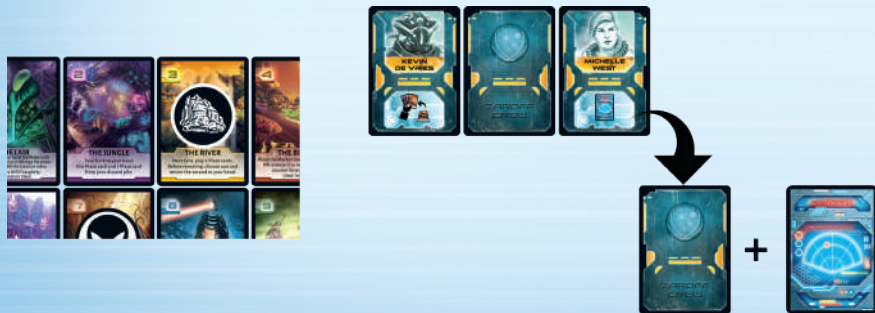
The Survivor card is not replaced immediately (see *phase 5, Revealing Survivors*, page 8). If there are no faceup Survivor cards left, this action is unavailable.

A Hunted player who copies the effect of a place adjacent to the one with the Sanctuary token is not allowed to rescue a survivor.

Example:

Sharon played the Jungle. This location is adjacent to the River, which contains the Sanctuary token.

Instead of using the Jungle's power, Sharon decides to rescue Michelle West, one of the two available Survivor cards. She immediately draws 1 Survival card and places that card facedown in front of her.



2) Fortifying Sanctuary and sheltering the survivors



If they're on a place that contains the Sanctuary token, the Hunted player may fortify Sanctuary: instead of activating the effect of their Place card or taking 1 Place card from their discard pile, the Hunted player may advance the Defense counter 1 space.

If a player chooses to fortify Sanctuary, they may also shelter their survivors. To do this, they discard all of their Survivor cards to advance the Defense counter 1 additional space. The Defense counter only advances 1 space regardless of the number of cards discarded.

If multiple Hunted players are on the place containing the Sanctuary token, only one of them may fortify Sanctuary and shelter their survivors.

When the Defense counter reaches a Bonus space, the Hunted players immediately apply its effect if possible (see *Sanctuary Bonuses*, page 12). If it reaches the Victory space, the Hunted immediately win the game.

A Hunted player who copies the effect of a place containing the Sanctuary token is not allowed to fortify Sanctuary and shelter survivors.

The Sanctuary token is not a place and can't be copied.

Example:

Willie and Emma both played the River, which contains the Sanctuary token.

Instead of using the River's power, Willie chooses to fortify Sanctuary and advances the Defense counter 1 space. Next, he decides to shelter his survivors by discarding his two Survivor cards and advancing the Defense counter 1 extra space. This causes the Defense counter to reach the Bonus space. The Hunted players may now discard one developed evolution.



Emma can no longer fortify Sanctuary because Willie has already done so. She decides to use the River's power instead.

Reminder: during phase 3, first resolve the places without Hunt tokens, then the place with the Target token, then the place with the Artemia token, and finally the place with the Creature token. Each of these steps is resolved in clockwise order, starting with the player to the left of the Creature.



PHASE 5 : EVOLUTION

SANCTUARY adds a fifth phase to the game: the Evolution phase. It's resolved as follows, after the End-of-Turn phase:

1) Moving the Sanctuary

Move the Sanctuary token to the next place in numerical order from places 1 to 5. When the token is on place 5, its next movement is to place 1. When the Defense counter reaches icon 1-10 (), places 6-10 become accessible, and the Sanctuary token may now move from place 1 towards place 10. If the token is on place 10, its next movement is to place 1.

2) Revealing survivors

Reveal a number of Survivor cards until there are 2 faceup cards on the table again (if there are already 2 faceup Survivor cards, ignore this step). When the pile of Survivor cards is empty, it's not possible to rescue any other survivors.

3) The Creature may choose to either evolve or nest

- **Evolving:** the Creature takes 1 counter from the DNA reserve, provided there are still tokens left (if the DNA supply is empty, the Creature may not gain any more). Then, it may draw Evolution cards and/or develop evolutions.

For each Evolution card it draws (level I or II), the Creature must discard 1 DNA counter. There is no limit to the number of Evolution cards the Creature may possess.

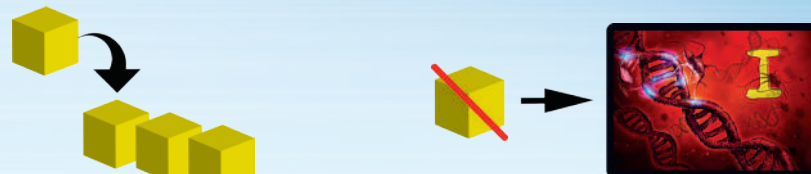


For each Evolution card the Creature develops, it must discard a number of DNA counters equal to the number shown on the Evolution card (). The Creature puts the card faceup in front of itself and reads it out loud. The Creature may have up to 4 developed evolutions at the same time. In order to develop evolutions after that, it must first discard one of the faceup cards in front of itself.

