

U.S. OUTPOST 31

NEW RECRUIT ORIENTATION *AND* REGULATIONS

NSF ANTARCTICA SERIES NRO-RR

COMMANDER M.T. GARRY

YEAR 1982

THE THING™: INFECTION AT OUTPOST 31

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4-8 PLAYERS
1-2 HOURS
AGES 17+



WELCOME TO U.S. OUTPOST 31

The National Science Foundation is pleased to have you on the Antarctic team. Expedition members fresh off the helicopter find settling into their department takes most of their free time, but be sure to familiarize yourself with this material.

During your tour at U.S. Outpost 31, you'll work with modern equipment to uncover secrets beneath the ice. Outpost 31 makes a fine home away from home, with diverse activities available in the central Rec Room. You'll even have access to cutting edge computerized entertainment.

This booklet contains information regarding day-to-day life on station—read through carefully! But pause a moment and be proud. You're part of a small crew—stewards of NSF Antarctic research—and you're serving on a real frontier. We salute you!

THE SITUATION

U.S. Outpost 31, Antarctica—1,000 miles from nowhere.
The first goddamn week of winter, 1982.

Stir-crazy Norwegians shooting first at a dog, then you. Their base—not unlike yours—left a ruin, littered with strange research notes and stranger carcasses. A 100,000-year-old alien vessel uncovered out in the ice.

Then some...thing...attacked your dogs and you put it down. But that was just the beginning. Power fluctuations, missing tools, shredded clothes, equipment destroyed—all that pales next to the preliminary conclusion of your scientists: at least one of you is probably already being impersonated by this lifeform.

You may not know who to trust, but you do know that out there, in the dark, **The Thing** is waiting for you to make a mistake.

But what if it's already in here with you?

IMITATION

As an ancient alien organism marooned on Earth, your duty is to endure. **Assimilation** of the humans at Outpost 31 is ideal, but you'll bring the base down around them or slip away as they flee, if you must.

Contaminate, betray, or deceive. You must survive.

Victory Conditions:
Achieve maximum **Contagion** level, **Destroy** Outpost 31, or **Stow Away** on the helicopter.

*(See **Imitation Victory** on page 17.)*

HUMAN

You must sweep Outpost 31, salvaging **Gear** and **battling** with **The Thing** as you proceed. Once you clear the base and rig it to blow you can board the helicopter and make the risky trip back to McMurdo.

Be wary: **The Thing** will stop at nothing to survive. This cannot happen.

Victory Conditions:
Escape Outpost 31 after clearing all three **Sectors** and ensuring that only humans are aboard the helicopter.

*(See **Human Victory** on page 17.)*

MEET THE CREW




MacREADY
Helicopter Pilot
Maintenance Department



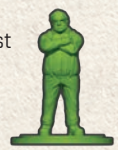

CHILDS
Mechanic
Maintenance Department




PALMER
Asst. Mechanic
Maintenance Department




CLARK
Dog Handler
Maintenance Department

BLAIR
Senior Biologist
Science Department




BENNINGS
Meteorologist
Science Department




NORRIS
Geophysicist
Science Department



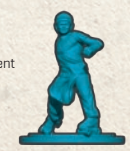

FUCHS
Asst. Biologist
Science Department



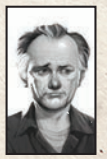

GARRY
Commander
Operations Department




WINDOWS
Radio Operator
Operations Department

NAULS
Cook
Operations Department




DR. COPPER
Doctor
Operations Department

CONTENTS



CHARACTER BOARDS - 12



MOVERS - 12 Human, 4 Things



SUPPLY CARDS - 100

CARD BREAKDOWN

KNIFE	12
PETRI DISH	12
FLASHLIGHT	12
FIRE EXTINGUISHER	12
AXE	10
COPPER WIRE	10
MOLOTOV	8
GUN	6
SABOTAGE	18



BLOOD SAMPLE CARDS - 16



GEAR - 8



DICE - 6



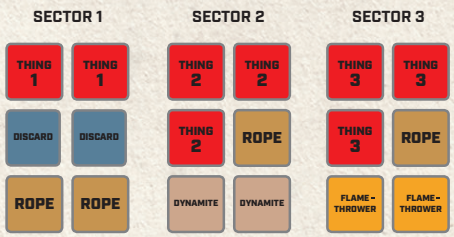
CAPTAIN INDICATOR



DOUBLE-SIDED SMOKE/FIRE - 10



MISSION LOG CARDS - 40



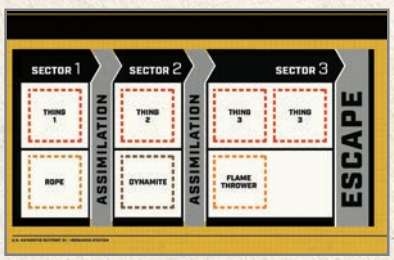
ROOM CHIP - 18



DOUBLE-SIDED POWER OUT/ ROOM DESTROYED - 10



TURN ORDER CARD - 4



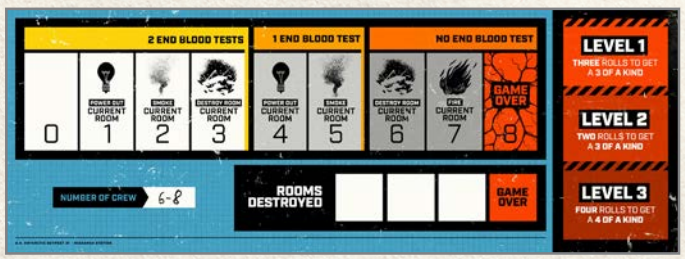
OBJECTIVE TRACKER



COMPUTER



ROOM DESTROYED COUNTERS - 4



DOUBLE-SIDED INFECTION TRACKER

SET UP

1. Each player rolls two dice. The highest rolling player *(ties roll off)* takes the **Captain indicator** *(as shown near MacReady)* and places it before them. They are now the **Captain** through Set Up and the first **Mission Log investigation**.

2. Lay the **Outpost 31 Map** out in a central location where all the players can see.

3. Place the **Objectives tracker** and **Infection tracker** *(correct player count face up)* next to the **Outpost 31 Map** where they are clearly visible. Place the **Computer** at **Contagion Level 0** on the **Infection tracker**.

4. Sort **Character boards** by **Department** *(three stacks of four each)*. Starting with the **Captain** and proceeding clockwise, players choose a **Character** from a **Department** stack with the most remaining **Characters**. This ensures roughly even distribution of **Departments** for the team.

When selecting, players should announce their choice, read their **Captain Powers** aloud, and collect their matching **Character** mover.

5. Place the players' **Character movers** in the **Rec Room** on the **Outpost 31 Map.**

6. Sort the **Mission Log** cards based on the number of players. For a *6/7/8* player game, use all the cards. For a *4/5* player game, remove all cards noted *6/7/8* only and return them to the box. Then shuffle the cards and place the **Mission Log** deck on the game board face down as shown.



