



# THE THING - THE BOARD GAME - OFFICIAL FAQs AND ERRATA v1.4

In this document you'll find clarifications and corrections about the English rulebook and components of The Thing - The Boardgame (Norwegian Outpost and Extra Modules Sheet included). Single elements of this document may or may not apply to other language versions of the game\* – but we will update the documents with the clarifications and fixes you signal us for other languages, too. The ENG downloadable rulebook, available at <https://www.pendragongamestudio.com/download/>, is going to be updated implementing the fixes and clarifications of this document.

\* At the moment, in the **last page** of this document you will find a first, provisional list of clarifications for the **Czech, French, German and Portuguese** versions of the game, based on what you all currently signaled us for other languages.

## ERRATA

### CARDS

- **Card #93:** 7 players -> 7/8 players.
- **Card #97:** 7 players -> 7/8 players.
- **Card #82:** 7/8 players -> 6/7/8 players.
- **Card #104:** '6/7/8 players' should be deleted.

### RULEBOOK

- **P. 4, setup, step #3** says: 'Fill the Generator Room and Boiler Room tracks with fuels tokens (4 each). Place one Fuel Token on the Rescue Helicopter Track in the full tank space (furthest to the left). These spaces are marked with this symbol: [drop]'. The underlined sentence should be moved after '(4 each).'
- **P. 4, setup, step #5**, change "Finally, put the 4 Dog Tokens inside the Kennel. They will come into play at the end of the first round." With "The Dog Miniatures will come into play at the end of the first round – keep them aside, for now." Similarly, in **step #20**, when elements placed in the reserve are listed, add 'the Dog Miniatures'.
- **P. 4, setup, step #9** refers to the Warehouse, but it should be 'Underground Warehouse' instead. They are two different areas. Similarly, the Second Action Card Example at **p. 12** should refer to the Underground Warehouse, and the Boiler Room's Use Action at **p. 20** should refer to the Underground Warehouse as well.
- **P. 5, setup, picture:** there's a '3' indicating the Base Helicopter. It shouldn't be there: it should be on the green, leftmost space of the Rescue Helicopter Track, on the top-right angle of the picture, near the '19'.
- **Page 6, Boiler Room:** Substitute the paragraph with 'If there are 3 Damage Counters in this location during this check, it is irreparably damaged: Place the Freezing Tile on the location, with the Freezing Marker placed at the beginning of the track. From now on, the Freezing Tile will be 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 [...]'



- **P. 11, Cooperation bonus:** change “Then, lay down only 1 of those Characters (not necessarily the one the action was assigned to) to show that the action has been performed.” with “Then, lay down only the 1 Character the action was assigned to, to show that the action has been performed.” Remember that the cooperation bonus takes into account only standing characters.
- **P. 14, Phase 5:** Change “Here, players may exchange Weapon and/or Item Cards with each other” with “Here, players may exchange Weapon and/or Item Cards (and Lab Tokens, without revealing them!) with each other”
- **P. 15, EXPOSING YOURSELF AS AN ALIEN.** ‘When an Alien is exposed, they must remove their Character from the game and discard any cards and tokens they have (Lab Tokens are discarded face down).’ Change the red part with ‘game, discard all their cards putting them back to the bottom of their respective decks, and discard all the tokens they have (Lab Tokens are discarded face down).’
- **(NEW) P. 19, FUEL:** “Use the Fuel card and take a Fuel token from the Warehouse.” Change the red part with ‘corresponding reserve (Underground Warehouse for Boiler Room and Generator Room, External Reserve for Helicopter and Shed).’
- **P. 18, NORRIS:** Add to his Ability “Moreover, if he uses the Special Action, he may look at two cards and choose one to give to the Leader, then discard the other”.
- **P. 19.** Substitute ‘Unlike tokens (except those from the reserve), Weapon and Item Cards that are discarded (including those discarded when an Alien is exposed) are not considered used, and are returned to the bottom of their corresponding decks in random order rather than removed from the game’ with ‘Exception: When a player reveal themselves as an Alien, put back all their cards to the bottom of the respective decks instead of discarding them. Their Lab Tokens, instead, are discarded face down, and other tokens are put back in the reserve.’
- **(PARTIALLY NEW) P.20, BOILER ROOM, DESTROYED.** In the sentence ‘If the Boiler Room is completely damaged, it can no longer be repaired’, add ‘when it is checked in Phase 2’ before the comma. The check happens after applying the Weather Die’s effects, so if the Boiler Room reaches 3 Damage because of that, it is indeed destroyed immediately after. The Generator Room status is also checked in Phase 2, which means that in both 4-8 and 1-3 players’ mode, the round the Generator is repaired will still be entirely played in darkness.
- **P. 24, ‘EXPOSING THE ALIEN’ Box.** After the last sentence, it should be added: ‘After that, move the Alien Threat Token a number of spaces to the right equal to the number of Suspicion Disks in the same space of the assimilated Character.’
- **P. 26, NORRIS Ability** in 1-3 players’ mode: it only works when in Darkness.

