



A game by Ghislain MASSON



: 2-7 players



: 30-60 min.



: 10+

25th century. Humanity has taken to the stars and is exploring the galaxy in search of a new planet to call home, so far without success. While searching through the central archives, you discover the location of a planet named Artemia, which has been erased from official charts, but no other data about it can be found. Intrigued, you assemble an expedition aboard the exploration vessel ZAROFF.

The first surveys of Artemia's surface reveal a Class M planet, hospitable to humans and home to rich and diverse wildlife and vegetation. As you enter the atmosphere, a powerful magnetic field disables the onboard computers. After sending out a distress signal, the captain orders the evacuation of the ship before the inevitable crash.

A small group of survivors, you begin exploring the surrounding area while waiting for rescue to arrive.

Very quickly, you feel that you are being watched... You are not alone...

GAME OVERVIEW

NOT ALONE is an asymmetric card game pitting one player (the Creature) against the other players (the Hunted).

If you play as one of the Hunted, you will explore Artemia using Place cards. With the help of your Survival cards, you will try to withstand the Creature's hunt until rescue arrives.

If you play as the Creature, you will hunt the spacewrecked survivors in order to assimilate them into the planet's ecosystem. With the help of your Hunt cards, your repeated assaults will gradually destroy the Hunted players' will, binding them inexorably to the planet.

FROZEN LANDS

This new edition, released to celebrate the 10th anniversary of Not Alone, includes the base game as well as new game elements offering an alternative version called **FROZEN LANDS**. This version requires **4 to 7 players**.

The specific rules for **FROZEN LANDS** can be found on pages 10 to 12.

COMPONENTS



55 Place cards



55 Frozen Lands Place cards



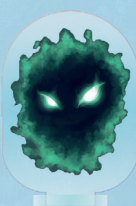
30 Survival cards



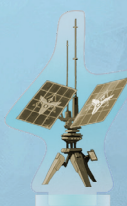
30 Hunt cards



1 Rescue counter



1 Assimilation counter



1 Marker counter



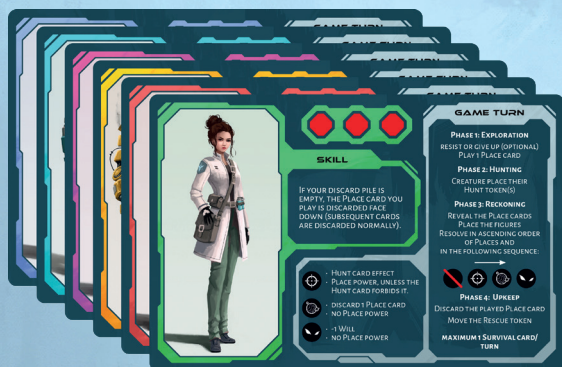
3 Hunt tokens (Creature - Artémia - Target)



18 Will counters



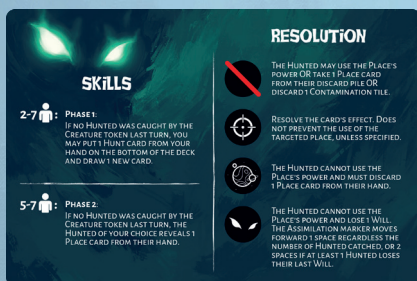
1 double-sided board



6 Hunted boards



14 Contamination tokens



1 Creature board



6 Hunted figures

SETUP

For the base game, take the Place cards with the red back. Leave the Frozen Lands Place cards and the Contamination tokens in the box. Also separate the Hunt cards and Survival cards showing the icon  and leave them in the box.



1. The Creature player places the board in the center of the table, with the side of their choice face up.
2. Place the Rescue counter (2a) and the Assimilation counter (2b) on the number of their respective tracks corresponding to the number of players.
3. Place one copy of each of the 10 Place cards in front of the Creature in two rows of five cards each, in ascending order. They form the planet Artemia.
4. Place the Marker counter next to the Beach Place card.
5. Create the reserve with the Place cards numbered 6 to 10: place near the board a number of copies of each Place card equal to the number of Hunted players, face up.

