

THE BOARDGAME

RULEBOOK

THE THING – THE BOARDGAME

The Thing - The Boardgame casts you into the eponymous cult movie directed in 1982 by the master of movie-making, John Carpenter. The game focuses on the emulation and assimilation properties of the Alien, hiding its identity under a veil of fake humanity. The Alien's true objective is to escape from the base and spread across our planet. Success will not be easy, since all the humans in the game will try to prevent it.
The behavior of the Alien will be strongly influenced by how the game is progressing and how close the other players are to exposing its real identity. The Thing may choose to fully collaborate with the humans in order to escape along with them, or it may try to assimilate as many of them as possible to increase its chances of winning, or it may even expose itself and fight them with cunning and brute force. The road to victory is truly hard, but not impossible. Be careful though! The paranoia of not knowing who you REALLY have on your side may cloud your decisions!

DESIGNERS' NOTES

The Thing - The Boardgame is a "hidden role" game for 1 to 8 players. The base rules in this book *(pages 1-24)* are geared toward games with 4 to 8 players. You can play with less than 4 players using the *"For 1 to 3 Players"* rules you find at the end of this rulebook *(pages 23-26)*.

At the start of the game, the Alien is heavily disadvantaged, alone against all the other players. The situation can change as the game progresses, even reversing this initial disadvantage. The Alien player has the choice to wait and hide throughout the game — but he must be careful, since the humans will win if they manage to run away without the Alien or if they eliminate it. Therefore, this is a tactic we do not recommend during your first few games, as it is difficult to manage when you still need to master the game mechanics. Furthermore, it is very important that all players know how to properly play the role of the Alien because, after the game has started, it will be impossible for a player to ask for advice or consult the rules without revealing their role.

For this reason, and to help you understand the rules, all rules involved when playing as an exposed Alien are printed in RED.



COMPONENTS



1 Base Board



1 Weather Die



34 Fuel Tokens



12 Flamethrower Reload Tokens



16 Food Tokens



4 Dog Tokens



1 Rescue Helicopter Token



1 double-sided Weather Table for 1-6 and 7-8 players



1 Freezing Tile and 1 Freezing Marker



1 Laboratory Bag



1 Contagion Bag



1 Leader Sheet



1 Leader Token



16 Human Contagion Tokens (in 8 player colors)



8 Alien Contagion Tokens (in 8 player colors)



8 Suspicion Disks (in 8 player colors)



8 Character Sheets



8 Character Standees + 8 plastic bases (in 8 player colors)



4 Alien Standees + 4 clear plastic bases (The Alien Standees represent a value of 1, 2, 3, or 4 Strength and are considered to be Alien Strength Tokens)



16 Role Cards (8 Human and 8 Alien)



51 Action Cards (17 Use, 17 Repair, and 17 Sabotage)



11 Location Cards (Armory, Base Helicopter, Boiler Room, Generator Room, Kitchen, Kennel, Laboratory, Radio Room, Shed, Warehouse, and Weather Station)



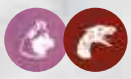
12 Weapon Cards (4 Dynamite/Molotov, 2 Firearms, 2 Flamethrowers, and 4 Melee Weapons)



15 Item Cards (3 Flashlights, 4 Fuel, 2 Keys, 4 Tools, and 2 Wire)



40 Lab Tokens (16 Blood Bags and 24 Failures)



9 Dog Infection Tokens (7 "Healthy Dog" and 2 "Alien Dog")



20 Damage Counters



1 Power Failure Token



6 Fire Tokens



8 Alien Strength Tokens

1-3 PLAYERS COMPONENTS

These components are used with the "*For 1 to 3 Players*" rules *(pages 23-26)*.



3 Action Dice



8 Role Cards



1 Leader Sheet

SETUP

1 Open the Base Board and place it in the center of the table.

2 Place the Weather Table on the corresponding space on the board, on the side appropriate to the number of players.

3 Fill the Generator Room and Boiler Room tracks with Fuel Tokens (4 each). Place 1 Fuel Token on the Rescue Helicopter Track in the "full tank" space (furthest to the left). These spaces are marked with this symbol: .

4 Fill the Pantry with 16 Food Tokens.

5 Place the Kennel Location Card on the matching space, then shuffle the remaining Location Cards, forming a face down deck. Turn over the first card and place the Leader Token in the location shown. Then, shuffle the card back into the deck, and place the deck next to the board. Finally, put the 4 Dog Tokens inside the Kennel. They will come into play at the end of the first round.

6 Place 1 Damage Counter on the Shed, and place a number of Damage Counters on the Base Helicopter according to the number of players:
4 Players: 2 Damage Counters.
5 Players: 3 Damage Counters.
6 Players: 4 Damage Counters.
7 Players: 5 Damage Counters.
8 Players: 6 Damage Counters.

7 Create the Weapon Deck using the cards below, then shuffle it and place it face down in the Armory:
Up to 5 players: 3 Dynamite/Molotov, 1 Firearm, 1 Flamethrower, and 3 Melee Weapons.
6 to 7 players: 3 Dynamite/Molotov, 2 Firearms, 1 Flamethrower, and 4 Melee Weapons.
8 players: 4 Dynamite/Molotov, 2 Firearms, 2 Flamethrowers, and 4 Melee Weapons.

8 Create the Item Deck using the cards below, then shuffle it and place it face down in the Warehouse:
Up to 5 Players: 2 Flashlights, 2 Fuel, 2 Keys, 2 Tools, and 1 Wire.
6 Players: 3 Flashlights, 2 Fuel, 2 Keys, 2 Tools, and 1 Wire.
7 Players: 3 Flashlights, 3 Fuel, 2 Keys, 3 Tools, and 2 Wire.
8 Players: 3 Flashlights, 4 Fuel, 2 Keys, 4 Tools, and 2 Wire.

9 Place a number of Fuel Tokens in the Warehouse according to the number of players:
Up to 5 players: 10 Fuel Tokens.
6 players: 14 Fuel Tokens.
7 to 8 players: 18 Fuel Tokens.

10 Place a number of Fuel Tokens in the External Reserve according to the number of players:
4 Players: 3 Fuel Tokens.
5 Players: 4 Fuel Tokens.
6 Players: 5 Fuel Tokens.
7 Players: 6 Fuel Tokens.
8 Players: 7 Fuel Tokens.

11 Place a number of Damage Counters in the Radio Room equal to the number of players, covering the appropriate spaces in the room.



12 Put 2 Blood Bag and 3 Failure Lab Tokens in the Laboratory Bag for each player (Example: with 5 players, put 10 Blood Bags and 15 Failures in the Laboratory Bag).

13 Shuffle the deck of Action Cards and place it near the board, face down.

14 Give each player the components of their chosen color: 1 Suspicion Disk, 3 Contagion Tokens, and 2 Role Cards, plus 2 Action Cards randomly drawn from the Action Card Deck. Then, have each player place their Suspicion Disk on the yellow space of the Suspicion Track.

15 Randomly distribute 1 Character Sheet to each player (or choose them, if you prefer). Put the standees of the selected Characters in the plastic bases of the colors chosen by each player. Then place all of the Character Standees in the Leisure Room.



16 Take as many Dog Infection Tokens as there are players in the game, including only 1 Alien token, mix them up, and give 1 to each player randomly, without revealing them. The player who gets the Alien token will be the first Alien player. **Important:** Players must be careful not to reveal their Role or give the other players any clues about who they are! Each player must take their Role Card that matches their Role (Human or Alien), and tuck it face down beneath their Character Sheet.

17 Then, put ALL of the Dog Infection Tokens (a total of 9 tokens) into the Contagion Bag.

18 Place the remaining Damage Counters in the Operations Room.

19 Place the Rescue Helicopter Token on the helicopter icon on the S.O.S. Track.

20 Finally, place the Power Failure Token, the Freezing Tile, the Freezing Marker, the Alien Strength Tokens, the Alien Standees, the Flamethrower Reload Tokens, the Fire Tokens, and the Weather Die next to the board. This area is known as the reserve, and the tokens here are introduced into the game through various effects and are returned here once used or discarded.

21 The player who most recently watched *The Thing* is the first player. They take the Leader Sheet and place it on the table in front of them.

GAME OVERVIEW

The Thing - The Boardgame is played over a series of rounds. In each round, the Leader (the first player) directs 6 to 8 phases, depending on certain conditions. The 8 phases are:

	Phase 1. Weather Conditions *The Leader determines the weather conditions by rolling the Weather Die.*
	Phase 2. Base Maintenance and Rescue Helicopter Advancement *The Leader removes Fuel Tokens from the locations according to the Weather Table, and if the conditions are met, moves the Rescue Helicopter Token forward.*
	Phase 3. Alien Actions (only if the Alien has been exposed) *The Alien takes their turn using the Location Cards and Alien Strength Tokens.*
	Phase 4. Draw Action Cards and Take Character Actions *The Characters move around the base, managing its upkeep and hunting down the Alien.*
	Phase 5. Leisure Room and Accusations *During their rest period, all Characters may exchange weapons and items and may make accusations against one another.*
	Phase 6. Tests (only if at least 1 Character has the opportunity to perform a Test) *Characters in possession of the necessary equipment for a Test can use it to verify the Roles of the other Characters.*
	Phase 7. Food Consumption *The Leader discards the Food required for the sustenance of the Characters.*
	Phase 8. Dog Movement & Leader Change *Dogs roam into locations according to drawn cards, and a new Leader takes the lead.*

HUMANS & ALIENS

Throughout the rules, the term "Character" is used to refer to any player in the game who is not an Exposed Alien. "Alien" means a player who is secretly an Alien pretending to be human, while "Exposed Alien" means a player who has revealed that they are an Alien (either voluntarily or after a Test). "Human" indicates a player who is not secretly an Alien. Essentially, in the game there are two teams: the Humans and the Aliens. All members of a team win or lose the game together. It is possible for a Human to become "infected", turning into an Alien and become a member of the other team!

