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Game: **THE THING: THE BOARDGAME**

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THE THING
THE BOARDGAME

4-8 PLAYERS
SETUP

With 6-8 players, cover the weather table printed on the board with the **weather table card**, with the side corresponding to the number of players faceup.

Fill the *Pantry* spaces with 16 food tokens.

Place the *Kennel* **location card** on the *Kennel* location, then shuffle the rest of the location cards to form a facedown deck. Reveal the first card and place the **leader token** in the indicated location, then shuffle the card back into the deck.

Place 1 **damage counter** on the *Snow Cat/Shed*, and a number of damage counters on the *Base Helicopter* equal to the number of player minus 2.

Place a number of **damage counters** in the *Radio Room* equal to the number of players, covering the appropriate spaces.

Place the rest of the damage counters in the *Operations Room*.

Create the **weapon deck** using the following cards, then shuffle it and place it facedown in the *Armory*:

4-5 players: 3 *Dynamite/Molotov,* 1 *Firearm,* 1 *Flamethrower,* and 3 *Melee Weapons.*

6-7 players: 3 *Dynamite/Molotov,* 2 *Firearms,* 1 *Flamethrower,* and 4 *Melee Weapons.*

8 players: 4 *Dynamite/Molotov,* 2 *Firearms,* 2 *Flamethrower,* and 4 *Melee Weapons.*

Create the **item deck** using the following cards, then shuffle it and place it facedown in the *Warehouse*:

4-5 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.*

Fill the *Generator Room* and *Boiler Room* tracks with **fuel tokens** (4 each), on the spaces marked ⬤. Place 1 fuel token on the *rescue helicopter track* in the *full tank* space (furthest to the left).

Place a number of **fuel tokens** in the *Underground Warehouse* (next to the *Boiler Room)* according to the number of players:

Up to 5 players: 10 tokens.
6 players: 14 tokens.
7-8 players: 18 tokens.

Place a number of **fuel tokens** in the *External Reserve* (the yellow area between the *Base Helicopter* and the *Shed/Snow Cat*) equal to the number of player minus 1.

Put 2 **blood bag tokens** and 3 **failure lab tokens** in the pink **laboratory bag** for each player.

Shuffle the deck of **action cards** and place it facedown near the board.

Each player takes the components of their chosen color (1 **suspicion disk**, 3 **contagion tokens**, and 2 **role cards**), and 2 action cards randomly drawn from the action deck. Place your suspicion disk on the yellow space of the **suspicion track**.

Each player chooses (or distribute randomly) 1 **character sheet**. Put your **standee/miniature** in the plastic base of your color. Place all characters in the *Leisure Room.*

Take 1 **alien infection token** and as many **dog infection tokens** as there are players minus 1, mix them up, and give 1 to each player randomly. The player who gets the alien token is the alien player at the start of the game.

Do not reveal whether you are human or alien!

Each player takes the **role card** that matches their role (human or alien) and tucks it facedown under their character sheet.

Finally, put all 7 dog infection tokens and 2 alien infection tokens into the green **contagion bag**.

Place the **rescue helicopter** on the helicopter icon on the **SOS track**.

Place the **power failure token**, the **freezing tile**, the **freezing marker**, the **alien strength tokens**, the **alien standees/miniatures**, the **dog miniatures**, the **flamethrower reload tokens**, the **fire tokens**, and the **weather die** next to the board in the **reserve**.

The alien standees/miniatures represent a value of 1, 2, 3, or 4 strength and are considered **alien strength tokens**. They may be exchanged at any time for tokens of equal total value.

The player who most recently watched *The Thing* is the first player and takes the **leader sheet** with +1 on it.

GAME PHASES
1. WEATHER CONDITIONS

The leader rolls the **weather die** and places it result side up on the matching symbol on the weather table.

If the die is in the *Weather Station,* the leader may keep the result they just rolled, or use the result that was showing before they rolled.

2. BASE MAINTENANCE AND RESCUE HELICOPTER ADVANCEMENT

According to the results on the weather table, the base must consume fuel tokens in the *Generator Room* and the *Boiler Room*.

If there not enough to satisfy requirements, discard all the fuel tokens in the location, then that location receives damage counters equal to the difference (up to the maximum number possible on its track).

Boiler Room: If there are 3 damage counters here during this check, place the **freezing tile** on the location, with the **freezing marker** at the start of the track. From now on, the freezing marker is updated according to the row of the weather table that depicts the broken boiler ❌ (instead of consuming fuel tokens according to the row with the working boiler icon).

If the marker reaches the end of this track, the humans freeze and the alien wins the game.

Generator Room: If there are 2 damage counters here during this check, place the **power fail token** in the location. **Darkness** rules are now applied during the *Draw Character Cards & Take Character Actions* phase.

When the generator is broken, it does not consume fuel tokens. The power fail token can be removed as soon as a player removes at least 1 damage counter from this room.

Rescue Helicopter: If the SOS has been sent from the *Radio Room,* move the fuel token on the helicopter track down 1 space, and advance the rescue helicopter on the rescue track according to the weather conditions on the weather table.

If the rescue helicopter has already arrived (reached the last space of the track), just move the fuel token 1 space.

If the fuel token was already on the last space, the helicopter departs, abandoning all players in the base.

3. ALIEN ACTIONS

This phase takes place only if the alien player has voluntarily revealed themselves or has been exposed by a test.

The alien player chooses 1 or more cards from the location deck and places them facedown in front of them. For each card played, they must decide how many **alien strength tokens** (and/or standees/miniatures) to place on it (a minimum of 1 each).

The total point value of these tokens on a location card determines the alien's strength in that location. The cards are only revealed after all players have placed their characters and handed their action cards to the leader in phase 4.

4. DRAW CHARACTER CARDS AND TAKE CHARACTER ACTIONS

Starting with the leader, each character draws **action cards** to bring them to their maximum hand limit (normally 3 cards). If a card must be drawn and there are none left, shuffle the discards to form a new deck. If you already hold the maximum number of cards, do not draw any new ones.

Then **the leader draws 1 additional action card** and places it facedown on the leader sheet without looking at it.

There are 3 types of action cards: **USE** (activates the function of the location); **REPAIR** (removes a damage counter), and **SABOTAGE** (places a damage counter in the location, if not fully damaged, or performs the damage action at that location).

1. CHARACTER MOVEMENT & ACTION PLANNING

Starting with the player to the left of the leader, each player *must* carry out one of these options:

Place your character in a location and hand over an action card: Place your character in the desired location, choose 1 action card from your hand, and place it facedown on the leader sheet. These cards form the **leader stack. If your suspicion disk is in the red, you must reveal any action cards you play.** Players cannot tell anyone which cards are in their hand or which they are playing.

A maximum of 3 characters may be in each green location. If the leader token is in the chosen location, pick it up and place it in front of you for the next round.

Special action: If you do not have the right cards to perform an action but do not want to lose a turn to change cards, you may move your character to the desired location and discard all your action cards. Then draw 1 card from the action card deck, look at it, and place it facedown on the leader stack.

Darkness: The players do not get to choose which action card they place in front of the leader. Instead, the player to the left draws 1 card randomly from your hand and places it in front of the leader without looking at it.

Change cards: If you're not happy with the cards in your hand, you may lay your character down in the *Dormitory* (you will perform no more actions for the rest of the round), discard your entire hand of action cards, and *choose* an equal number of cards from the action card deck. Then, shuffle the action card deck together with its discard pile to create a new deck.

ENCOUNTERS
After all players have taken their turn, an **encounter** occurs in any location where there are multiple (more than 1 character, or 1 character and any dogs and/or exposed aliens).

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. If there are other characters or dogs in that location, an **encounter** is resolved.

2. Once all situations with exposed aliens have been resolved, a character with a weapon *(Firearm, Flamethrower, or Melee Weapon)* may choose to use it to avoid an encounter involving themselves (if there is more than 1 other being there, an **encounter** still occurs without that character).

Players then resolve all remaining encounters, one location at a time, in an order chosen by the leader.

CONTAGION CHECK
When an encounter occurs between 2 or more characters or between 1 character and a dog, each player involved secretly looks at 1 of the 2 **contagion tokens** of one other character in the encounter (or 1 infection token from the contagion bag when encountering a dog), then returns it to its owner (or the bag) and advances their own suspicion disk 1 space on the suspicion track.

If there are more than 2 players in an encounter, each of them must simultaneously take 1 contagion token from only one other player of their choice.

They *must* then pick up *all* their role cards (whether infected or not), mix them, secretly look at them, and place the card matching their new role under their character sheet.

2. EXECUTE CHARACTER ACTIONS

All encounters must be resolved before the cards in the active stack are assigned by the leader.

The leader shuffles the cards in the action stack. Then they *must* turn over and play at least 1 action card from the stack.

They must assign the effect of that card to any 1 character still standing in any location where the action on the card can be taken.

After the action has been performed, lay the chosen character down; they cannot be assigned any more cards this round.

If a character is assigned a **USE** or **REPAIR** action in a location with a **cooperation bonus** ⟳, and there is more than 1 standing character in that location, they repeat the action as many times as there are standing characters there. Then, lay down only the one character to whom the action was assigned, to show the action has been performed.