Hunted	1	2-3	4-6
Cards	1	2	3

6. Shuffle the Survival cards and place them face down near the Hunted players.

6



5



3



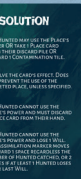
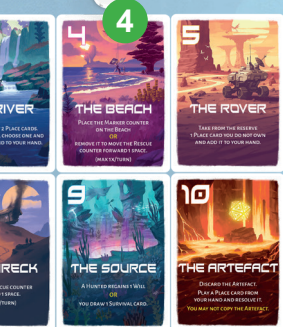
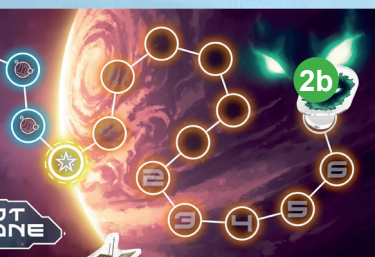
8b



7



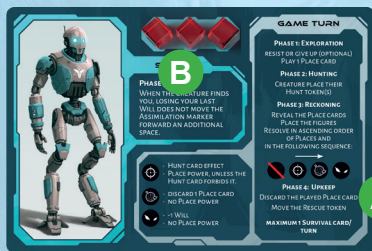
8a



7. Shuffle the Hunt cards and place them face down near the Creature player.
8. The Creature player takes the Creature board (8a) and the 3 Hunt tokens (8b).
9. The Creature player draws 3 Hunt cards.

Then, each Hunted player:

- A. takes 1 Hunted board and the corresponding Hunted figure;
- B. takes 3 Will counters and places them on their Hunted board in the designated spaces;
- C. takes a set of 5 Place cards numbered from 1 to 5;
- D. draws 1 Survival card.

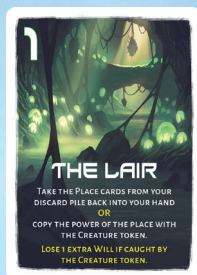


PLACE CARDS

Each Place card has a number, a name, and a power that can be activated by the Hunted players. Each Hunted begins the game with Place cards 1 to 5 and may acquire new places during the game.

Text in yellow indicates generic effects, which always apply.

The planet Artemia is made up of 10 different Place cards. **These 10 Place cards are adjacent horizontally and vertically, but not diagonally.**



HUNT CARDS

Hunt cards increase the Creature player's chances of assimilating the Hunted players. Each Hunt card has a name, a phase, and a power that can be activated by the Creature. Some cards also feature the Target or Artemia symbol.

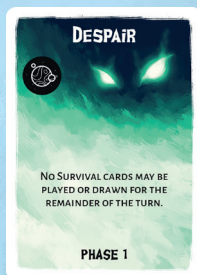
Hunt cards may be played **at any time during the phase indicated** on the card and are then discarded. **The Creature player may only play one Hunt card per turn.**



If a Hunt card with the Target symbol is played, **the Creature player may place the Target token during the Hunt phase.**



If a Hunt card with the Artemia symbol is played, **the Creature player may place the Artemia token during the Hunt phase.**



SURVIVAL CARDS

Survival cards increase the Hunted players' chances of withstanding the Creature's assaults until rescue arrives. Each Survival card has a name, a phase, and a power that can be activated by the Hunted player who holds it.

Survival cards may be played **at any time during the phase indicated** on the card and are then discarded. **Each Hunted player may only play one Survival card per turn**, even if they are caught by the Creature.

There is no limit to the number of Survival cards a Hunted player may hold.



Hunt cards and Survival cards are resolved as soon as they are played. In case of a conflict, the Creature player decides the order of resolution.

The effects of Hunt cards and Survival cards are limited to the current turn. Their effects take precedence over the general rules and may therefore modify them.

GAME TURN OVERVIEW

Prerequisite: The Hunted and Creature boards offer abilities. These are **optional, decide at the start of the game whether you want to use them**. The Creature board offers two abilities; the second is only applicable in games with 5 or more players.

Abilities are activated during the indicated phase, if the specified conditions are met.

Each game turn consists of four phases: **Exploration, Hunt, Resolution, and Maintenance**. Proceed in the following order:

1. EXPLORATION PHASE

Each Hunted player **secretly chooses a Place card** from their hand and **places it face down next to their Hunted board**. They may communicate with each other, but only out loud. **Placing a Place card is mandatory**.