## EXTRA MODULES SHEET

- **MODULE A – DOUBLE ITEMS.** ITEM DECK, Up to 5 Players says ‘1 Key, 1 Wire, and 6 random cards.’ It should be ‘1 Key, 1 Wire, and 7 random cards.’
- When the rules of the Extra Modules describe cards’ effects saying you have to take Fuel from the Warehouse, they are instead to be taken from the out-of-play pool. This applies to cards #119, #120, #121, #122, #125, #126, #135, #136.

## NORWEGIAN OUTPOST

- **P. 4, setup, step #6:** Do not apply step #6 while setting up.
- **Departure tokens:** Once you trigger the Escape by UFO process, put all the NPC tokens outside the Contagion Bag and fill it with Departure tokens. This becomes the reserve the rulebook refers to. Once acquired by the players, the tokens will have to be kept hidden.



## FAQs

### ENCOUNTERS AND CONTAGION

**Q: (PARTIALLY NEW) Is it possible to use a weapon to avoid an encounter with a Dog?**

**A:** No. No weapon can be utilized to avoid an encounter with a Dog (nor revealed Aliens, except for Flamethrower, Dynamite and Molotovs, which by making the Alien run away, make it so that the encounter doesn't happen in the first place).

**Q: About three characters' encounters: if two of the characters (A and B) both choose to look at a Contagion Token from the third character (C), how does it play out? Can character A choose a Contagion Token from C, and then C's two tokens are reshuffled and character B may choose the same Token as A? Or do they have to look at a token simultaneously?**

**A:** The tokens have to be chosen simultaneously, which means that it is not possible for 2 or more characters to look at the same contagion token in a given contagion check. In the first box at page 10, add 'simultaneously' in 'each of them must [simultaneously] take 1 Contagion Token from only one of the other players'. The French rulebook is already correct.

**Q: Do laid down characters still participate in contagion checks?**

**A:** A laid down character is considered out of play, so it wouldn't participate to the encounter and/or the contagion check.

**Q: Should the current Leader be assimilated during the Encounter Phase, who would become the new Leader?**

**A:** The player to the left of the old Leader would take the role, the Leader Sheet and the Active Cards stack.

**Q: Escape attempt with Rescue Helicopter: how can it happen 'after' the encounters?**

**A:** The character with the lowest Suspicion value (from now on, 'X') may declare an escape attempt with the Rescue Helicopter during Phase 4, when players are moving their characters. This is in place of moving their character. Since it is not necessarily the first player after the Leader, all the players before X will have moved. When X declares the escape attempt, first of all you resolve all the Encounters due to the Characters' position. Then, the escape attempt begins.

**Q: During an Encounter, Characters with weapons don't look at other players' Contagion Tokens. But what about their Tokens?**

**A:** Revealing a weapon allows the player to not participate to the Encounter, so their tokens won't be looked at either.



## BURNING LOCATIONS

**Clarification about burning locations:** The Leader chooses to allow or deny a character's intent to set a location on fire. That's because to burn the location they're in, characters have to ask the leader to discard a covered card from the active deck on the leader's card. Since in this phase (4.2) it is the Leader who has the final decision to choose how many and to whom to assign the cards, it will be up to them to decide whether to burn a place or to wait or even not to give the possibility.

**Q: The English rules say that burning rooms is done in order to heat the base and move the freezing token back to the start. Does it mean that you can only burn a room after the boiler room breaks?**

**A:** No, you can burn a room at any time (in the appropriate Phase), even before the boiler room breaks.

**Q: If a location is burned down when there are other characters in it, what happens to them?**

**A:** All the characters in the location are placed laid down in the Leisure Room; Dogs are placed outside the Board, so that they will come back at the end of the round.

**Q: What happens if a Dog is in a location that is set on fire?**

**A:** The Dog runs away. In game terms, it is considered out of play until the Dog Movement Phase, when it will be treated like any other Dog which is not in the Kennel, re-entering play normally.

## PUBLIC AND SECRET INFORMATION

**Q: Which information players are allowed to tell about cards they have in hand?**

**A:** Players may not tell (bluffing or not) which cards they have in hand to coordinate for phase 4.1. Players may tell (bluffing or not) which card they played during Phase 4.2 – Execute Character Actions.

**Q: If a character is assimilated, is it dead and out of the game regardless of them being human or alien?**

**A:** The character is dead and out of the game, and their role is not revealed; at the end of the game, they will win with the side they were on (humans or aliens). Roles mustn't be revealed so that the Thing may choose to assimilate a companion and hinder human's attempts to retrace the contagion chain and individuate other hidden Aliens.