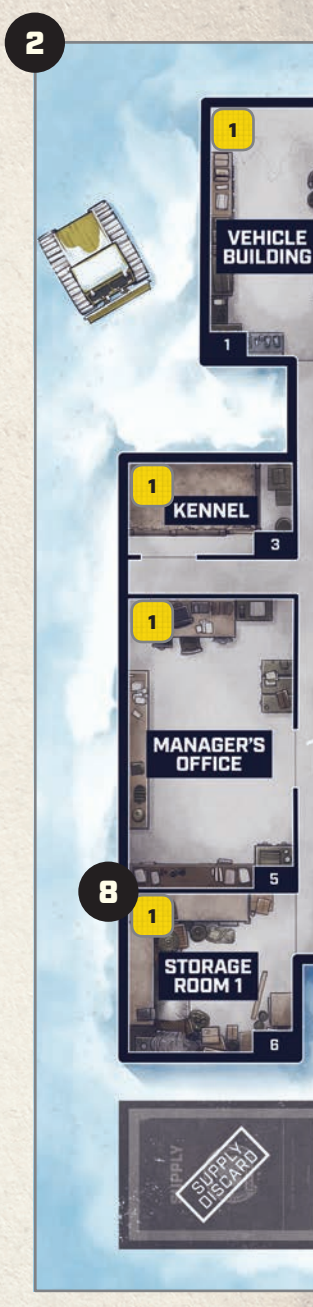
7. Place the cards for the **Dynamite**, **Flamethrower**, and **Rope** beside the **Outpost 31 Map** in clear view.

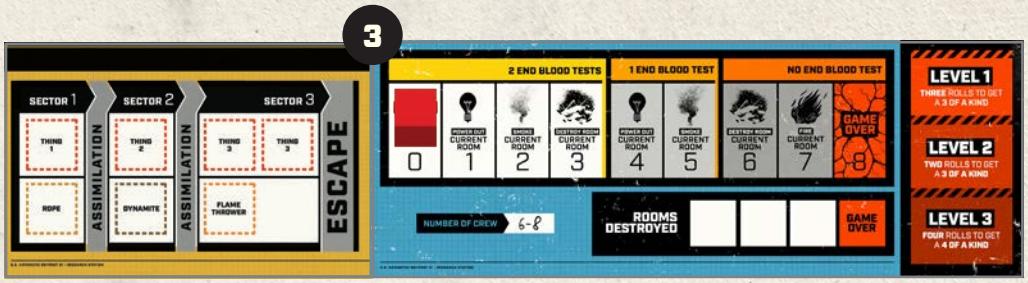
8. Place the six **Room Chip** for **Sector 1** face down and mix them up. Lay chips face down in each Sector 1 room. Do the same for **Sector 2** and **Sector 3**.

9. Shuffle the **Supply** cards together then place the **Supply** deck face down as shown.

10. Deal each player five *(5)* cards from the **Supply** deck. This is the player's **hand**. Each player's **hand** is secret, and may never be shown to other players. When not looking at their **hand**, players should keep the cards on their **Character board** as shown.






3
SECTOR 1
SECTOR 2
SECTOR 3
ASSIMILATION
ASSIMILATION
ESCAPE
THING 1
ROPE
THING 2
DYNAMITE
THING 3
THING 3
FLAME THROWER
2 END BLOOD TESTS
1 END BLOOD TEST
NO END BLOOD TEST
POWER OUT CURRENT ROOM
SMOKE CURRENT ROOM
DESTROY ROOM CURRENT ROOM
FIRE CURRENT ROOM
GAME OVER
0 1 2 3 4 5 6 7 8
NUMBER OF CREW 6-8
ROOMS DESTROYED
GAME OVER
LEVEL 1
THREE ROLLS TO GET A 3 OF A KIND
LEVEL 2
TWO ROLLS TO GET A 3 OF A KIND
LEVEL 3
FOUR ROLLS TO GET A 4 OF A KIND




THE THING
INFECTION AT OUTPOST 31
1 SHED 2
BLOOD SAMPLE
6
MISSION LOG
MISSION DISCARD
3 LAUNDRY ROOM 1
3 GREENHOUSE 2
1 COMMON OFFICE 4
2 SLEEPING QUARTERS 1
2 BATHROOM 4
2 GEOLOGY LAB 5
3 RADIO ROOM 3
2 KITCHEN 2
2 MESS HALL 3
2 INFIRMARY 6
3 SPECIMEN LAB 4
3 MAP ROOM 5
REC ROOM 5
3 STORAGE ROOM 2 6
9
SUPPLY
ESCAPE


ROOM DESTROYED
SMOKE


POWER OUT


7
FLAMETHROWER
TWO USES REMAINING
TORCH A PLAYER (2 USES)
BLOOD TEST (1 USE)
+3 ROLL (1 USE)


DYNAMITE
TWO USES REMAINING
+1 OR -1 TO A DICE PIP


ROPE
ONE USE REMAINING
SKIP THE CURRENT CAPTAIN, OR LEAVE A TEAMMATE BEHIND


SUPPLY
BENNINGS
CAPTAIN POWER:
SCIENCE


SUPPLY
CHILDS
CAPTAIN POWER:
MAINT.


SUPPLY
NAULS
CAPTAIN POWER:
OPS.

SUBJECT ZERO ASSIMILATION

The **Captain** creates a deck of **Blood Sample** cards as shown in **GAME START**. These are shuffled and dealt, face down, one to each player. Players look at their **Blood Sample** card immediately, but may never voluntarily show it to others.

The **Captain** then constructs another deck of **Blood Sample** cards as shown in **BLOOD SAMPLE DECK**. This deck is shuffled and set aside until needed for **Assimilation**.

IMITATION

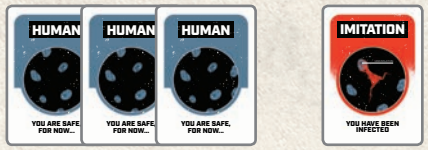
You've infiltrated U.S. Outpost 31 and **Assimilated** one of the facility's staff. Be it through contamination, treachery, or deception, ***you must survive.***

HUMAN

An **Imitation** hides among you! Sweep Outpost 31 clean then flee in the helicopter. No matter the sacrifice, stop ***The Thing***.

4 PLAYERS

GAME START



3 HUMANS 1 IMITATION

BLOOD SAMPLE DECK



7 HUMANS 1 IMITATION

5 PLAYERS

GAME START



4 HUMANS 1 IMITATION

BLOOD SAMPLE DECK



4 HUMANS 1 IMITATION

6 PLAYERS

GAME START



5 HUMANS 1 IMITATION

BLOOD SAMPLE DECK



5 HUMANS 1 IMITATION

7 PLAYERS

GAME START



6 HUMANS 1 IMITATION

BLOOD SAMPLE DECK



5 HUMANS 2 IMITATIONS

8 PLAYERS

GAME START



7 HUMANS 1 IMITATION

BLOOD SAMPLE DECK



6 HUMANS 2 IMITATIONS

PLAYING THE GAME

As the staff of U.S. Outpost 31 struggles to clear out the base and track down **The Thing**, they must follow up on log entries which offer clues to the location of valuable **Gear**, as well as where The Thing might be lurking. Terrified and unable to trust each other, the leadership of the group never lies with anyone for very long...