THE PHASES IN DETAIL

PHASE 1. WEATHER CONDITIONS

The Leader rolls the Weather Die and places it on the Weather Table according to the result rolled. If the die is in the Weather Station *(see page 22)*, the Leader may choose whether to keep the result they just rolled or use the result that was showing before they rolled.

PHASE 2. BASE MAINTENANCE AND RESCUE HELICOPTER ADVANCEMENT

The base must consume Fuel Tokens in the Generator Room and in the Boiler Room according to the results of the Weather Die on the Weather Table. If there are not enough Fuel Tokens to satisfy the requirements, discard all the Fuel Tokens in the location, and that location receives Damage Counters equal to the number of missing Fuel Tokens, up to the maximum number on the track.

BOILER ROOM

If there are ever 3 Damage Counters in this location, it is irreparably damaged: Place the Freezing Tile on the location, with the Freezing Marker placed at the beginning of the track. From now on, the Freezing Track will be updated according to the Weather Table instead of the Boiler Room consuming Fuel Tokens. If the marker reaches the end of the Freezing Track, all of the Humans still in the base will freeze, and the Alien wins the game!



During a storm, the Boiler Room consumes 2 Fuel Tokens. There is only 1 token available, so it is discarded and 1 Damage Counter is added. Now the Boiler Room has 3 Damage Counters, so the boiler is destroyed and the Freezing Tile is placed on top of the Boiler Room. The base is starting to freeze!



GENERATOR ROOM

If there are 2 Damage Counters in this location, the electrical power in the base is knocked out. Place the Power Failure Token in the Generator Room.
As long as the Power Failure Token is in play, the Darkness rules *(see page 7)* are applied during the Draw Action Cards and Take Character Actions Phase. **When the generator is broken, it does not consume Fuel Tokens.**
The Power Failure Token can be removed as soon as a player removes at least 1 Damage Counter from the Generator Room.



During a storm, the Generator Room consumes 2 Fuel Tokens. There is only 1 tank available, so it is discarded and 1 Damage Counter is added. Since there are now 2 Damage Counters there, the Power Failure Token is added.



DARKNESS

Darkness occurs whenever the Generator Room is not working and the base is in darkness. During Phase 4, the players do not get to choose which Action Card they will place in front of the Leader. Instead, the player to their left draws a card randomly from their hand and places it in front of the Leader without looking at it.



RESCUE HELICOPTER

If the S.O.S. has been sent, *(see "Radio Room", page 20)* move the Fuel Token on the Helicopter Track down 1 space, and advance the Rescue Helicopter Token on the Rescue Track according to the Weather Conditions as shown on the Weather Table. **If the Rescue Helicopter has already arrived,** simply move the Fuel Token 1 space. **If the Fuel Token was already on the last space,** the Rescue Helicopter will automatically depart, abandoning all the players in the base: now they will have to find another way to escape!



Thanks to the sunny weather, the Rescue Helicopter advances 4 spaces while consuming a single point of Fuel.

PHASE 3. ALIEN ACTIONS

This phase takes place only if the Alien has been exposed (i.e., if a player has voluntarily revealed that they are the Alien or has been exposed by a Test). At this point, the Alien's main purpose is to sabotage the base and/or assimilate the other players. For this purpose, they choose 1 or more cards from the Location Deck, placing them face down on the table in front of them. For each Location Card played, they must also decide how many Alien Strength Tokens (and/or Standees) to place on it (a minimum of 1 each). The total point value of these Alien Strength Tokens determines the Alien's Strength in that location, which in turn will determine how much damage is dealt there, if the Alien can prevail over any Humans present there.

The chosen Location Cards will ONLY be revealed AFTER all players have placed their Characters and handed their Action Cards to the Leader in Phase 4. All remaining Alien Strength Tokens will be recovered by the Alien after all Encounters (see pages 8-10) *are resolved.*



PHASE 4. DRAW ACTION CARDS AND TAKE CHARACTER ACTIONS

Each Character player, starting with the Leader, draws as many Action Cards as they need to reach their maximum hand limit (normally 3 cards per player unless the base has run out of Food). Any time an Action Card must be drawn and there are no more in the deck, shuffle the discard pile to form a new one. If a player already holds the maximum number of cards allowed, they do not draw any more cards. Then the Leader draws 1 additional Action Card from the Action Card Deck and places it face down on the Leader Sheet **without looking at it.**

THE ACTION CARDS

The Action Card Deck consists of 3 types of cards, equally distributed: USE, REPAIR, and SABOTAGE.



USE

Activates the function of the location.



REPAIR

Removes a Damage Counter.



SABOTAGE

Places a Damage Counter in the location (if not already fully damaged) or performs the damage action at that location.

4.1 - CHARACTER MOVEMENT AND ACTION PLANNING

Next, starting with the player to the left of the Leader, all players **must** move their Characters. Each player **must** carry out **one** of the two choices below:

• **Place their Character in a location and hand over an Action Card:** The player places their Character in the desired location, chooses 1 Action Card from their hand, and places it on the Leader Sheet face down (unless their suspicion level is already at the maximum—*see "Phase 5" for details, page 14*). These cards form the Active Cards stack.

NOTE: *Although the game recommends that players share information, players are* ***not*** *allowed to tell anyone which cards are in their hand or which cards they are playing.*

If the Leader Token is in that location, the player picks it up and places it on the table in front of them for the next round. Remember that in each green location, a maximum of 3 Characters can be present at the same time, no more.

IMPORTANT*: If the Power Failure Token is in the Generator Room, this action must be carried out following the Darkness rules* **(see page 7).**

• **Change cards:** If any player is not satisfied with the cards in their hand, they may lay their Character on its side in the Dormitory (they will perform no other actions for the remainder of the round), discard their entire hand of Action Cards, and **choose** an equal number of cards **from the Action Card Deck.** Then, they shuffle the Action Card Deck together with the discard pile to create a new deck.

SPECIAL ACTION

It is possible that a player does not have the right cards to perform an action but does not want to lose a turn to change cards. Should this happen, the player may move their Character to the desired location and discard all of the Action Cards from their hand. Then they draw 1 card from the Action Card Deck and look at it: this card MUST be placed face down on the Leader Sheet with the other Active Cards.



The red player places 1 of his Action Cards face down in the Active Card stack on the Leader Sheet. The green player does not have any playable cards and decides to change their Action Cards by going to the Dormitory and discarding their hand. Then, they take 3 new cards of their choice from the Action Card Deck. After that, they shuffle all the discarded cards together with the remaining cards to form a new Action Card Deck. The blue player would like to perform an action in the Laboratory, but the cards in their hand do not allow them to do so. They decide to try their luck by discarding all three Action Cards in their hand and drawing the top card from the Action Card Deck, which they must play on the Leader Sheet, face down.

ENCOUNTERS

After the Leader has also taken their turn, the players must check whether any Encounters occur. An Encounter occurs in any location that has more than one Character, or one Character and any Dogs and/or Exposed Aliens.

If there are any Encounters, first resolve any that involve an Exposed Alien *(see point 1, below)*, then the rest of the Encounters *(see point 2)*:

1. If the Alien has been exposed, they reveal their Location Cards and place the related Alien Strength Tokens in the corresponding location(s). If the Alien is alone in a location, they can sabotage it, inflicting damage as indicated in each location's profile *(see pages 20-22)*; if there are other Characters or Dogs in that location, an Encounter is resolved as detailed in the Encounters section.
2. Once all situations with Exposed Aliens have been resolved, any other Encounters must be resolved as detailed in the Encounters section *(see next page)*.

ENCOUNTERS

ALL ENCOUNTERS MUST BE RESOLVED BEFORE THE CARDS IN THE ACTIVE CARDS STACK ARE ASSIGNED.

When there are multiple beings in the same location (Dogs, Characters, and/or Exposed Aliens), an Encounter occurs. Encounters can be the most dangerous part of the game, as this is the time when the Alien can assimilate other living beings. If a player is in possession of a weapon (Firearm, Flamethrower, or Melee Weapon, *see page 19*), they may choose to use it to avoid an Encounter involving them (if there is more than 1 other being in the location, the Encounter still occurs, just without that Character). If the player uses a Melee Weapon, they must remove it from the game immediately after the Encounter; if they want to use a Flamethrower, they must discard 1 Reload Token; a Firearm can be used any number of times. The players then resolve all remaining Encounters, one location at a time, in the order chosen by the Leader, based on who is involved in the Encounter:



A LONE CHARACTER ENCOUNTERS A DOG
That player proceeds with a Contagion Check *(see page 10).*



TWO OR MORE CHARACTERS ENCOUNTER A DOG
The Dog is captured and placed directly in the Kennel.