If there are no available characters that can perform the action, that action is lost, but a character in the base must still be chosen by the leader to lie down.

After each action card is completed, the leader *may* choose to reveal another card, or stop and discard the rest of them facedown in the discard pile without looking at them.

The leader always has the last word on which character will be assigned and whether to stop revealing cards.

5. LEISURE ROOM AND ACCUSATIONS

All players (except for exposed aliens) return their characters to the *Leisure Room.*

Players may exchange weapon and/or item cards (and lab tokens, without revealing them) with each other, and may accuse another player of being an alien.

After discussion and the exchange of accusations, the leader counts to 3, then each player points their finger at another player they suspect of being an alien. Players who don't wish to vote should cross their arms.

Players whose suspicion disks are in the green area cannot be voted against.

Starting with the leader, move each player's suspicion disk forward 1 space on the suspicion track for *each* player who voted for them.

An infected player may choose to voluntarily reveal themselves at this time. From now on, they play as an **exposed alien**.

6. TESTS

Each player with a **blood bag token** and/or a *Wire* and a *Flamethrower* is eligible to perform up to **1 test per type** (even on different characters). You can also perform a test on yourself to reveal your role to other characters. The entire group may perform 1 **TEST A** and 1 **TEST B** per round. The leader decides which of the eligible players perform tests.

TEST A: A player with a **blood bag token** may perform a single **TEST A** on the character with the highest level of suspicion on the suspicion track (on a tie, the owner of the blood bag token chooses whom to test). Show and discard the blood bag token and indicate the character you are testing.

TEST B: A player who owns both a *Wire* and a *Flamethrower* may perform a single **TEST B** on any character, by discarding 1 reload token and indicate the character you are testing.

In both cases, the chosen character must show everyone their current role card. If they are **human**, move their suspicion disc to the green area of the track. If they are **alien**, they immediately transform and begin playing as an exposed alien.

EXPOSING YOURSELF AS AN ALIEN

When an alien is exposed, they must remove their character from the game, discard their cards to their respective decks, and discard all their tokens (lab tokens facedown). If they are the leader, they pass the leader sheet to the player on their left.

If they are the first to become an exposed alien, they take the location deck, and alien strength tokens with a total value equal to half the number of players in the game, rounded down. Otherwise, they add a 1 point alien strength token to the current alien's pool.

From now on, all exposed alien players work together, sharing the alien strength tokens and all choices and actions.

7. FOOD CONSUMPTION

If there are any supplies in the *Kitchen*, discard them all. If there are none, 4 food tokens must be discarded directly from the *Pantry*.

If there is not enough food, all characters become **hungry**, and their players' maximum hand limit is immediately reduced to 2 cards (discarding 1 of their choice if necessary).

8. DOG MOVEMENT AND LEADER CHANGE

The leader takes all the dogs that are not in the *Kennel*, shuffles the location deck, then reveals a number of cards equal to the number of dogs not in the *Kennel*. For each card, place 1 dog in the corresponding location.

If at any point the *Kennel* card is drawn, the Kennel is **unlocked**. The leader must continue drawing cards and placing dogs until all of them have been placed in locations (draw another card to determine the location of the leader token, if that card was the *Kennel* one).

Then, if a player has the leader token, they take the leader sheet; otherwise the current leader keeps it. In either case, the new leader draws 1 location card and places the leader token in that location.

ENCOUNTERS

Characters lying down are out of play and do not participate in encounters or contagion checks.

A LONE CHARACTER ENCOUNTERS A DOG That player makes a **contagion check** (draw 1 infection token from the contagion bag).

TWO OR MORE CHARACTERS ENCOUNTER A DOG The dog is captured and placed directly in the *Kennel*. Do not make a contagion check because of the 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 one between 2 or more characters.

TWO OR MORE CHARACTERS Any player whose suspicion disk is *not* in the green area of the suspicion track places 2 of their contagion tokens facedown in front of them, corresponding to their role. If they are **human**, they must place 2 human tokens; if they are **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**.

ONE OR MORE CHARACTERS ENCOUNTER AN EXPOSED ALIEN Add up the **strength** value of all the characters in the location (each has a strength of 1) and compare it to the total alien strength token value in the location.

Alien's strength less than characters: The alien runs away. Characters may perform their actions normally. If there are several, they make a contagion check after the alien escapes.

Alien's strength greater than characters: The alien can choose to **assimilate** 1 living being (dog or character) in the location, or **sabotage** the location.

> **Assimilate:** Add a new 1 point alien strength token to the location, and the assimilated being is dead (a character is out of the game and their role is not revealed; though their player is considered part of the human team and will win if the humans win). The other characters escape, and are placed in the *Leisure Room*, lying down.

> **Sabotage:** Place damage counters equal to the alien's strength there (or perform the location's damage action). The characters escape, and are placed in the *Leisure Room*, lying down.

Alien's strength = characters: The alien runs away. Characters in the location are laid down and cannot perform any actions.

If the alien is alone with a dog, they may assimilate the dog (removing it from play) or sabotage the location.

If a character is in an encounter with an exposed alien, they may use a *Dynamite/Molotov*, or *Flamethrower* to discard a 1 point alien strength token and force the alien to run away. Any encounter with an exposed alien does not affect the suspicion disks on the track. An exposed alien that loses its last alien strength token is defeated, but there may be another undetected alien.

SETTING A LOCATION ON FIRE

The leader can choose to allow or deny a character to set a location on fire. During phase 4, after encounters and immediately before character actions are resolved, a character with a *Dynamite/Molotov* or a *Flamethrower* can set a location on fire. That location is then destroyed and no player may move to it or take any locations in it for the rest of the game.

Discard 1 facedown action card from the active cards stack (and a reload token if necessary) and place a **fire token** on the location, remove its location card from the deck, then return the **freezing marker** to the starting position on its track.

If a location is burned down when there are other characters in it, all the characters there are placed, lying down, in the *Leisure Room*. Dogs are placed outside the board, and will come back at the end of the round.

WEAPONS AND ITEMS

You may hold any number of weapon and item cards at once. When you draw a card or token, keep it secret from the other players until you use it (except for the *Flamethrower*).

Except where noted, each card or lab token is removed from the game when used. Weapon or item cards that are **discarded** are returned to the bottom of their deck in random order. If a weapon or item deck runs out, players cannot draw any more (unless an exposed alien returns cards to the decks).

WEAPONS

DYNAMITE / MOLOTOV

To fight the alien, discard 1 facedown action card from the active cards stack and lay down your character. The alien discards a 1 point alien strength token from the location and runs away.

To set a location on fire, discard 1 facedown action card from the active cards stack and lay down your character in the *Leisure Room*.

FIREARM

Use to avoid human encounters (and the subsequent contagion check), but may be kept after use.

FLAMETHROWER

When you draw this card, place it faceup in front of you and put 6 **reload tokens** on it.

To fight the alien, discard 1 token, discard 1 facedown action card from the active cards stack, and lay down your character. The alien discards a 1 point alien strength token from the location and runs away.

To avoid a human encounter (and the subsequent contagion check), discard 1 reload token.

To set a location on fire, discard 1 reload token and 1 facedown action card from the active cards stack and lay down your standee/miniature in the *Leisure Room*.

MELEE WEAPON

Use to avoid human encounters (and the subsequent contagion check).

ITEMS

FLASHLIGHT

Use to avoid the effects of darkness (play your cards normally), and may be kept after use. If you use the **special action** option, you may look at 2 cards and choose 1 to give to the leader, then discard the other.

FUEL

Use to take 1 fuel token from the corresponding reserve (*Underground Warehouse* for *Boiler Room* and *Generator Room*, *External Reserve* for *Helicopter* and *Shed*) and place it in a location where your character is located. This is a **free bonus action**.

KEYS (BASE HELICOPTER AND SNOW CAT)

Use to escape in the base helicopter or Snow Cat. The vehicle must be fuelled and repaired and the leader must assign the *Use* action card to you during phase 4.

TOOLS

Use to remove 1 damage token from a location without using a *Repair* card if your character is in the location. This is a **free bonus action**.

WIRE

Use with a Flamethrower to conduct a test B during phase 6. Discard 1 reload token. May be kept after use.

WINNING THE GAME

ALL THE HUMANS WIN IF THEY ALL ESCAPE FROM THE BASE, WITH NO ALIENS ESCAPING WITH THEM.

This can be by:

Rescue helicopter: During phase 4, if the rescue helicopter has arrived, the character with the lowest suspicion value may choose to get on board the rescue helicopter and attempt to escape, regardless of which location they are in (on a tie, the tied player first in turn order can choose to attempt to escape).

This happens instead of moving their character. However, first resolve all the encounters (but not the actions) that result from the character positions of the players that moved before the escaping character; then the escape attempt begins.

If the character with the lowest suspicion value does not choose to attempt the escape, no escape via the helicopter can be attempted this round.

If they do choose to board, the second least suspected character may decide to board, **but only if the character already on board lets them.** If not, they stay on the ground and the third least suspected decides, and so on. This continues until a new character is allowed on board.