CAPTAIN...FOR NOW
The player in possession of the **Captain indicator** begins each **turn**. *He who has the gun makes the rules.*

1. REVEALING A MISSION LOG
The **Captain** draws a **Mission Log** card and places it face up in front of them. Resolve **Event** cards before drawing a new **Mission Log** card.

2. GATHERING A TEAM
With a **Mission Log** card revealed, the **Captain** selects a team to **investigate**. This team always includes the **Captain**. The number of players *(including the **Captain**)* required for each team is shown on the **Mission Log** card, as are any **departmental** requirements. The **Captain** must choose players matching these requirements when possible. *(See page 18 if you cannot meet a requirement.)*

While playing **The Thing: Infection at Outpost 31**, talking about the current situation is expected. Players share information *(which may or may not be true)* and the **Captain** solicits volunteers to handle specific tasks. Chatter makes the game—don't be shy, be sly.

In the end, this table talk is all you have to go on. The **Captain** has to make decisions during the **turn** based on what they believe, and players have to do their best to unravel who isn't quite human anymore...



MacReady is **Captain**. He picks Childs, Blair, and Garry for his 4-player team. Garry fulfills the Operations **departmental** requirement.

LEFT BEHIND
Anyone who stays behind in the **Rec Room** during an **investigation** will have an opportunity to discard a card and draw a new one at the end of the turn. ***(See 13. Return to Base** page 14)*

EVENTS: SMOKE/FIRE & POWER OUTAGES

In addition to Investigations, the **Mission Log** deck contains **Events** that can threaten the security of the staff of **U.S. Outpost 31** in the form of **Smoke** *(which can lead to **Fire** and potentially **Destroy** a Room)* and **Power Outages**. When revealed, roll to place the appropriate indicator *(**Smoke/Fire** token or **Power Out** card)* in a **Room** in the highest unlocked sector. Then **Captain** reveals another **Mission Log** card. Do not place duplicate cards or tokens—instead ignore **Power Outage** for Room with **Power Out**, flip **Smoke** token to **Fire** or replace **Fire** token with **Room Destroyed** card. In all cases, ignore results for **Destroyed Rooms**.









Both **Smoke/Fire** and **Power Out** prevent players from **Investigating** the associated Room without the use of specific **Supply** cards. Note: the card used to enter the Room is not counted as a card toward resolving the **Investigation**. Additionally, **Smoke/Fire** can result in a Room being **Destroyed** if not contained, and potentially cause Humans to lose the game if too many Rooms in the **Outpost** are **Destroyed** *(see **Smoke/Fire** escalation on page 14 and **Outpost Destruction** on page 16)*.

Smoke/Fire:
The threat of **Fire** is particularly dangerous in the close quarters of **Outpost 31**, as well as a barrier to entry for **Investigating** particular rooms. In order to Investigate a Room with **Smoke** or **Fire**, a member of the selected **Team** must first discard a **Fire Extinguisher Supply** card, effectively 'unlocking' the Room. Doing so will also clear the Room of **Smoke** or **Fire** *(removing the token)*, allowing the **Investigation** to continue as normal. The **Captain** may choose to ignore the **Smoke** or **Fire** and **Investigate** a different room, but in turn risk Room **Destruction**.



Additionally, if **Smoke** or **Fire** is present in two or more Rooms, or in a Room without a **Room chip** *(one that has already been **Investigated**)*, the **Captain** may send an individual player to clear the **Smoke** or **Fire** *(by discarding a Fire Extinguisher to remove the token)* in addition to assembling a **Team** for the **Mission Log Investigation**.



Power Outage:
Reliable power sources are hard to come by in **Outpost 31**. Sometimes, one or more Rooms may suffer **Power Outages**, making it impossible to **Investigate** these rooms under normal circumstances. In order to Investigate a Room with the **Power Out**, a member of the selected **Team** must first discard a **Flashlight Supply** card, effectively 'unlocking' the room. A **Team** would always need to use a **Flashlight** to enter the room for an **Investigation**.

ON AN INVESTIGATION

3. CHOOSE A ROOM

The **Captain** selects a room containing a **Room chip** within an unlocked Sector. The team's **Character movers** are placed within it. Rooms in **Sector 1** are available immediately. Filling out the **Objectives tracker** unlocks **Sector 2** then **Sector 3**. Note: Events may place restrictions on the ability to Investigate some Rooms. *(For rules on entering rooms which have a **Power Out** card, **Smoke** token, or **Fire** token in them, see **Fire Extinguisher** and **Flashlight** on page 9.)*

If multiple instances of **Smoke** or **Fire** exist, or a room without a **Room chip** is in danger, the **Captain** may choose a player to use a **Fire Extinguisher** and place their **Character mover** in that room. *(See **Resolving Smoke or Fire** on page 14.)* One player may be sent to a room, and no additional players may be sent to the same room as the team.

4. HAND IN A SUPPLY CARD

Each player **hands in** a **Supply** card face down, to the **Captain**, who places them in a **pool** separate from their own hand. The **Captain** should remind players what is required to pass the **Mission Log** directive, and players can talk about the card they **hand in**. No **Supply** cards may be revealed at this time.

HUMAN

WHAT TO HAND IN

Players will most often want to **hand in** any card*(s)* they promised to turn in. Red **Sabotage** cards can be played by **Imitations** to foul up an **investigation**, but their use carries the risk of discovery. *Only when out of options* will a human **hand in** a **Sabotage** card. Cards with a high **Dice Value** are useful as a **hand in** for some **Mission Log** directives, and all **battles**.

5. CAPTAIN SHUFFLES

Once all the players on the team have finished **handing in** a card, the **Captain** shuffles the **pool**. *(This can be done below the table, out of sight, making the small number of cards easier to mix up.)*

6. CAPTAIN LOOKS AT CARDS

After shuffling the **pool**, the **Captain** looks at the **Supply** cards. Any red **Sabotage** cards are revealed and resolved immediately.

7. SWAP OUT A SUPPLY CARD

The **Captain** may **swap** a **Supply** card out of the **pool**. During this **swap**, a single card is discarded. The **Captain** draws a new card, places it the **pool** without looking, and shuffles the **pool** again.

CAPTAIN POWERS

Each player has two special Captain Powers. They can help you greatly on an Investigation or battle, but be aware only one may be used per turn. While most powers happen during an investigation, a few activate before you choose a room *(Blair, Bennings)*, or after a turn *(MacReady, Palmer)*.

IMITATION



SABOTAGE!

Red **Sabotage** cards are serious setbacks. They must be revealed immediately when discovered, and their directives dealt with before the **investigation** (or **battle**) can proceed. If multiple instances of **Sabotage** are revealed, the **Captain** determines the order in which the team will deal with the cards.

HUMAN

DISCARD AND BURY

Supply deck discards are placed face down atop the discard pile. **Mission Log** deck discards are placed face up atop the discard pile. When directed to **bury** a card, place it at the bottom of the appropriate discard pile without revealing it.

When an **Imitation** is **Captain**, discarding useful cards during a **swap** can be a good way to influence the other players' perceptions. If someone commits to contributing an **Axe**, it's possible to discard that **Axe** then lay the blame at their feet when the **investigation** fails. Of course, that player will be positive that you're an **Imitation**...



