

THE THING



THE BOARDGAME

RULEBOOK

THE THING – THE BOARDGAME

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

DESIGNERS NOTES

The Thing - The Board Game is a "hidden role" game for 4 to 8 players. At the start of the game, the Alien is heavily disadvantaged, alone against all the other players. The situation can change as the game progresses, even reversing this initial disadvantage. The Alien player has the choice to wait and hide throughout the game — but he must be careful, since the humans will win if they manage to run away without the Alien or if they eliminate it. Therefore, this is a tactic we do not recommend during your first few games, as it is difficult to manage when you still need to master the game mechanics. Furthermore, it is very important that all players know how to properly play the role of the Alien because, after the game has started, it will be impossible for a player to ask for advice or consult the rules without revealing their role.

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



COMPONENTS



1 Leader Sheet



1 double sided Weather Table Tiles for 6 and 7/8 players



1 Freezing tile and 1 Freezing cube.



1 Base Board



4 Dogs



1 Leader Token



1 Weather Dice



34 Fuel Tank



16 Food Cubes



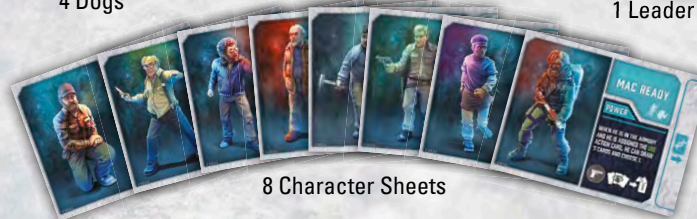
12 Flamethrower Reload Cubes



8 Suspicion Disks (in 8 player colors)



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



8 Character Sheets



16 Role Cards (8 Human and 8 Alien)



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



11 Location Cards (Kennel, Weather Station, Armory, Kitchen, Laboratory, Communications Room, Base Helicopter, Garage, Boiler Room, Generator Room, and Storage)



12 Weapon Cards (2 Flamethrowers, 4 Dynamite, 2 Guns, and 4 Knives)



40 Lab Tokens (16 Blood Bags and 24 Failures)



20 Damage Counters



1 Power Failure Token



8 Fire Tokens



12 Alien Strength Tokens



1 Rescue Helicopter



16 Human Contagion Tokens (in 8 player colors)



8 Alien Contagion Tokens (in 8 player colors)



1 Laboratory Bag



1 Contagion Bag



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



8 Character Standees



The Alien Standees represent a value of 1, 2, 3 or 4 of strength and can be combined with the Alien Strength Token.

SETUP

- 1** Open the Base board and place it in the center of the table.
- 2** Place the Weather Table tile on the corresponding space on the board, according to the number of players.
- 3** Fill the Generator Room (4 tanks) and the Boiler Room (4) tracks with Fuel Tanks. Place 1 Fuel Tank on the Rescue Helicopter Track in the "full tank" space (furthest to the left). All spaces are marked with the symbol:
- 4** Fill the Pantry with 16 Food cubes.
- 5** Place the Kennel Location card on the matching space, then shuffle the remaining Location cards, forming a face-down deck. Turn over the first card and place the "Leader" marker in the location shown; then, shuffle the card back into the deck, and place the deck next to the board. Finally, put the 4 dogs inside the Kennel. They will come into play at the end of the first round.
- 6** Place a Damage Counter on the snow cat then Place a number of Damage counters on the Base Helicopter according to the number of players:
4 Players: 2 Damage Counters
5 Players: 3 Damage Counters
6 Players: 4 Damage Counters
7 Players: 5 Damage Counters
8 Players: 6 Damage Counters
- 7** Create the Armory deck using the cards below, then shuffle it and place it face down in the Armory:
Up to 5 players:
 1 Flamethrower, 3 Dynamite, 3 Knives, and 1 Gun.
6 to 7 players:
 1 Flamethrower, 3 Dynamite, 4 Knives, and 2 Guns.
8 players:
 2 Flamethrowers, 4 Dynamite, 4 Knives, and 2 Guns.
- 8** Create the Depot deck using the cards below, then shuffle it and place it face down in the Depot:
Up to 5 Players:
 2 Keys, 2 Flashlights, 2 Tools, 2 Fuel, and 1 Wire.
6 Players:
 2 Keys, 3 Flashlights, 2 Tools, 2 Fuel, and 1 Wire.
7 Players:
 2 Keys, 3 Flashlights, 3 Tools, 3 Fuel, and 2 Wire.
8 Players:
 2 Keys, 3 Flashlights, 4 Tools, 4 Fuel, and 2 Wire.
- 9** Place a number of Fuel Tanks in the Underground Warehouse according to the number of players:
 Up to 5 players: 10 Fuel Tanks
 6 players: 14 Fuel Tanks
 7 to 8 players: 18 Fuel Tanks
- 10** Place a number of Fuel Tanks in the External Reserve according to the number of players:
4 Players: 3 Fuel Tanks
5 Players: 4 Fuel Tanks
6 Players: 5 Fuel Tanks
7 Players: 6 Fuel Tanks
8 Players: 7 Fuel Tanks

- 20**
- 5**
- 18**
- 7**
- 12**
- 1**
- 3**
- 11** Place a number of Damage counters in the Communications Room equal to the number of players, covering the appropriate spaces in the room.
- 12** Put 2 Blood Bag and 3 Failure Lab tokens in the Laboratory Bag for each player (Example: with 5 players, put 10 Blood Bags and 15 Failures in the Laboratory Bag).
- 13** Shuffle the deck of Action cards and place it near the board, face down.
- 14** Each player takes the components of their chosen color: 1 Suspicion disk, 3 Contagion tokens, and 2 Role cards, plus 2 Action cards randomly drawn from the Action Cards deck. Then, each player places their Suspicion disk on the yellow space of the Suspicion Track.



15 Randomly distribute 1 Character sheet to each player (or choose them, if you prefer). Take the standee of the selected character and put it in the plastic base of your color. Then place it in the Leisure room.

16 Take as many Dog Infection tokens as there are players in the game, including only one Alien token, mix them up, and give one to each player randomly, without revealing them. The player who gets the Alien token will be the first Alien player. Important: Be careful not to reveal your identity or give the other players any clues about who you are! Take your Role card that matches your identity (Human or Alien), and tuck it face down beneath your character sheet.