Do not make a Contagion Check for the encountered Dog. While any Dogs are locked up, add the Kennel Location Card to the Location Deck. After the Dog is locked up, resolve the Encounter as if it were an Encounter between two or more Characters.



TWO OR MORE CHARACTERS MEET
Any player whose Suspicion Disk is not in the green area of the Suspicion Track places 2 of their Contagion Tokens face down in front of them, corresponding to their Role **(if that player is Human they MUST place 2 Human tokens; if they are an Alien, they may choose to place either 1 Human and 1 Alien token or 2 Human tokens)**; then, everyone in the Encounter makes a Contagion Check *(see page 10).*

ONE OR MORE CHARACTERS ENCOUNTER AN EXPOSED ALIEN

Add up the Strength of all the Characters in the location (each Character has a Strength Value of 1) and compare it to the total Alien Strength Token value in the location.





The Alien's Strength is **less than** the Strength of the Characters in the location.

The Alien will run away without doing anything.

The Characters will be able to perform their actions normally. If there are multiple Characters, they make a Contagion Check after the Alien escapes. *(see above).*



The Strength of the Alien is greater than the Strength of the Characters; the Alien wins and can choose whether to assimilate 1 living being (Dog or Character) in the location or to sabotage it.

If they choose to assimilate a Dog or Character, they add a new 1-point Alien Strength Token to the current location, and the assimilated being is considered to be dead (in the case of a Character, though out of the game, they will continue to be part of the Human team and will share the victory if the Humans win). The other players escape, and place their Characters in the Leisure Room, lying down.

If the Alien decides to sabotage the location, they add a number of Damage Counters equal to their Strength there (or perform the location's damage action—*see pages 20-22*), and the Characters in that location escape by moving their Characters to the Leisure Room, lying down.



The Strength of the Alien is **equal to** the Strength of the Characters in the location.

The Alien will run away without doing anything. All the Characters in the location are laid down: they will not be able to perform any actions.

If the Alien is in a location where there's only a Dog, they choose whether to assimilate the Dog by adding a new 1-point Alien Strength Token to the location (and removing the Dog from play) or to sabotage the location.

If a Character is in an Encounter with an Exposed Alien and they are in possession of a Dynamite, Flamethrower, or Molotov, they may choose to use one of those Items to discard a 1-point Alien Strength Token from the location and force the Alien to run away *(see "Using Weapons", page 19).*

Any Encounter with an Exposed Alien does **not** affect the Suspicion Disks on the Suspicion Track.

IMPORTANT: *If an Exposed Alien loses its last Alien Strength Token, it is defeated, but this does not imply an automatic victory for the Humans, as there may be another undetected Alien.*

CONTAGION CHECK
This action takes place when an Encounter occurs between two or more Characters or between a single Character and a Dog.
Each player secretly looks at 1 of the 2 Contagion Tokens of one other Character participating in the Encounter (or 1 taken from the Contagion Bag when encountering a Dog), then returns it to the owner (or puts it back in the bag) and advances their own Suspicion Disk 1 space on the Suspicion Track.

IMPORTANT: *If there are more than two players involved in an Encounter, each of them must take 1 Contagion Token from only one of the other players (each player chooses whom to take a marker from). Do not take a Contagion Token from* ***each*** *of the other players.*

After a player looks at a Contagion Token, they **must** pick up **all** of their Role Cards, secretly look at them, and place the card matching their new Role under their Character Sheet



In this phase, four Characters meet in two different locations:
In the Generator Room, the green and blue players carry out their Encounter as shown in the picture. Each player will choose and place 2 of their 3 Contagion Tokens face down in front of them. Then, each player will advance their Suspicion Disk 1 space on the Suspicion Track, since each of them must take a Contagion Token from another player. The blue player is an Alien in disguise: they choose to place a Human and an Alien token, hoping to infect the green player. Green is a Human: they can only place their 2 Human tokens in front of them. Each player chooses one of the tokens offered by the other player, and, without showing it to anyone, checks whether they have been infected or not. In this case, the green player discovers that they have been infected and, from now on, this will radically change their goals.

In the Boiler Room, the red and yellow players resolve their Encounter as shown in the picture. First, they lock the Dog in the Kennel, avoiding any contagion. The yellow player must then place 2 face down Contagion Tokens in front of them (and since they are Human, they must place 2 Human tokens). The players know that the red player is Human, since they are in the green area of the Suspicion Track. Consequently, red does not place any Contagion Tokens in front of them, however they must take one of those placed by yellow, since yellow is still a potential Alien. For this reason, the red player must advance their Suspicion Disk 1 space, exiting the green area. Red picks one up, and discovers that they have not been infected. The yellow player does not advance any spaces on the Suspicion Track, since they did not draw any Contagion Tokens.

IMPORTANT*: When checking a Contagion Token, it is* ***essential*** *that players make no comments or hints, or indulge in any other behavior, that could reveal their Human or Alien condition, otherwise they could prematurely reveal their Role. It is also* ***ESSENTIAL*** *to* ***ALWAYS*** *adjust their Role Card regardless of whether there has been a real infection or not.*
Even if their Role does not change, the player making the check must still pick up ***all*** *of their Role Cards, mix them, and place the card that matches their Role under their Character Sheet. This will prevent the other players from knowing whether they have changed their Role or not.*

4.2 - EXECUTE CHARACTER ACTIONS

After all Encounters have been resolved, the Leader picks up and shuffles all of the Action Cards in the Active Cards stack. Then, they **MUST** turn over and play **at least** 1 Action Card from the stack.

When the Leader turns over and plays a card, they must assign the effect of that card to **any** 1 Character that is still standing in any location where the action on the card can be taken. For example, it is not possible to use a Repair card if there are no Damage Counters in a location, so that card would have to be assigned to a Character in a damaged location.

After the action has been performed, the chosen Character is laid down: they cannot be assigned any more cards in the current round.

COOPERATION BONUS

Many locations in the base can be used more effectively if multiple Characters are working there together. This is called the Cooperation Bonus and is indicated by this symbol:

*When a Character is assigned a USE or REPAIR action in a location with a Cooperation Bonus, and there is more than one **standing** Character in that location, they repeat the action as many times as there are standing Characters there. Then, lay down **only 1 of those Characters** (not necessarily the one the action was assigned to) to show that the action has been performed.*



Three Characters are all at the Base Helicopter when the Leader assigns a REPAIR action to one of them. Since there are 3 Characters standing in that location, 3 Damage Counters are removed (instead of only 1), then 1 of the Characters is laid down. If another REPAIR action is assigned here, there would still be 2 standing Characters, so 2 more Damage Counters would be removed (and again only 1 Character laid down, leaving 1 Character still standing).

If there are **no** available Characters that can perform the action, that action is lost, but a Character must still be chosen. Lay any 1 Character down, chosen by the Leader.
After each Action Card is completed, the Leader **may** choose to reveal another card, or stop and discard the rest of the cards face down in the discard pile, without looking at them.

IMPORTANT: *The Leader always has the last word on which Character will be assigned each action, and whether to continue turning cards and performing actions or to stop and discard all the remaining Action Cards from the Active Cards stack.*



EXAMPLE OF PLAY

FIRST ACTION CARD



The Leader turns over the top Action Card from the Active Cards stack, and it turns out to be USE. He decides to assign it to the yellow player's Character. Since that location has a Cooperation Bonus (which multiplies the action effect by the number of Characters standing in the location), they place 2 Fuel Tokens instead of 1.
Then, the Leader lays down only the yellow Character, to indicate that the action has been performed.



SECOND ACTION CARD



The Leader turns over the second card: SABOTAGE. They decide to assign it to the green player's Character in the Weather Station.
To do this, they lay their Character down and apply the damage to the location, discarding a Fuel Token from the Warehouse.

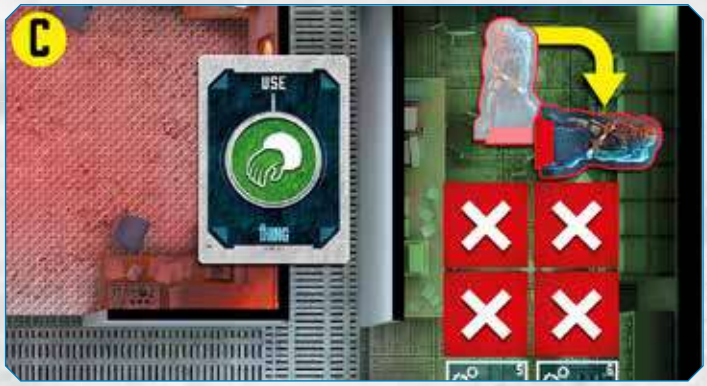


THIRD ACTION CARD



The Leader turns over the third Action Card from the Active Cards stack, and it's a REPAIR. They decide to assign it to the blue player's Character. That location has a Cooperation Bonus, but since there are no other Characters standing in that location, they cannot use it. Therefore, only 1 Damage Counter is removed. Then, the Leader lays down the blue Character to indicate that the action has been performed.