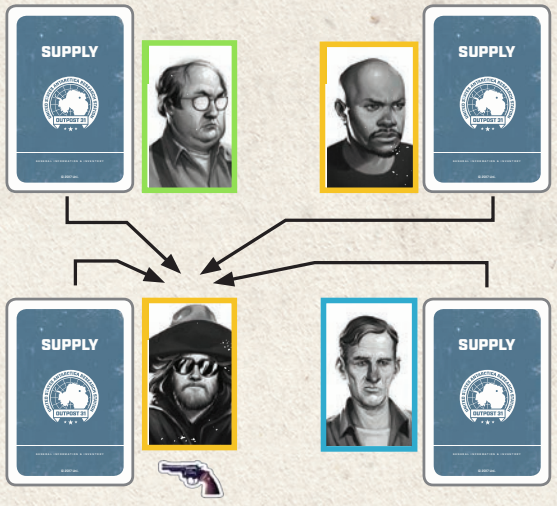
ON AN INVESTIGATION EXAMPLE

3. CHOOSE A ROOM



Character movers from MacReady's team are place in the Shed.

4. HAND IN SUPPLIES





All players *(including the **Captain**)* **hand in** a **Supply** card to the **pool**, face down.

5. CAPTAIN SHUFFLES



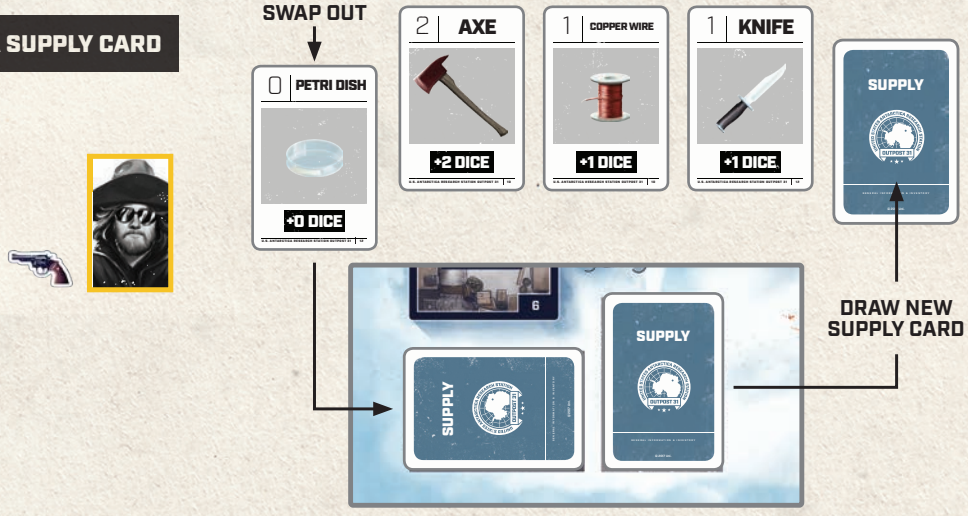
The **Captain** shuffles the cards in the **pool**.

6. CAPTAIN LOOKS AT CARDS



The Captain looks at the pool.
*(Any **Sabotage** cards in the **pool** must be revealed and dealt with or the **investigation** fails.)*

7. SWAP OUT A SUPPLY CARD



The **Captain** may choose to **swap** a card—discarding it and drawing a new one from the **Supply** deck.

ON AN INVESTIGATION (CONTINUED)

8. REVEAL SUPPLY CARDS

The **Captain** reveals as many cards from the **pool** as instructed by the **Mission Log** card directive. If less than the full **pool** is to be revealed, the **Captain** flips over one card at a time, stopping once the directive has been fulfilled or the requisite number of cards have been revealed.

If a **Sabotage** card is revealed, *(added after the Captain swapped a Supply card)* it must be resolved immediately or the **investigation** fails.

When directed to roll, the **Dice Value** of the **pool** is totaled. The **Captain** rolls those dice *(to a maximum of 6)* then compares the result to the requirement on the **Mission Log**.

9. PASS OR FAIL?

PASS

If the team is successful in completing the directive on the **Mission Log** card, they have passed the **investigation** and may move on to ***10. Reveal the Room Chip.***

FAIL

If they did not meet the requirements of the directive (or were derailed by a **Sabotage** card), the team has failed. Move on to ***12. Resolving Smoke or Fire*** *(see page 14)* and be sure to deal with ***14. Contagion.*** *(see page 16)*

Discard the **Mission Log** card.

10. REVEAL THE ROOM CHIP

After passing an **investigation**, the **Room chip** is revealed.

A. If **Gear** is revealed, the **Captain** takes the appropriate **Gear** card and places it before themselves with the maximum number of uses showing. If the **Gear** fulfills an open objective for the **Sector**, the **Room chip** is placed face up on its space on the **Objective tracker.**

B. If the **Room chip** is a **Discard** directive, each member of the team may discard one Supply card and draw a new one.

C. If **The Thing** is discovered, a **battle** begins. *(See page 14)*

If a **Flamethrower** is revealed which fulfills the final requirement for **Sector 3**, the turn ends immediately and the **Escape** begins. *(See **Escape** on page 17.)*

GEAR

Hidden under the **Room Chip**, **Gear** is required to fill the **Objective tracker** and progress through Outpost 31. Each piece of **Gear** is also useful during play and may be used whenever the player in possession of the **Gear** is in a position to make use of its effect.

ROPE



The most common piece of **Gear**, **Rope** is found throughout Outpost 31. Revealing **Rope** is required to unlock **Sector 2** Additionally each **Rope** may be used once, after which the player additionally discards the **Gear** card.

Rope may be used after the Mission Log card is revealed but before team is selected to tie up and skip the current Captain, making the next player in turn the current Captain. It can also be used, with the **Captain's** consent, to leave an otherwise required player *(by **department** or player count)* behind during an **investigation**. By not meeting a **departmental** requirement, the Captain may not swap cards. While tied up with a **Rope** a player may not leave the **Rec Room**, nor may they discard or draw any cards. At the beginning of the next **turn**, the tied up player is considered to have been freed.



DYNAMITE

Dynamite is found in **Sector 2** and is required to unlock **Sector 3**. Each **Dynamite** card has two uses. While on the team, a player may expend a use to change the pip value of a die by **+1** or **-1**. Only one use may be expended per die, but multiple uses of **Dynamite** may be expended by the team.

FLAMETHROWER



Flamethrowers are powerful pieces of **Gear** found only in **Sector 3**. A **Flamethrower** must be acquired to **Escape** Outpost 31. They have two uses and three distinct effects.

1. After the Mission Log card is revealed but before team is selected, expending one use of a **Flamethrower** to **Blood Test** a player forces them to secretly reveal their Blood Sample card to the user of the **Flamethrower** only. Note: this effect may only be used when a Flamethrower has Two uses remaning.

2. A single use of a **Flamethrower** may be expended by any member of the team to boost the roll for a **Mission Log** directive or **battle**, granting the Captain three additional rolls. This may be done after all the initial chances have been utilized, but only one **Flamethrower** may add chances to a single roll.