**Q: The rulebook states that during Phase 5 players may exchange Weapon and/or Item cards and Lab Tokens with each other. BUT it also says: "When you draw a card or token, keep it secret from the other players (except for the Flamethrower—see below) until you use it." How do you actually exchange cards despite all the secrecy?**

**A:** There are two ways to exchange items/weapons in the game. For revealed items: once you played an item which stays in play in front of you, you may exchange it. For unrevealed items: you may exchange them without revealing them, which implies trusting the person(s) doing the exchange(s)... After all, if you are both human, why doubt? ;)



## RULES / ABILITIES INTERACTIONS

**Q: About Maximum Suspicion and the special action. With the special action you gamble by discarding your hand, pick one from the action deck and must play that instead, face down. But would Maximum Suspicion override that and still force the card to be played face up?**

**A:** Yes. With Maximum Suspicion the card must be played face up even with the special action and in darkness (selecting randomly a card and revealing it before giving it to the Leader).

**Q: Clark "Ignores Dogs in all locations...". So if Clark is in a location with another character and a dog, they cannot take the dog to the kennel, and the other character will need to do a contagion test with the dog?**

**A:** Characters' abilities have no downside. Clark's ability let him ignore dogs when he is alone, but together with another character they will take the dog to the kennel.

**Q: If an Alien was previously defeated and a Human were to get revealed as Alien in a subsequent moment, how much Strength would it have as new Exposed Alien?**

**A:** Should a new Alien get revealed when there is no Exposed Alien, it would start with only 1 Strength Token in its supply.

## MISCELLANEA

**Q: Can Locations receive Fuel and/or Damage over the quantity of respective icons? And how about Flamethrowers' Reloads?**

**A:** No, Locations can't have Fuel or Damage in excess. The icons indicate the maximum quantity they can have (moreover, according to the number of players, some of the icons will be considered as non-existent and unavailable). The same applies for Flamethrowers and Reloads. This is in line with the rule that specifies Action Cards have to be assigned to characters who can perform them.

**Q: When does the Rescue Helicopter arrive? Is it the last space on the track, or when the helicopter mini were to move off the track and maybe placed on the landing pad space?**

**A:** It arrives when it reaches the last space on the track.

**Q: When does a character reveal and use the item cards Tools and Fuel? Is it the same time a character would burn a location, right before actions are resolved? Or is it when the character is chosen to resolve his normal action?**

**A:** During phase 4.2, it's a bonus action that is performed in the character's turn alongside their normal action.

**(NEW) Q: Flamethrower/Dynamite/Molotov requires to discard 1 face down card from the Active Cards stack. But isn't it obvious that the discarded card is the last one given to the Leader?**

**A:** The Leader shuffles the deck before discarding cards from it.



## 1-3 PLAYERS MODE

**Q: I have a question about THE SETUP for 1 to 3 players: At the beginning, and as we play 6 characters, do we place damages on the Base Helicopter like with 6 players or no damage at all (because 1-3 players is not listed)?**

**A:** Whenever in the setup there's a variable depending on the number of players, and isn't specified otherwise, it should be read as if it depended on the number of characters instead: therefore, the Base Helicopter starts with 4 damage when playing in 1-3 players, as there are 6 characters. Same for the weather table, you use the one for 6 players.

**Q: 1-3 players' mode. What happens if in phase 9 an Alien Threat Token moves one position to the left to a space with multiple Suspicion Disks during the 9th Phase, one character changes into Alien and later in the game we need to move the Suspicion Disk which is still on the same space with the Alien Threat Token?**

**A:** There is no way at the beginning, or end, of Phase 9 for the Alien Threat Token to be in the same space as Suspicion Disk(s). This is due to a rule which has to be added to the 'EXPOSING THE ALIEN' Box at page 24 (see the Errata). After the last sentence, it should be added: 'After that, move the Alien Threat Token a number of spaces to the right equal to the number of Suspicion Disks in the same space of the assimilated Character.'

**Q: When playing solo it says that the alien tries to stop your attempt to escape by throwing an action dice per strength. Which strength is added to this? In my game the alien had 6 strength tokens in game and the 4-strength mini on the suspicion table, so I added them for a total of 10.**

**A:** The Alien Standee on the Suspicion Track is just illustrative. Should it reveal itself for the first time, the Alien would have 5 Strength in a 1-3 players' game, as indicated at page 24 - the 4-Strength Standee on the Suspicion Track, though, would remain there, as it is more iconic. The actual strength of the Alien is determined only by the Strength tokens it has when the Humans attempt their escape. In your case, you should have rolled 6 dice, not 10.