17 Then, put ALL of the Dog Infection tokens into the Contagion bag (without looking at them).

18 Place the remaining Damage counters in the Operations Room.









19 Place the Rescue Helicopter token on the appropriate space on the S.O.S. Track.

20 Finally, place the Power Failure token, the Freezing tile, the Freezing marker, the Alien Strength tokens, The Alien Standees the Flamethrower Reload Cubes, the Fire Tokens and the Weather Die next to the map

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

GAME OVERVIEW

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

	Phase 1. Weather Conditions <i>The Leader determines the weather conditions by rolling the Weather Die.</i>
	Phase 2. Base Maintenance and Rescue Helicopter Advancement <i>The Leader removes Fuel Tanks from the locations according to the Weather Table, and if the conditions are met, moves the Rescue Helicopter forward.</i>
	Phase 3. Alien Actions (only if the Alien has been exposed) <i>The Alien takes their turn using the Location cards and Strength tokens.</i>
	Phase 4. Draw Action Cards and Take Player Actions <i>The characters move around the Base, managing its upkeep and hunting down the Alien.</i>
	Phase 5. Leisure Room and Accusations <i>During their rest period, all characters may exchange weapons and items and may throw accusations at each other.</i>
	Phase 6. Test (only if a player has the opportunity to perform a Test) <i>Characters in possession of the necessary equipment for a Test can use it to verify the identities of the other players.</i>
	Phase 7. Food Consumption <i>The Leader discards the food required for the sustenance of the characters.</i>
	Phase 8. Dogs Move & Leader Changes <i>Dogs roam into locations according to drawn cards, and a new Leader takes the lead.</i>

HUMANS & ALIENS

Throughout these rules, we use the term “player” to refer to any player in the game who is not an Exposed Alien. “Alien” means a player who is secretly an Alien pretending to be human, while “Exposed Alien” means a player who has revealed that they are an Alien (either voluntarily or after a Test). “Human” indicates a player who is not secretly an Alien.

Essentially, in the game there are two teams: the Humans and the Aliens. All members of a team win or lose the game together. It is possible for a Human to become “infected,” turning into an Alien and becoming a member of the other team!

THE PHASES IN DETAIL

PHASE 1. WEATHER CONDITIONS

The First Player rolls the Weather Die and places it on the Weather Table according to the result rolled. If the die is in the Weather Station (see page 23), the First Player may choose whether to keep the result he just rolled or use the result rolled during the Draw Action Cards and Take Player Actions Phase of the previous round.

PHASE 2. BASE MAINTENANCE AND RESCUE HELICOPTER ADVANCEMENT

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



BOILER ROOM

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



During a storm, the Boiler Room consumes 2 Fuel Tanks; there is only 1 tank, so it is discarded and 1 Damage Counter is added. Now the Boiler Room has 3 Damage Counters, so the boiler is destroyed and the Freezing tile is placed on top of the Boiler Room. The Base is starting to freeze!





GENERATOR ROOM

If there are 2 Damage Counters in this location, the electrical power in the base is knocked out. Place the Power Failure token in the Generator Room. As long as the Power Failure token is in play, the Darkness rules are applied during the Draw Action Cards and Take Player Actions Phase. **When the generator is broken, it does not consume fuel tanks.**

The Power Failure token can be removed as soon as a player removes at least 1 Damage Counter from the Generator Room.



During a storm, the Generator Room consumes 2 Fuel Tanks; there is only 1 tank, so it is discarded and 1 Damage counter is added. Since there are now 2 Damage Counters there, the Power Failure token is added.



DARKNESS

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



RESCUE HELICOPTER

If the SOS has been sent, move the Fuel Tank on the Helicopter Track down one space and advance the Rescue Helicopter on the Rescue Track according to the Weather Conditions as shown on the Weather Table. **If the Rescue Helicopter has already arrived**, simply move the Fuel Tank one space. **If Fuel Tank is on the last space**, the Rescue Helicopter will automatically depart, abandoning all the players in the Base: now you will have to find another way to escape!



Thanks to the sunny weather, the helicopter advances 4 spaces while consuming a single point of fuel.

PHASE 3. ALIEN ACTIONS

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

The chosen Location cards will ONLY be revealed AFTER all players have placed their characters and handed their Action cards to the Leader in Phase 4.



PHASE 4. DRAW ACTION CARDS AND TAKE PLAYER ACTIONS

Each player, starting with the Leader, draws as many Action Cards as he needs to reach their maximum hand limit (normally 3 cards per player unless the Base has run out of food). If a player already holds the maximum number of cards allowed, they do not draw any more cards.

Then the Leader draws 1 additional Action card from the Action Cards deck and places it face down on the Leader sheet **without looking at it**.

THE ACTION CARDS

The Action Cards deck consists of 3 types of cards, equally distributed: **USE**, **REPAIR**, and **SABOTAGE**.



USE

activates the function of the location



REPAIR

removes a Damage counter.



SABOTAGE

places a Damage counter in the location or performs the damage action at that location.

4.1 - PLAYER MOVEMENT AND ACTION PLANNING

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

Place your character in a location and hand over an Action card:

The player places their character in the desired location and takes one Action card from their hand, and places it on the Leader sheet face down (unless their suspicion level is already at the maximum—see Phase 5 for details). These cards form the Active Cards stack.

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

If the Leader token is in that location, the player picks it up and places it on the table in front of them for the next round.

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

Change cards: If the player is not satisfied with the cards in their hand, they may lay their character on its side in the Dormitory, discard their entire hand of Action cards, and **choose** an equal number of cards **from the Action Cards deck**. Then, they shuffle the Action Cards deck together with the discard pile to create a new deck.



SPECIAL ACTION

It is possible that a player does not have the right cards to perform an action but does not want to lose a turn to Change cards. Should this happen, the player may move their character to the desired location and discard all of the Action cards from their hand. Then they draw one card from the Action Cards deck and looks at it: this card **MUST** be placed on the Leader sheet with the other Active Cards.



The red player places one of his Action cards face down in the Active Card stack on the Leader sheet. The green player does not have any playable cards and decides to change his Action cards by going to the Dormitory and discarding his hand. Then, he takes 3 new cards of his choice from the Action Cards deck. After that, he shuffles all the discarded cards together with the remaining cards to form a new Action Cards deck.

The blue player would like to perform an action in the Laboratory, but the cards in his hand do not allow him to do so. He decides to try his luck by discarding all three Action cards in his hand and drawing the top card from the Action Cards deck, which he must play on the Leader sheet, face down.

Encounters

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

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

1. If the Alien has been exposed, they reveal their Location cards and place the related Strength tokens in the corresponding location(s).
If the Alien is alone in a location, they can sabotage it, inflicting as much damage there are Strength tokens; if there are other players or Dogs in that location, an Encounter is resolved as detailed in the Encounters section.
2. Once all situations with Exposed Aliens have been resolved, any other Encounters must be resolved as detailed in the Encounters section (see below).

ENCOUNTERS

All Encounters must be carried out before the cards in the Active Cards stack are assigned.

When there are multiple characters in the same place (Dogs, players, and/or Exposed Aliens), an Encounter occurs. Encounters can be the most dangerous part of the game, as this is the time when the Alien can assimilate other living beings.

If a player is in possession of a weapon (Knife, Pistol, or Flamethrower), he may choose to use it to avoid an Encounter he is in. If the player shows a Knife, he must discard it immediately after the Encounter; if he wants to use a Flamethrower, he must discard 1 Reload; a gun can be used any number of times.