Before placing a Place card, a Hunted player may, if they wish:

- **Resist:** discard 1 or 2 Will counters to choose 2 or 4 Place cards from their discard pile and return them to their hand, respectively. A player may not discard their last Will counter when resisting.
- **Give up:** recover Will counters until they have 3 and return all their discarded Place cards to their hand. **Immediately move the Assimilation counter forward 1 space for each Hunted player who gives up.**

Example:

Zoey has only 2 Place cards left in her hand. If she does nothing, the Creature is very likely to catch her because her next exploration place is predictable. Zoey decides to resist: she discards 1 Will counter to return 2 Place cards from her discard pile to her hand.



2. HUNT PHASE

The Creature player places on the Place cards forming Artemia:



The Creature token.



The Artemia token if the symbol appears on a played Hunt card AND/OR on a space under the Rescue counter.



The Target token if the symbol appears on a played Hunt card.

Hunt tokens may be placed on the same place to combine their effects.

Example :

Simon starts by placing the Creature token on the Wreck.

Then, since the Rescue counter is on a space with the Artemia symbol, Simon may play the Artemia token, which he places on the Jungle.

Finally, Simon decides to play the Hunt card "Mirage", which cancels the effects of 2 adjacent places for the turn. He places the Target token on the Rover and the Artifact.



3. RESOLUTION PHASE

Hunted players **simultaneously** reveal their Place card and then place their Hunted figure on the corresponding place on Artemia.

Then, resolve this phase in the following order:

-  Each Hunted on a place without a Hunt token may immediately **use the place's power OR take 1 Place card from their discard pile**. Places are **resolved in ascending order**, from 1 to 10.
-  Each Hunted on a place with the Target token suffers **the effect of the Hunt card**. Then, they **may use the place's power OR take 1 Place card from their discard pile, UNLESS** the Hunt card **specifies** that the place's power **cannot be used**.
-  Each Hunted on a place with the Artemia token **discards 1 Place card** from their hand. They **cannot use the place's power nor take a card from their discard pile**.
-  Each Hunted on a place with the Creature token **discards 1 Will counter**. They **cannot use the place's power nor take a card from their discard pile**.

If at least 1 Hunted has suffered the effects of the Creature token, move the Assimilation counter forward 1 space (regardless of how many Hunted players are affected).

If at least 1 Hunted had to discard their last Will counter, move the Assimilation counter forward 1 additional space (regardless of how many Hunted players are affected). A Hunted player who has lost their last Will counter then recovers all their Place cards and their 3 Will counters.

Taking 1 Place card from your discard pile is an alternative to using a place's power. If a Hunted player cannot use the power of their played place, they cannot take a card from their discard pile instead (except in the case of a power **Max 1x/turn**).

During this phase, the played Place card has not yet been discarded and cannot be taken back into hand by an effect that allows a discarded card to be retrieved.

Notes on places powers:

- If you use a power that says “a Hunted”, it can be any Hunted player, including yourself. However, if it says “another Hunted,” it cannot be you.
- The power of a place with the Creature token or the Artemia token is not inactive. Hunted players on these places cannot use it, but a card effect can still allow another Hunted to copy it. However, if a place’s power is explicitly made unusable by an effect, it cannot be copied.

Example :

Luke reveals the Lair card: no Hunt token is present on this place. He chooses to copy the effect of the Wreck (the place with the Creature token) and immediately moves the Rescue counter forward 1 space..



Quentin reveals the Rover card: nothing happens because the Rover is the target of the Hunt card “Mirage”, which makes the place unusable. Quentin also cannot take a Place card from his discard pile instead of using the power.

Zoey reveals the Jungle card: because of the Artemia token, Zoey cannot use the Jungle’s effect and must discard a Place card from her hand.



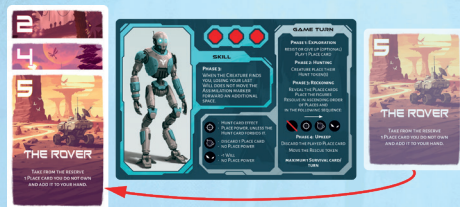
Adrian and Suzie reveal the Wreck card: because of the Creature token, neither of them can use the Wreck’s effect. Additionally, each of them loses 1 Will counter, and the Assimilation counter moves forward 1 space.