If and when that happens, that player shows their role card. If they are **alien**, the game ends immediately and the aliens win. If they are **human**, go through the process again, starting with the least suspected character who has not boarded. This time, *all the players already on the helicopter must agree.*

These rounds continue until the end of the suspicion track is reached and no one else has been picked up, when the helicopter leaves. The characters still on the ground show their role cards, and if they are all aliens, the humans win; but if just 1 human is on the ground, the aliens win.

Base helicopter or snow cat: A character with the *Keys* can go to the *Base Helicopter* or *Snow Cat/Shed* and, if it is ready, when they are given a *Use* action card by the leader, can show the *Keys* and start the escape process.

Use the same process as the rescue helicopter (other characters do not have to be in the same location). If no one else gets on, the owner of the *Keys* is the only one to escape.

THE ALIEN WINS IF:

- It assimilates the last human.
- There are 1 or more humans that die frozen in the base.
- It escapes along with the humans (in the rescue helicopter, base helicopter, or Snow Cat).
- It escapes alone in human form (in the rescue helicopter, base helicopter, or Snow Cat).

When the last human is eliminated by assimilation, that human is the loser and the members of the opposite team the winners. If the alien team has no revealed player, the last one human who was assimilated is considered the loser.

NOTES

THE THING
THE BOARDGAME

THE THING

1. WEATHER CONDITIONS

The leader rolls the **weather die** and places the result on the weather table. If the die is in the *Weather Station*, keep the new result or use the previous one.

2. MAINTENANCE/RESCUE HELICOPTER

The base consumes fuel tokens according to the weather table result. If there is not enough fuel, discard all the fuel tokens in the location, then take damage counters equal to the difference.

Boiler Room: If there is 3 damage here, cover the location with the **freezing tile** and freezing marker. From now on, this marker is updated according to the broken boiler ❌🔥 row of the weather table.

Generator Room: If there is 2 damage here, place the **power fail token: darkness** rules now apply. **When the generator is broken, it does not consume fuel.** When a player removes at least 1 damage, remove the token.

Rescue Helicopter: If the SOS has been sent, move the fuel token on the helicopter track down 1 space and advance the rescue helicopter on the rescue track according to the weather table. **If the helicopter has arrived,** just move the fuel token 1 space. **If the fuel token was already on the last space,** the helicopter departs, abandoning all players.

3. ALIEN ACTIONS

This phase takes place only if the alien player has voluntarily revealed themselves or has been exposed by a test.

The alien player chooses and places facedown 1 or more cards from the location deck, and places a number of **alien strength tokens** on each card (a min of 1 each). The total point value on a location card determines the alien's strength in that location.

4. CHARACTER CARDS & ACTIONS

Starting with the leader, each character draws **action cards** up to the hand limit (normally 3). The leader draws 1 more card and places it facedown on the leader sheet without looking, starting the **leader stack**.

1. CHARACTER MOVEMENT & ACTION PLANNING

Starting with the player to the leader's left, each player *must* carry out one of these options:

Place your character in a location and place 1 action card facedown on the leader sheet. If your suspicion disk is in the red, you must reveal your card. Take any leader token on the location.

Instead, you may move your character to the location and discard all your action cards. Then draw 1 card, look at it, and place it facedown on the leader stack.

Darkness: The player to your left draws 1 action card randomly from your hand and places it facedown on the leader stack without looking at it.

Change cards. Lay your character down in the *Dormitory*, discard all your cards, and *choose* an equal number from the action card deck. Shuffle the action card deck and discard pile.

Encounters

1. **An exposed alien** reveals their location cards and places the alien strength tokens in those location(s). If the alien is alone in a location, they can **sabotage** it. If there are other characters or dogs there, resolve an **encounter**.

2. A character with a weapon may use it to avoid an encounter. Then resolve remaining encounters, 1 location at a time, in an order chosen by the leader.

CONTAGION CHECK: Each player involved secretly looks at 1 of the 2 **contagion tokens** of one other character in the encounter (or 1 token from the contagion bag, if a dog), then returns it and advances their own suspicion disk 1 space. If there are more than 2 players in an encounter, each takes 1 contagion token from only one other player of their choice.

They *must* then pick up *all* their role cards, mix them, and place the card matching their new role under their character sheet.

2. EXECUTE CHARACTER ACTIONS

The leader shuffles the action stack cards, then *must* turn over and play at least 1 card from it, assigning its effect to any 1 standing character in any location where the action can be taken. After the action is performed, lay that character down.

If assigned a **USE** or **REPAIR** action in a location with a **cooperation bonus** 🔄 with more than 1 standing character, repeat the action as many times as there are standing characters. Then lay down only the character the action was assigned to.

If there are no available characters that can perform the action, the action is lost, but a character must still be chosen to lie down.

After each action card is completed, the leader *may* reveal another, or stop and discard the rest facedown.

5. LEISURE ROOM & ACCUSATIONS

All characters (not exposed aliens) go to the *Leisure Room*. Players may exchange weapon/item cards and facedown lab tokens. Then the leader counts to 3, and each player points at another player they think is an alien (cross your arms to abstain). **If your suspicion disk is in the green you cannot be accused.** Starting with the leader, each player's suspicion disk moves forward 1 space for *each* player who voted for them.

An infected player may choose to reveal themselves.

6. TESTS

The entire group may perform 1 **TEST A** and 1 **TEST B** per round. The leader decides which of the eligible players perform tests.

TEST A: A player with a **blood bag** may perform 1 **TEST A** on the character with the highest level of suspicion.

TEST B: A player who owns both a *Wire* and a *Flamethrower* may perform 1 **TEST B** on any character: discard 1 reload token.

The chosen character must show everyone their current role card. If **human**, move their suspicion disc to the green. If **alien**, they immediately begin playing as an exposed alien.

When an alien is exposed, remove their character from the game and discard their cards and tokens (lab tokens facedown). If they are the leader, pass the leader sheet to the left.

If they are the first to become an alien, they take the location deck, and alien strength tokens with a total value equal to half the number of players, rounded down. Otherwise, they add a 1 point alien strength token to the current alien's pool.

7. FOOD CONSUMPTION

If there are any supplies in the *Kitchen*, discard them all. If there are none, discard 4 food tokens from the *Pantry*. If there is not enough food, all players' hand limits are reduced to 2 cards.

8. DOG MOVEMENT & LEADER CHANGE

The leader shuffles the location deck and reveals a number of cards equal to the number of dogs not in the *Kennel*. For each card, place 1 dog in that location. If the *Kennel* card is drawn, the Kennel is **unlocked** and all dogs must be placed.

A player with the leader token takes the leader sheet; otherwise the current leader keeps it. Draw 1 location card and place the leader token in that location.

ENCOUNTERS

A lone character encounters a dog: Contagion check.

Two or more characters encounter a dog: Place the dog in the *Kennel* (do not make a contagion check). While any dogs are locked up, add the *Kennel* card to the location deck. Then, resolve the encounter as if it were between 2 or more characters.

Two or more characters: Any player whose suspicion disk is not in the green places 2 of their contagion tokens facedown in front of them. If **human**, they must place 2 human tokens; if **alien**, they may place 1 human and 1 alien token, or 2 human tokens. Then, everyone in the encounter makes a **contagion check**.

One or more characters encounter an exposed alien: Add up the **strength** value of all the characters (1 each) and compare it to the total alien strength token value in the location:

Alien's strength less than characters: The alien runs away. Characters may perform their actions normally. If there are multiple characters, they make a contagion check after the alien escapes.

Alien's strength greater than characters: The alien can **assimilate** 1 dog or character, or **sabotage** the location.

Assimilate: Add a new 1 point alien strength token to the location, and the assimilated being is dead (a character's role is not revealed). The other characters are placed in the *Leisure Room*, lying down.

Sabotage: Place a number of damage counters equal to the alien's strength there (or perform the location's damage action). Place the characters in the *Leisure Room*, lying down.

Alien's strength = characters: The alien runs away. Characters in the location are laid down and cannot perform any actions.

If the alien is alone with a dog, they may assimilate it (removing it from play) or sabotage the location.

LOCATIONS

ARMORY
Max 3 players + exposed alien + 1 dog

USE: Draw 2 weapon cards, keep 1 (keep it secret unless it is a *Flamethrower*), and return the other to the bottom of the deck.

SABOTAGE BY CARD: Remove 1 weapon card from the game (without looking at it).

SABOTAGE BY ALIEN: Remove 1 weapon card from the game (without looking at them) for each strength point the alien has here.

BASE HELICOPTER
Max 3 players + exposed alien + 1 dog

USE: Move 1 fuel token from the *External Reserve* here, or try to escape if the helicopter is ready.

SABOTAGE BY CARD: Place 1 damage counter.

SABOTAGE BY ALIEN: Place 1 damage counter for each strength point the alien has here.

REPAIR: Remove 1 damage counter.

DAMAGED (1+ damage): You cannot use the helicopter to escape.

BOILER ROOM
Max 3 players + exposed alien + 1 dog

USE: Move 1 fuel token from the *Underground Warehouse* to here.

SABOTAGE BY CARD: Place 1 damage counter.

SABOTAGE BY ALIEN: Place 1 damage counter for each strength point the alien has here.