FOURTH ACTION CARD



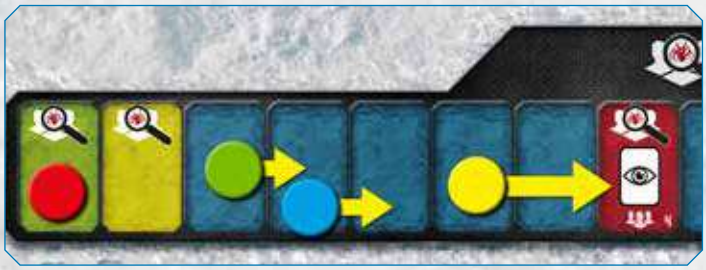
The Leader turns over the fourth Action Card from the Active Cards stack: another USE. They can only assign it to the red Character. Unfortunately, that location does not allow the USE Action, so the action is lost, but the Character must be laid down anyway.

PHASE 5. LEISURE ROOM AND ACCUSATIONS

In this phase, all players (except for Exposed Aliens) return their Characters to the Leisure Room.
Here, players may exchange Weapon and/or Item Cards with each other and may accuse another player of being an Alien, according to their suspicions.
After discussion and the exchange of accusations, each player may vote against another player who they believe might be an Alien.
The Leader will count to three, then each player will point their finger at a player they suspect of being an Alien. Players who don't wish to vote against anyone simply cross their arms.
Starting with the Leader, each player's Suspicion Disk on the Suspicion Track is moved forward 1 space for **each** player who voted for them.

IMPORTANT: *Players whose Suspicion Disks are in the green area* ***cannot*** *be voted against.*

If a player's Suspicion Disk is in the Maximum Suspicion area (indicated by the red box that shows the number of Characters in the game), they must **reveal** any Action Cards they play when they hand them to the Leader in Phase 4 *(see page 8)*.



In a 4-player game, during the voting, the red player and the blue player both point their fingers at the yellow player. Yellow points his finger at green, and green points his finger at blue.
So, the disks are advanced on the Suspicion Track. Yellow, who received 2 votes, advances 2 spaces, reaching the maximum limit of suspicion—they will be forced to play their cards face up from now on. Green advances 1 space, as does blue.
Note that nobody could vote for the red player because their disk is in the green zone, having already been proven "Human".
They may move forward on the Suspicion Track if they have an Encounter with another Character who has not yet been proven Human.

If an infected player wishes, they may choose to voluntarily reveal themselves at this time (and only at this time) (see page 15). *From now on, they play as an Exposed Alien.*



PHASE 6. TESTS

In this phase, players may check the Role of a Character using TEST A (Blood Test) and/or TEST B (Fire Test). Tests are used to reveal the Roles of the other Characters.
Each player that has a Blood Bag (TEST A) and/or a Wire *and* a Flamethrower (TEST B) is eligible to perform up to **one Test per type**. (They may even perform a TEST A and a TEST B on different Characters).
It is possible for a player to use one of the Tests on their own Character to reveal their Role to the others.

A player with a Blood Bag may perform a single TEST A on the Character who has the **highest** level of suspicion on the Suspicion Track (if there are multiple players at the same level, the owner of the Blood Bag decides whom to Test).

A player with both a Wire and a Flamethrower (both must be owned by the same player) may perform a single TEST B on **any Character** they want to, regardless of their position on the Suspicion Track, by discarding 1 Reload Token.

To perform a TEST A, the player simply shows and discards the Blood Bag (to the discard area) and indicates the Character they will Test. For a TEST B, they indicate the Character they want to Test and discard 1 Reload Token from their Flamethrower.

In both cases, the player of chosen Character is forced to reveal their **TRUE NATURE**, showing everyone their current Role Card (Human or Alien).

IMPORTANT: *The entire group may only perform one SINGLE TEST A and one SINGLE TEST B per round. If more players can perform Tests, the Leader will decide which player(s) can do it and which cannot.*

TEST RESULTS



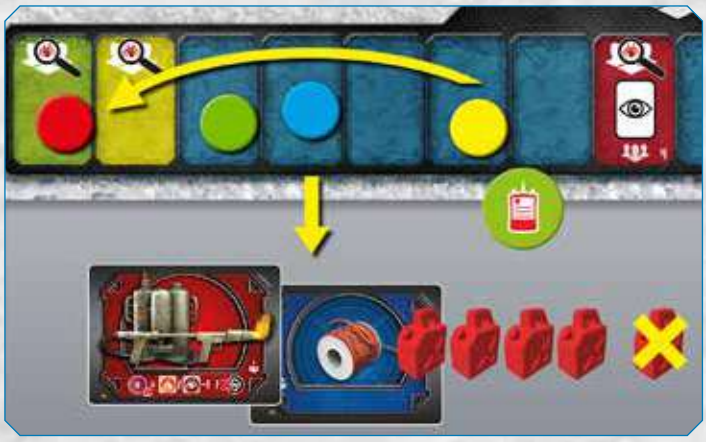
IF THE TESTED CHARACTER IS HUMAN, THEIR SUSPICION DISK MOVES TO THE GREEN AREA OF THE SUSPICION TRACK.



IF THE TESTED CHARACTER IS AN ALIEN, THEY IMMEDIATELY TRANSFORM AND BEGIN PLAYING AS AN EXPOSED ALIEN *(see "Exposing Yourself as an Alien", page 15)*.



Following a Test, the red player is discovered to be an Alien. Therefore, they must reveal themselves. They remove their Character from the game and return all of their cards to the bottom of their respective decks. Since they are the first to reveal themselves as an Alien, they take Alien Strength Tokens with a total value equal to half the number of players; also, they place the Location Deck in front of themselves and will play as an Exposed Alien from now on.



The red player has a Blood Bag token, so they can perform a Test A, but can only do so on yellow, who is the most suspicious. Yellow shows their Role Card, which turns out to be Human, so they move their disk to the green area (where only proven-Human disks reside). Green has both a Flamethrower and a Wire, so they can use a Reload from their Flamethrower and perform a TEST B on the blue player. Blue reveals their Role Card and shows everyone that they are actually an Alien! They remove their disk from the Suspicion Track and discard all cards and tokens in their possession. They also take 2 points worth of Alien Strength Tokens and turn over their Character Sheet to show the summary of their newly available actions: from now on, they will play as an Exposed Alien.

EXPOSING YOURSELF AS AN ALIEN

During Phase 5, by their own decision, an Alien player may reveal their Role and start playing as an Exposed Alien. Alternatively, they may be forced to do so during Phase 6, as a consequence of a Test. When an Alien is exposed, they must remove their Character from the game and discard any cards and tokens they have (Lab Tokens are discarded face down). If the newly exposed Alien is the Leader, they immediately pass the Leader Sheet to the player on their left.

If the player is the first to become an Exposed Alien, they take possession of the Location Deck and Alien Strength Tokens with a total value equal to half the number of players in the game (including themselves), rounded down. (Alien Strength Tokens and Standees may be exchanged at any subsequent time for other such tokens of equal total value.) They are now ready to act in Phase 3 of the next round.

If, on the other hand, there already is (or has been) an Exposed Alien in play, the new Alien adds a 1-point Alien Strength Token to the current Alien's pool. From now on, all the Exposed Alien players work together, sharing their choices and actions (*in reality, there is only **one** Alien, composed of multiple semi-independent parts, absorbing the consciousness of all the creatures it has infected).*

***IMPORTANT:** When the Exposed Alien includes several players, please note that there is not one single player in command. Since all the Aliens are part of the same organism, their choices are shared by all the Exposed Alien players. No player "owns" their Alien Strength Tokens.*



During their time in the Leisure Room, the red player decides to reveal their true Role (Alien) by showing their Role Card, to help the white player, already in Alien form.
They remove their Character from the game and return all of their cards to their corresponding decks, then they add a 1-point Alien Strength Token to those of the current Exposed Alien. From now on, they will be an integral part of the Exposed Alien's game, sharing actions and choices with the other Exposed Alien player(s).

PHASE 7. FOOD CONSUMPTION



In this phase, the players must feed their Characters. If there are any supplies in the Kitchen, they are **all** discarded (usually, this will be 2 Food Tokens, but the actual number does not matter as long as there is at least 1). If no Food Tokens have been placed in the Kitchen, 4 Food Tokens must be discarded directly from the Pantry. If there is not enough Food to meet the base's needs, all Characters become **Hungry,** and their players' maximum hand limit is immediately reduced to 2 cards (discarding 1 card of their choice, if necessary).

PHASE 8. DOG MOVEMENT AND LEADER CHANGE

It's time to move the Dogs around the base. The Leader collects all of the Dogs **that are not in the Kennel** and shuffles the Location Deck. They then turn over a number of cards **equal to the number of Dogs that are not in the Kennel**. For each card turned over, place 1 Dog in the corresponding location.

