

NOT ALONE

Preparation

Follow the same instructions as in a game for 2 players, with the following changes:

- Separate a complete set of Place cards for the creature. It will make up its Persecution Deck.
- From the Persecution Deck the places from 6 to 10 are temporarily removed. Shuffle the remaining deck. The creature begins with places 1-5 only, coinciding with the ones you start with.
- The creature does not take the 3 Chase cards.

Phases

The Exploration phase is played the same, for the other phases the following changes are made:

Phase 2: Hunting

- Draw a card from the Persecution Deck. Set the creature's marker in that place. Return the location to the Persecution Deck, and shuffle it.
- Draw a Chase card. If the Chase card contains a Target or Artemia symbol, draw a card from the Persecution Deck, and set the corresponding counter on that location. If the Chase card has no symbol, simply apply its effect. If a card is drawn from the Persecution Deck, return that card to the Persecution Deck and shuffle it. Discard the Chase card.
- If the rescue counter is in a box with the Artemia sign, and its marker is not in play, draw another card from the Persecution Deck, and place the Artemia marker on it. Return the card to the deck, and shuffle it again.
- Important: In this game mode, two locations are considered adjacent ONLY if they belong to the same column.

Phase 3: Reckoning

- If the Hunted player obtains a new place card, also add a corresponding card to the Persecution Deck.
- If the Hunted player recover cards from the discard pile, also return them from the discard pile of the Persecution Deck.

Phase 4: End of Turn Actions

- Discard the played Hunted Card and discard the same place card from the Persecution Deck, provided you have not recovered it. Heed the Golden Rule.

GOLDEN RULE: The Persecution Deck at the beginning of the Exploration phase, must ALWAYS have the same cards that the Hunted have in their hand.