

ALONE™

INTRO RULEBOOK

! READ THIS FIRST

Year 2417. After the discovery of the ORCS space-contraction technology, that enables ad-hoc space stations to compress the vast emptiness of space, acting as a sort of "star gate" that allows ships to travel over the span of light years in mere instants, humanity has been colonizing new planets for the last couple of centuries.

Many Earth countries have evolved into space-colonizing multi-planet powers. The Commonwealth, the Korean Federation and the Portuguese Empire were among the first to set a stable foot outside of the Solar system, but in the last few decades more countries have been expanding their space possessions, in a rush to take control of new, unexplored planets to mine for ore and water.

In the remote depths of space, the OICS Bravery, a Commonwealth ship of the fleet of the Outer India Company, was shipwrecked on an unknown planet on its route to the Portuguese colony of Nova Maputo, in the Delta Corvi system. After the crash, a castaway member of the Bravery crew wakes up in an abandoned colony, ALONE. Unspeakable horrors lurk in the darkness, waiting. With no idea of the whereabouts of their crewmates, armed with only a few tools and their wits, this unintentional Hero will have to fight for their life.

ALONE™ is not your regular dungeon crawler. One of the players controls the **Hero**, a stranded spacefarer exploring an **unknown map** full of **dangers**, trying to complete **missions**, while **up to 3 Evil masterminds** plot in the darkness, trying to **kill them**.

Depending on **which side** you choose, the gameplay is **completely different**. The Hero can only see as far as their flashlight allows them, just **a few sectors of the map at a time**. Alone and abandoned, their life always threatened, they'll have to be **careful** at every step. Gathering **clues** and avoiding **traps** is often **more important than fighting**.

On the other side of the fence, hidden **behind their screen**, the Evil players can **see everything**. The whole map is **always available** to them, at all times. They can use cards to **spawn** and **move** hideous **creatures** and set insidious **traps**, all to make the Hero's life **as difficult as possible**.

Will you take the role of the **Hero** and try to **survive**, or will you join the **Evil forces** trying to **bring them down**?

KICK
STARTER

The game designers and the whole Horrible Games team would like to thank you, our wonderful **Kickstarter backers**, for believing in this crazy idea and helping us to make it real. None of this would have been possible without your **invaluable support!**

Sincerely,
the **Horrible** team



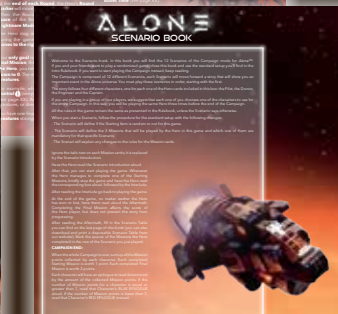
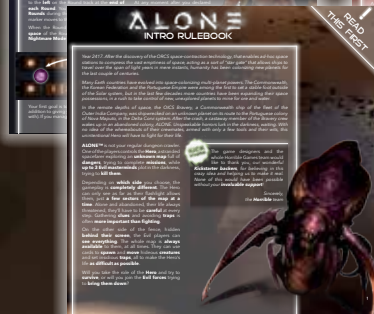
COMPONENTS

Hero Compendium

Evil Compendium



Evil screen



Hero sheet



Dice x 8



Intro Rulebook

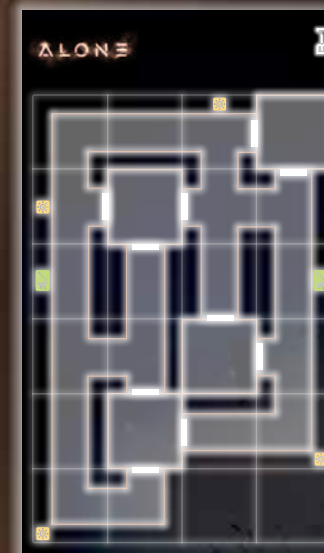
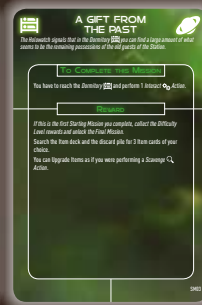
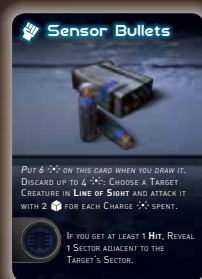
Scenario Book