The players then resolve all remaining Encounters, one Location at a time in the order chosen by the Leader, based on who is involved in the Encounter:



A lone player encounters a Dog: That player proceed with a Contagion Check (see page 10).



Two or more players encounter a Dog: The Dog is captured and placed directly in the Kennel. Do not make a Contagion Check for the encountered Dog. When 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 two or three players.



One or more players encounter an Exposed Alien: Compare their respective Strength values: for the players, their Strength is equal to the number of characters in the room; for the Alien, it is the sum of the Strength tokens in the room.



If the Strength of the Alien is **greater than** the Strength of the players, the Alien wins and can choose whether to assimilate one living being (Dog or player) or sabotage the location. If he chooses to assimilate a player, he adds one Strength token in the current room and the assimilated player is considered to be dead (they will continue to be part of the Human faction and will share the victory if the Humans win). The other players escape, and place their characters in the Leisure Room, laying down.



If the Alien decides to sabotage the location, he adds a number of Damage Counters equal to his Strength there (or performs the location's damage action—see page 21), and the characters in that location escape by moving their characters to the Leisure Room, laying down.



If the Alien's Strength is **less than** the Strength of the players in the room, the Alien will run away without doing anything, and the players will be able to perform their actions normally.



If the Strength of the Alien is **equal to** the Strength of the players in the room, the Alien will run away, and all the characters in the room are laid down: they will not be able to perform any actions.



If the Alien is in a location where there's only a Dog, he chooses whether to assimilate the Dog by adding a Strength 1 token (and removing the Dog from play) or sabotage the place.



If a player is in an Encounter with an Exposed Alien and he is in possession of a Flamethrower or Dynamite, he may choose to use one or the other to remove a Strength Token from the Alien and force it to escape (see "Using Weapons").



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

IMPORTANT: if the Alien's strength marker is the last one, the revealed Alien is defeated, but this does not imply the automatic victory of Humans, as there may be another undetected Alien.



Two or Three players meet: Any player whose Suspicion disk is **not** in the green area of the Suspicion Track places 2 of their Contagion markers in front of them, corresponding to their Role (if that player is Human he **MUST** place 2 Human markers; if he is the Alien, he may choose to place 1 Human and 1 Alien marker or 2 Human markers); then, everyone in the Encounter, makes a Contagion Check (see the box below).

Contagion Check

This action takes place when an Encounter occurs between two or more players or between a single player and a Dog.

Each player secretly looks one of the two Contagion Markers of another player participating in the Encounter (or taken from the dog bag in case of meeting with it), then returns it to the owner (or puts it back in the bag) by advancing his own suspicion disk by 1 on the Suspect Track.

IMPORTANT: If there are three players involved in an Encounter, each of them must take one Contagion marker from only one of the other players (each player chooses who to take a marker from). Do not take a Contagion marker from both of the other players.

After looking at the token, he returns it to its owner (or puts it back in the bag in case of an Encounter with a Dog) and advances their Suspicion Disk 1 space on the Suspicion Track.

After a player looks at a Contagion marker, he **must** pick up **all** of their Role cards, secretly look at them, and place the card matching their new Role under their Character sheet.



In this phase, four players meet in two different places:

In the Generator Room, the green and blue players carry out their Encounter as shown in the picture. Each player will choose and place 2 of their 3 Contagion markers face-down in front of them; then, both players will advance their Suspicion disk 1 space on the Suspicion Track, since both of them must take a Contagion marker from another player. The blue player is an Alien in disguise: he chooses to place a Human and an Alien marker, hoping to infect the green player. Green is a Human: he can only place his 2 Human counters in front of him.

Each player chooses one of the tokens offered by the other player, and, without showing it to anyone, checks if he has been infected or not. In this case, the green player discovers that he has been infected and, from now on, this will radically change his goals. In the Boiler Room, red and yellow resolve their Encounter as shown in the picture. First, they lock the Dog in the Kennel, avoiding any contagion. The players know that the red player is Human, since he is in the green area of the Suspicion Track. Consequently, he does not place any Contagion markers in front of him; however, he must take one of those placed by yellow, since yellow is still a potential Alien. For this reason, the red player must advance his Suspicion disk 1 space, exiting the green area. The yellow player does not advance any spaces on the Suspicion Track, since he does not draw any Contagion markers. However, he had to place 2 face-down Contagion markers in front of him (and since he is Human, he must place 2 Human tokens): red picks one up, and discovers that he has not been infected.

IMPORTANT: When checking a Contagion marker, it is **essential** that players make no comments, hints, or indulge in any other behavior that could reveal their Human or Alien condition, otherwise they could prematurely reveal their role. It is also **ESSENTIAL** to **ALWAYS** adjust their Role card regardless of whether there has been a real infection or not.

Even if your Role does not change, you must still pick up **all** of your Role cards, mix them, and place the card that matches your Role under your Character Sheet. This will prevent the other players from knowing if you have changed your Role or not.


4.2 - EXECUTE PLAYER ACTIONS

After all Encounters have been dealt with, the Leader picks up and shuffles all of the Action cards in the Active Cards stack. Then, he **MUST** turn over and play **at least** one Action card from the stack.

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

After the action has been performed, the chosen character is laid down: it cannot be assigned any more cards this round.

COOPERATION BONUS

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

When a player is assigned a *USE* or *REPAIR* action in a location with a Cooperation Bonus, and there is more than one **standing** character in that location, he repeat the action as many times as there are standing characters there. Then, lay down **only 1** of those **characters** to show that the action has been performed.



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



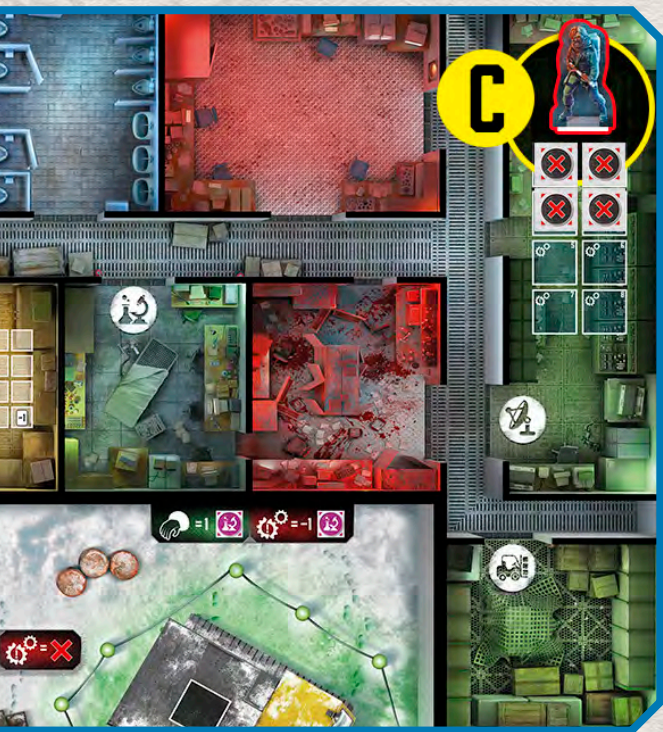
If there are **no** available characters that can perform the action, that action is lost but a character must still be chosen: lay any 1 character down, chosen by the Leader.