REPAIR: Remove 1 damage counter.

DAMAGED: When the boiler must burn fuel tokens and there are not enough here, place as many damage counters as there are missing tokens.

DESTROYED: If fully damaged when checked in phase 2, it can no longer be repaired. Cover it with the **freezing tile**, freezing marker on the first space. If the marker reaches the last space, the alien wins.

DORMITORY
Any number of characters, no exposed alien

You can discard all your action cards, draw that number, then shuffle the deck and discards together.

GENERATOR ROOM
Max 3 players + exposed alien + 1 dog

USE: Move 1 fuel token from the *Warehouse* here.

SABOTAGE BY CARD: Place 1 damage counter.

SABOTAGE BY ALIEN: Place 1 damage counter for each strength point the alien has here.

REPAIR: Remove 1 damage counter.

DAMAGED (2 damage): If fully damaged when checked in phase 2, place the power failure token here: **darkness** effects apply.

KENNEL
Only exposed alien and dogs

If there is at least 1 dog in the *Kennel*, add the *Kennel* card to the location deck.

KITCHEN (AND PANTRY)
Max 3 players + exposed alien + 1 dog

USE: Move 2 food from the *Pantry* to the *Kitchen*.

SABOTAGE BY CARD: Discard 2 food from the *Pantry*.

SABOTAGE BY ALIEN: Discard 2 food for each strength point the alien has in the *Kitchen*.

DAMAGED: The first time there is not enough food here during phase 7, lower the max hand size to 2.

LABORATORY
Max 3 players + exposed alien + 1 dog

USE: Draw 1 lab token from the laboratory bag. Either immediately discard it facedown or keep it concealed until you use it.

SABOTAGE BY CARD: Discard 1 blood bag lab token from the laboratory bag.

SABOTAGE BY ALIEN: Discard 1 random lab token from the laboratory bag (without revealing them) for each strength point the alien has here.

LEISURE ROOM
Any number of characters, no exposed alien

Card trading, tests, and accusations in phase 5.

RADIO ROOM
Max 3 players + exposed alien + 1 dog

USE: Send an SOS message.

SABOTAGE BY CARD: Place 1 damage counter.

SABOTAGE BY ALIEN: Place 1 damage counter for each strength point the alien has here.

REPAIR: Remove 1 damage counter.

DAMAGED (1+ damage): The SOS cannot be sent. Once sent, the helicopter continues moving towards the base even if this location is damaged again.

SNOW CAT (SHED)
Max 3 players + exposed alien + 1 dog
(no limits when escaping)

USE: Move 1 fuel token from the *External Reserve* here, or attempt to escape if the Snow Cat is ready.

SABOTAGE BY CARD: Place 1 damage counter.

SABOTAGE BY ALIEN: Place 1 damage counter for each strength point the alien has here.

REPAIR: Remove 1 damage counter.

DAMAGED (1+ damage): When fully damaged, you cannot use the Snow Cat to escape, even if you have the *Keys* and enough fuel.

WAREHOUSE
Max 3 players + exposed alien + 1 dog

USE: Draw 2 item cards, keep 1 (keep it secret), and return the other to the bottom of the deck.

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 here (without looking at them).

WEATHER STATION
Max 3 players + exposed alien + 1 dog

USE: Roll the weather die for the next round but keep it in this location. If it was already here, keep the new result or the previous result. Move 1 fuel token from the *Underground Warehouse* to any location.

SABOTAGE BY CARD: Discard 1 fuel token from the *Underground Warehouse*.

SABOTAGE BY ALIEN: Discard 1 fuel token from the *Underground Warehouse* for each strength point the alien has here.

WEAPONS

DYNAMITE / MOLOTOV
To fight the alien, discard 1 facedown action card from the active cards stack and lie down. The alien discards a 1 point alien strength token from the location and runs away.

To set a location on fire, discard 1 facedown action card from the active cards stack and lay down your character in the *Leisure Room*.

FIREARM
Use to **avoid human encounters**, but may be kept after use.

FLAMETHROWER
Place this faceup and put 6 **reload tokens** on it. **To fight the alien,** discard 1 token, discard 1 facedown action card from the active cards stack and lie down. The alien discards a 1 point alien strength token from the location and runs away.

To avoid a human encounter, discard 1 reload token.

To set a location on fire, discard 1 reload token and 1 facedown action card from the active cards stack and lie down in the *Leisure Room*.

MELEE WEAPON
Use to **avoid human encounters**.

ITEMS

FLASHLIGHT
Use to avoid darkness, and may be kept after use. If you take a **special action**, you may look at 2 cards and choose 1 to give to the leader, then discard the other.

FUEL (Free bonus action)
Take 1 fuel token from the corresponding reserve and place it in your location.

KEYS (BASE HELICOPTER AND SNOW CAT)
Escape in the base helicopter or Snow Cat. The vehicle must be fuelled and repaired and the leader must assign the *Use* action card to you during phase 4.

TOOLS (Free bonus action)
Remove 1 damage token from your location without using a *Repair* card.

WIRE
Use with a *Flamethrower* to conduct a test B during phase 6. Discard 1 reload token. May be kept after use.

THE THING — THE BOARDGAME

1-3 PLAYERS
SETUP

Place the **weather table card** on its space on the board, with the side corresponding to 6 players faceup.

Fill the *Pantry* spaces with 16 **food tokens**.

Place the *Kennel* **location card** on the *Kennel* location, then shuffle the rest of the location cards to form a facedown deck.

Place 1 **damage counter** on the *Snow Cat/Shed*, and 4 damage counters on the *Base Helicopter*. Place 6 **damage counters** in the *Radio Room*, covering the appropriate spaces.

Place the remaining damage counters in the *Operations Room*.

Create the **weapon deck** using the following cards, then shuffle it and place it facedown in the *Armory*: 3 *Dynamite/Molotov*, 2 *Firearms*, 1 *Flamethrower*, and 4 *Melee Weapons*.

Create the **item deck** using the following cards, then shuffle it and place it facedown in the *Warehouse*: 3 *Flashlights*, 3 *Fuel*, 2 *Keys*, 3 *Tools*, and 2 *Wire*.

Fill the *Generator Room* and *Boiler Room* tracks with **fuel tokens** (4 each), on the spaces marked 💧. Place 1 fuel token on the rescue helicopter track in the *full tank* space (furthest to the left).

Place 14 **fuel tokens** in the *Underground Warehouse* (next to the *Boiler Room*) and 5 **fuel tokens** in the *External Reserve* (the yellow area between the *Base Helicopter* and the *Shed/Snow Cat*).

Put 12 **blood bag tokens** and 18 **failure lab tokens** in the pink **laboratory bag**.

Players select (or distribute randomly) the character sheets: all 6 to a solo player, 3 to each player in a 2 player game, or 2 to each player in a 3 player game.

Put your **standee/miniatures** in the plastic bases of the appropriate colors. Place all characters in the *Leisure Room*.

Each character gets the components of their 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.

Shuffle the 8 **special role cards** (marked for 1-3 players) and place 1 facedown under each character sheet without looking at them. Put the rest back in the box without looking at them.

Put the **strength 4 alien standee/miniature** on space 6 of the suspicion track: this is the **alien threat token**.

Put all the 7 dog infection tokens and 2 alien infection tokens into the green **contagion bag**.

Place the **rescue helicopter** on the helicopter icon on the **SOS track**.

Place the **power failure token**, the **freezing tile**, the **freezing marker**, the **alien strength tokens**, the **alien standees/miniatures**, the **dog miniatures**, the **flamethrower reload tokens**, the **fire tokens**, and the **weather die** next to the board in the **reserve**.

The alien standees/miniatures represent a value of 1, 2, 3, or 4 strength and are considered **alien strength tokens**. They may be exchanged at any time for tokens of equal total value.

The player who most recently watched *The Thing* is the first player and takes the **leader sheet** for 1-3 players (without the +1).

GAME PHASES
1. WEATHER CONDITIONS

The leader rolls the **weather die** and places it result side up on the matching symbol on the weather table.

If the die is in the *Weather Station*, the leader may keep the result they just rolled, or use the result that was showing before they rolled.

2. BASE MAINTENANCE AND RESCUE HELICOPTER ADVANCEMENT

According to the results on the weather table, the base must consume fuel tokens in the *Generator Room* and the *Boiler Room*.

If there are not enough to satisfy requirements, discard all the fuel tokens in the location, then that location receives damage counters equal to the difference (up to the maximum number possible on its track).

Boiler Room: If there are 3 damage counters here during this check, place the **freezing tile** on the location, with the **freezing marker** at the start of the track.

From now on, the freezing marker is updated according to the row of the weather table that depicts the broken boiler ❌ (instead of consuming fuel tokens according to the working boiler icon row).

If the marker reaches the end of this track, the humans freeze and the alien wins the game.

Generator Room: If there are 2 damage counters here during this check, place the **power fail token** in the location. **Darkness** rules are now applied during the *Character Actions* phase.

When the generator is broken, it does not consume fuel tokens. The power fail token can be removed as soon as a player removes at least 1 damage counter from this room.