**Q: In 1-3 players mode, step #5 is like in the base game. What does the token leader do in this mode, though?**

**R:** You may ignore the leader token while playing the 1-3 players' mode, as it plays no role there.

**(PARTIALLY NEW) Q: In 1-3 players mode, when the game asks me to discard cards to use molotovs and the flamethrower, but I only have dice. What do I do?**

**A:** To burn down locations, it works as per rules at p.25 (the Character discards a Repair or Use die they have been assigned). When using Dynamite/Molotov or Flamethrower to make the Alien flee, instead, as usual the Character using the Weapon is laid down and won't perform Actions; in the immediately subsequent Action Phase, then, dice will be assigned 1 less time, which is the analogous of discarding the Action Card in 4-8 players.

**Q: If a Character has an Encounter with other Character(s) which are in the green area of the Suspicion Track, do the first Character advance on the Suspicion Track?**

**R:** No: as in the 4-8 players' game, only Characters who encounter at least 1 Character which is not in the green area advance on the Suspicion Track.





## NORWEGIAN OUTPOST

**Q: Characters' sheets have different icons based on the language version – for example, the German ones show a flamethrower, a molotov and a dynamite, while the English ones show a flamethrower, a Molotov and a grenade. What should they show?**

**A:** It doesn't really change anything aside color, since grenade, dynamite and molotovs have the same effects. Anyway, these are the correct sets:

- 1982 Edition: Dynamite/Molotov/Flamethrower
- 2011 Edition: Grenade/Flamethrower

**Q: In the expansion's game board there are two SHED/SNOWCATS but only 1 location card about them; how do I handle that?**

**A:** In this expansion, individual escapes of humans and unrevealed aliens are aided by the presence of 2 different snowcats referred to by a single Shed/Snowcat location card.

No rules change is needed for phase 4: the two snowcats count as different locations.

During phase 3 (the Revealed Alien Phase), the shed/snowcat location card will allow it to go to a snowcat of its choice (this is a big advantage, since the choice is made after humans' movements).

During phase 8 (NPCs and first player token), if the shed/snowcat card is revealed, the Leader will choose in which of the two snowcats to put the NPC or token (and, based on their true role, they may choose to their faction advantage).

**Q: About the Dog Escape, when does exactly the game end? When it reaches the last space on the track, or later?**

**A:** The game ends during Phase 8, when the Dog reaches the last space and there are no more available spaces for it to advance. If there is a Sniper Card in play, the track is longer, delaying the Dog Escape.

**Q: The rules specify that there can be a maximum of 1 Dog per Location, but what happens if during Phase 4, while moving the Pack Leader, a Location Card where there is already a Dog is revealed?**

**A:** You ignore that card and reveal another, possibly repeating this process until you reveal a Location Card of a Location with no Dog.



## CZECH PROVISIONAL ERRATA AND FAQ

**Q: In 1-3 players mode, If the Alien can do both sabotage or assimilation, which one has a priority to be chosen?**

**A:** The alien will prioritize Assimilating a Human, then Assimilating a Dog, then Sabotage if it can't do either of those.

**Q: At which phase in a solo/coop game are encounters between characters/dogs resolved? At the end of phase 3, or at the beginning of phase 5? And what to do in case of multiple characters and a Dog?**

**A:** They are resolved at the end of phase 3. About encounters with among multiple characters and a Dog, since it is unspecified you have to follow the regular rules – in this particular case, the regular rules take place in a different Phase from the 1-3 players' mode, as encounters happen in phase 4 (4-8 players' mode) or phase 3 (1-3 players' mode).

## FRENCH PROVISIONAL ERRATA AND FAQ

**P.9, at the very beginning**, after the title, add in bold red "All encounters must be resolved before the cards in the active cards stack are assigned."

**P.27, Phase 7**, Analyses says: "Si c'est un humain, rien ne se passe, sa carte Rôle reste révélée". This is incorrect: when the character is a Human, their suspicion disk moves to the green area of the suspicion track, as per the 4-8 players' rules described at page 14.

**Q: In the French version, page 19, firearms and melee weapons only speak of avoiding encounters with an alien. The english version doesn't specify the kind of encounter. Which one is right?**

**A:** Firearms and melee weapons let you avoid encounters with other characters (but neither dogs nor revealed aliens).

**Q: What do you do with weapons after using them?**

**A:** Melee weapons are removed from the game after using them, like Dynamite and Molotovs; Firearms, instead, may be kept after use. The Flamethrower is kept face up in front of their owner.

**(GERMAN and PORTUGUESE as well) Q: In the French version, page 9, last box of the table: in case of strength equality between Characters and Alien, it's not indicated (like in the English rulebook) that the Alien must run away. So, which one is right?**

**A:** The English version is correct: if Characters and Alien have equal strength, the Alien will run away.