After each Action card is complete, the Leader **may** choose to reveal another card or stop and discard the rest of the cards face down in the discard pile, without looking at them.

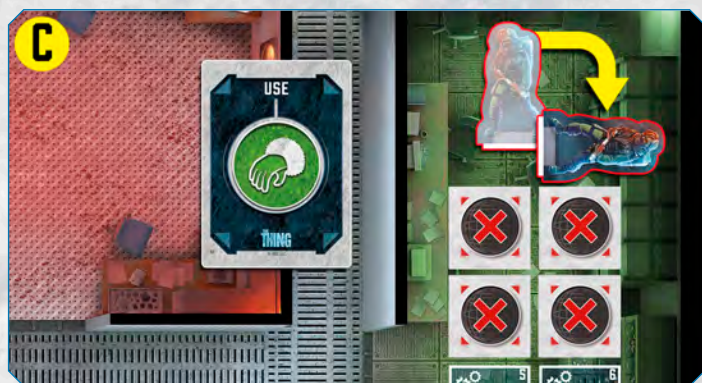
IMPORTANT: The Leader always has the last word on which character will use each action, and whether to continue turning cards and performing actions or to stop and discard all the remaining Action cards from the Active Cards stack.



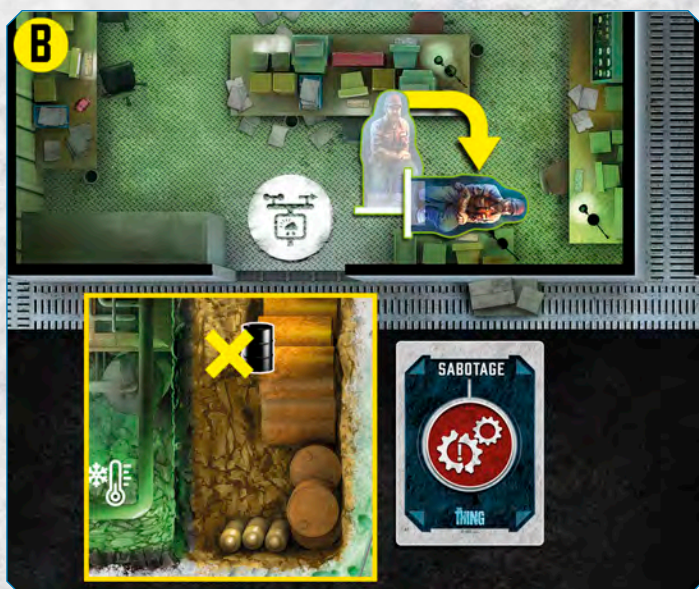
The Leader turns over the top Action card from the Active Cards stack, and it turns out to be **USE**. He decides to assign it to the yellow player's character. Since that location has a **Cooperation Bonus** (which multiplies the action effect by the number of characters standing in the room), he places 2 Fuel Tanks instead of 1. Then, the Leader lays down only the yellow character, to indicate that the action has been performed.



The Leader turns over the third Action card from the Active Cards stack, and it's a REPAIR. He decides to assign it to the blue player's character. That location has a Cooperation Bonus, but since there are no other characters standing in that location, he cannot use it. Therefore, only 1 Damage counter is removed. Then, the Leader lays down the blue character to indicate that the action has been performed.



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



The leader turns over the second card: SABOTAGE. He decides to assign it to the green player's character in the Weather Station. To do this, he lays his character down and applies the damage to the location, discarding a Fuel Tank from the Underground Warehouse.



PHASE 5. LEISURE ROOM AND ACCUSATIONS

In this phase, all players (except for Exposed Aliens) return their characters to the Leisure Room.

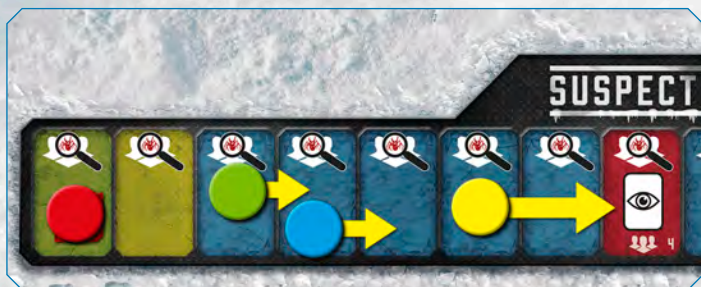
Here, players may exchange Weapon and/or Item cards with each other and may accuse another player of being the Alien, according to their suspicions.

After a heated discussion and the exchange of accusations, each player may vote against another player, who might be the Alien. The Leader will count to three, then each player will point their finger at a player he suspects of being an Alien. If you don't wish to vote for anyone, just cross your arms.

Starting with the Leader, each player's Suspicion disk on the Suspicion Track is moved forward one space for **each** player who voted for them.

IMPORTANT: *You **cannot** vote for a player whose Suspicion disk is in the green area.*

If a player's Suspicion disk is in the Maximum Suspicion area (indicated by the red box that shows the number of players in the game), he must **reveal** any Action cards he plays when he hands them to the Leader.



In a 4 player game, during the voting, the red player and the blue player both point their fingers at the yellow player. Yellow points his finger at green, and green points his finger at blue.

So, the disks are advanced on the Suspicion Track: Yellow, who received 2 votes, advances 2 spaces, reaching the maximum limit of suspicion—he will be forced to play his cards face up from now on. Green advances 1 space, as does blue.

Note that nobody could vote for the red player because his disk is in the green zone, having already been proven "human."

He may move back onto the Suspicion Track if he encounters another player who has not yet been proven human.

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

PHASE 6. TEST

In this phase, players may check the real identity of a player using TEST A (Blood Test) and/or TEST B (Fire Test). Tests are used to reveal the Role of the other players.

If a player has a Blood Bag token and / or a Wire and a Flamethrower, he may perform up to **one Test per type**. (He may even perform a TEST A and a TEST B on different players).

It is possible to use one of the tests on your character to reveal your role to others.

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

A player with both a Wire and a Flamethrower (both must be owned by the same person) may perform a single TEST B on **any player** he wants to, regardless of their position on the Suspicion Track.