Once all of the Dogs have been placed, if a player has the Leader Token, they take the Leader Sheet; otherwise, the current Leader retains it. In either case, the new Leader draws one last Location Card and places the Leader Token in that location.

If at any point during this process the Kennel card is drawn, the Kennel is unlocked, and all of the Dogs there are released and **immediately** enter play. The Leader must continue drawing cards and placing Dogs until all Dogs have been placed in locations. If the Kennel card was drawn when determining the location of the Leader Token, another card must be drawn for that purpose after all Dogs are placed.



In this phase, the Leader draws 3 cards from the Location Deck, since there are still 3 Dogs roaming free in the base. First, these Dogs are placed on the locations shown on these 3 cards. Then, the Leader draws another card from the Location Deck in order to place the Leader Token, and they draw the Kennel! Unfortunately, that means that someone has released the locked-up Dog. Therefore, the Leader *must draw yet another card to determine where that Dog goes.* He draws the Armory and places the Dog there. Then, he draws another card for the Leader Token (Generator Room).

OPTIONAL KENNEL RULE

During your first few games, you may find that controlling the Dogs is too challenging for the Human players while they are still learning the game mechanics. If so, you may use this optional rule: Remove the Kennel Location Card from the game. Without this card, the Dogs in the Kennel will never get out, and they will cease to be a threat once they have all been captured.

WINNING THE GAME

There are a number of ways that ***The Thing – The Boardgame*** can end, depending on the behavior of the players and, in most cases, based on the total elimination of the members of the other team.

All the Humans win immediately if they ALL escape from the base, with no Aliens escaping with them.

This can be by:

RESCUE HELICOPTER: During Phase 4, the Draw Action Cards and Take Character Actions Phase, if the Rescue Helicopter has arrived, immediately after all Encounters are resolved, the Character with the **lowest** Suspicion value (on the Suspicion Track) may **choose** to get on board (in case of a tie, the tied Character's player first in turn order can choose whether to go up or not). If they do not choose to board, no escape via the Rescue Helicopter is attempted this round.
If they do choose to board, the **second least** suspected Character's player decides whether to board the helicopter also. But, they may only board if the player who is **already on board decides to let them**; otherwise, they remain on the ground and the option moves on to the **third least** suspected, who can only board if the player already on the helicopter agrees, and so on. This process continues until a new Character is allowed on board.
If and when that happens, the newly rescued player shows their Role Card. If they are an Alien, the game ends immediately and the Aliens win, but if they are Human, the process goes through another round, starting over with the least suspected Character who has not boarded and moving up. But this time, in order to get on board, **all** of the players already on the helicopter have to agree to let them on. These rounds continue until the end of the Suspicion Track (with the last Character) is reached and no one else has been picked up, then the helicopter leaves with its passengers. The Characters left on the ground show their Role Cards, and if they are **all** Aliens, the Humans win! But, if even just one Human is on the ground, the Aliens win the game.



IMPORTANT: *The Rescue Helicopter remains at the base only as long as it has Fuel available. Each turn during Phase 2, the Fuel Token is moved 1 space on its track. If the Fuel Token is already on the last space, the helicopter leaves without any passengers, abandoning them to their fate.*



During Phase 2. Base Maintenance and Rescue Helicopter Advancement, the Rescue Helicopter lands at the base. During Phase 4, the red player declares that they want to board the helicopter, as they are the least suspected and can claim this right. This triggers the end of the game and the selection of which Characters will be rescued. As soon as they are on board, they have to decide whether to bring yellow (the second least suspected) along, but yellow does not convince them—yellow's behavior during the game has always been very ambiguous—so they choose to leave yellow on the ground. Then they make a choice about green: they welcome green on board immediately, since they trust green fully.

Green boards the helicopter and shows their Role Card, proving themselves as Human, so for now they are safe. Since a new Character has boarded, the process starts over from the lowest on the Suspicion Track, and therefore goes back to yellow. But again both players agree not to let them on board, moving on to blue. Red and green don't trust blue either, since during the game there have been several occasions in which yellow and blue have worked together. Therefore, they decide to take a risk and leave blue on the ground. The helicopter leaves the base, and both yellow and blue show their Role Cards, revealing them to be Aliens! The Humans made a risky choice that was successful in the end, winning them the game.

ESCAPE ON THE BASE HELICOPTER OR SNOW CAT: If a Character has the Keys, they can go to the Base Helicopter or Snow Cat (Shed) and, if it is ready *(see pages 20 and 21)*, when they are given a Use Action Card by the Leader, can show the Keys and start the escape process. At that point, the Character is the first to get on the Base Helicopter/Snow Cat. Using the same process as the Rescue Helicopter and starting from the least suspected, the other Characters (regardless of their locations) may get on. If no one gets on, the owner of the Keys will be the only one to escape from the base (a victory condition for the Alien, who wants to escape alone in Human form).



The Alien wins if:

- *It assimilates the last Human.*
- *There are one or more Humans that die frozen in the base.*
- *It escapes along with the Humans (through Rescue Helicopter, Base Helicopter, or Snow Cat).*
- *It escapes alone in Human form (through Rescue Helicopter, Base Helicopter, or Snow Cat).*

CLARIFICATIONS: Even if the Humans eliminate all the Aliens from the base, to win they must still flee and warn humanity of the impending danger. As explained, the Alien is considered a single entity, while the Humans are considered independent, even if they are part of the same team. For this reason, when the last Human is eliminated by assimilation, that Human is considered the loser and the members of the opposite team the winners. In the rare event that the Alien team has no revealed player and ends the game with all assimilated players, the last one that has undergone the assimilation process is the one who loses the game as Human. To facilitate the process of identifying the last infected, we strongly recommend keeping in mind every time a Human player draws the Alien Contagion Marker from you. In this way, you can reconstruct the chain of infections.



CHARACTER ABILITIES



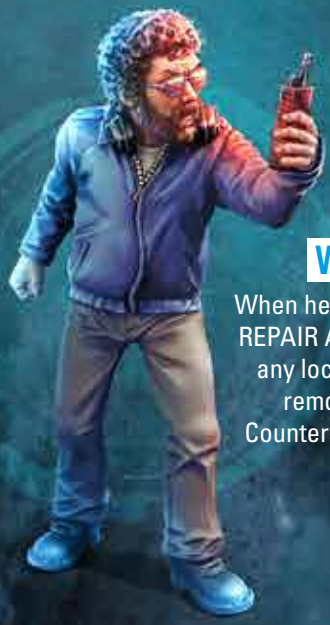
BENNINGS

When he is in the Weather Station and is assigned a USE Action Card, he rolls the Weather Die twice and may choose the preferred result.



CLARK

He ignores Dogs in all locations and does not have an Encounter if he is alone with one of the Dogs.



WINDOWS

When he is assigned a REPAIR Action Card in any location, he may remove 2 Damage Counters instead of 1.



MACREADY

When he is in the Armory and is assigned a USE Action Card, he may draw 3 cards, keep 1, and discard the other 2.



GARRY

During Phase 4, after he has drawn cards, he may discard 1 Action Card and draw a new one.



NORRIS

He has his own Flashlight and does not suffer the effects of Darkness, so he can always choose the Action Card he gives to the Leader.



DR. BLAIR

When he is in the Laboratory and is assigned a USE Action Card, he may draw an additional Lab Token.



NAULS

When he is in the Kitchen and is assigned a USE Action Card, he fulfills the Food Requirements of the base by moving a single Food Token instead of 2.

WEAPONS AND ITEMS

There is no limit to the number of Weapon and Item Cards and tokens a player may hold at one time. When you draw a card or token, keep it secret from the other players (except for the Flamethrower—*see below*) until you use it. Except where noted below, each card or Lab Token can be used only once and is then **removed from the game**. Do not return them to their decks or bag.

Note: Unlike tokens (except those from the reserve), Weapon and Item Cards that are *discarded* (including those discarded when an Alien is exposed) are not considered used, and are returned to the bottom of their corresponding decks in random order rather than removed from the game. If the Weapon or Item Deck runs out of cards, then players may not draw any more of them for the rest of the game (unless an Exposed Alien returns cards to one of those decks).

USING WEAPONS



DYNAMITE AND MOLOTOVS

These can be used to fight the Alien by using the Dynamite or Molotov card. **You must also discard 1 face down Action Card from the Active Cards stack and lay down your standee.** The Alien discards a 1-point Alien Strength Token from the location (the token returns to the reserve) and runs away *(see page 9)*.

These can also be used to set a location on fire to heat the base, by using the Dynamite or Molotov card in the location you want to burn. **You must also discard 1 face down Action Card taken from the Active Cards stack and lay down your standee in the Leisure Room.** Then, place a Fire Token on the now-burning location and remove the corresponding card from the Location Deck. When this action is carried out, the Freezing Marker returns to the beginning of its track.



FIREARMS

These can be used to avoid Encounters (and Contagion Checks), and may be kept after use *(see page 9)*.



FLAMETHROWERS

As soon as you draw it, place this card face up in front of you and put 6 Reload Tokens on it. These can be used to fight the Alien by discarding 1 Reload. **You must also discard 1 face down Action Card from the Active Cards stack and lay down your standee**. The Alien discards a 1-point Alien Strength Token from the location and runs away *(see page 9)*.