3. After the Mission Log card is revealed but before team is selected, a player may expend both uses to attempt to Torch a player. The player using the **Flamethrower** must accuse someone of being an **Imitation**, then lead the group in a brief discussion of their reasoning. When they call a vote, all players hold out their fist, thumb extended sideways. The player counts down, "3, 2, 1," and the voters each display a thumbs up *(**"yes"**, Torch the accused)* or thumbs down *(**"no"**, spare them)*. Note: only one player may be Torched in a 4-5 player game.

If a majority vote **"yes"**, the **Torched** player reveals their **Blood Sample** to everyone, and their **Character mover** is removed from the **Outpost 31 Map**. They are eliminated from the game. Otherwise, the vote fails *(majority **"no"** or a tie)* and the **Flamethrower** fully expended with no effect.

If a **Human** gets Torched, the game continues, but you must move the **Imitation Tracker** up 1. Roll a die to resolve the room the Fallout happens in. *(see page 15)*

ON AN INVESTIGATION EXAMPLE (CONTINUED)

8. REVEAL SUPPLY CARDS





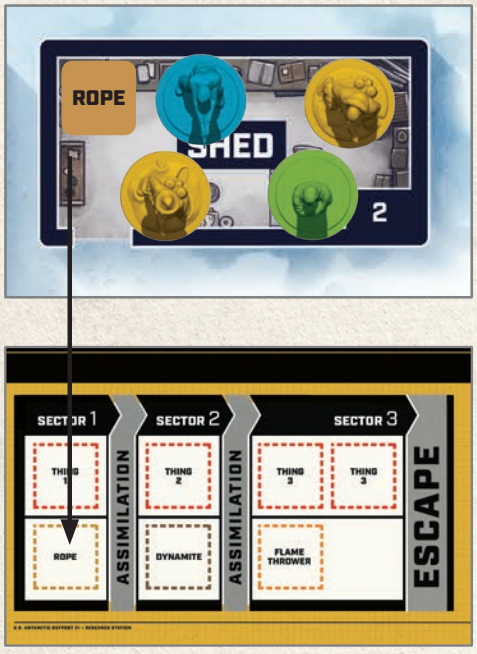
MacReady follows the **Mission Log** directive and reveals all cards in the **pool**. *(The **Petri Dish** was swapped and a **Knife** was drawn.)*

9. PASS OR FAIL

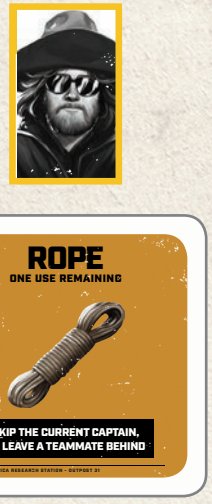


The team passed the Mission Log **investigation**!

10A



REVEAL THE ROOM CHIP



The **Room chip** in the Shed is flipped over, revealing a **Rope**. The **Room chip** is placed on the **Objectives tracker**, fulfilling the **Sector 1 gear** objective. MacReady takes a **Rope** card and places it in front of himself.

10B



A **Room chip** labeled **Discard** means team members may discard a **Supply** card and draw a new one.

10C



Flipping the **Room chip** reveals a **Level 1 Thing**. Time for **battle!** *(see page 14)*

BATTLE

11. RESOLVING BATTLE WITH THE THING

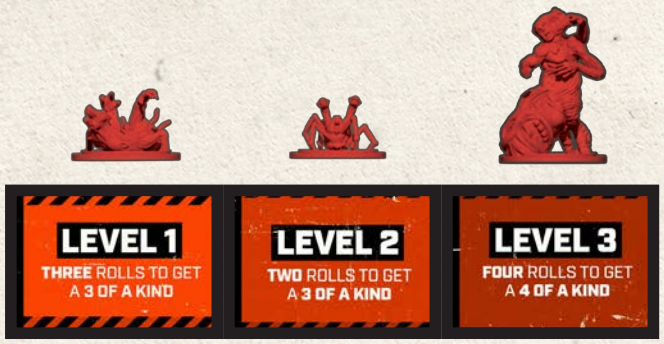
Some of the monsters may appear to be members of your team. This is not reason to mistrust those folks. The Thing is crafty. It can absorb DNA from many sources. Old clothes, food containers, and it can imitate any being it comes in contact with, even at the microscopic level.

A. When a Thing chip is revealed, place the appropriate Thing mover in the room (see below), and the Team on the Investigation must immediately contain the threat by battling it! To resolve a battle, all team members **hand in** a card to the **pool**, much like resolving a directive for an Investigation. However in this case, the Supply cards handed in need to have high Dice values, as the Captain will need to roll particular combinations of dice to successfully resolve a Battle. It's normal to discuss these contributions—but as before, never reveal any cards. High **Dice Value** cards are good but the **Captain** can only use 6 dice, so larger teams may easily reach the cap.

B. The **Captain** shuffles the **pool**, thoroughly mixing up the cards.

C. The **Captain** looks at the **pool**. **Sabotage** cards are revealed immediately and must be dealt with or the **battle** fails. The **Captain** may **swap** any one **pool** card, discarding it in exchange for another from the **Supply** deck.

D. The **pool** is revealed and the **Dice Value** of the cards is totaled. No more than 6 dice may be used for the roll. After the tally, the **pool** is discarded.



E. The **Captain** must roll 3 OF A KIND or 4 OF A KIND to defeat The Thing. *(The **Infection tracker** displays these requirements.)* The dice are rolled and the **Captain** chooses which *(if any)* they want to keep after each roll. Dice are not locked in, and the specific dice kept may be changed between rolls.

Defeat of **The Thing** allows an empty spot *(in the current **Sector**)* on the **Objective tracker** to be filled with the revealed **Thing mover**. If **The Thing** is not defeated in **battle**, all the **Room Chip** from the current **Sector** are mixed up and placed back in the rooms. *(Rooms already cleared or **destroyed** are left empty.)*

If defeating **The Thing** fulfills the final requirement for **Sector 3** by **Objective** tracker completely, the turn ends immediately and the **Escape** begins. *(See **Escape** on page 17.)*

END OF TURN

12. RESOLVING SMOKE OR FIRE

After resolving the **Investigation**, if an individual player was sent to a Room to deal with **Smoke** or **Fire**, they would now discard a **Fire Extinguisher** face up before returning to the **Rec Room**.





Then, any remaining **Smoke** and/or **Fire** tokens still in Rooms are resolved. First, **Fire** tokens are removed and replaced with **Room Destroyed** cards *(and the **Destruction** tracker is advanced)*. Then, **Smoke** tokens are flipped over to indicate they have set the Room on **Fire**.

13. RETURN TO BASE

After resolving the Investigation and any Smoke and Fire tokens, all **Character movers** are returned to the **Rec Room**. All players who left the **Rec Room** during the **turn** must draw as many **Supply** cards as needed to return their **hand** to five cards. Players who remained in the Rec Room now may discard one card and draw a new one. Players who were bound with a **Rope** during the turn may not exchange a card.



MacReady draws twice to replace the cards used during the **investigation** and **battle**.