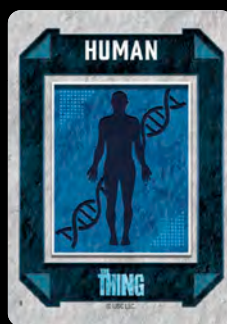
To perform a TEST A, the player simply shows and discards the Blood Bag (put it back in the box) and indicates the player he will test. For a TEST B, he just indicates the player they want to test and discard 1 Reload from their Flamethrower.

IMPORTANT: *you can perform a SINGLE Test A and a SINGLE Test B per Round.*

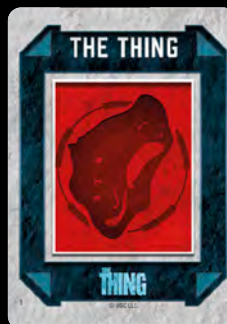
If more players can take tests, the leader will decide who can take it and who not, remembering that it is possible to take only one Test A and only one Test B per turn.

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

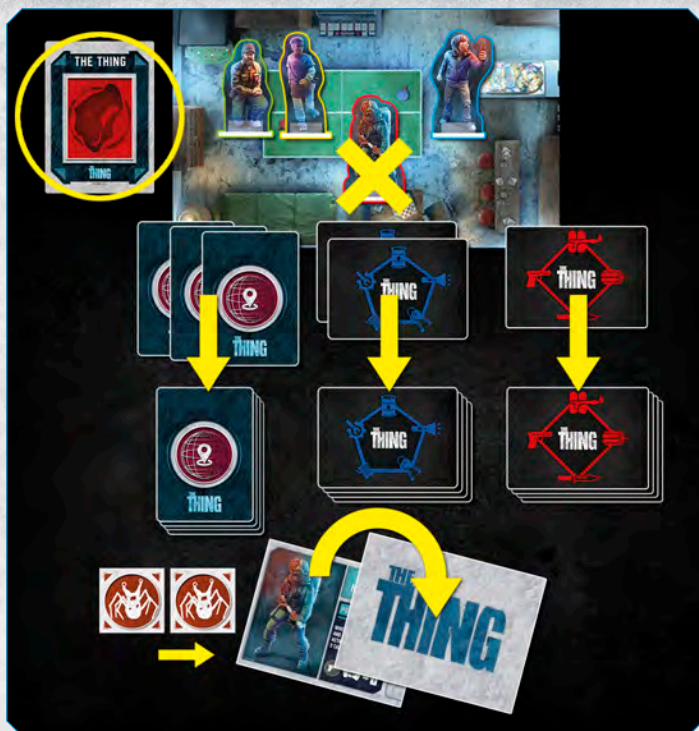
TEST RESULTS



IF THE TESTED PLAYER IS HUMAN, THEIR SUSPICION CUBE DROPS TO 0, IN THE GREEN AREA OF THE SUSPICION TRACK.



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



Following a Test, the red player is discovered to be an Alien. Therefore, he must reveal himself: he removes his character from the game and returns all of his cards to their respective decks bottom. Since he is the first to reveal himself as an Alien, he takes Strength tokens equal to half the number of players; also, he places the Location deck in front of himself and will play as an Exposed Alien from now on.



The red player has a Blood Bag token, so he can perform a Test A, but can only do so on yellow, who is the most suspicious. Yellow shows his Role card, which turns out to be human, so he moves his cube to the green area (where only proven-human markers reside). Green has both a Flamethrower and a Wire, so he can use a reload from his Flamethrower and perform a Test B on the blue player. Blue reveals his Role card and shows everyone that he is actually an Alien! He removes his disk from the Suspicion Track and puts all his cards on the bottom of the corresponding decks and discard all the tokens in his possession. He also takes 2 Strength tokens and turns over his Character sheet to show the summary of his newly available actions: from now on, he will play as an Exposed Alien.

EXPOSING YOURSELF AS AN ALIEN

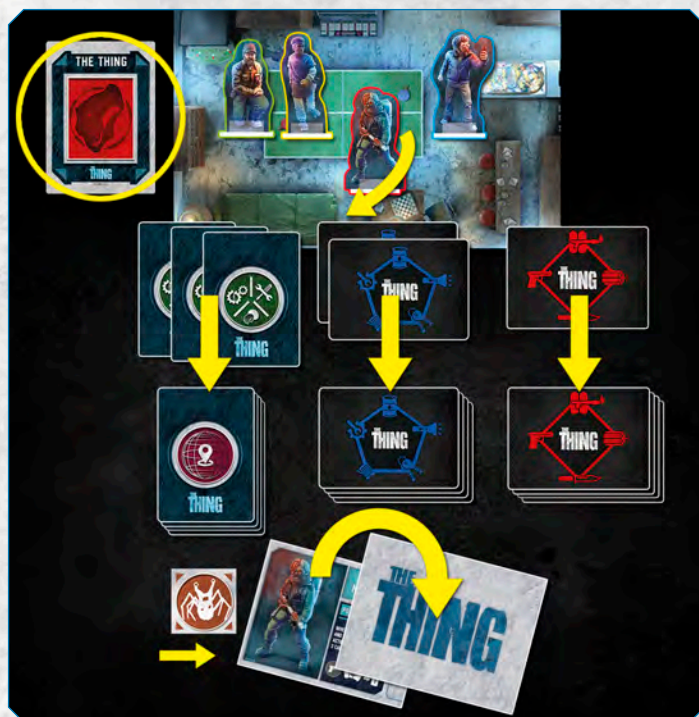
During Phase 5, by their own will, or Phase 6, as a consequence of a Test, an Alien player can or must reveal their Role and start playing as an Exposed Alien.

When an Alien is exposed, he must return all of their cards to the bottom of their corresponding decks and any Lab tokens they are discarded face down. If the newly exposed Alien is the Leader, they immediately pass the Leader sheet to the player on their left.

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

If, on the other hand, the player is the first to become an Exposed Alien, he takes possession of the Location deck and a number of Strength tokens equal to half the number of players in the game (including themselves), rounded down. He is now ready to play in Phase 3 of the next round.

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



During their time in the Leisure Room, the red player decides to reveal his true identity (Alien) by showing his role card, to help the white player, already in Alien form.

He removes his character from the game and returns all of her cards to their corresponding decks; then, he adds 1 Strength token to those of the current Alien. From now on, he will be an integral part of the Alien's game, sharing actions and choices with him.