Green Starting Mission cards x 8

Reference cards x 4

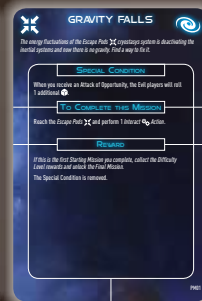
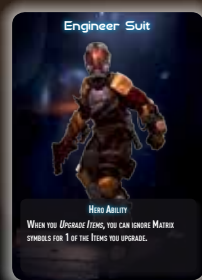
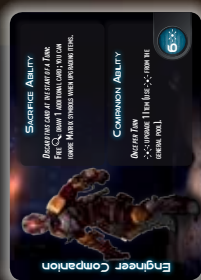
Map sheets x 2

Item cards x 21



Character cards x 4

Blue Starting Mission cards x 8



Compass

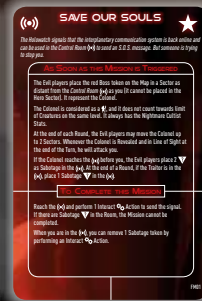
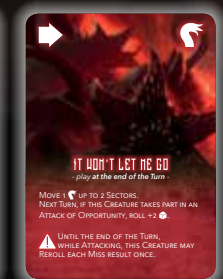


Doors (with stands) x10



Reaction cards x 104 (divided into 4 decks)

Final Mission cards x 8



Room tokens x8



Creature tokens x15



Mission tokens x6



Boss tokens x2



Difficulty Level tokens x2



ICONS IN THE GAME



Engineer

Medic

Captain

Pilot

Colonel



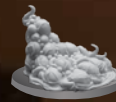
Cultist x3



Cultist Chief



Hybrid x3



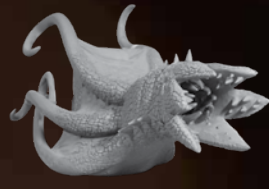
Spores x3



Parasite x3



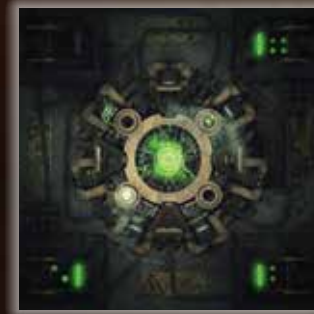
Worm x3



Alpha Worm

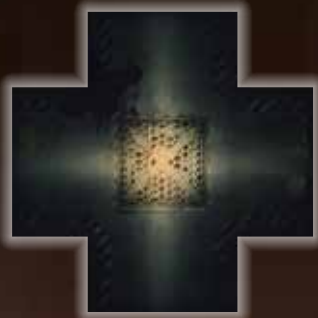


Mech



Room tiles x8

Cross Corridor tiles x2



T-Junction Corridor tiles x5



Straight Corridor tiles x5



Curve Corridor tiles x5



Round marker



Turn tokens x8



Adrenaline tokens x 6



Charge tokens x 73



HP marker



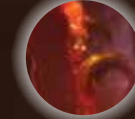
Stairs tokens x 4



Light / Blocked tokens x 55



Evil Leader token



SC marker



Stairs tiles / LCU x 8



Danger / Condition tokens x 72



Hero token



Monster



Worm



Spore



Hybrid



Cultist



Parasite



Boss

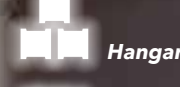
Room



Infirmary



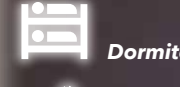
Escape Pods



Hangar Bay



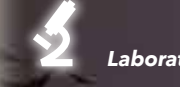
Ventilation Room



Dormitory



Generator Room



Laboratory



Control Room

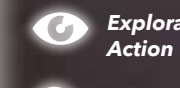
Icons on cards



Interact Action



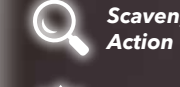
Move Action



Exploration Action



Radar Action



Scavenge Action



Fight Action



Life Damage



Self Control Damage



Charge



Passive Item



Danger



Condition



Dice



Instant Reaction



Minimum Spawning Distance

Matrices



Mechanical



Chemical





Electronic

GAME SETUP

Follow this procedure to set up the Randomized Mode. In this mode, you will generate a new random scenario each time. To play the Campaign Mode and set up a specific Scenario instead, you will have to follow a slightly different procedure. For further details, refer to the Scenario book.