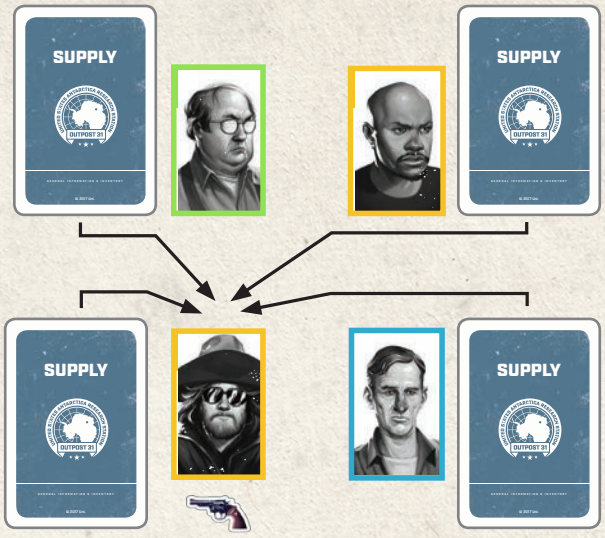
LIES AND STATISTICS

As players may make any statements or ask any questions they wish, some of what is discussed and revealed will be outright lies. Not only **Imitations** lie—humans may attempt to mislead the **Captain** in order to flush out or counteract Imitations. A **Captain** must always weigh what players are saying with past performance, the current situation, the **Mission Log** directive, and the looming threat of **battle** with **The Thing.**

Captain Powers and Gear may greatly affect a battle's outcome, for better—or for worse.

BATTLE EXAMPLE

11A



THING 1

A Level 1 Thing requires
3 OF A KIND in three rolls to defeat.

The team is facing a **Level 1 Thing** and needs cards with a high **Dice Value** for **battle**. They each **hand in** a card to the **pool**, face down.

11B



The **Captain** shuffles the **pool.**

11C



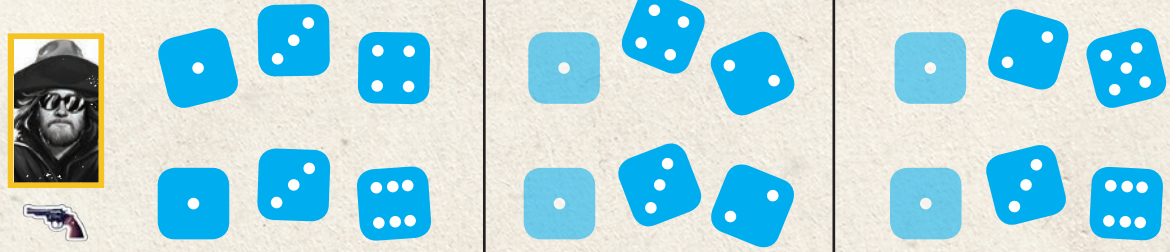
The **Captain** looks at the **pool** and may choose to swap a card. *(See pages 10/11)* MacReady decides to keep the **pool**.

11D



The **Captain** reveals the **pool**. Dice equal to the **Dice Value** *(up to 6)* of the **pool** are used for **battle**.

11E



Roll 1 | Roll 2 | Roll 3

MacReady rolled and kept the pair of 1s, but didn't roll another on the second or third throw. With no 3 OF A KIND, **The Thing** flees and **Contagion** spreads!

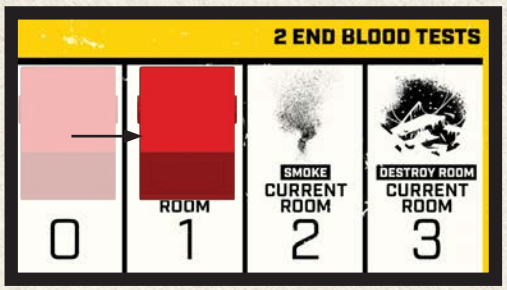
DEALING WITH THE CONSEQUENCES

14. CONTAGION

When the team fails the **Investigation** or is unable to defeat **The Thing** in **battle**, **Contagion** spreads across Outpost 31. The **Computer** is moved up the **Infection tracker**. If the **Infection tracker** reaches the end *(**Contagion Level 7** in a 4-5 player game or **8** in a 6-8 player game)*, the game is over, and the **Imitations** have won. In any other case, **Fallout** from the spread of **Contagion** must be resolved.

15. FALLOUT

Each time the **Computer** is moved up, follow the directive on the **Infection tracker** for the new **Contagion Level. Fallout** occurs in the room the team visited during the turn. Place a **Power Out** card, **Smoke** token, a **Room Destroyed** card, or a **Fire** token in the room as directed. *(See **Fire Extinguisher** and **Flashlight** on page 9, **Resolving Smoke and Fire** on page 14, and **Outpost Destruction** below.)*



Once back in the **Rec Room** after losing the **battle**, the **Computer** is moved up to **Level 1 Contagion** on the **Infection tracker**. The players face the **Fallout** by placing a **Power Out** card on the room the team just left: the Shed.

16. OUTPOST DESTRUCTION

Outpost 31 takes damage as **The Thing** and the humans face off. When **Fire** is left unchecked or **Fallout** results in structural collapse, a **Room Destroyed** card is placed in the appropriate room. A **Room Destroyed counter** is placed on the first open slot on the **Destruction tracker.**

The **Destruction tracker** is filled after four rooms have been **Destroyed.** If this occurs, the game is over and the **Imitations** have won. *(See **Imitation Victory** on page 17.)*

If you lose two of the same **Room Chip** type in one **sector**, it will be impossible to fill the **Objective tracker**. At this point the **Imitations** have won the game. *(To see a breakdown of the **Room Chip** by **Sector** on page 5.) Note:* If a **Thing** is in a **destroyed** room it does not count towards the **Objective tracker**.



A **Fire** in Supply Room 1 wasn't put out. A **Room Destroyed** card has been placed in the room and a counter added to the **Destruction tracker.**

ASSIMILATION

17. ASSIMILATION

When a **Sector** on the **Objective tracker** is filled with the requisite **Room Chips** , the next **Sector** is unlocked for **Investigation**. Unfortunately, this also opens the Outpost 31 staff up to contamination by **The Thing**. When first unlocking **Sector 2** and **Sector 3**, the group risks **Assimilation**.

The **Captain** deals one card from the **Blood Sample** deck to each player. Players pick up both of their **Blood Sample** cards, mix them up, then return one, face down. The following rules apply:

A. A **Human** that is dealt another **Human Blood Sample** card has not been **Assimilated**... yet. They simply return one of the **Human** cards, keeping the other, and are still part of the **Human** Team.

B. An **Imitation** that is dealt another **Imitation** or a **Human Blood Sample** card, they remain Assimilated. They simply return one, always keeping one **Imitation** card, and are still part of the Imitation Team.

C. A **Human** that is dealt an **Imitation Blood Sample** card is now **Assimilated**! They MUST return the **Human** card, keeping the **Imitation**, and are now part of the **Imitation** Team!

Once all cards have been returned, the **Captain** shuffles them into a new **Blood Sample** deck and places the deck back on its spot on the **Outpost 31 Map**.



During **Subject Zero Assimilation**, Childs received a **Human Blood Sample** card.



During **Assimilation**, Childs is dealt a red **Imitation** card. He mixes the cards up then returns the blue **Human** card.