Rescue Helicopter: If the SOS has been sent from the *Radio Room*, move the fuel token on the helicopter track down 1 space, and advance the rescue helicopter on the rescue track according to the weather conditions on the weather table.

If the rescue helicopter has already arrived (reached the last space of the track), just move the fuel token 1 space.

If the fuel token was already on the last space, the helicopter departs, abandoning all players in the base.

3. CHARACTER MOVEMENT

Starting with the leader, each player must choose one of these options for each of their characters:

Place your character in a location other than the *Dormitory*: If multiple characters are in the same location, each advances their disk 1 space on the suspicion track. If the suspicion disks of any characters are in the same space as the alien threat token, see *Exposing the Alien*.

If a lone character encounters a dog, instead make a **contagion check** by drawing a token from the contagion bag, looking at it, and returning it to the bag. If an alien infection token was drawn, the character is *immediately* exposed as an alien.

Place your character in the *Dormitory*: In phase 5, this character may change the result of 1 unused action die to a result of your choice; then lay the character down.

During each round, only 1 character may go to the *Dormitory*.

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4. ALIEN ACTIONS

This phase takes place only if the alien has been exposed.

The main purposes of the AI alien are, in order, to assimilate characters, to assimilate dogs, and finally to sabotage the locations. The alien attacks random locations, and will always try to attack each location with enough strength to defeat the largest number of characters at any location.

First identify the location with the most characters in it. The number of characters plus 1 is the alien's **attack goal** this round.

Then draw a location card and place it facedown. Place alien strength tokens with a total value equal to the attack goal on that card. If the alien doesn't have enough strength, place all its available strength. If the alien has any strength tokens remaining, draw another card and repeat the process. Continue until it has used all its available alien strength tokens.

Then reveal the location cards, place the tokens in the matching locations, and resolve encounters and sabotages as normal.

If the alien is alone in a location, they can **sabotage** it, inflicting damage as indicated in each location's profile. If there are other characters or dogs in that location, resolve an **encounter**.

A character with a weapon (*Firearm, Flamethrower,* or *Melee Weapon*) may choose to use it to avoid an encounter involving them (if there is more than 1 other being there, an **encounter** still occurs without that character).

Players then resolve all remaining encounters, one location at a time, in an order chosen by the leader.

5. CHARACTER ACTIONS

The leader rolls the 3 action dice, then decides which character to assign those dice to.

If a player has a character in the *Dormitory*, they may now change the result of one of the dice to a result of their choice; then lay the character down.

The assigned character's player may 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 ADVANCE** results remain, all 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 to the left on the suspicion track.

If neither of these results were resolved, the character may perform 1 action (**USE** or **REPAIR**) corresponding to the result of a single action die (if any), then the character is laid down.

Alternatively, the character use a **USE** or **REPAIR** result to **burn** their current location.

If a character is assigned a **USE** or **REPAIR** action in a location with a **cooperation bonus** 🔄, and there is more than 1 standing character in that location, they repeat the action as many times as there are standing characters there. Then, lay down only the one character to whom the action was assigned, to show the action has been performed.

After resolving at least 1 character's action, the leader may roll the action dice again and choose another character to assign them to, or stop and proceed to the next phase. The leader may continue as long as there are standing characters available.

Darkness: Roll the action dice once *after* assigning them to a character. A *Flashlight* allows a character to re-roll up to 3 dice (they may be rolled one at a time, but each die may only be re-rolled once).

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6. LEISURE ROOM

All players return their characters to the *Leisure Room*. Players may exchange weapon and/or item cards (and lab tokens, without revealing them) with each other.

7. TESTS

Each player with a **blood bag** and/or a *Wire* and a *Flamethrower* is eligible to perform up to **1 test per type** (even on different characters).

You can also perform a test on yourself to reveal your role to other characters.

The entire group may perform one **TEST A** and one **TEST B** per round. The leader decides which of the eligible players perform tests.

TEST A: A player with a **blood bag** may perform a single **TEST A** on the character with the highest level of suspicion on the suspicion track (on a tie, the owner of the blood bag chooses whom to test). Show and discard the blood bag and indicate the character you are testing.

TEST B: A player who owns both a *Wire* and a *Flamethrower* may perform a single **TEST B** on any character, by discarding 1 reload token and indicate the character you are testing.

In both cases, the chosen character must show everyone their special role card.

If they are **human**, move their suspicion disc to the green area of the track.

If they are **alien**, remove that character from the game. If this is the first time the alien has been exposed, it starts with alien strength tokens with a total value of 5. Otherwise, add a 1 point alien strength token to the current alien's pool.

8. FOOD CONSUMPTION

If there are any supplies in the *Kitchen*, discard them all.

If there are none, 4 food tokens must be discarded directly from the *Pantry*.

If there is not enough food, all characters become **hungry**, and only 2 action dice are rolled instead of 3 during the *Character Actions* phase.

9. DOG MOVEMENT, LEADER CHANGE, AND ALIEN THREAT MOVEMENT

The leader takes all the dogs that are not in the *Kennel*, shuffles the location deck, then reveals a number of cards equal to the number of dogs not in the *Kennel*. For each card, place 1 dog in the corresponding location.

If at any point the *Kennel* card is drawn, the Kennel is **unlocked**. The leader must continue drawing cards and placing dogs until all of them have been placed in locations.

In a 2 or 3 player game, the player to the left of the leader takes the leader sheet.

Finally, move the **alien threat token**:

- If it is alone, move it 1 space to the left.

- If it is together with the suspicion disks of 1 or more characters, move it a number of spaces to the right equal to the number of suspicion disks in its place.

  If this movement brings the alien threat token into a space occupied by a suspicion disk, that character becomes an alien.

  If more than 1 suspicion disk occupies the space, only 1 of the characters (chosen by the leader), becomes an alien.

ENCOUNTERS

Characters lying down are out of play and do not participate in encounters and/or contagion checks.

If multiple characters are in the same location, each advances their disk 1 space on the suspicion track. If the suspicion disks of any characters are in the same space as the alien threat token, see *Exposing the Alien*.

A LONE CHARACTER ENCOUNTERS A DOG Make a **contagion check** (draw 1 infection token from the contagion bag, look at it, and return it to the bag). If an alien token is drawn, that character is *immediately* exposed.

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 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 was an encounter between 2 or more characters.

TWO OR MORE CHARACTERS Each of the characters who encounters at least 1 character whose suspicion disk is *not* in the green area of the suspicion track advances their suspicion disk 1 space on the track.

ONE OR MORE CHARACTERS ENCOUNTER AN EXPOSED ALIEN

Add up the **strength** value of all the characters in the location (each has a strength of 1) and compare it to the total alien strength token value in the location.

Alien's strength less than characters: The alien runs away. Characters may perform their actions normally.

Alien's strength greater than characters: The alien can choose to **assimilate** 1 living being (dog or character) in the location, or **sabotage** the location.

If they **assimilate**, add a new 1 point alien strength token to the location, and the assimilated being is dead (a character is out of the game and their special role card is not revealed; though their player is considered part of the human team and will win if the humans win). The other characters escape, and are placed in the *Leisure Room*, lying down.

If they **sabotage**, place a number of damage counters equal to the alien's strength there (or perform the location's damage action). The characters escape, and are placed in the *Leisure Room*, lying down.

Alien's strength equal to characters: The alien runs away. Characters in the location are laid down and cannot perform any actions.

If the alien is alone with a dog, they may assimilate the dog (removing it from play) or sabotage the location.

If a character is in an encounter with an exposed alien, they may use a *Dynamite/Molotov*, or *Flamethrower* to discard a 1 point alien strength token and force the alien to run away.

Any encounter with an exposed alien does not affect the suspicion disks on the track.

An exposed alien that loses its last alien strength token is defeated, but there may be another undetected alien.

EXPOSING THE ALIEN

The alien can be exposed in 3 different ways:
1. Through a test.
2. Through an encounter with a dog.
3. If the suspicion disk of 1 or more characters in is in the same space as the alien threat token. Move the alien threat token a number of spaces to the right equal to the number of suspicion disks in the space of the assimilated character.

The alien's strength is 5 the first time it is exposed. If an alien is already in play, add a 1 point alien strength token as normal.

If there are multiple suspicion disks in the same space of the track, the leader decides which character is transformed into an alien (the character bdoes not reveal their special role card).

If your character is exposed as an alien or assimilated, remove them from the game, discard their cards to their respective decks, and discard all their tokens (lab tokens facedown). If they are the leader and it is a 2-3 player game, pass the leader sheet to the player on their left. If your last character gets exposed or assimilated, you can take control of another player's character.

SETTING A LOCATION ON FIRE

The leader can choose to allow or deny a character to set a location on fire. During phase 5, a character with a *Dynamite/Molotov* or a *Flamethrower* can set a location on fire. That location is then destroyed and no player may move to it or take any locations in it for the rest of the game.

Discard 1 **USE** or **REPAIR** result assigned to the character (and a reload token if necessary) and place a **fire token** on the location, remove its location card from the deck, then return the **freezing marker** to the starting position on its track.

If a location is burned down when there are other characters in it, all the characters there are placed, lying down, in the *Leisure Room*. Dogs are placed outside the board, and will come back at the end of the round.