Before you begin, either choose or randomly pick one of the players to be the **Hero**; the other players will be the **Evil players**. The Hero must sit down at the opposite end of the table from where the Evil players are. Then, the Hero chooses a **Difficulty Level** to play. This will affect how many **Items** they will **start with**, and which **rewards** they will obtain upon **triggering** the **Final Mission**.

The Difficulty Level mainly affects the Hero, but it should be chosen based on the experience of all the players with *Alone™*. Beginner Heroes should probably play with **Easy difficulty** to get a grasp on the basics of the game, but otherwise we recommend that you play with at least a **Normal difficulty**.

EASY DIFFICULTY	NORMAL DIFFICULTY	NIGHTMARE DIFFICULTY	IMPOSSIBLE DIFFICULTY
STARTING ITEMS Take 1 of the 3 "Bullets" cards at random, then draw 1 other random Item card.	STARTING ITEMS Draw 1 random Item card.	STARTING ITEMS Draw 1 random Item card.	NO STARTING ITEMS
MID-GAME REWARDS Gain 1 additional Round then Recover 3 Life ♥ AND 3 Self Control 🧠	MID-GAME REWARDS Gain 1 additional Round then Recover 3 Life ♥ OR 3 Self Control 🧠	MID-GAME REWARDS Recover 3 Life ♥ OR 3 Self Control 🧠	NO MID-GAME REWARDS
			

HERO SETUP

- Place the **Hero sheet** in front of the **Hero**. The Hero also receives the tray containing **Mission** tokens, **Charge** tokens, **Turn** tokens, **Adrenaline** tokens, **Round** marker, **Life** ♥ and **Self Control** 🧠 markers and places them in a **general pool** in front of themselves.
- The Hero either chooses or randomly draws **1 Character** card and places it on the Hero sheet, with the **Hero side** up, as depicted to the right, then reads its effects aloud. It will determine the Hero's **special abilities**. Also, the Hero declares the chosen **Difficulty Level**, then places the corresponding **Difficulty token** on the Character card.
- Place the **Life** ♥ and **Self Control** 🧠 markers on the **12th space** of the corresponding **Health tracks** on the Hero sheet.
- Place the **Round marker** on the rightmost space of the **Round track**, between the two Health tracks.
- Place **1 Turn token** on each **Turn space** of the Hero sheet.
- Place **3 Adrenaline tokens** in the Adrenaline pool space. This will be the Hero's starting Adrenaline pool.
- The Hero receives the **Item** deck and places it, face down, next to the Hero sheet. Then, the Hero draws the **Starting Items** as determined by the chosen Difficulty Level (see above) and reads their effects aloud.
- The Hero takes the **Reference** cards and places them next to the Hero sheet. The Creature Stats card is placed with the **regular/green** side facing up.

Creature Stats table: start on the regular side.

👤	👤	👤	👤	👤
1/1	3/2	1	3	
2/1	2/1	1	4	
2/2	2/2	0	4	
2/1	2/1	2	3	
2/2	3/0	2	5	

8 Turn tokens: 1 for each space, with the "available" side face up.

Adrenaline pool: start with 3 tokens. Keep the rest next to the Hero sheet.



Item deck



Hero card: it shows the Hero's special ability for the current game.

Room Sector Spaces: Use Mission tokens to mark the active Missions.

Round marker: Place it on the rightmost space of the Round track.

Life ❤️ and **Self Control** 🧠 markers: they must be placed on space 12 of the corresponding tracks.

Inventory

General pool



9. Shuffle the **Final Mission cards**, then randomly **draw 1** card and place it on the table **in front of the Hero**, next to the Hero sheet. This will be the **Final Mission** for this game. This Mission won't come into play until the Hero completes 1 of the 2 Starting Missions, so **don't** follow its **setup procedure** now. You will do that when the Mission is **triggered** by the Hero (see page 11).

10. Shuffle the **blue Mission cards**, randomly **draw 1** card. The Missions must have **different Room Sector icons**. If this Mission card has the **same icon** as the **Final Mission**, **discard** it and **draw another** one until a card with a **different Room** is drawn. Then, place it **next to the Final Mission**. This will be one of the **Starting Missions** for this game.

