

1-2-3 PLAYERS VARIANT FOR THE THING THE BOARDGAME

A NOTE FROM THE DESIGNERS

This version of the game represents an alternative procedure that differs substantially from the original game.

You will not find in this mode all the game's mechanics to create tension and bluff (for obvious reasons of lack of direct interaction between the players), mechanics which represent one of the major strengths of the game.

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

This variant requires three six-sided dice with the following symbols on their faces: 2 Use, 2 Repair, 1 Sabotage, and 1 Alien Threat Advance. [1]

Setup

1. Unfold the map board and place it in the center of the table (insert example).
2. Place the 6-players Weather Table token on the corresponding space on the map.
3. Fill the Boiler and the generator with 4 Fuel Tanks. Place 1 Tank on the leftmost space of the SOS Track (Full Tank).
4. Fill the Pantry with 16 Food cubes.
5. Place the Kennel Location card on the corresponding Location, then shuffle the other cards in a deck, to be placed face-down.
6. Place 6 Damage Counters on the Helicopter.
7. Build the Weapon Deck with 1 Flamethrower, 3 Dynamite, 4 Knives, 2 Guns.
8. Build the Depot deck with 2 Keys, 3 Torches, 3 Repair, 3 Fuel, 2 Wire.
9. Place 14 Fuel Tanks in the Underground Warehouse.
10. Place 5 Fuel Tanks in the External Reserve.
11. Place 6 Damage Counters in the Communications Room, covering the spaces on the track inside the room.
12. Put 12 Blood tokens and 18 Failure tokens in the Laboratory bag.
13. Each player takes the following components in their chosen color: 1 Character, 1 Suspicion Cube, and only 1 Contagion token to indicate their color. Place the Suspicion Cube on the yellow position of the Suspicion Track and the Character in the Leisure Room.
14. Randomly take (or select, if you prefer) 6 characters, and distribute: 6 if you are playing solitaire, 3 to each player in a 2-player game, or 2 to each player in a 3-player game.
15. Take the 8 special Role Cards (for 1 to 3 players). Shuffle and **randomly** distribute them, placing one under each of the 6 character sheets. Put the remaining cards back in the box, without looking at them.
Important: randomly distribute the cards and do not look at them for any reason.
16. Put all the Dog Infection Tokens in the Contagion Bag.
17. Place the 4-Strength miniature of The Thing on step 6 of the Suspicion Track.
18. Place the remaining Damage Counters in the Operation Room.

19. Place the Power Failure Token, the Freezing Sheet, the Freezing Cube, the Helicopter, the Alien Strength Tokens, the remaining Location Cards, the 4 Dogs, the 3 dice, the fire tokens and the Weather Die next to the map board.
20. The player who most recently watched the movie is the first player and receives the Leader sheet. (this differs from the other version)

GAME OVERVIEW

This cooperative version is substantially different from the 4-8 players version. The most decisive differences are the use of dice instead of cards and the postponement of phase 3 "Alien" Action". The turn sequence and its changes are shown below.

Phase 1. Weather Conditions (NO CHANGES)

The Leader determines the weather conditions by rolling the Weather Die.

Phase 2. Base Maintenance and Rescue Advancement (NO CHANGES)

The Leader removes the Fuel Tanks from their locations according to the weather table, and if the conditions are met, moves forward the rescue helicopter.

Phase 3. Player Actions

The characters move around the Base, managing its upkeep and hunting the Alien out.

Phase 4. "Alien" actions (prerequisite: the Alien has been exposed)

The AI controlling the Alien may play his turn using the Location Cards and its Strength Tokens.

Phase 5. Players perform their Actions

Now all players may perform their actions by rolling the special dice.

Phase 6. Leisure Room

During rest, all characters may exchange weapons and items.

Phase 7. Test (prerequisite: a player has the opportunity to take a test) (NO CHANGES)

Characters in possession of the necessary test equipment can use it to verify the identities of the other players.

Phase 8. Food consumption (NO CHANGES)

The Leader discards the food required for the sustenance of the Characters.

Phase 9. Dog Movement, Alien advance & First Player Update

Dogs roam the locations according to drawn cards, and a new Leader takes the lead.

PHASES DETAIL

Phase 1. Weather Conditions

No changes.

Phase 2. Base Maintenance and Rescue Helicopter Advancement

No changes.

Phase 3. Player Actions

All players, starting with the first player, must move their meeple.

Each player must take one of the two actions below:

- **Place his own meeple in a room other than the Dormitory:** the player places his meeple in the desired Location.
- **Place his own meeple in the Dormitory:** if the player wants to reduce the risk of letting the dice decide on his fortunes, by going in the Dormitory he may, in any moment of the Actions Phase, lay down his meeple and select the result of 1 die roll.
IMPORTANT: During each turn, only one character may go to the Dormitory.

[INSERT EXAMPLE]

If, at the end of the placement, more than one character is in the same location, an Encounter occurs. To resolve an Encounter, move the Suspicion Tokens of all the involved characters on the Suspicion Track, except for the tokens of the characters that can use a weapon currently in their possession.