CHARACTER CHANGES

Any characters whose abilities refer to being assigned action cards apply to action dice instead.

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. This ability only works when in **darkness**.

LOCATION CHANGES

💤 DORMITORY _____
Max 1 character per round, no exposed alien

The player of a character here may choose the result of 1 action die during a roll. Lay the character down and turn the die to show the desired face.

🔲 KENNEL _____
Only exposed alien and dogs

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 [AND PANTRY] _____
Max 3 players + exposed alien + 1 dog

If the characters become **hungry**, only 2 action dice are rolled instead of 3 during the *Character Actions* phase.

WEAPONS AND ITEMS

You may hold any number of weapon and item cards at once. When you draw a card or token, keep it secret from the other players until you use it (except for the *Flamethrower*).

Except where noted, each card or lab token is removed from the game when used. Weapon or item cards that are **discarded** are returned to the bottom of their deck in random order. If a weapon or item deck runs out, players cannot draw any more (unless an exposed alien returns cards to the decks).

WEAPONS

🟥 DYNAMITE / MOLOTOV
To fight the alien, lay down your character (in the immediately subsequent action phase, dice will be assigned 1 less time). The alien discards a 1 point alien strength token from the location and runs away.

To set a location on fire, discard **USE** or **REPAIR** result assigned to the character and lay down the standee/miniature in the *Leisure Room*.

🟥 FIREARM
Use to avoid human encounters (and the subsequent contagion check), but may be kept after use.

🟥 FLAMETHROWER
When you draw this card, place it faceup in front of you and put 6 **reload tokens** on it. **To fight the alien,** lay down your character (in the immediately subsequent action phase, dice will be assigned 1 less time). The alien discards a 1 point alien strength token from the location and runs away.

To avoid a human encounter (and the subsequent contagion check), discard 1 reload token.

To set a location on fire, discard 1 reload token and discard **USE** or **REPAIR** result assigned to your character and lay down the standee/miniature in the *Leisure Room*.

🟥 MELEE WEAPON
Use to avoid human encounters (and the subsequent contagion check).

ITEMS

🔵 FLASHLIGHT
Use to avoid the effects of darkness (play your cards normally), and may be kept after use. If you use the **special action** option, you may look at 2 cards and choose 1 to give to the leader, then discard the other.

🔵 FUEL
Use to take 1 fuel token from the corresponding reserve (*Underground Warehouse* for *Boiler Room* and *Generator Room*, *External Reserve* for *Helicopter* and *Shed*) and place it in a location where your character is located. This is a **free bonus action**.

🔵 KEYS [BASE HELICOPTER AND SNOW CAT]
Use to escape in the base helicopter or Snow Cat. The vehicle must be fuelled and repaired and the leader must assign the *Use* action card to you during phase 4.

🔵 TOOLS
Use to remove 1 damage token from a location without using a *Repair* card if your character is in the location. This is a **free bonus action**.

🔵 WIRE
Use with a *Flamethrower* to conduct a test B during phase 6. Discard 1 reload token. May be kept after use.

WINNING THE GAME

ALL THE HUMANS WIN IF THEY ALL ESCAPE FROM THE BASE, WITH NO ALIENS ESCAPING WITH THEM.

When one of the escape methods is about to be attempted, 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, the escape is interrupted and play immediately skips to phase 6 and continues. If not, the humans can attempt their escape.

Humans can escape by:

Rescue helicopter: During phase 4, if the rescue helicopter has arrived, the character with the lowest suspicion value may choose to get on board the rescue helicopter and attempt to escape, regardless of which location they are in (on a tie, the tied player first in turn order can choose to attempt to escape).

This happens instead of moving their character. However, first resolve all the encounters (but not the actions) that result from the character positions of the players that moved before the escaping character; then the escape attempt begins.

If the character with the lowest suspicion value does not choose to attempt the escape, no escape via the helicopter can be attempted this round.

If they do choose to board, the second least suspected character may decide to board, **but only if the character already on board lets them**. If not, they stay on the ground and the third least suspected decides, and so on. This continues until a new character is allowed on board.

If and when that happens, that player shows their role card. If they are **alien**, the game ends immediately and the aliens win. If they are **human**, go through the process again, starting with the least suspected character who has not boarded. This time, *all the players already on the helicopter must agree.*

These rounds continue until the end of the suspicion track is reached and no one else has been picked up, when the helicopter leaves. The characters still on the ground show their role cards, and if they are all aliens, the humans win; but if just 1 human is on the ground, the aliens win.

Base helicopter or snow cat: A character with the *Keys* can go to the *Base Helicopter* or *Snow Cat/Shed* and, if it is ready, when they are given a *Use* action card by the leader, can show the *Keys* and start the escape process.

Use the same process as the rescue helicopter (other characters do not have to be in the same location). If no one else gets on, the owner of the *Keys* is the only one to escape.

THE ALIEN WINS IF:
- It assimilates the last human.
- There are 1 or more humans that die frozen in the base.
- It escapes along with the humans (in the rescue helicopter, base helicopter, or Snow Cat).
- It escapes alone in human form (in the rescue helicopter, base helicopter, or Snow Cat).

When the last human is eliminated by assimilation, that human is the loser and the members of the opposite team the winners. If the alien team has no revealed player, the last one human who was assimilated is considered the loser.

THE THING: NORWEGIAN OUTPOST

SETUP

The expansion is only compatible with the 4-8 player version of the base game.

Use the expansion base board.

With 6-8 players, cover the weather table printed on the board with the **weather table card**, with the side corresponding to the number of players faceup.

Fill the *Pantry* spaces with 16 **food tokens**.

Return the *Kennel* location card to the box. Place the *Shack* location card on the *Shack*, then shuffle the rest of the cards to form a facedown deck. Reveal the first card and place the **leader token** in that location, then shuffle the card back into the deck.

Place the damage counters in a pil in the large red *Operations Room*.

Return 2 *Dynamite* and 2 *Molotov* weapon cards to the box, then add the expansion cards. Create the **weapon deck** using the following cards, then shuffle it and place it facedown in the *Armory*:

> **4-5 players:** 3 *Sniper Rifles*, 1 *Firearm*, 1 *Flamethrower*, 3 *Melee Weapons*, and 3 *Grenades.*
>
> **6-7 players:** 3 *Sniper Rifles*, 2 *Firearms*, 1 *Flamethrower*, 4 *Melee Weapons*, and 3 *Grenades.*
>
> **8 players:** 3 *Sniper Rifles*, 2 *Firearms*, 2 *Flamethrowers*, 4 *Melee Weapons*, and 4 *Grenades.*

Return 3 *Flashlight* and 2 *Wire* item cards to the box, then add the expansion cards. Create the **item deck** using the following cards, then shuffle it and place it facedown in the *Warehouse*:

> **4-5 players:** 2 *Flashlights*, 2 *Fuel*, 3 *Keys*, and 2 *Tools.*
>
> **6 players:** 3 *Flashlights*, 2 *Fuel*, 3 *Keys*, and 2 *Tools.*
>
> **7 players:** 3 *Flashlights*, 3 *Fuel*, 3 *Keys*, and 3 *Tools.*
>
> **8 players:** 3 *Flashlights*, 4 *Fuel*, 3 *Keys*, and 4 *Tools.*

Fill the *Generator Room* and *Boiler Room* tracks with **fuel tokens** (4 each), on the spaces marked 🔥. Place 1 fuel token on the **rescue helicopter track** in the *full tank* space (furthest to the left).

Place a number of **fuel tokens** in the *Underground Warehouse* (next to the *Boiler Room)* according to the number of players:

> **Up to 5 players:** 10 tokens.
>
> **6 players:** 14 tokens.
>
> **7-8 players:** 18 tokens.

Put 2 **blood bag tokens** and 3 **failure lab tokens** in the pink **laboratory bag** for each player.

Shuffle the deck of **action cards** and place it facedown near the board.

Each player takes the components of their chosen color (1 **suspicion disk**, 3 **contagion tokens**, 2 **role cards**, and 2 **dental record cards**, 1 healthy and 1 with fillings), and 2 action cards randomly drawn from the action deck. Place your suspicion disk on the yellow space of the **suspicion track**.

Each player chooses (or distribute randomly) 1 **character sheet**. Put your **standee/miniature** in the plastic base of your color. Place all characters in the *Leisure Room*.

Take 1 **alien infection token** and as many **NPC infection tokens** as there are players minus 1, mix them up, and give 1 to each player randomly. The player who gets the alien token is the alien player at the start of the game. *Do not reveal if you are human or alien!*

Each player takes the **role card** that matches their role (human or alien) and tucks it facedown under their character sheet. Each player then shuffles their 2 dental record cards, looks at a random one, and places it under their character sheet. The alien player *must* choose their healthy teeth card instead.

Finally, put all 7 NPC infection tokens and 2 alien infection tokens into the green **contagion bag**.

Place the **rescue helicopter** on the helicopter icon on the **SOS track**. Place the **power failure token**, the **freezing tile**, the **freezing marker**, the **alien strength tokens**, the **alien standees/miniatures**, the **flamethrower reload tokens**, the **fire tokens**, the **weather die**, the **UFO board**, the **UFO sector cards**, the 5 **launch sequence cards**, and the **departure tokens** next to the board in the **reserve**.