11. Repeat this procedure for the **green Mission cards**. All 3 Missions must have **different Room Sector icons**. This will be the other **Starting Mission** for this game.

12. Before proceeding, **read the Mission cards aloud**. If any of the Starting Missions have "**When Revealed**" effects, **apply them** before starting the game. Remember, **do not apply** the setup procedure of the Final Mission.

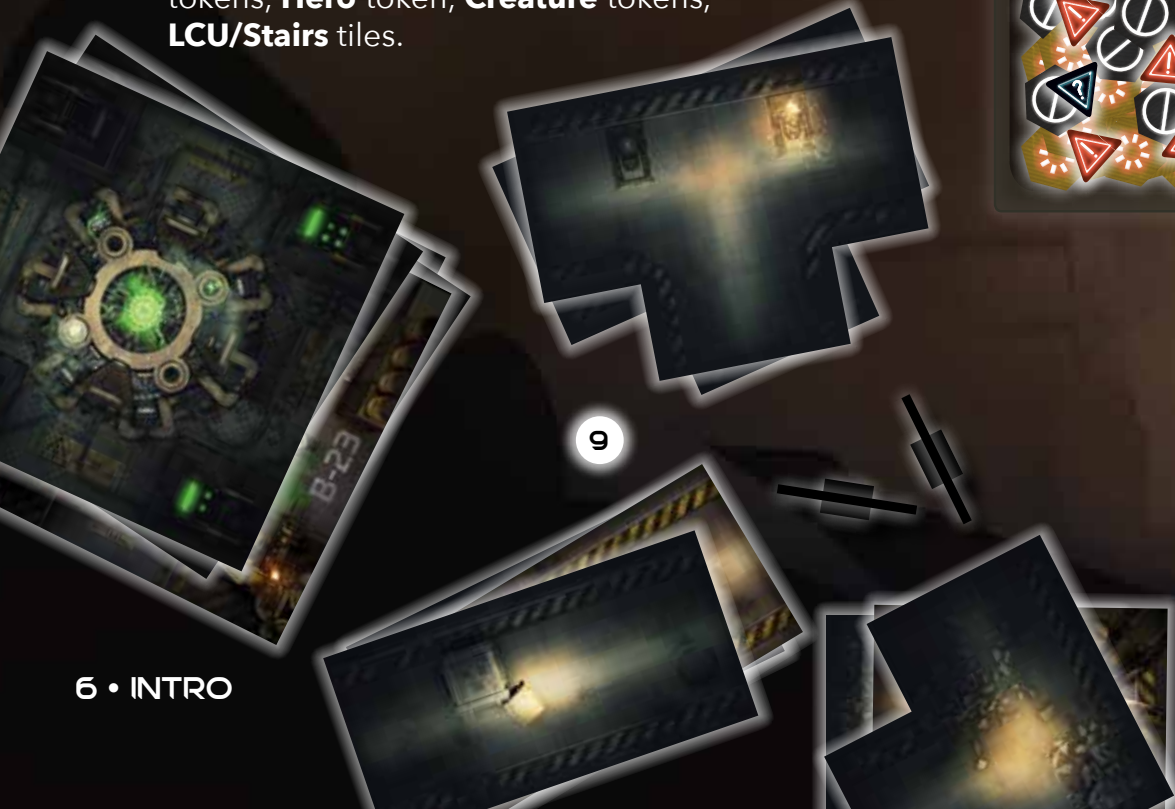
13. The **Hero** must place **3 Mission tokens**, 1 for **each color**, on each **corresponding Room Sector space** on the **Hero sheet**. The Hero must give the **remaining Mission tokens** to the **Evil players**, who set them aside.