Childs is an **Imitation** for the rest of the game. He must secure victory over his former allies.

SAME SHIT, NEXT TURN

Once any **Consequences** have been dealt with, it's time to get ready for whatever trouble is waiting in the wings.

A. All players should ensure that they have a five *(5)* card **hand.**

B. Anyone bound by **Rope** is considered to be free.

C. Players should review the situation on the **Outpost 31 Map** and the trackers.

D. The **Captain** passes the **Captain indicator** to their left.

This **turn** is over and the next one begins. *(See **Captain...For Now** on page 9)*



MOLOTOV

In the **Rec Room**, before a **Mission** starts, any **player** may discard a **Molotov** face up. This will allow everyone to **discard** a card and draw a new one. The person who **discarded** the **Molotov** may **discard** an additional card. Only one **Molotov** may be discarded per round.

ESCAPE

CAPTAIN, YEA OR NAY?

As soon as the final **Sector 3 Room chip** requirement is added to the **Objective Tracker**, game play immediately proceeds to the final **Escape** phase! At this point, the **Human** players will attempt to select the **Team** to escape on the **Helicopter** while leaving **Imitations** behind, while **Imitations** will try to sneak at least one **Imitation** player on the escape team to spread the contagion!

> Once the **Escape** is underway there's no more time to use **Gear.** Saving a **Flamethrower** "just in case" you need the extra rolls to **battle** with **The Thing** means no chance for a **Blood Test** as you flee Outpost 31.

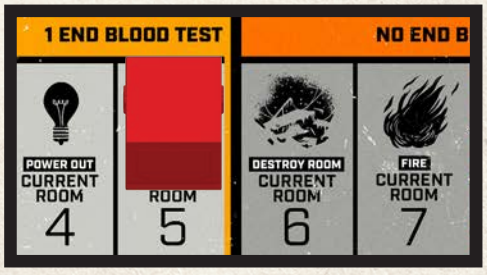
The **Captain** of the team that successfully filled the **Objective tracker** nominates another player to be the **Final Captain**. This player will be responsible for seeing the **Escape** through to the end, but they must meet the approval of a majority of the rest of the players first. Once the players have had a chance to offer their thoughts, the current **Captain** calls for a vote. All players *(aside from any **torched** players)* hold out their fist, thumb extended sideways. The **Captain** counts down, "3, 2, 1," and the voters each display a thumbs up ***("yes")*** or thumbs down ***("no")*** with the majority carrying the vote.

With a **"yes"** majority the **Captain indicator** is passed to the nominee, now **Final Captain**, who proceeds with planning the rest of the **Escape**. If a **"no"** or tie happens, the player to the current **Captain's** left becomes current **Captain**, and must nominate a player who has not previously been nominated.

For every two nominees rejected, the **Contagion Level** rises by one. *(See page 16.)* If the **Infection tracker** fills as a result, the **Imitations win.**

BLOOD TESTS

Once the **Final Captain** has been selected, they may have access to **End Blood Tests**. Check the current **Contagion Level** on the **Infection tracker** to determine how many *(if any)* of these **Blood Tests** are available. After discussion with the other players, the **Final Captain** may select players totaling this number to reveal their **Blood Sample** cards to all players.



The **Infection tracker** shows that at **Contagion Level 5** the **Final Captain** has a single **End Blood Test** at their disposal.

GET TO THE CHOPPER

LAST FLIGHT OUT OF OUTPOST 31

The Final Captain is automatically considered to be aboard the helicopter, but must choose the rest of the members of the Escape carefully.

Imitations who have been revealed through an **End Blood Test** may not be selected to board, but all other players are eligible to **Escape**. The **Final Captain** must select at least as many players as the **Escape Target** shown in the chart below For each human Torched, this number may be reduced by one.

4 PLAYERS	2-3 PLAYERS (NO HUMANS LEFT BEHIND)
5 PLAYERS	3 PLAYERS
6 PLAYERS	4 PLAYERS
7 PLAYERS	4 PLAYERS
8 PLAYERS	5 PLAYERS

GET TO THE CHOPPER

Once the **Final Captain** has selected players to board the helicopter, each of their **Character movers** should be placed outside Outpost 31 at the helicopter.

THE MOMENT OF TRUTH

One at a time, starting with the **Final Captain**, each player on the helicopter reveals their **Blood Sample** card.

IMITATION VICTORY

If you have managed to...

...Infect the humans by raising the **Contagion Level** to maximum...
or
...Destroy Outpost 31 by filling the **Destruction tracker**...
or
...Stow Away an **Imitation** on the helicopter during the **Escape**...

THE THING IS VICTORIOUS. THE EARTH WILL FALL.

HUMAN VICTORY

If you have ensured that your...

...Escape on the helicopter is free of any **Imitations**...

THE HUMANS ARE VICTORIOUS. MANKIND SURVIVES, THIS TIME...

EDGE CASES

Q. What happens if nobody is willing to reveal a Fire Extinguisher or Flashlight in order to enter a room and there are no other rooms unlocked?

A. Using a Molotov allows all players to exchange a card before Choosing a Room. A Captain may voluntarily pass their turn and remain in the Rec Room to allow everyone to exchange a card, but you may skip resolving Smoke and Fire (*see Resolving Smoke and Fire on page 14*) only once each game.

Q. If I am an Imitation, can I throw away my rolls while Captain?

A. No. The Captain represents the efforts of the whole team. You must also take any extra rolls afforded you by a team member using a Flamethrower, and can't refuse to let a team member use Dynamite to modify a pip. You do not have to use any of your own Gear or Captain Powers to increase the chances of success.

Q. What do I do if the pool got messed up?

A. Bury the entire pool. *(If the pool got mixed up with your own hand, bury it then redraw the correct number of cards.)* Have every player who put cards into the pool draw replacements. Reform the pool with cards from the correct players then continue play.

Q. If a Room Destroyed card reveals a Room chip with The Thing on it, can it be added to the Objective tracker as if we defeated it?

A. No. The Thing is simply dormant and will be able to survive unless you sweep Outpost 31. You must defeat The Thing in battle to fill out the Objective tracker.

Q. What happens if too many of the Room Chips needed for the Objective tracker are out of the game?

A. Humanity loses the game if there's no possibility to fill the Objective tracker. This only happens when there's a lot of Room Destroyed cards and bad luck. To prevent this in future games, be proactive in dealing with Smoke and Fire.

Q. What happens if multiple Sabotage cards are revealed and we can't deal with any of them?

A. You face Contagion only once a turn. Even if two cards with the "Investigation automatically fails" directive are revealed, you only move one Contagion Level on the Infection tracker.

Q. What happens if we leave a human behind in a 4 player game?

A. In this specific game size, the Imitations would win. Since it is not known how many Imitations could be in the game, you have to have the correct information when Escaping.

Q. What happens if I can't fulfil a departmental requirement on a Mission Log because of a torched player, or a player tied up.

A. You still must do the misson with as many players as you can. The Captain will not have the ability to swap cards. You cannot choose to not fulfill a departmental requirement, if able.

