

THE CARDGAME

RULEBOOK VERSION 1.6.2

PENDRAGON

A GAME BY
ANDREA CRESPI AND GIUSEPPE CICERO

UNIVERSAL

THE THING: THE CARDGAME

WELCOME TO OUTPOST 31 – SURVIVOR'S INSTRUCTION MANUAL

Antarctica shows no mercy, but the cold is not your greatest enemy. The Thing is among you. It has infiltrated the outpost, consumed one of your comrades, and replicated their appearance, voice, and even their memories. Now it is only waiting for the right moment to strike again.

In this game, you won't just have to manage resources or survive the harsh conditions: you will have to question everything. Every action, every glance, and every card played could be an attempt to save the group—or an elaborate act of sabotage orchestrated by the Alien.

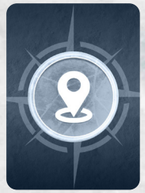
The Humans will have to survive and find a way to escape while trying to prevent the base from collapsing. The Thing, on the other hand, must stop them—or, if that fails, make sure it escapes with them.

Playing Outpost Cards is how you carry out your actions. But be careful: Those sitting right beside you may only be pretending to be your friends, helping you along the way, only to…

Watch your back. Trust no one. And above all… keep an eye on the flamethrower.



COMPONENTS



109 Outpost Cards



31 Damage Cards



18 Alien Cards



36 Role Cards



10 Collaboration Cards



13 Dog Cards



1 Rescue Card



1 Leader Board



1 Freezing Track



1 Freezing Marker



1 Weather Die



1 Leader Token



10 Reference Sheets



This Rulebook

SETUP

1 **Create the Damage Track:** Take two Damage Cards each for the Radio Room, Helicopter, and Shed locations, mix them up, and place them on the table in a horizontal row of cards in random order. This is known as the Damage Track.

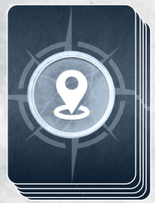
Remove the Fuel Exhausted Damage Card and set it aside. Then, shuffle the remaining Damage Cards to form the Damage Deck and place it face down to the left of the Damage Track.

Finally, for each player beyond the fourth, draw one card from the top of the Damage Deck and add it to the end of the Damage Track. If any Dogs are drawn, place them on top of the empty locations (i.e., locations without Dogs) on the Damage Track, starting from the card furthest to the right.

Note: Whenever a Damage Card needs to be added to the Damage Track, it is always added to the right end of the track.













THE DAMAGE TRACK

The Damage Track represents the condition of the outpost. Each card here that shows a location indicates damage to that location, which cannot be used until it is repaired.

2 **Create the Outpost Deck:** Take the Outpost Cards and shuffle them to form the Outpost Deck. Place it face down in the middle of the table, within easy reach of all players.

3 **Place the Leader Board** in the center of the table, next to the Outpost Deck.

4 **Player Identities:** Each player chooses a character and takes their corresponding Role Cards (2 Human – Blue and 1 Alien – Red). In addition, all players receive a Collaboration Card.

5 **Freezing Track:** Place the Freezing Track in the center of the table and put the Freezing Marker on the space showing the number of players. Take the Weather Die and place it in the center of the table near the Outpost Deck.

6 **The First Alien:** To determine the players' starting Identities, take as many Dog Cards as there are players, making sure that exactly one of them is an Alien Dog and all the others are Healthy Dogs. Shuffle these cards and deal one to each player. The player who receives the Alien Dog will be the one who starts as The Thing. Players must keep their Identities secret.

Each player takes their Role Card which matches their Identity (a Human card for Human players and an Alien card for the Alien player) and places it FACE DOWN in front of them. This is referred to as their Identity Card. Then, each player takes their two remaining Role Cards and places them face down below their Identity card.



Each player will always have one of the following Identities:
Human – The face-down Role Card that determines their Identity is Human.
Alien – The face-down Role Card that determines their Identity is Alien, but they are still treated like a Human player because their Alien Identity is still still undercover.
Revealed Alien – A face-up Role Card identifies that their Identity is Alien.

Note: *In this rulebook, the term "Human player" also includes Alien players in disguise, unless otherwise specified.*

EXPERT VARIANT:

To determine the players' starting Identities, first take as many Dog Cards as there are players minus 1, making sure that one of them is an Alien Dog. Then, take one Healthy Dog Card and one Alien Dog Card. Shuffle these two cards and add only one of them to the previously prepared deck without revealing them.
You will now have a Dog Deck containing either one or possibly two Alien Dogs when assigning Identities.

7 Next, create the Dog Deck. First, shuffle the cards you just used in Step 6 with the rest of the Dog Cards so as not to reveal any information about the players' Identities. Then take three Healthy Dog Cards and one Alien Dog Card to form the Dog Deck. Return the rest of the Dog Cards to the box. Shuffle the Dog Deck and place it face down near the Outpost Deck.

8 Take the Alien Cards and shuffle them to form the **Alien Deck** and set it aside for now. This deck will be used when there are Revealed Alien players.