Mission Icon

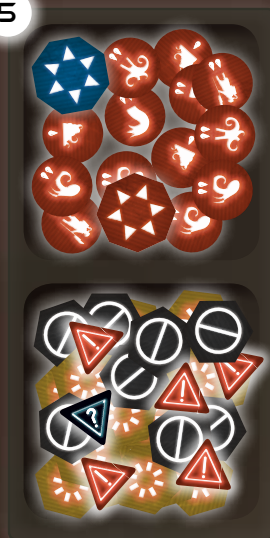
EVIL SETUP

1. Place the screen between the **Evil players** and the **Hero**, so that the Hero **cannot see** what's **behind** it.
2. If playing with **more than 2 players**, also choose or randomly pick one Evil player to be the starting **Evil Leader**, and give them the Evil Leader token.
3. Randomly place **2 Map sheets** behind the screen; they must be placed **vertically** next to each other as depicted below. This will be the **Map** for the current game. You can use **either side** of the Map sheets, and **rotate** each sheet **180°**, creating 16 possible layouts for each game.
4. Each separate Map sheet represents a different **Level** (an upper Level and a lower Level); they are **connected** to each other by the **2 sets of Stairs** present on each sheet. Place the **Stairs tokens** of both colors as depicted in the picture below. Only sets of Stairs of the **same color** are connected to each other.
5. Place the tray containing the following components next to the Map, behind the screen: **Light** tokens, **Blocked** tokens, **Danger** tokens, **Room Sector** tokens, **Hero** token, **Creature** tokens, **LCU/Stairs** tiles.
6. The Evil players randomly place **1 Room Sector token** in each **Room Sector space** on the **Map**.
7. The **Evil players** must now place the **3 Mission tokens** they received from the Hero on the **Room Sector tokens** corresponding to the **Missions** for this game, as a reminder.
8. The Evil players may now **swap the position** of **any two Room Sector tokens** of their choice. This can be useful to prevent the **Mission Rooms** from being too close to each other, and to accordingly **plan a strategy** to hamper the Hero's efforts.
9. Place the **Hero miniature** matching the **Hero's Character card**, the **dice**, the **Creature** miniatures, the **Door** tiles, the **Sector** tiles and the **Room Sector** tiles where they will be **handy** for the **Evil players**.
10. The Evil players place the **Hero token** on the **Map**, in a **Corridor Sector** of their choice. This will be the Hero's **starting position**, and it's another important **strategy element** for the Evil players.



1

5



3



4

6

7

9

11. The Evil players choose **2 of the 4 Reaction decks** to play with during this game and declare their choice to the Hero. Put the **unused decks** back into the box. The Evil players shuffle each deck **separately**, then **draw cards** depending on the **number of Evil players** in the game.

1 Evil player: draw **10 cards**. The Evil player may **freely draw** each card from **either Reaction deck** during the game.

2 Evil players: draw **6 cards each**. Each Evil player may only draw from a **specific Reaction deck** and will always draw from **that deck** for the rest of the game. The **starting Evil Leader** chooses a deck first, the other Evil player will take the **other one**. Both players place their decks **in front of them**.

3 Evil players: draw **4 cards each**. The **starting Evil Leader** will decide **which decks** the Evil players will play with, and they will place the chosen decks **in front of them**. During the game, the Evil player sitting **between the other two** may draw cards from **both Reaction decks in any combination**, while the **other two** Evil players must always draw from the Reaction deck **in front of them**.


12. The Evil players place **2 Creature tokens** of their choice in **2 different Sectors** chosen from the **Mission Room Sectors** and **Sectors adjacent to them** (but **not** in the **Hero's Sector**).

13. Then, they also place **2 Danger tokens** on **each level** of the Map; Danger tokens can be placed in **any Sector**, **except** the **Hero's Sector**.

14. The Evil players create the "**Labyrinth**" (see next page) by placing the **Sector tile** corresponding to the **Hero's position** in front of the screen, on the **Hero's side of the table**, with the **Hero miniature** on top of it.

15. Finally, place the **Compass** next to the Map, so that the **cardinal points** are oriented like on the **Hero sheet**. It will be used to keep the **Map** and the **Labyrinth** with the same orientation.





The game area is divided into **3 main sections**:

1. The **Map**, where everything that happens during the game is **recorded** (the layout of the Labyrinth, the position of Rooms, Creatures, Danger tokens and, of course, the Hero's movements). It is placed **behind the screen** and surrounded by the **tokens** needed by the Evil players. It is the **Evil players' duty** to keep it always **up to date**, and they can also use it to **plan their strategy**.