PHASE 7. FOOD CONSUMPTION

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



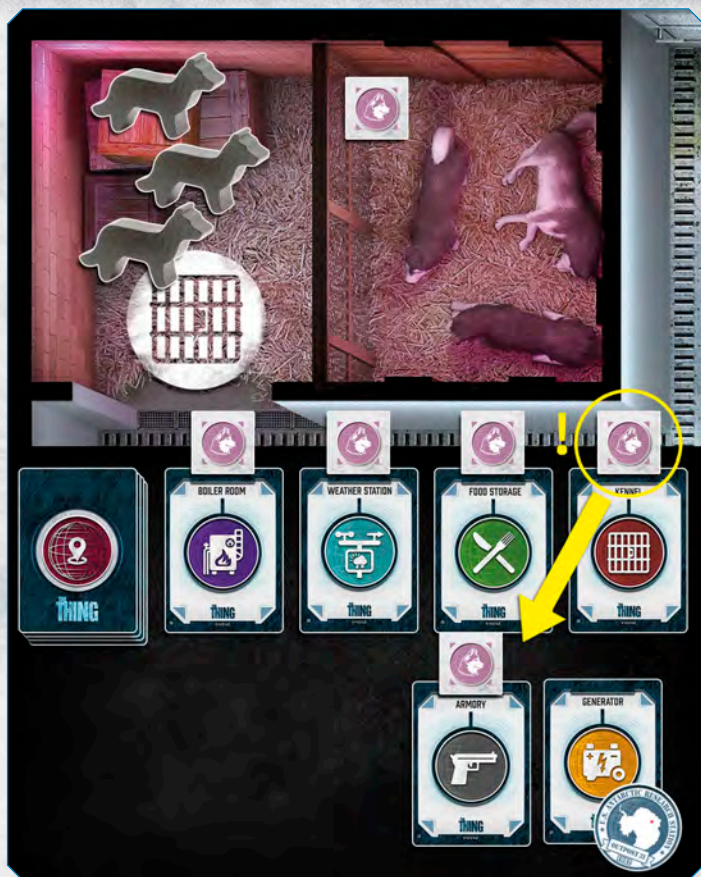
PHASE 8. DOGS MOVE AND LEADER CHANGES

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

If the Kennel card is revealed, the Kennel is unlocked and all of the Dogs there are released and **immediately** enter play. The Leader must continue drawing cards and placing Dogs until all Dogs and the Leader token have been placed in locations.

Once the dogs have been placed in the rooms, draw one last Location card and move the starting player token into that room.

Once this phase is over, the Leader sheet is given to the new Leader—the player from whom the Leader token was just taken. If no player had the Leader token, the same player will be the Leader again next round and the Leader token remains in the same room.



In this phase, the Leader draws 4 cards from the Location deck, since there are still 3 Dogs roaming free in the Base.

First, the Dogs are placed on the locations shown on the first 3 cards.

Then, the Leader draws another card from the Location deck in order to place the Leader token, and he draws the Kennel! Unfortunately, that means that someone has released the locked-up dog. Therefore, the Leader must draw yet another card to determine where that Dog goes.

He draws the Armory and places the Dog there. Then, he draws another card for the Leader token (Generator Room).

OPTIONAL KENNEL RULE

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

WINNING THE GAME

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

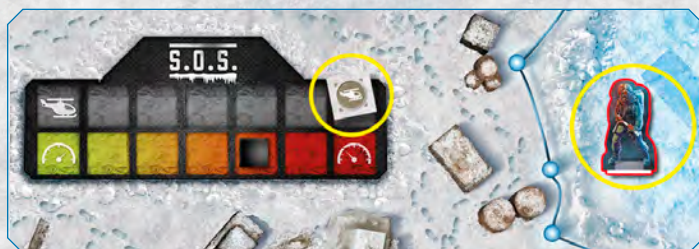
All the Humans win immediately if:

They **ALL** escape from the Base, with no Alien escaping with them. This can be by:

RESCUE HELICOPTER: During Phase 4 the Draw Action Cards and Take Player Actions Phase, if the Rescue Helicopter has arrived, the player with the **lowest** Suspicion value (on the Suspicion Track) may **choose** to get on board. If they do, the **second least** suspected player decides whether to board the helicopter also. But, they may only board if the player who is **already on board decides to let them**; otherwise, they remain on the ground and the option moves on to the **third least** suspected, who can only board if the player already on the helicopter agrees, and so on. This process continues until a new member is allowed on board. If and when that happens, the newly rescued player shows their Role card. If they are Human, the process starts over with the least suspected player and moving up. But this time, in order to get on board, **all** of the players already on the helicopter have to agree to let them on. When you get to the end of the Suspicion Track (with the last player) and no one else has been picked up, the helicopter leaves with its passengers. The players left on the ground show their Role cards and if they are **all** Aliens, the Humans win! But, if even just one Human is on the ground, the Aliens win the game. If a passenger who has just boarded reveals that they are an Alien, the game ends immediately and the Aliens win.

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

ESCAPE ON THE SNOW CAT OR BASE HELICOPTER: Once the Snow Cat or Base Helicopter is ready and **at least one player has the Keys**, it is possible to try to escape during Phase 4. During the normal game turn, the player with the Keys moves their standee to the Snow Cat or Base Helicopter and shows the Keys card instead of giving an Action card to the Leader and declares that they want to try to escape. That player is then the first to get on the Snow Cat or Base Helicopter. Using the same system as the Rescue Helicopter above and starting with the least suspected player, the other players can try to get on board. If no one gets picked up, the owner of the Keys will be the only one to escape from the base—the victory condition for an Alien wishing to escape alone in human form.



During Phase 2. Base Maintenance and Rescue Advancement, the Rescue Helicopter lands at the Base. During Phase 4, the red player declares that he wants to board the helicopter as he is the least suspected and can claim this right. This triggers the end of the game and the selection of which players will be rescued. As soon as he is on board, he has to decide whether to bring green (the second least suspected) up, but he does not convince him—his behavior during the game has always been very ambiguous—so he chooses to leave him on the ground. Then he makes a choice about yellow: he welcomes him on board immediately, since he trusts him fully. Yellow boards the helicopter and shows his Role card proving himself human, so for now they are safe. Since a new member has boarded, the process starts over from the lowest on the Suspicion Track, and therefore goes back to green, but again both players agree not to let him on board, moving on to blue. Red and yellow don't trust his either, since during the game there have been several occasions in which green and blue have worked together. Therefore, they decide to take a risk and leave his on the ground. The helicopter leaves the base, and both green and blue show their Role cards revealing them to be Aliens! The Humans made a risky choice that was successful in the end.

The Alien wins if it:

- It wins if, as Alien revealed, he eliminates all humans.
- The last assimilated Human is the one who will lose the game.
- It wins if one or more Humans die frozen in the base.
- Escapes along with the Humans (through Rescue Helicopter, Base Helicopter, or Snow Cat).
- Escapes alone in Human form with a vehicle (Helicopter or Snow Cat).

CLARIFICATIONS:

Even if the Humans eliminate all the Aliens of the Base, to win they must still flee and warn humanity of the impending danger.