These can also be used to avoid an Encounter (and Contagion Check) by discarding 1 Reload *(see page 9)*.

These can also be used to set a location on fire to heat the base by discarding 1 Reload in the location you want to burn. **You must also discard 1 face down Action Card from the Active Cards stack and lay down your standee in the Leisure Room**. Then, place a Fire Token on the now-burning location and remove the corresponding card from the Location Deck. When this action is carried out, the Freezing Marker returns to the beginning of its track.



MELEE WEAPONS

These can be used to avoid an Encounter (and Contagion Check), by using the card *(see page 9)*.

USING ITEMS



FLASHLIGHTS

These can be used to avoid the effects of Darkness *(see page 7)*—they allow you to play your cards normally. They may be kept after use. If you use the Special Action *(see page 8)*, you may look at two cards and choose one to give to the Leader, then discard the other.



FUEL

These can be used to place 1 Fuel Token in a location where your standee is currently located. Use the Fuel card and take a Fuel Token from the Warehouse. This **does not** count as your action for the round, and is a free bonus action.



KEYS (BASE HELICOPTER AND SNOW CAT)

These can be used to escape with the Base Helicopter or the Snow Cat. To use them it is necessary that the vehicle is ready to escape *(see pages 20 and 21)* and that the Leader assigns him the USE Action Card during Phase 4.



TOOLS

These can be used to repair a location without using a REPAIR card (but your standee must be in that location). Use the Tools card and remove 1 Damage Counter. This **does not** count as your action for the round, and is a free bonus action.



WIRE

This can be used with a Flamethrower to conduct a TEST B during Phase 6 by discarding 1 Reload Token. It may be kept after use.

BURNING LOCATIONS

During Phase 4, immediately before Character actions are resolved, a Character with the proper weapons (see the left column) *may set a location on fire to heat the base. That location is then considered destroyed, and no player may move to or take any actions in that location for the rest of the game. The Location Card must also be removed from the deck. When this is done, return the Freezing Marker to its starting position.*

LOCATIONS AND LOCATION ACTIONS

In the next pages, you find a summary of the locations and their use in the game.

Note: Each zone on the board is colored to indicate its purpose. **GREEN** zones are locations which anyone (Characters, Exposed Aliens, and Dogs) can move to. **BLUE** zones are locations which only Characters can move to, with no limit to their number. **PURPLE** zones are locations only Exposed Aliens and Dogs can move to.
RED and **YELLOW** zones are not locations: **RED** zones are simply discard areas for cards and tokens, and **YELLOW** zones are used to store tokens used in the connected location.

IMPORTANT: *Each time a location is removed from the game for any reason, also remove the matching Location Card from the Location Deck.*

ARMORY

Max. 3 Players + Exposed Alien + 1 Dog

SETUP: The composition of the Weapon Deck depends on the number of players:

Up to 5 Players: 3 Dynamite/Molotov, 1 Firearm, 1 Flamethrower, and 3 Melee Weapons.

6 or 7 Players: 3 Dynamite/Molotov, 2 Firearms, 1 Flamethrower, and 4 Melee Weapons.

8 Players: 4 Dynamite/Molotov, 2 Firearms, 2 Flamethrowers, and 4 Melee Weapons.

PURPOSE: It allows you to find weapons.

COOPERATION BONUS: No.

AVAILABLE ACTIONS:

Use: Draw 2 Weapon Cards and keep 1. Return the other card to the bottom of the deck. If you keep a Flamethrower, you must show it to the other players; otherwise, keep your card secret.

Sabotage by Card: Remove 1 Weapon Card from the game without looking at it.

Sabotage by Alien: Remove 1 Weapon Card from the game for each Strength point the Alien has in the Armory, without looking at them.



BASE HELICOPTER

Max. 3 Players + Exposed Alien + 1 Dog (no limits when escaping)

SETUP: At the start of the game, the number of Damage Counters on the Base Helicopter depends on the number of players:

4 Players: 2 Damage.

5 Players: 3 Damage.

6 Players: 4 Damage.

7 Players: 5 Damage.

8 Players: 6 Damage.

PURPOSE: If the Base Helicopter is fully repaired and filled with Fuel Tokens, it can be used to escape.

COOPERATION BONUS: Yes.

AVAILABLE ACTIONS:

Use: Take 1 Fuel Token from the External Reserve and place it on the Base Helicopter, or attempt to escape, if the helicopter is ready (*see page 17*).

Sabotage by Card: Place 1 Damage Counter.

Sabotage by Alien: Place 1 Damage Counter for each Strength point the Alien has in the Base Helicopter.

Repair: Remove 1 Damage Counter.

DAMAGED (WITH AT LEAST 1 DAMAGE COUNTER): When the Base Helicopter is damaged, you cannot use it to escape, even if you have the Keys and enough Fuel Tokens are present.

BOILER ROOM

Max. 3 Players + Exposed Alien + 1 Dog

SETUP: At the start of the game, all spaces in the Boiler Room are filled with Fuel Tokens.

PURPOSE: The Boiler provides heat for the entire base. It keeps working unless **all** available spaces are filled with Damage Counters.

COOPERATION BONUS: Yes.

AVAILABLE ACTIONS:

Use: Take 1 Fuel Token from the Warehouse and place it in the Boiler Room.

Sabotage by Card: Place 1 Damage Counter.

Sabotage by Alien: Place 1 Damage Counter for each Strength point the Alien has in the Boiler Room.

Repair: Remove 1 Damage Counter.

DAMAGED: When the Boiler must burn Fuel Tokens to provide heat and there are not enough Fuel Tokens here, place as many Damage Counters as there are missing tokens.

DESTROYED: If the Boiler Room is completely damaged, it can no longer be repaired. Place the Freezing Tile on this location with the Freezing Marker on the first space of the Freezing Track. This marker will move toward "Death by Freezing" depending on the Weather Table.

DORMITORY
No limit - No Exposed Alien



SETUP: None.

PURPOSE: Allows you to discard all of your Action Cards to choose the same number from the deck. When finished, you must shuffle the Action Card discards with the remaining deck to create a new Action Card Deck.

COOPERATION BONUS: No.

AVAILABLE ACTIONS: None.

GENERATOR ROOM
Max. 3 Players + Exposed Alien + 1 Dog



SETUP: At the start of the game, all spaces in the Generator Room are filled with Fuel Tokens.

PURPOSE: It provides the base with electrical power.

COOPERATION BONUS: Yes.

AVAILABLE ACTIONS:

Use: Take 1 Fuel Token from the Warehouse and place it in the Generator Room.

Sabotage by Card: Place 1 Damage Counter.

Sabotage by Alien: Place 1 Damage Counter for each Strength point the Alien has in the Generator Room.

Repair: Remove 1 Damage Counter.

DAMAGED (WITH 2 DAMAGE COUNTERS): When the Generator Room is fully damaged, the base has no electrical power. Place the Power Failure Token on the Generator Room. As long as it is there, the effects of Darkness apply *(see page 7)*.

KENNEL
Only Exposed Alien and Dogs



SETUP: Place the Kennel Location Card here.

PURPOSE: It allows you to lock the Dogs in. If there is at least 1 Dog in the Kennel, remember to add the Kennel card to the Location Deck.

COOPERATION BONUS: No.

AVAILABLE ACTIONS: None.

KITCHEN (AND PANTRY)
Max. 3 Players + Exposed Alien + 1 Dog



SETUP: At the start of the game, the Pantry is full, regardless of the number of players.

PURPOSE: It is the location where all Food for the sustenance of the personnel in the base is stored.

COOPERATION BONUS: No.

AVAILABLE ACTIONS:

Use: It allows you to prepare Food for the current turn: Take 2 Food cubes from the Pantry and place them in the Kitchen.

Sabotage by Card: Discard 2 Food cubes from the Pantry.

Sabotage by Alien: Discard 2 Food cubes for each Strength point the Alien has in the Kitchen.

DAMAGED: The first time there is not enough Food in the Kitchen and Pantry during Phase 7 to meet the consumption requirement *(see page 16)*, the maximum hand size is lowered to 2. If necessary, each player must choose and discard 1 Action Card from their hand.

LABORATORY
Max. 3 Players + Exposed Alien + 1 Dog



SETUP: At the start of the game, the Laboratory has a number of Lab Tokens depending on the number of players. Each player adds 2 Blood Bag tokens and 3 Failure tokens to the Laboratory Bag.

PURPOSE: It allows players to try to draw tokens for TEST A, to reveal the Role of the player subjected to the Test.

COOPERATION BONUS: Yes.

AVAILABLE ACTIONS:

Use: Draw 1 Lab Token from the Laboratory Bag. You must either immediately discard the token face down or keep it concealed until you use it.

Sabotage by Card: Discard 1 Lab Token with a good (green) Blood Bag from the Laboratory Bag.

Sabotage by Alien: Discard 1 Lab Token randomly drawn from the Laboratory Bag for each Strength point the Alien has in the Laboratory, without revealing them.

LEISURE ROOM
No limit - No Exposed Alien



SETUP: This is the starting place for all Characters.