2. The **Labyrinth**, where the action takes place. The Labyrinth is a sort of "**zoomed in**" view of the Map, and it represents only the parts of the Map that the **Hero** can actually **see** at a specific moment, plus what is **cached** in the memory of their **Holowatch**, the multipurpose device they wear on their wrist. Everything that is present in the Labyrinth is considered to be **Revealed**. Everything that is not, is **Unrevealed**. Since parts of the Labyrinth will be **removed** at the **end of each round** (simulating the cache of the Holowatch being routinely cleared), the Hero must try to **remember** them, to avoid getting lost. It is again the Evil players' duty to keep it **up to date**, since they are the only ones who can see the Map (that always reflects the real, complete status of the environment).

Each Sector tile has **two sides**, showing the same Sector in **different light conditions**.

One side shows the Sector in the **Dark**, and the other side shows the Sector with the **Lights** switched on.

Note: for all Sector tiles, only the **dark/light status** of the artwork counts as a **gameplay element**. Everything else is just **decorative**.


3. The **Hero sheet**, where the Hero's stats are tracked. The Hero can also use the **Radar** and **Room Sector spaces** to make notes and reminders of the information gathered during the game. You can use the **blue** and **green** sides of the **Charge tokens** to keep track of various information, like the layout of the Map, the direction of Noise you hear, and so on. Feel free to come up with your own way to use these tools to record this vital information!


The Hero sheet also features the **Reaction Track**, where each **Reaction card** played by the **Evil players** is placed. It's a way for **both sides** to keep track of the number of Reactions **still available** to the Evil players, and a way for the Hero to have some **clues** regarding the Evil players' **strategy**.




How to Read this Manual

The last few remaining pages of this manual will give you a **brief introduction** to the game's core concept. When you are done with it, the Hero player will have to read the **Hero Compendium**. The Evil players will have to read the **Evil Compendium**.

 These boxes of the **Evil Compendium** will contain brief information regarding **related Hero rules**.

 These boxes of the **Hero Compendium** will contain brief information regarding **related Evil rules**.

 These boxes, contained in **both Compendiums**, will present shorter reminders of rules that were already explained elsewhere.

You will also find labels like the one below: they will help you quickly find rules related to the ones described in each page.

See "**Topic**",
page XX.

HERO OVERVIEW

 The **Hero gameplay** is all about **deduction, exploration** and **survival**.

The Hero has **Missions** to complete while using their wits to **avoid** the many dangers lurking in the darkness of the Labyrinth.

The Hero wins if the Final Mission is successfully completed.

Each Turn the Hero has to perform **1 or 2** of the available **Actions**: Move, Locate, Fight, Explore, Scavenge and Interact.

To help in their solitary journey, the Hero can draw **Item cards** and even take some of the Items apart to **Upgrade** them.


The Hero can also take advantage of the **Special Ability** granted by the **Character card** placed on the Hero sheet.

The Hero can only see **parts** of the Labyrinth while exploring. The complete information on the layout of the **Labyrinth** and the position of Room Sectors or Creatures will never all be available **at the same time**, and will be gradually **revealed** (and **removed**) on the table by the **Evil players**, depending on the Hero's actions.

BEWARE

Alone™ has been designed to simulate the typical feeling of tension usually felt while playing sci-fi survival video games. This game will put the Hero player under pressure by design.

EVIL OVERVIEW

 The **Evil gameplay** is all about planning **strategies** and setting **traps**. Evil players will spawn **Creatures**, place **Danger tokens** and play **Reaction cards** in response to the Hero's Actions.

The Evil player(s) can only win the game by defeating the Hero.

It is not always wise to **mindlessly react** to each single action performed by the Hero: the Evil players need to **tailor their efforts** to the Hero's decisions.

Some Reaction cards can only be played **face up** as a Reaction to **specific Actions**, while they may always be played **face down** as a Reaction to **any Action**.

Reaction cards played when the Hero is in a Sector containing a **Danger token** will have an **additional effect**, as described on each card.



After a Reaction card is played, it must be placed on the **Reaction track** on the Hero sheet.

MISSION OVERVIEW

There are **3 different Missions** in play during each game: **2 Starting Missions** and **1 Final Mission**. At the beginning of the game, the Final Mission is “locked” and the Hero can’t even try to complete it before it is **triggered**, i.e., “unlocked” and made available. To **trigger** the Final Mission, the Hero must complete 1 of the 2 available **Starting Missions** first. When the Final Mission is **triggered**, its **special effects**, if any, also **come into play**.