REVEALING THE THING

The first character to have his own Suspicion Token in the same space as the Alien Threat will automatically become an Alien.

It will be eliminated from the game together with his components; from now on, a Strength 5 Alien will be in play, and the Phase 4 will be performed in every turn.

Phase 4. "Alien" Actions

This phase takes place only if the Alien has been exposed (i.e. if a player has been exposed by an A or B Test or if the Alien Threat level has reached a player's Suspicion Token). The main purpose of the Alien is to sabotage the locations and/or assimilate the other players. To this purpose, he uses an AI system with which the Alien attacks with a Strength depending on the behavior of the characters:

- According to the number of characters in each location, the Alien will try to defeat them. To this purpose, the Alien randomly chooses a face-down card from the Location Cards deck, then places Strength on the card equal to the number of participants +1 (if available). If, after that, the Alien still have Strength available, he repeats the process for a new Location.
If he has not enough Strength, he just places his available Strength.

After that, the Location Cards are revealed, the Strength Tokens are placed in the corresponding Locations, and Encounters and sabotages will be resolved according to the normal game rules.

Phase 5. Players perform their Actions

After the Encounters have been resolved, the Actions of the remaining participants will be resolved. To this purpose, the Leader rolls the 3 Action Dice and, after looking at the results, decides which characters will be assigned to them. This is the moment to use any character in the Dormitory, by laying him down and changing the result of one of the Action Dice by selecting its face.

After that, the Actions on any remaining Dice will be performed: the character may only perform an action corresponding to the result **of a single die**; after resolving the action, he must lay down his character.

If the roll resulted in Alien Threat and/or Sabotage, **all** these results must be MANDATORILY resolved, canceling the action of the involved character (but laying down his meeple anyway).

- Sabotage: activates the sabotage corresponding to the Location occupied by the character assigned to the die result.
- Alien Threat: advances the Alien Threat token 1 step on the corresponding track.

IMPORTANT: You can cancel one or more of these Dice, by increasing the Threat Token of the involved character by 1 step for each canceled Die.

Example 1: The dice roll shows: 1 Use, 1 Repair, 1 Sabotage. The character increases his own Suspicion by 1 step to cancel the Sabotage Die. Now he may choose one of the 2 other results.

Example 2: The results of the Action Dice are 2 Alien Threat and 1 Sabotage. By increasing the character's Suspicion by 3 steps, all three Action Dice will be canceled, but the character will be laid down and cannot perform any action.

The function of the Cooperation Bonus remains unchanged – see “Cooperation Bonus” in the rulebook.

After resolving at least one Action, the Leader may choose to perform another or stop and bring everyone back to the Leisure Room.

Phase 6. Leisure Room

In this phase the players return their characters to the Leisure Room and may exchange Weapon and/or Depot cards with each other.

Phase 7. Test

A and B tests are performed according to the rulebook, the only change being the starting Alien Strength when the Alien is exposed. Unlike the normal game rules, **the Strength is 5 when an Alien is exposed for the first time**. If, on the other hand, an Alien is already in play, the rules remain unchanged (one Strength Token will be added to those of the current Alien).

Phase 8. Food Consumption

No changes.

Phase 9. Dog Movement & First Player Update

It's time to move the Dogs in the base. The Leader collects all Dog miniatures not currently in the Kennel and shuffles the Location Card deck. He then turns over a number of cards **equal to the number of Dogs currently NOT in the Kennel**. For each card turned over, the Leader places a Dog miniature in the corresponding room. After this Phase, in a 2 or 3 players game, the player on the left will receive the Leader sheet.

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

- If it is alone, it is moved 1 step to the left.
- If it is together with other characters' meeples, it moves a number of steps to the right equal to the number of the characters in its space.

When this movement brings the Alien Threat token in a space occupied by a character, that character becomes an Alien (according to the same rules of Phase 7).

Should more than one Character meeple occupy the space, only one becomes an Alien, and the Alien Threat token is moved 1 step back.

If the Kennel Location card is revealed, the Kennel unlocks, and all Dogs are immediately released and enter play. The Leader must draw Location cards until all Dog miniatures are placed.

Darkness Game

This mode comes into operation when the Generator is not working, and the Base is in the dark. During the Actions Phase, the dice are rolled only **AFTER** assigning them to the characters.

Possession of the Torch allows to reroll one to three dice. The dice may be rerolled one at a time, and it is not mandatory to reroll all three dice.

Escape of the Humans and Game End

After one of the escape methods has been triggered by the humans, the Alien will try a last, desperate attempt to block their escape. To this purpose, the Alien moves to the chosen escape Location and rolls a number of dice equal to his Strength. If the result is 3 or more Sabotage or Alien Threat symbols, then the humans' escape will be interrupted, and they will have to go back to the Leisure Room, in Phase 6, and take another turn.

LOCATIONS

Dormitory: a character in this room allows to select the result of one die during a roll. To this purpose, lay down the corresponding standee and turn the Action Die to show the desired face.

NOTES

If, during Phase 4, the Kennel card is drawn, The Thing assimilates one Dog currently in the Kennel.