PURPOSE: This is the meet-up point in Phase 5 for the potential exchange of cards, performing Tests, and making accusations.

COOPERATION BONUS: No.

AVAILABLE ACTIONS: None.

RADIO ROOM

Max. 3 Players + Exposed Alien + 1 Dog

SETUP: At the start of the game, the Radio Room has a number of Damage Counters equal to the number of players.

PURPOSE: When completely repaired, it's possible to send an S.O.S. message calling for rescue with a USE Action, and the Rescue Helicopter Token is placed on the first space of the Rescue Helicopter Track *(see page 7)*.

COOPERATION BONUS: Yes.

AVAILABLE ACTIONS:

Use: Send an S.O.S. message.

Sabotage by Card: Place 1 Damage Counter.

Sabotage by Alien: Place 1 Damage Counter for each Strength point the Alien has in the Radio Room.

Repair: Remove 1 Damage Counter.

DAMAGED (WITH AT LEAST 1 DAMAGE COUNTER): As long as the Radio Room is damaged, the S.O.S. cannot be sent.

Note: *Once the S.O.S is sent, the Rescue Helicopter will continue moving towards the Base even if the Radio Room is later damaged again.*



SHED (SNOW CAT)

Max. 3 Players + Exposed Alien + 1 Dog
(no limits when escaping)

SETUP: At the start of the game there is 1 Damage Counter on the Shed.

PURPOSE: If the Shed is fully repaired and filled with Fuel Tokens, the Snow Cat can be used to escape.

COOPERATION BONUS: Yes.

AVAILABLE ACTIONS:

Use: Take 1 Fuel Token from the External Reserve and place it on the Shed, or attempt to escape, if the Snow Cat is ready *(see page 17)*.

Sabotage by Card: Place 1 Damage Counter.

Sabotage by Alien: Place 1 Damage Counter for each Strength point the Alien has in the Shed.

Repair: Remove 1 Damage Counter.

DAMAGED (WITH AT LEAST 1 DAMAGE COUNTER): When the Shed is damaged, you cannot use the Snow Cat to escape, even if you have the Keys and enough Fuel Tokens are present.



WAREHOUSE

Max. 3 Players + Exposed Alien + 1 Dog

SETUP: The composition of the Item Deck depends on the number of players:

Up to 5 Players: 2 Flashlights, 2 Fuel, 2 Keys, 2 Tools, and 1 Wire.

6 Players: 3 Flashlights, 2 Fuel, 2 Keys, 2 Tools, and 1 Wire.

7 Players: 3 Flashlights, 3 Fuel, 2 Keys, 3 Tools, and 2 Wire.

8 Players: 3 Flashlights, 4 Fuel, 2 Keys, 4 Tools, and 2 Wire.

PURPOSE: It allows you to find several items, including Flashlights to avoid the effects of Darkness, Fuel to load a Fuel Token in addition to the normal action of your turn, Keys to escape by Base Helicopter or Snow Cat, Tools to make a repair in addition to the normal action of your turn, and Wire for TEST B, to reveal the Role of the player subjected to the Test.

COOPERATION BONUS: No.

AVAILABLE ACTIONS:

Use: Draw 2 Item Cards and keep 1. Return the other card to the bottom of the deck. Keep your cards secret.

Sabotage by Card: Remove 1 Item Card from the game without looking at it.

Sabotage by Alien: Remove 1 Item Card from the game for each Strength point the Alien has in the Warehouse, without looking at them.

WEATHER STATION

Max. 3 Players + Exposed Alien + 1 Dog

SETUP: None.

PURPOSE: It allows you to roll the Weather Die and add 1 Fuel Token to a location of your choice, as long as the location has room for it. Once rolled, the Weather Die is kept in this location until the next round.

COOPERATION BONUS: No.

AVAILABLE ACTIONS:

Use: Roll the Weather Die. If the die was already present in the room, either the current or the previous result may be kept; otherwise, the current result must be kept. In addition, move 1 Fuel Token from the Warehouse to a location chosen by the player performing the action.

Sabotage by Card: Discard 1 Fuel Token from the Warehouse.

Sabotage by Alien: Discard 1 Fuel Token from the Warehouse for each Strength point the Alien has in the Weather Station.



A NOTE FROM THE DESIGNERS

This version of the game offers an alternative game experience that differs substantially from standard 4-8 players version.

You will not find all of the game's mechanics that create tension and bluff here (for the obvious reason of the lack of direct interaction between the players), mechanics which represent one of the major strengths of the game.

However, with this version it is possible for 1 to 3 players to play in a solo or cooperative game against "The Thing", which is controlled by the game itself.

COMPONENTS

Three six-sided Action Dice (with the following symbols on their faces: 2 Use, 2 Repair, 1 Sabotage, and 1 Alien Threat Advance), 8 Role Cards (6 Human and 2 Alien), and a Leader Sheet.

SETUP

Follow the normal setup, except for the following modifications to the steps:

7 Create the Weapon Deck with 3 Dynamite/Molotov, 2 Firearms, 1 Flamethrower, and 4 Melee Weapons.

8 Create the Item Deck with 3 Flashlights, 3 Fuel, 2 Keys, 3 Tools, and 2 Wire.

9 Place 14 Fuel Tokens in the Warehouse.

10 Place 5 Fuel Tokens in the External Reserve.

11 Place 6 Damage Counters in the Radio Room, covering the appropriate spaces on the track.

12 Put 12 Blood Bag tokens and 18 Failure tokens in the Laboratory Bag

13 Randomly distribute (or select, if you prefer) Character Sheets among the players: all 6 to a solitary player, 3 to each player in a 2 player game, or 2 to each player in a 3 player game. Place the matching standees in the Leisure Room.

14 For each Character, give their player the following components of their chosen color: 1 Suspicion Disk and 1 Contagion Token. Place the Suspicion Disk on the yellow space of the Suspicion Track and the Contagion Token on the Character Sheet to indicate their color.

15 Take the 8 Special Role Cards (for 1 to 3 players). Shuffle and randomly distribute them, placing one face down under each of the 6 Character Sheets. Put the remaining cards back in the box, without looking at them. (This procedure replaces that of the distribution of Dog Infection Tokens in step 16 of the Setup in the base rules.)
Important: Randomly distribute the cards and do not look at them for any reason at this time.

16 Place the Strength 4 Alien Standee (the Alien Threat Token) on space 6 (the red space for 6 players) of the Suspicion Track.

21 The player who most recently watched *The Thing* is the first player. They take the Leader Sheet for 1 to 3 Players and place it on the table in front of them.

GAME OVERVIEW

This cooperative version is substantially different from the 4-8 player version. The most decisive differences are the use of Action Dice instead of cards and the postponement of Alien Actions until Phase 4. The modified round sequence is shown below:

	**Phase 1. Weather Conditions (NO CHANGES)** *The Leader determines the weather conditions by rolling the Weather Die.*
	**Phase 2. Base Maintenance and Rescue Helicopter Advancement (NO CHANGES)** *The Leader removes Fuel Tokens from the locations according to the Weather Table, and if the conditions are met, moves the Rescue Helicopter Token forward.*
	**Phase 3. Character Movement** *The Characters move around the base, managing its upkeep and hunting down the Alien.*
	**Phase 4. Alien Actions (only if the Alien has been exposed)** *The AI controlling the Alien takes its turn using the Location Cards and Alien Strength Tokens.*
	**Phase 5. Character Actions** *The Characters perform their actions using the Action Dice.*
	**Phase 6. Leisure Room** *During their rest period, all Characters may exchange weapons and items.*
	**Phase 7. Tests (only if Characters have the opportunity to perform Tests) (NO CHANGES)** *Characters in possession of the necessary equipment can use it to verify the Roles of the other Characters.*
	**Phase 8. Food Consumption (NO CHANGES)** *The Leader discards the Food required for the sustenance of the Characters.*
	**Phase 9. Dog Movement, Leader Change, & Alien Threat Movement** *Dogs roam into locations according to drawn cards, a new Leader takes the lead, and the Alien Threat shifts.*

THE PHASES IN DETAIL

Important: In this overview we will go into the details of the phases that undergo changes, for the remaining phases you just need to follow the same rules as in a 4-8 player game.

PHASE 1. WEATHER CONDITIONS

There are no changes to this phase.

PHASE 2. BASE MAINTENANCE AND RESCUE HELICOPTER ADVANCEMENT

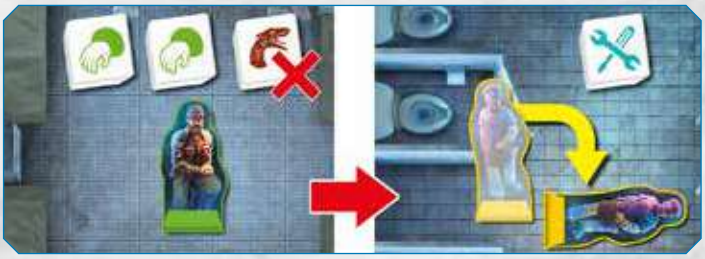
There are no changes to this phase.