To complete a Mission, the Hero must reach a **specific Room Sector** and **perform** some **specific Actions**, as described on the card. Some of the Missions may also have **ongoing special effects** that **last until it is completed** and/or **trigger upon its completion**. Each Mission also reports any **rewards** obtained by the Hero when it is **completed**.

STARTING MISSIONS

There are **2 kinds** of **Starting Missions**. The **green** Starting Missions, marked with , grant the Hero some kind of **bonus** when they are **completed**, while the **blue** Starting Missions, marked with , add an **ongoing hindrance** to the game that **remains active** until they are **completed**.

The Hero must complete **1 of the 2 Starting Missions** in order to **trigger** the **Final Mission** and try to **win the game**. Once the first Starting Mission is **completed**, completing the other is **entirely optional**.

MID-GAME REWARDS

When the Final Mission is **triggered**, depending on the **Difficulty Level** you’ve chosen to play with, a few **extra rewards** will be awarded to the Hero (in addition to the **rewards** given by the **completed Starting Mission**, if any). These Mid-Game Rewards are **not awarded** if/when the Hero completes the **other Starting Mission**, as they are just a **special reward** for triggering the **Final Mission**.

MID-GAME REWARDS

EASY

- Recover 3 Life  **AND** 3 Self Control 
- Gain **1 additional Round**

NORMAL

- Recover 3 Life  **OR** 3 Self Control 
- Gain **1 additional Round**

NIGHTMARE

- Recover 3 Life  **OR** 3 Self Control 

IMPOSSIBLE

- **No extra reward**

Read about
“Completing Missions”



FINAL MISSION

When the Hero completes the **Final Mission**, the game **ends** and the **Hero wins**. To be able to complete the Final Mission though, as we said, the Hero **MUST trigger** it first by completing **at least one** of the **Starting Missions**. When the Final Mission is **triggered**, its **special effects**, if any, also **come into play**. A Final Mission is usually **time-dependent**, either directly or indirectly. The Hero will need to win a **race against time** to grab victory.

REWARDS

- **The Hero wins!**

Even if the Hero does not have a precise Map of the Labyrinth, there are a few cornerstones in the way all the Map sheets are built that can be taken into account during the game. The Map has **2 different Levels**; each Level is contained inside a **4x6 grid**, and it always has **exactly 4 Room Sectors**. The **minimum distance** between two Room Sectors is never **less than 3 Sectors** nor **more than 8 Sectors**.

There are always **4 LCUs** (Light Control Units) on **each Level** of the Map. Each LCU can switch on the Lights in the **LCU's Sector** and **at least 2 other Sectors**. It is always possible to switch on the Lights in at least **2 out of the 4 Rooms** of a Level, while at least 1 Room is always **Dark**.



Each Level has **2 Stairs** that lead to the **other Level**. The Stairs are always **roughly halfway** down the two **longer sides** of each Level, i.e., the **east** side and the **west** side.

A Room Sector always has **2 or 3 Doors**. When there is a **Door**, there is always a Room Sector **behind it**. The Doors in the game are **automatic**: they open when they are adjacent to the Hero, but when the Hero is far from them, they interrupt their Line of Sight.

The Hero can use this useful information to help themselves understand their **position** on the Map at the **beginning** of the game. We recommend that the Hero player use the blue and green sides of the **Charge tokens** and the **Mission spaces** as reminders of the information they obtained (which Rooms they have seen, from where they heard noise, etcetera).

We prefer **not to set specific rules** on how to do this: experience taught us that each Hero finds **their own way** to make use of these tools, and we suggest that you **do the same!**

ARE YOU PLAYING THE HERO?

You can now go read the **Hero Compendium**, which contains the rest of the game rules from the perspective of the **Hero player**. It explains all of the Actions you can take in detail, and teaches you how to survive your solitary quest and complete your missions.

ARE YOU PLAYING ON THE EVIL SIDE?

You can now go read the **Evil Compendium**, which contains the rest of the game rules from the perspective of the **Evil players**. It will explain to you all of the details about spawning and moving creatures and reacting to the Hero's Actions.