As explained, the Alien is considered as a single identity, while the Humans are considered independent even if they are part of the same faction. For this reason, when the latter is eliminated by assimilation, the latter is considered the loser and the members of the opposite faction the winners. In the rare event that the Alien faction has no revealed player and ends the game with all assimilated players, the last one that has undergone the assimilation process is the one who loses the game as Human. To facilitate the process of identifying the last infected, we strongly recommend keeping in mind every time a human player draws the Alien marker from you. In this way you can rebuild the chain of infections



WEAPONS, ITEMS, AND CHARACTER ABILITIES

There is no limit to the number of Weapon and Item cards a player may hold at one time. When you draw a card or token, keep it secret from the other players (except for the Flamethrower—see below) until you use it.

Except where noted below, each card or Lab token can be used only once and is then discarded **from the game**. Do not return them to their decks.

Exception: When an Alien is exposed, all cards he has are returned to the bottom of their respective decks instead of being discarded from the game.

If the Weapon or Item deck runs out of cards, then players may not draw any more of them for the rest of the game (unless an Exposed Alien returns cards to one of those decks).

USING WEAPONS



DYNAMITE

Can be used to fight the Alien by discarding the Dynamite card: you must also discard 1 face-down Action card from the Active Cards stack and lay down your standee; the Alien loses 1 Strength point and runs away.

Can be used to set a location on fire to heat the Base, by discarding the Dynamite in the room you want to burn: you must also discard 1 face-down Action card taken from the Active Cards stack and lay down your standee in the Leisure Room; then, place a Flame marker on the now-burning location and remove the corresponding card from the Location deck. When this action is carried out, the Freezing marker returns to the beginning of its track.



FLAMETHROWER

As soon as you draw it, place this card face up in front of you and put 6 Reload counters on it. Can be used to fight the Alien by discarding 1 Reload: you must also discard 1 face-down Action card from the Active Cards stack and lay down your standee; the Alien loses 1 Strength point and runs away. Can be used to set a location on fire to heat the Base by discarding 1 Reload in the room you want to burn: you must also discard 1 face-down Action Card from the Active Cards stack and lay down your standee in the Leisure Room; then, place a Flame marker on the now-burning location and remove the corresponding card from the Location deck. When this action is carried out, the Freezing marker returns to the beginning of its track. Can be used to avoid an Encounter (and Contagion Check) by discarding 1 Reload.

BURNING LOCATIONS

If a player sets a location on fire to heat the base, that location is considered destroyed. No player may move to or take any actions at that location for the rest of the game.



GUN

Can be used to avoid Encounters (and Contagion Checks). May be kept after use.



KNIFE

Can be used to avoid an Encounter (and Contagion Check), but it must be discarded after use (show it to the other players).

USING ITEMS



FLASHLIGHT

Can be used to avoid the effects of Darkness—it allows you to play your cards normally. May be kept after use.



FUEL

Can be used to place 1 Fuel Tank in a location where your pawn is currently located. Discard the Fuel card and take a Fuel Tank from the Underground Warehouse. This **does not** count as your action for the turn, and is a free bonus action.



KEYS

[SNOW CAT AND BASE HELICOPTER]

Can be used to escape with the Snow Cat or the Base Helicopter. To use them, move your own pawn to the desired location during Phase 4 and show the Key card instead of handing an Action card to the Leader.



TOOLS

Can be used to repair a location without using a REPAIR card (but your pawn must be in that location). Discard the Tools card and remove 1 Damage counter. This **does not** count as your action for the turn, and is a free bonus action.



WIRE

Can be used with a Flamethrower to conduct a Test B during Phase 6 by spending 1 Reload from the Flamethrower. May be kept after use.

CHARACTER ABILITIES



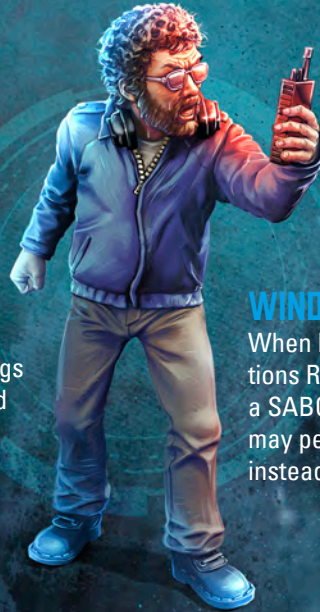
BENNINGS

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



CLARK

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



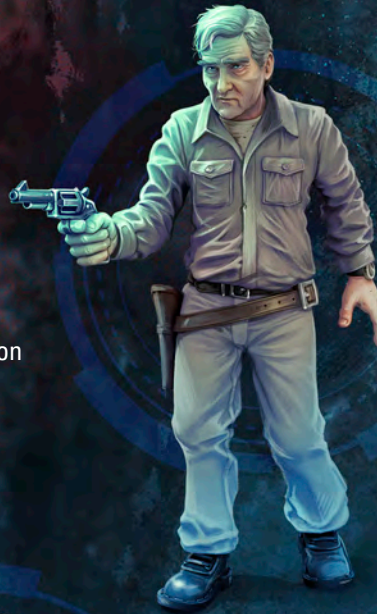
WINDOWS

When he is the Communications Room and is assigned a SABOTAGE Action card, he may perform a REPAIR action instead of SABOTAGE.



MAC READY

When he is in the Armory and is assigned a USE Action card, he may draw 3 cards and choose 1.



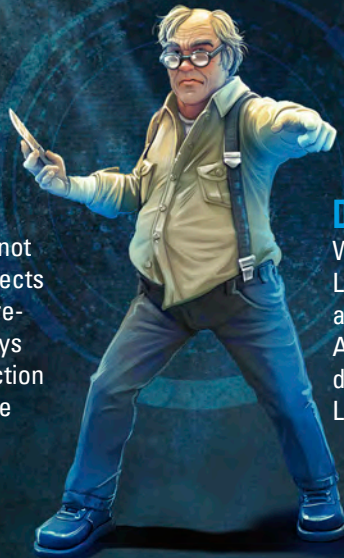
GARRY

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



NORRIS

He owns his own Flashlight and is not subject to the effects of Darkness, therefore he can always choose which Action card to give to the Leader.



DR. BLAIR

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



NAULS

When he is in the Kitchen and is assigned a USE Action card, he fulfills the food requirements of the Base with a single Food Cube instead of 2.

LOCATIONS AND LOCATION ACTIONS

LOCATION COLORS

GREEN LOCATIONS: Active Zones that can be used by players, Exposed Alien players, and Dogs.

BLUE LOCATIONS: Zones that can be used only by players, with no limit to their number.

YELLOW LOCATIONS: Zones where the supplies of the Base are stored.

RED LOCATIONS: Zones that no one can activate, since they are discard zones.

LILAC LOCATION: Zone that can be used only by Exposed Alien players.

ARMORY

max. 3 Players + Exposed Alien + 1 Dog



SETUP: The composition of the Armory deck depends on the number of players:

Up to 5 Players: 1 Flamethrower, 3 Dynamite, 3 Knives, and 1 Gun.

6 or 7 Players: 1 Flamethrower, 3 Dynamite, 4 Knives, and 2 Guns.