PHASE 3. CHARACTER MOVEMENT

Each player, starting with the Leader, must move their Characters. Each player must choose one of the two options below for each of their Characters:

- Place the Character in a location other than the Dormitory. If multiple Characters are in the same location, each of those Characters' Suspicion Disks advances 1 space on the Suspicion Track. In the case of a lone Character encountering a Dog, a Contagion Check is carried out as normal *(see page 10)*, except that if an Alien token is drawn, the Character is IMMEDIATELY exposed *(see "Exposing the Alien", below)*.
- Place the Character in the Dormitory: If the player wants to reduce the risk of letting the dice decide their fortunes, by going to the Dormitory they may, at any time during the Character Actions Phase, lay down that Character and change the result of 1 unused Action Die to a result of their choice.

Important: During each round, only one Character may go to the Dormitory.



In this example, the Leader rolls the Action Dice, and the results are 2 Use and 1 Alien Threat Advance. He decides to assign these results to the green Character, whose player cancels the Alien Threat Advance by advancing the green Suspicion Disk on the Suspicion Track. At this point, needing a repair, the yellow Character's player decides to lay down that Character in the Dormitory and choose the Repair result on one of the two remaining dice. As a reminder that he has already used the Dormitory special action, he lays the yellow Character down.

IMPORTANT: If the Suspicion Disks of 1 or more Characters are in the same space as the Alien Threat Token, see "Exposing the Alien" below.

EXPOSING THE ALIEN

During the game, the Alien can be exposed in 3 different ways:

- *Through a Test.*
- *Through an Encounter with a Dog.*
- *If the Suspicion Disk of 1 or more Characters is in the same space as the Alien Threat Token.*

In any of these cases, unlike in a 4-8 player game, the Alien's Strength will be 5 the first time it is exposed. If, on the other hand, an Alien is already in play, the rules remain unchanged (adding only a 1-point Alien Strength Token to those of the current Alien).

***Important:** If there are multiple Suspicion Disks in the same space, only 1 of those Characters, of the Leader's choice, will be transformed into an Alien. Their components are eliminated from the game (as in the base rules), and their Role Card will NOT be revealed.*

PHASE 4. ALIEN ACTIONS

This phase takes place only if the Alien has been exposed (i.e., if a Character has been exposed by a Test or if the Alien Threat Token has reached a Character's Suspicion Disk). The main purposes of the Alien are, in order, to assimilate Characters, to assimilate Dogs, and finally to sabotage the locations. To these purposes, it uses an AI system by which the Alien attacks with a Strength depending upon the behavior of the Characters:

- The Alien will attack random locations based on cards drawn from the Location Deck. It will try to always attack each location with enough Strength to defeat the largest number of Characters at any location.
- First, identify the location that has the most Characters in it. The number of Characters there plus 1 will be the Alien's "attack goal" for this round.



Then, draw a Location Card and place it face down on the table. Place Alien Strength Tokens with a total value equal to the attack goal on that card. If the Alien does not have enough Strength remaining, it simply places all of its available Strength there.

If the Alien has any Alien Strength Tokens remaining, repeat the process by drawing another face down Location Card and adding Alien Strength Tokens to it. Continue this process until the Alien has used all of its available Alien Strength Tokens.





Next to the card with 3 tokens, place a second Location Card face down with 2 tokens on it, which are all that remain.

Once all the attacked locations are determined, the Location Cards are revealed, the Alien Strength Tokens are placed in the matching locations, and Encounters and sabotages are resolved according to the base rules.



The Location Cards are revealed and the Alien Strength Tokens are placed on the matching locations.

PHASE 5. CHARACTER ACTIONS

The actions of the Characters are now resolved (escape via the Rescue Helicopter, using the base rules, may be attempted at the beginning of this phase). To resolve each Character's action, the Leader rolls the 3 Action Dice and, after looking at the results, decides which Character to assign those dice to. At this time, the player of any Character in the Dormitory may choose to change the result of one of the Action Dice to a result of their choice. Lay the Character down as a reminder that this special action has been used for the round.

The assigned Character's player may now cancel 1 or more of the Action Dice results by advancing their Suspicion Disk 1 space on the Suspicion Track for each canceled result.

If any uncanceled Sabotage and/or Alien Threat Advance results remain, all of them must be resolved, canceling the action of the Character (but laying them down anyway):

- Sabotage: Perform the Sabotage action for the location occupied by the Character.
- Alien Threat Advance: Advance the Alien Threat Token 1 space on the Suspicion Track (move it 1 space to the left).

If no Sabotage or Alien Threat Advance results were resolved, the Character may perform 1 action (Use or Repair) corresponding to the result of a single remaining Action Die (if any), after which the Character is laid down. Alternatively, the Character may use a Use or Repair result to burn their current location, using the base rules *(see "Burning Locations", page 19)*.



The Action Dice roll results in 1 Use, 1 Repair, and 1 Sabotage. The Character increases his own Suspicion by 1 space to cancel the Sabotage result. Now he may choose one of the other results to resolve.



The results of the Action Dice are 2 Alien Threat Advance and 1 Sabotage. By advancing the Character's Suspicion Disk by 3 spaces, all 3 Action Dice results will be canceled, but the Character will be laid down and cannot perform any action, as no results remain.

The function of the Cooperation Bonus remains unchanged *(see "Cooperation Bonus", page 11).*
After resolving at least one Character's action, the Leader may choose to perform another or stop and move on to the next phase. If the Leader decides to continue, he rolls the Action Dice again and decides which Character to assign them to. The Leader may continue as long as there are standing Characters available.

PHASE 6. LEISURE ROOM

In this phase, the players return their Characters to the Leisure Room, where they may exchange Weapon and/or Item Cards with each other.

PHASE 7. TESTS

Tests are performed as described in the base rules. When a Character is tested, reveal the Special Role Card under his Character Sheet to determine if he is a Human or an Alien, as normal.
The only change is the starting Alien Strength when the Alien is exposed. Unlike the base rules, **the Strength is always 5 when an Alien is exposed for the first time.** If, on the other hand, an exposed Alien is already in play, the rules remain unchanged (a 1-point Alien Strength Token will be added to those of the current Alien).

Important: If a Character is assimilated without being Tested (such as when his Suspicion Disk reaches the same space as the Alien Threat Token), the Special Role Card is not revealed.

PHASE 8. FOOD CONSUMPTION

There are no changes to this phase.

PHASE 9. DOG MOVEMENT, LEADER CHANGE, & ALIEN THREAT MOVEMENT

It's time to move the Dogs around the base. The Leader collects all of the Dogs **that are not in the Kennel** and shuffles the Location Deck. They then turn over a number of cards **equal to the number of Dogs that are NOT in the Kennel**. For each card turned over, the Leader places 1 Dog in the corresponding location.

DARKNESS

This mode comes into play when the Generator is not working and the base is in the dark. During the Character Actions Phase, the Action Dice are rolled only AFTER assigning them to a Character. Possession of a Flashlight allows a Character to reroll up to 3 dice. The dice may be rerolled one at a time, and it is not required to reroll all 3 dice. Each die may only be rerolled once.

If the Kennel Location Card is revealed, the Kennel unlocks, and all Dogs are released and **immediately** enter play. The Leader must continue drawing Location Cards and placing Dogs until all Dogs have been placed in locations. Once all of the Dogs have been placed, in a 2 or 3 player game, the player to the left of the Leader takes the Leader Sheet.

Finally, the Alien Threat Token is moved, according to its current situation:

- If it is alone, move it 1 space to the left.
- If it is together with the Suspicion Disks or 1 or more Characters, move it a number of spaces to the right equal to the number of Suspicion Disks in its space.

  If this movement brings the Alien Threat Token to a space occupied by a Suspicion Disk, the corresponding Character becomes an Alien (according to the same rules as in Phase 7). Should more than one Suspicion Disk occupy the space, only one of the Characters, as chosen by the Leader, becomes an Alien.

ESCAPE OF THE HUMANS AND WINNING THE GAME

When one of the escape methods is about to be attempted by the Humans, the Alien will try a last, desperate attempt to block their escape. For this purpose, the Alien moves to the chosen escape location and rolls a number of Action Dice equal to its Strength. If the roll has a total of 3 or more Sabotage and/or Alien Threat Advance results, then the Humans' escape is interrupted and play immediately skips to Phase 6 and continues from there. If not, the Humans attempt to make good their escape and win the game!

LOCATION AND CHARACTER CHANGES



Dormitory: The player of a Character in this room may choose the result of one Action Die during a roll. To do so, lay the Character down and turn the die to show the desired face.



Kennel: If the Kennel card is drawn during Phase 4, the Alien assimilates 1 Dog currently in the Kennel (if any), following the base rules.



Kitchen: If the Characters become Hungry *(see "Food Consumption", page 16)*, only 2 Action Dice are rolled instead of 3 during the Character Actions Phase.



Garry: During Phase 5, after the Action Dice are rolled and assigned to him, he may re-roll any 1 die.



Norris: During Phase 5, after the Action Dice are rolled and assigned to him, he may re-roll up to 3 dice, 1 time each.

Any Characters whose Abilities refer to being assigned Action Cards apply to Action Dice instead.

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