Q. What happens if all Imitations have been torched?

A. It is possible in 4, 5, and 6 player games for the humans to win by torching all Imitations. In these size games, after you torch a player you may check the blood sample deck. If there is still an Imitation card left, the game is over and the humans win. If there are no Imitation cards in the deck, continue on as normal. If at any point in these size games a second Imitation is torched, the game is over and the humans win.

GLOSSARY

Assimilation (p16) — Once during Set Up and twice as the game progresses, The Thing attempts to Assimilate humans. When a player receives a red Imitation Blood Sample card, they become a thrall of The Thing for the remainder of the game.

Battle (p14) — When The Thing is encountered, a battle ensues. High Dice Value cards in the pool help the Captain roll to defeat it.

Blood Sample card (p8) — A player's Blood Sample card indicates whether they are pursuing human or Imitation victory conditions. It is secret.

Blood Test (p12,17) — Blood Tests may be applied via a Flamethrower or End Blood Tests earned for having a low Contagion Level when the Escape begins. A Blood Test forces a player to reveal their Blood Sample card to one or all players.

Bury (p10) — Cards being buried are placed on the bottom of their respective discard pile.

Captain (p9) — The Captain makes decisions and takes actions on a turn. They are the "leader" for the moment.

Captain indicator (p9) — This chip piece is the gun that makes the rules. Whoever possesses this is the current Captain.

Captain Powers (p6) — Each Character has a set of two abilities, one of which may be used each turn. Captain Powers can be very effective.

Character board (p5) — A play mat with information on a Character including their name, department, and Captain Powers.

Consequences (p16) — The various ways in which life goes badly for the staff of Outpost 31.

Contagion (p16) — The result of a failed investigation or battle, the Contagion Level on the Infection tracker affects Fallout and can result in victory for The Thing.

Computer (p5) — The playing piece used to mark the Contagion Level on the Infection tracker.

Department (p9) — A Character's work division. Certain Mission Logs require specific departments to be selected for the team when possible.

Destroy (p16) — A victory condition for Imitations. The Thing wins if the Destruction tracker is filled and Outpost 31 is destroyed.

Dice Value (p14) — Every Supply card has a Dice Value from +0 to +3 which is used in Mission Log directives and battle.

Discard (p13) — A Room chip, this allows each member of the team to discard a Supply card from their hand and draw a new one.

Dynamite (p12) — A piece of Gear needed to unlock Sector 3, it can be used to modify a die pip by +1 or -1.

Escape (p17) — The victory condition for humans. The helicopter must be free of Imitations for it to succeed.

Event (p9) — A special type of Mission Log card which negatively impacts conditions on the Outpost 31 Map.

Fallout (p16) — The result of Contagion, Fallout is indicated on the Infection tracker. It negatively effects the humans.

GLOSSARY

Final Captain (p17) — The player elected to be responsible for choosing how to use End Blood Tests and selecting the passengers on the helicopter Escape.

Fire (p9,14) — A hazard produced by Fallout and neglecting Smoke. It can lead to the destruction of rooms and must be fought with a Fire Extinguisher.

Fire Extinguisher (p9) — A Supply card required to enter any room containing Smoke or Fire. It removes either when revealed.

Flamethrower (p12) — The final piece of Gear to be scavenged in Outpost 31, it must be found to Escape. It is versatile, with three separate functions.

Flashlight (p9) — A Supply card which must be revealed and discarded to enter a room with a Power Out card in it. Does not remove the Power Out card.

Gear (p12) — Special equipment found in rooms throughout Outpost 31. Each piece is required to advance through the game.

Hand in (p10) — Cards given to the Captain during an investigation or battle, they combine to make the pool.

Hand (p6) — Personal cards belonging to each player. Each turn players start out with a full hand of five cards.

Human (p8) — One of two opposing sides in the game. All players but one begin play as a human. Humans have a single victory condition: Escape.

Infect (p16) — A victory condition for Imitations. If the Contagion Level is raised high enough to fill the Infection tracker, The Thing wins.

Infection tracker (p5,16) — The main tracker in the game. Related to the Infect victory condition for Imitations, and directly linked to Fallout which impacts the humans.

Investigation (p10) — The process of entering a room and attempting to complete a Mission Log directive. Successful investigations uncover Room Chip while failures result in Contagion.

Imitation (p8) — One of two opposing sides in the game. A single player begins as an Imitation. Has three victory conditions: Destroy, Infect, and Stow Away.

Mission Log (p9) — Each turn revolves around the investigation of a Mission Log. Each card has a directive. Success rewards the team, while failure results in Contagion.

Molotov (p16) — A special Supply card which allows players in the Rec Room to exchange a pair of cards for new ones a card from their hand for a new one from the deck.

Objectives tracker (p5,10) — The method by which Sectors are unlocked and progress towards Escape is made. Must be filled with three pieces of Gear and four Things.

Outpost 31 Map (p6) — The gameboard, divided into three Sectors with six rooms each.

Pool (p10) — The Supply cards collected from the hand in during an investigation or battle.

GLOSSARY

Power Outage (p9) — A permanent condition which requires teams entering the room with a Power Outage reveal and discard a Flashlight.

Rec Room (p6,16) — The main rally point for the Outpost 31 staff. Players begin and end each turn in the Rec Room.

Roll (p14) — A resolution system used by some Mission Log directives and all battles. The number of dice available for roll is determined by collecting Supply cards with Dice Value. Up to 6 dice may be used. Each roll allows dice to be freely kept or re-rolled.

Room Destroyed (p16) — A card which makes a room impassable and removes any Room chip within it from play. When a Room Destroyed card enters play, a Room Destroyed counter is added to the Destruction tracker—related to the Destroy victory condition.

Room chip (p5,12) — A set of game pieces which hide the Gear and Things needed to fill the Objective tracker and progress through Outpost 31.

Rope (p12) — A piece of Gear required to unlock Sector 2, it can be used to force the Captain to pass the Captain indicator, or leave a player behind in the Rec Room for a turn.

Sabotage (p10) — A special type of card found in the Supply deck which can be used to make an investigation or battle fail.

Sector (p10,16) — Three distinct areas on the Outpost 31 Map. Sectors contain six rooms each and must be unlocked in order to Escape.

Smoke (p9,14) — Produced by Event cards and Fallout, Smoke becomes Fire after one full turn in play. Blocks entry into rooms without a Fire Extinguisher, which must be revealed and discarded to remove the Smoke.

Stow Away (p17) — One of the victory conditions for Imitations, it is triggered by being aboard the helicopter during the Escape.

Supply (p5) — Cards which make up each player's hand, Supply cards are used to complete Mission Log directives, deal with conditions, and hinder chances of success.

Swap (p10) — Once each investigation and battle, the Captain may exchange a single Supply card from the pool for one from the deck.

Team (p9) — The team is the group of players selected by the Captain to undertake the investigation of a Mission Log.

The Thing (p14) — The Thing is the overarching enemy in the game. Imitations, which are players and hide amongst the humans, are part of The Thing. Openly hostile Things also lurk under Room Chip throughout Outpost 31 and must be defeated to progress.

Turn (p9,16) — The standard cycle of play. Turns progress as the game goes on, and leadership of the group shifts with each new turn.



Nobody trusts anybody now, and we're all very tired...