The effect of the developed evolution doesn't activate in the turn it was developed. Instead, it will activate for the first time during the next turn, in the phase mentioned on the card.

Example:

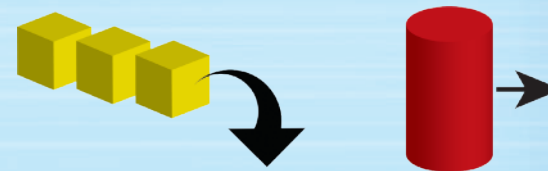
Bjorn has 3 DNA counters but has no Evolution cards left in hand. He decides to evolve and receives 1 DNA counter, which he immediately spends to take 1 Evolution card. He chooses to draw a Level I card and receives the Scavenger.



Bjorn decides to develop this evolution: he discards 2 DNA counters, places the card faceup in front of him and reads it out loud. Because the power of the Scavenger card activates during phase 5, he will be able to activate it for the first time during phase 5 of the next turn.



- **Nesting:** the Creature takes up to 3 counters from the DNA reserve, provided there are still tokens left. Then, the Defense counter advances 1 space. (Immediately resolve a Sanctuary bonus if triggered.)



END OF THE GAME

The Hunted immediately win the game if the Rescue counter or the Defense counter reach their respective Victory spaces. If the Hunted win thanks to the Defense counter, the Sanctuary is sufficiently equipped to withstand the Creature's attacks.

The Creature wins immediately if the Assimilation counter reaches its Victory space.



CLARIFICATIONS REGARDING THE NEW PLACE CARDS

THE MONOLITH: Remove the Monolith from the game only when you've successfully discarded one of the Creature's developed Evolution cards. If not, discard the Monolith normally. Remember: during setup, always put the 3 *Monolith* Place cards in the reserve, regardless of the number of Hunted players.

THE ARK: The power of the Ark can be used even if one of the Hunted players located on the card with the Sanctuary token has already fortified Sanctuary and sheltered survivors. Note that the power of the Ark can only be used once per turn.

GLOSSARY

Drawing a Survivor card: draw the top card from the Survivor pile and put it face down in front of you, without activating its ability.

Rescuing a survivor: take a faceup Survivor card, immediately activate its ability (if possible) and put it facedown in front of you.

Fortifying Sanctuary: advance the Defense counter 1 space.

Sheltering survivors: discard all of your collected Survivor cards and advance the Defense counter 1 extra space.

Developed evolution: Evolution card played by the Creature, granting it a permanent ability.

PLEASE NOTICE

The normal rules of NOT ALONE apply, but the effects of the cards always take precedence over the general rules.

THANKS TO

Merci à Lili, les survivants du Zaroff, Pak

TRANSLATION

The Geeky Pen
www.geekypen.com

PROOFREADING

Anna Russell & Nick Little



VARIANT

If you want to play NOT ALONE and include some of the elements from SANCTUARY, we recommend you apply the following modifications during setup:

- Gather the 6 Avatar cards showing the Not Alone icon (👤 👤). Randomly deal 1 Avatar card faceup to each of the Hunted. Return the unused Avatar cards to the box. The Hunted players now read their Avatar abilities out loud.



- Gather the 3 Evolution cards showing the Not Alone icon (👤 👤) according to the number of players shown below. The Creature chooses 1 card from the 3 gathered, places this card faceup in front of itself, and reads it out loud. The remaining Evolution cards stay in the box.

1-2 Hunted players: Optimizer, Instinctive, and Clever (1 DNA Evolution cards)

3-4 Hunted players: Slugger, Sharp, and Prescient (2 DNA Evolution cards)

5-6 Hunted players: Fast, Screamer, and Primitive (3 DNA Evolution cards)



SURVIVOR ABILITIES

When a survivor is rescued by one of the Hunted players, that player immediately receives the ability shown on the card. If it can't be applied, the ability is lost.



Discard up to 2 of the Creature's DNA.



The Creature may not evolve or nest during the next Evolution phase.



Regain 1 Will.



Copy the power of the place with the Creature token.



Take the Place card you just played back into your hand. If you played several cards at the same time, choose 1 of them to take back.



Take 1 Place card you don't own yet from the reserve and add it to your hand.



Take back up to 2 Place cards of your choice from your discard pile.



Advance the Defense counter 1 space. If the Defense counter reaches a Bonus space, immediately activate its effect if possible.



Draw 1 Survival card.

SANCTUARY BONUSES

When the Defense counter reaches a Bonus space, its effect activates immediately. If a Hunted player can't apply the effect, that player loses the bonus.



Discard 1 of the Creature's DNA.



All Hunted players that don't possess any Survival cards may draw one.



All Hunted players regain 1 Will.



All Hunted players that don't possess any Place cards 6-10 may take one from the reserve and add it to their hand.



All Hunted players take back 1 Place card of their choice from their discard pile.



Discard 1 developed evolution of your choice.



All Hunted players draw 1 Survival card.



From here on out, places 6 to 10 are also accessible to the Sanctuary token. If the token is on place 5, its next move is to place 6. If the token is on place 10, its next move is to place 1.