Suzie lost her third and last Will counter. Therefore, the Assimilation counter moves forward 1 additional space. Suzie then recovers all her Place cards and her 3 Will counters.



4. MAINTENANCE PHASE

- Each Hunted player places their **played Place card**, face up, into their **discard pile** next to their Hunted board. Cards must be **placed so that the Creature player can see the number of all discarded Place cards**.



discard pile

played Place card

- Hunted players who have **lost their last Will counter** recover **all their Place cards** and regain **3 Will counters**.
- Each Hunted player retrieves their **Hunted figure**.
- The Creature player retrieves **their Hunt tokens** and draws Hunt cards until they have **3 cards in hand**.
- Move the **Rescue counter** forward **1 space**.

Once the Maintenance phase is complete, return to the Exploration phase.

END OF GAME

The Creature player immediately wins if the Assimilation counter reaches the Victory space first. With their willpower depleted, all Hunted players have been assimilated. They are now an integral part of the planet.

The Hunted players immediately win if the Rescue counter reaches the Victory space first. A rescue mission arrives to extract the survivors from this hostile world.



FROZEN LANDS

Always fleeing the formidable Creature, you reach the coldest regions of Artemia. These inhospitable areas force you to cooperate even more closely, increasing the power of your abilities.

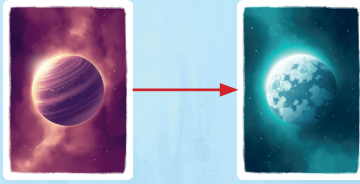
Unfortunately, a strange malady seems to be present, and you risk Contamination at any moment. You may need to take time to heal before boarding the rescue ship.

Note: Due to its more collaborative nature among the Hunted players, Frozen Lands requires at least 4 players.

SETUP

Setup is identical to the base game, except for the following points:

- Use the Frozen Lands Place cards instead of the base game cards.



- Leave the Marker counter in the box; it is not used in this version.
- Add the Hunt and Survival cards that feature the icon  to their respective decks and shuffle them.
- Take the 14 Contamination tokens, shuffle them, and place them face down in the center of the table.

GAME TURN OVERVIEW

*When playing **Frozen Lands**, it is recommended to use the Creature/Hunted boards abilities.*

A game turn is played in the same way as in the base game, with the following changes due to the introduction of Contamination tokens:

EXPLORATION PHASE:

When a Hunted player **gives up**, they must **take a Contamination token** at random, without consulting or revealing it, and place it face down in front of them.

RESOLUTION PHASE:

- When a Hunted player **loses their last Will counter**, they must **take a Contamination token** at random, without consulting or revealing it, and place it face down in front of them.
- **Instead of using a place's power or taking a Place card from their discard pile**, a Hunted player **may discard a Contamination token**. They return it to the center of the table, face down, and shuffle it with the other tokens.

END OF GAME

When the Rescue counter can reach the Victory space and Contamination tokens are in play, the Hunted players must make a choice:

Either move the Rescue counter forward to the Victory space.

In this case, all Hunted players reveal their Contamination tokens: **if at least 1 token shows the icon , the Hunted players lose the game.** Otherwise, they win the game.

Or do not move the Rescue counter forward to the Victory space.

In this case, **one Hunted player discards 1 of their Contamination tokens**, and an additional turn begins. During Phase 4, the Hunted players may again decide whether or not to move the Rescue counter forward. If they choose not to, a Hunted player may discard 1 of their Contamination tokens, and another turn begins, and so on...

Note: During these extra turns, if the Assimilation counter reaches the Victory space, the Creature immediately wins the game.

Special Cases: THE HUMMOCKS and THE ESCAPE POD

The Hummocks: If their power allows the Rescue counter to be moved to the Victory space, this triggers the end of the game: the Contamination tokens are revealed, and if at least 1 token shows the icon , the Hunted players lose the game. Reminder: A Hunted player may always take a Place card from their discard pile or discard a Contamination token instead of using a place's power.

If the Rescue counter reaches the Victory space during Phase 3, the end of the game is automatically triggered (you will not take Contamination tokens in Phase 4). Check immediately whether you have won.

The Escape Pod: Moving the Rescue counter is not mandatory. Do not move it forward if doing so would make it reach the Victory space, otherwise you lose the game.

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