Place 1 **dog miniature** on the first space of the dog escape track.

The alien standees/miniatures represent a value of 1, 2, 3, or 4 strength and are considered **alien strength tokens**. They may be exchanged at any time for tokens of equal total value.

The player who most recently watched *The Thing* is the first player and takes the **leader sheet** with +1 on it.

GAME PHASES

1. WEATHER CONDITIONS

The leader rolls the **weather die** and places it result side up on the matching symbol on the weather table.

If the die is in the *Weather Station*, the leader may keep the result they just rolled, or use the result that was showing before they rolled.

### 2. BASE MAINTENANCE AND RESCUE HELICOPTER ADVANCEMENT

According to the results on the weather table, the base must consume fuel tokens in the *Generator Room* and the *Boiler Room*.

If there are not enough to satisfy requirements, discard all the fuel tokens in the location, then that location receives damage counters equal to the difference (up to the maximum number possible on its track).

Boiler Room: If there are 3 damage counters here during this check, place the **freezing tile** on the location, with the **freezing marker** at the start of the track. From now on, the freezing marker is updated according to the row of the weather table that depicts the broken boiler 🚫 (instead of consuming fuel tokens according to the row with the working boiler icon). If the marker reaches the end of this track, the humans freeze and the alien wins the game.

Generator Room: If there are 2 damage counters here during this check, place the **power fail token** in the location. **Darkness** rules are now applied during the *Draw Character Cards & Take Character Actions* phase.

When the generator is broken, it does not consume fuel tokens. The power fail token can be removed as soon as a player removes at least 1 damage counter from this room.

Rescue Helicopter: If the SOS has been sent from the *Radio Room,* move the fuel token on the helicopter track down 1 space, and advance the rescue helicopter on the rescue track according to the weather conditions on the weather table.

If the rescue helicopter has already arrived (reached the last space of the track), just move the fuel token 1 space. **If the fuel token was already on the last space,** the helicopter departs, abandoning all players in the base.

3. ALIEN ACTIONS

This phase takes place only if the alien player has voluntarily revealed themselves or has been exposed by a test.

The alien player chooses 1 or more cards from the location deck and places them facedown in front of them. For each card played, they must decide how many **alien strength tokens** (and/or standees/miniatures) to place on it (a minimum of 1 each).

The total point value of these tokens on a location card determines the alien's strength in that location. The cards are only revealed after all players have placed their characters and handed their action cards to the leader in phase 4.

4. DRAW CHARACTER CARDS AND TAKE CHARACTER ACTIONS

Starting with the leader, each character draws **action cards** to bring them to their maximum hand limit (normally 3 cards).

If a card must be drawn and there are none left, shuffle the discards to form a new deck. If you already hold the maximum number of cards, do not draw any new ones.

Then **the leader draws 1 additional action card** and places it facedown on the leader sheet without looking at it.

There are 3 types of action cards: **USE** (activates the function of the location); **REPAIR** (removes a damage counter); and **SABOTAGE** (places a damage counter in the location, if not fully damaged, or performs the damage action at that location).

1. CHARACTER MOVEMENT & ACTION PLANNING

Starting with the player to the left of the leader, each player *must* carry out one of these options:

Place your character in a location and hand over an action card: Place your character in the desired location, choose 1 action card from your hand, and place it facedown on the leader sheet. These cards form the **leader stack**.

If your suspicion disk is in the red, you must reveal any action cards you play. Players cannot tell anyone which cards are in their hand or which they are playing.

A maximum of 3 characters may be in each green location. If the leader token is in the chosen location, pick it up and place it in front of you for the next round.

Special action: If you do not have the right cards to perform an action but do not want to lose a turn to change cards, you may move your character to the desired location and discard all your action cards. Then draw 1 card from the action card deck, look at it, and place it facedown on the leader stack.

Darkness: The players do not get to choose which action card they place in front of the leader. Instead, the player to the left draws 1 card randomly from your hand and places it in front of the leader without looking at it.

Change cards: If you're not happy with your cards, you may lay your character down in the *Dormitory* (and perform no more actions for the rest of the round), discard your hand of cards, and *choose* an equal number of cards from the action deck. Then, shuffle the action deck with its discard pile to create a new deck.

ENCOUNTERS

After all players have taken their turn, an **encounter** occurs in any location where there are multiple beings (more than 1 character, or 1 character and any NPCs or exposed aliens).

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. If there are other characters or NPCs in that location, an **encounter** is resolved.

2. Once all situations with exposed aliens have been resolved, a character with a weapon (*Firearm, Flamethrower,* or *Melee Weapon*) may choose to use it to avoid an encounter involving themselves (if there is more than 1 other being there, an **encounter** still occurs without that character).

   Players then resolve all remaining encounters, one location at a time, in an order chosen by the leader.

CONTAGION CHECK

When an encounter occurs between 2 or more characters or between 1 character and a NPC, each player involved secretly looks at 1 of the 2 **contagion tokens** of one other character in the encounter (or 1 infection token from the contagion bag when encountering a NPC), then returns it to its owner (or the bag) and advances their own suspicion disk 1 space on the suspicion track.

If there are more than 2 players in an encounter, each of them must simultaneously take 1 contagion token from only one other player of their choice.

They *must* then pick up *all* their role and dental record cards (whether infected or not), mix them, secretly look at them, and place the role card matching their new role under their character sheet, along with the healthy teeth card if they are now an alien.

2. EXECUTE CHARACTER ACTIONS

All encounters must be resolved before the cards in the active stack are assigned by the leader.

The leader shuffles the cards in the action stack. Then they *must* turn over and play at least 1 action card from the stack. They must assign the effect of that card to any 1 character still standing in any location where the action on the card can be taken.

After the action has been performed, lay the chosen character down; they cannot be assigned any more cards this round.

If a character is assigned a **USE** or **REPAIR** action in a location with a **cooperation bonus** 🔄, and there is more than 1 standing character in that location, they repeat the action as many times as there are standing characters there. Then, lay down only the one character to whom the action was assigned, to show the action has been performed.

If there are no available characters that can perform the action, that action is lost, but a character in the base must still be chosen by the leader to lie down.

After each action card is completed, the leader *may* choose to reveal another card, or stop and discard the rest of them facedown in the discard pile without looking at them.

The leader always has the last word on which character will be assigned and whether to stop revealing cards.

5. LEISURE ROOM AND ACCUSATIONS

All players (except for exposed aliens) return their characters to the *Leisure Room*.

Players may exchange weapon and/or item cards (and lab tokens, without revealing them) with each other, and may accuse another player of being an alien.

After discussion and the exchange of accusations, the leader counts to 3, then each player points their finger at another player they suspect of being an alien. Players who don't wish to vote should cross their arms.

Players whose suspicion disks are in the green area cannot be voted against.

Starting with the leader, move each player's suspicion disk forward 1 space on the suspicion track for *each* player who voted for them.

An infected player may choose to voluntarily reveal themselves at this time. From now on, they play as an **exposed alien**.

6. TESTS

Each player with a **blood bag token** and/or a *Flashlight* is eligible to perform up to **1 test per type** (even on different characters). You can also perform a test on yourself to reveal your role to other characters. The entire group may perform 1 **TEST A** per round, and 1 player may perform 1 **TEST B** per round on multiple characters. The leader decides which of the eligible players perform tests.

TEST A: A player with a **blood bag token** may perform a single **TEST A** on the character with the highest level of suspicion on the suspicion track (on a tie, the owner of the blood bag token chooses whom to test). Show and discard the blood bag token and indicate the character you are testing, who must then show everyone their current role card. If they are **human**, move their suspicion disc to the green area of the track. If they are **alien**, they immediately transform and begin playing as an exposed alien.

TEST B: A player with a *Flashlight* may perform a **TEST B** on any characters. Discard 1 of your action cards facedown, and indicate the character you are testing, who must then show their **dental record card** to everyone. You may continue to test characters as long as you have action cards to discard. If the character has fillings, they are **human**: move their suspicion disc to the green area. If their teeth are healthy, the test has no other result.

EXPOSING YOURSELF AS AN ALIEN When an alien is exposed, they must remove their character from the game, discard their cards to their respective decks, and discard all their tokens (lab tokens facedown). If they are the leader, they pass the leader sheet to the player on their left.

If they are the first to become an exposed alien, they take the location deck, and alien strength tokens with a total value equal to half the number of players in the game, rounded down. Otherwise, they add a 1 point alien strength token to the current alien's pool. From now on, all exposed alien players work together, sharing the alien strength tokens and all choices and actions.

7. FOOD CONSUMPTION

If there are any supplies in the *Kitchen*, discard them all. If there are none, 4 food tokens must be discarded directly from the *Pantry*. If there is not enough food, all characters become **hungry**, and their players' maximum hand limit is immediately reduced to 2 cards (discarding 1 of their choice if necessary).

8. NPC MOVEMENT AND LEADER CHANGE

The leader takes all the NPCs that are not in the *Shack*, shuffles the location deck, then reveals a number of cards equal to the number of NPCs not in the *Shack*. For each card, place 1 NPC in the corresponding location.