8 Players: 2 Flamethrowers, 4 Dynamite, 4 Knives, and 2 Guns.

PURPOSE: It allows you to find weapons.

COOPERATION BONUS: No.

AVAILABLE ACTIONS:

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

Sabotage by Card: Discard 1 Armory card without looking at it.

Sabotage by Alien: Discard 1 Armory card for each Strength point the Alien has in the Armory without looking at them.

BASE HELICOPTER

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



SETUP: At the start of the game, there are a number of Damage counters on the Base Helicopter depending on the number of players:

4 Players: 2 Damage

5 Players: 3 Damage

6 Players: 4 Damage

7 Players: 5 Damage

8 Players: 6 Damage

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

COOPERATION BONUS: Yes.

Available Actions:

Use: Take 1 Fuel Tank from the External Reserve and place it on the Base Helicopter.

Sabotage by Card: Add 1 Damage counter.

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

Repair: Remove 1 Damage counter.

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

BOILER ROOM

max. 3 Players + Exposed Alien + 1 Dog



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

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

COOPERATION BONUS: Yes.

AVAILABLE ACTIONS:

Use: Take 1 Fuel Tank from the Underground Storage and place it in the Boiler Room.

Sabotage by Card: Place 1 Damage counter.

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

Repair: Remove 1 Damage counter.

DAMAGED: When the Boiler must burn Fuel Tanks to provide heating and there are not enough Fuel Tanks here, place as many Damage counters as there are missing tanks.

DESTROYED: If the Boiler Room is completely damaged, place the Freezing tile on this location with the Freezing marker on the first space of the Freezing Track. This marker will move towards "Death by Freezing" depending on the Weather Table.

COMMUNICATIONS ROOM

max. 3 Players + Exposed Alien + 1 Dog



SETUP: At the start of the game, the Communications Room has a number of Damage counters depending on the number of players.

PURPOSE: When completely repaired, it's possible sends an SOS calling for rescue using a USE card, and the Rescue Helicopter is placed on the first space of the Rescue Track.

COOPERATION BONUS: Yes.

AVAILABLE ACTIONS:

Use: Call the S.O.S.

Sabotage by Card: Place 1 Damage counter.

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

Repair: Remove the Damage counter furthest to the right.

DAMAGED [WITH AT LEAST 1 DAMAGE COUNTER]: As long as the Communications Room is damaged, the SOS cannot be sent.

Note: Once the SOS is sent, the Rescue Helicopter will continue moving towards the Base even if the Communications Room is later damaged again.



DEPOT

max. 3 Players + Exposed Alien + 1 Dog



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

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

6 Players: Add 1 Flashlight.

7 Players: Add 1 Fuel and 1 Tools.

8 Players: Add 1 Fuel and 1 Tools.

PURPOSE: It allows you to find several items, including: Keys to escape by Snow Cat or Base Helicopter, Flashlights to avoid the effects of Darkness, Tools to make a repair in addition to the normal action of your turn, and Fuel to load a Fuel Tank in addition to the normal action of your turn.

COOPERATION BONUS: No.

AVAILABLE ACTIONS:

Use: Draw 3 Item cards and keep 2. Return the other card to the bottom of the deck. Keep your cards secret.

Sabotage by Card: Discard 1 Item card without looking at it.

Sabotage by Alien: Discard 1 Item card for each Strength point the Alien has in the Depot without looking at them.

DORMITORY

No Limit



SETUP: None.

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

COOPERATION BONUS: No.

AVAILABLE ACTIONS: None.

GARAGE (SNOW CAT)

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



SETUP: At the start of the game, the Garage is empty.

PURPOSE: If the Garage is fully repaired and filled with Fuel Tanks, it can be used to escape.

COOPERATION BONUS: Yes.

AVAILABLE ACTIONS:

Use: Take 1 Fuel Tank from the External Reserve and place it on the Garage.

Sabotage by Card: Add 1 Damage counter.

Sabotage by Alien: Place 1 Damage counter for each Strength point the Alien has in the Garage.

Repair: Remove 1 Damage counter.

DAMAGED [WITH AT LEAST 1 DAMAGE COUNTER]: When the Garage is damaged, you cannot use the Snow Cat to escape, even if you have the Keys and enough Fuel Tanks are present.

GENERATOR ROOM

max. 3 Players + Exposed Alien + 1 Dog



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

PURPOSE: It provides the base with electrical power.

COOPERATION BONUS: Yes.

AVAILABLE ACTIONS:

Use: Take 1 Fuel Tank from the Underground Storage and place it in the Generator Room.

Sabotage by Card: Place 1 Damage counter.

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

Repair: Remove 1 Damage counter.

DAMAGED [WITH 2 DAMAGE COUNTERS]: When the Generator Room is fully damaged, the Base has no electrical power. Place the Power Failure token on the Generator Room. As long as it is here, the effects of Darkness apply.

KENNEL

only Exposed Alien and Dogs



SETUP: Place the Kennel Location Card here.

PURPOSE: Lock the Dogs in. If there is at least 1 Dog in the Kennel, remember to add the Kennel card to the Location deck.

COOPERATION BONUS: No.

AVAILABLE ACTIONS: None.

KITCHEN & PANTRY

max. 3 Players + Exposed Alien + 1 Dog



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

PURPOSE: Location where all food for the sustenance of the personnel in the Base is stored.

COOPERATION BONUS: No.

AVAILABLE ACTIONS:

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

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

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

DAMAGED: When the Pantry is empty, each player must choose and discard 1 Action card from their hand: from now on, the maximum hand size is lowered to 2.

LABORATORY

max. 3 Players + Exposed Alien + 1 Dog



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

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

COOPERATION BONUS: Yes.

AVAILABLE ACTIONS:

Use: Draw and keep 1 Lab token from the Laboratory Bag. You must keep the token concealed until you use it.

Sabotage by Card: Discard 1 Lab token randomly drawn from the Laboratory Bag without revealing it.

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

LEISURE ROOM

No Limit - No Exposed Alien



SETUP: This is the starting place for all characters during the game.

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

COOPERATION BONUS: No.

AVAILABLE ACTIONS: None.

WEATHER STATION

max. 3 Players + Exposed Alien + 1 Dog



SETUP: None.

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

COOPERATION BONUS: No.

AVAILABLE ACTIONS:

Use: Roll the Weather Die and keep the result. If the die is already present, it will be possible to choose the best result. In addition, add 1 Fuel Tank from the Underground Warehouse to a location chosen by the player performing the action.

Sabotage by Card: Remove 1 Fuel Tank from the Underground Warehouse.

Sabotage by Alien: Remove 1 Fuel Tank from the Underground Warehouse for each Strength point the Alien has in the Weather Station.

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

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Please keep these instructions for future reference.

WARNING: not suitable for children under 36 months: contains small parts which, if swallowed, could cause suffocation.

Made in China



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