If at any point the *Shack* card is drawn, the Shack is **unlocked**. The leader must continue drawing cards and placing NPCs until all have been placed in locations (draw another card to determine the location of the leader token, if that card was the *Shack* one).

Then, if a player has the leader token, they take the leader sheet; otherwise the current leader keeps it. In any case, the new leader draws 1 location card and places the leader token in that location. Finally, advance the dog token 1 space on the dog escape track.

ENCOUNTERS

Characters lying down are out of play and do not participate in encounters and/or contagion checks.

A LONE CHARACTER ENCOUNTERS A NPC That player makes a **contagion check** (draw 1 infection token from the contagion bag).

TWO OR MORE CHARACTERS ENCOUNTER A NPC The NPC is captured and placed directly in the *Shack*. Do not make a contagion check because of the NPC. While any NPCs are locked up, add the *Shack* location card to the location deck. After the NPC is locked up, resolve the encounter as if it were one between 2 or more characters.

TWO OR MORE CHARACTERS Any player whose suspicion disk is not in the green area places 2 of their contagion tokens facedown in front of them, corresponding to their role. If they are **human**, they must place 2 human tokens; if they are **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**.

ONE OR MORE CHARACTERS ENCOUNTER AN EXPOSED ALIEN Add up the **strength** value of all the characters in the location (each has a strength of 1) and compare it to the total alien strength token value in the location.

Alien's strength less than characters: The alien runs away. Characters may perform their actions normally. If there are several, they make a contagion check after the alien escapes.

Alien's strength greater than characters: The alien can choose to **assimilate** 1 living being (NPC or character) in the location, or **sabotage** the location.

If they **assimilate**, add a new 1 point alien strength token to the location, and the assimilated being is dead (a character is out of the game and their role is not revealed; though their player is considered part of the human team and will win if the humans win). The other characters escape, and are placed in the *Leisure Room*, lying down.

If they **sabotage**, place a number of damage counters equal to the alien's strength there (or perform the location's damage action). The characters escape, and are placed in the *Leisure Room*, lying down.

Alien's strength = characters: The alien runs. Characters in the location are laid down and cannot perform any actions.

If the alien is alone with a NPC, they may assimilate the NPC (removing it from play) or sabotage the location.

If a character is in an encounter with an exposed alien, they may use a *Grenade* or *Flamethrower* to discard a 1 point alien strength token and force the alien to run away. Any encounter with an exposed alien does not affect the suspicion disks on the track. An exposed alien that loses its last alien strength token is defeated, but there may be another undetected alien.

SETTING A LOCATION ON FIRE

The leader can choose to allow or deny a character to set a location on fire.

During phase 4, after encounters and immediately before character actions are resolved, a character with a *Grenade* or a *Flamethrower* can set a location on fire. That location is then destroyed and no player may move to it or take any locations in it for the rest of the game.

Discard 1 facedown action card from the active cards stack (and a reload token if necessary) and place a **fire token** on the location, remove its location card from the deck, then return the **freezing marker** to the starting position on its track.

If a location is burned down when there are other characters in it, all the characters there are placed, lying down, in the *Leisure Room*. NPCs are placed outside the board, and will come back at the end of the round.

WEAPONS AND ITEMS

You may hold any number of weapon and item cards at once. When you draw a card or token, keep it secret from the other players until you use it (except for the *Flamethrower*). Except where noted, each card or lab token is removed from the game when used. Weapon or item cards that are **discarded** are returned to the bottom of their deck in random order. If a weapon or item deck runs out, players cannot draw any more (unless an exposed alien returns cards to the decks).

WEAPONS

GRENADE To fight the alien, discard 1 facedown action card from the active cards stack and lay down your character. The alien discards a 1 point strength token from the location and runs away.

To set a location on fire, discard 1 facedown action card from the active cards stack and lay down your character in the *Leisure Room*.

SNIPER RIFLE Place the card at the end of the dog escape track to increase the number of spaces the dog will have to advance on the track. Only 1 sniper card can be played per game. This is a **free bonus action**.

FIREARM Use to avoid human encounters (and the subsequent contagion check), but may be kept after use.

FLAMETHROWER When you draw this card, place it faceup in front of you and put 6 reload tokens on it. **To fight the alien,** discard 1 token, discard 1 facedown action card from the active cards stack, and lay down your character. The alien discards a 1 point alien strength token from the location and runs away.

To avoid a human encounter (and the subsequent contagion check), discard 1 reload token.

To set a location on fire, discard 1 reload token and 1 facedown action card from the active cards stack and lay down your standee/miniature in the *Leisure Room*.

MELEE WEAPON Use to avoid human encounters (and the subsequent contagion check).

ITEMS

FLASHLIGHT Use to avoid the effects of darkness (play your cards normally), and may be kept after use. If you use the **special action** option, you may look at 2 cards and choose 1 to give to the leader, then discard the other.

FUEL Use to take 1 fuel token from the corresponding reserve and place it in a location where your character is located. This is a **free bonus action**.

KEYS (BASE HELICOPTER & SNOW CAT) Use to escape in the base helicopter or snow cat. The vehicle must be fuelled and repaired and the leader must assign the *Use* action card to you during phase 4.

TOOLS Use to remove 1 damage token from a location without using a *Repair* card if your character is in the location. This is a **free bonus action**.

WINNING THE GAME

All the humans win if they all escape from the base, with no aliens escaping with them.

Humans can escape individually and in groups during phase 4. Those who successfully escape by any means **without aliens**, while leaving other humans behind, are automatically winners and are out of the game, while the rest of the players continue.

Rescue helicopter: During phase 4, if the rescue helicopter has arrived, the character with the lowest suspicion value may choose to get on board the rescue helicopter and attempt to escape, regardless of which location they are in (on a tie, the tied player first in turn order can choose to attempt to escape).

This happens instead of moving their character. However, first resolve all the encounters (but not the actions) that result from the character positions of the players that moved before the escaping character; then the escape attempt begins.

If the character does not choose to attempt the escape, no escape via the helicopter can be attempted this round. If they do choose to board, the second least suspected character may decide to board, **but only if the character already on board lets them.** If not, they stay on the ground and the third least suspected decides, and so on. This continues until a new character is allowed on board.

If and when that happens, that player shows their role card. If they are **alien**, the game ends immediately and the aliens win. If they are **human**, go through the process again, starting with the least suspected character who has not boarded. This time, *all the players already on the helicopter must agree.*

These rounds continue until the end of the suspicion track is reached and no one else has been picked up, when the helicopter leaves. The characters still on the ground show their role cards, and if they are all aliens, the humans win; but if just 1 human is on the ground, the aliens win.

Base helicopter or snow cat: A character with the *Keys* can go to the *Base Helicopter* or a *Snow Cat* and, if it is ready, when they are given a *Use* action card by the leader, can show the *Keys* and start the escape process.

Use the same process as the rescue helicopter (however all characters must be in the relevant location). Once the escape process is complete, the vehicle is no longer available to the remaining players (cover the illustration with the used *Keys* card).

THE ALIEN WINS IF:

- It assimilates the last human.
- There are 1 or more humans that die frozen in the base.
- It escapes in human form with or without other humans in the rescue helicopter or base helicopter.
- It escapes in human form in a Snow Cat with humans.
- It escapes in dog form (the dog token reaches the end of the dog escape track).
- If an alien in human form uses a Snow Cat without bringing any humans along, it triggers the **escape by UFO** process.

When the last human is eliminated by assimilation, that human is the loser and the members of the opposite team are the winners. If the alien team has no revealed player, the last one human who was assimilated is considered the loser.

ESCAPE BY UFO

When this process is triggered, replace the base board with the **UFO board**. Shuffle the **departure tokens** and place 1 faceup in each sector, leaving the rest facedown as a reserve. Arrange the launch sequence cards in ascending order of red dots, from left to right.

All aliens are revealed and join the exposed alien team according to the base game rules. This team takes the 8 UFO sector cards.

The aliens begin with the first action, placing their strength on different UFO sectors using the cards, complying with the minimum strength requirement printed in each sector. Then the humans place their characters in the UFO sectors.

The alien then reveals their sector cards and places their strength tokens. Resolve any encounters using normal rules, but if the alien has the option to sabotage a location, or any characters have the option to perform actions in one, they instead have the option to collect departure tokens.

After all encounters have been resolved, if the alien chooses not to assimilate a character (or there are none there), they may collect the tokens on the sector, plus a number of random tokens from the reserve equal to the sector's value. If any characters are still standing in a sector, they may collect only 1 token from the reserve; if the reserve is empty, they take it from the sector instead (if there is one).

Then, the alien may activate, in ascending order, up to 2 launch sequence cards by paying the required cost for each card (2, 3, 4, 5, and 6) with departure tokens. There is no change; any excess is lost.

If the alien team activates the last card in the sequence, the game immediately wins with an alien victory. If there are insufficient tokens available, the humans win.

When the round is over and no one has won, a new round begins. The human players retrieve their characters, and the alien team retrieves their UFO sector cards and alien strength tokens. No additional departure tokens are added to the UFO board.