9 Take the **Rescue Card** and set it aside. It will be used when the Rescue Helicopter is called.

10 Each player draws 4 Outpost Cards from the top of the Outpost Deck to form their starting hand.

11 Give the **Leader Token** to the player who most recently watched The Thing (or give it to the oldest player). The player who has the Leader Token is referred to as the "Leader".

GAME OVERVIEW

The Thing: The Cardgame is played over a series of rounds. Each round is split into five phases played in this order:

1 Weather Conditions: The Leader rolls the Weather Die and updates the Freezing Track.

2 Resupply: Each player draws 1 Outpost Card.

3 Planning: Each player plays 1 Outpost Card (or Alien Card if they are a Revealed Alien).

4 Outpost Card Resolution: The Leader distributes the played Outpost Cards to the players, who resolve their effects.

5 End of Round



THE PHASES IN DETAIL

1] WEATHER CONDITIONS

The Leader rolls the Weather Die and lowers the temperature on the Freezing Track according to the result:

SUNNY: Move the Freezing Marker one space to the left.

CLOUDY: Move the Freezing Marker two spaces to the left.

STORM: Move the Freezing Marker three spaces to the left.
If there are any Blackout Cards in play, move the Freezing Marker one additional space to the left for each Blackout Cards in play.

If the Weather Die is in the designated space on the Freezing Track (because the Weather Station action was used in a previous round), the Leader may use the result shown on the top face of the Weather Die instead of rolling it. If they do, remove the Weather Die from its space on the Freezing Track.

2] RESUPPLY

Starting with the Human player to the Leader's left, each Human player (including undercover Aliens) draws ONE card from the Outpost Deck and adds it to their hand.

If a player has the Rescue Card in front of them (because they used the Radio Room action in the previous round), place it next to the Damage Track. Then, take the Fuel Exhausted Damage Card and shuffle it into the Damage Deck.

From this point onward, at the end of each round, the Leader may choose to begin an Escape Attempt, as described later in the End of Round section (see p. XX). If the Fuel Exhausted Card appears on the Damage Track, this indicates that this is the last round in which an Escape Attempt can be initiated using the Rescue Helicopter (after that, the helicopter will leave, abandoning the outpost).

3] PLANNING

If there are one or more Revealed Aliens in play: It is now their turn to act. Each of them will play an Alien Card face down in front of them. Starting with the Revealed Alien closest to the Leader's left and proceeding clockwise, each of these players takes the Alien Deck, chooses 1 card to place face down in front of themselves, and then passes the deck to the next Revealed Alien, continuing until all Revealed Aliens have taken their turn.
If there are no Revealed Aliens yet, skip this step.

Then, each Human player decides: **Use** a Location or help **Repair** the Damage?
Starting with the Human player to the Leader's left, each Human player must take one Outpost Card from their hand and place it face down on the space of their choice on the Leader Board—the space on the left for Use, or the space on the right for Repair.

During this phase, each Human player may perform the following **Bonus Actions** during their turn:
They may discard up to two cards from their hand and draw the same number of cards from the Outpost Deck. However, this comes at a cost to the outpost: Add one card from the top of the Damage Deck to the Damage Track.
Play any Item Cards from their hand to activate their effects.

Once all players have had a turn, proceed to the next phase.

4] OUTPOST CARD RESOLUTION

First, Leader draws one card from the top of the Outpost Deck and adds it to the cards on the "Use" space of the Leader Board, face down. Then, they do the same for the "Repair" space of the Leader Board. Finally, they shuffle the piles of cards on the Use and Repair spaces separately and then discard one random card from each pile (without looking at it or revealing it).
Note: If there are no cards on the Use or Repair spaces of the Leader Board, no cards are added to that space.

Next, the Leader chooses which type of actions to resolve first—Use or Repair—and takes the corresponding pile of cards. The Leader reveals the cards from the top of that pile one at a time. Each revealed card must be assigned to a Human player by placing it face up in front of them, who immediately performs the corresponding action, either Repairing or Using a Location.
Note: Each player can have only one Outpost Card or Collaboration Card in front of them at a time, so the Leader cannot assign cards to a player who already has one of these cards in front of them.

The Leader must reveal and assign at least one card from each pile, but may choose not to reveal all of them, placing any remaining cards face down in the discard pile.
Note: *The Outpost Deck contains Items and Weapons that can be assigned to the players like other cards. These players will not perform any actions this round, but will receive their assigned cards during the End of Round phase.*

If the Leader is assigning cards from the USE pile:

The players assigned these cards will perform the action for the location shown on their card, unless that location is present on the Damage Track (and is therefore damaged and cannot be used). In that case, the Outpost Card is still assigned to the player, but the corresponding action is not performed.

LOCATION ACTIONS

Important: Whenever a game effect allows you to remove a card from the Damage Deck, find that card, remove it from play, then shuffle the deck immediately afterward.



KENNEL: Remove one Dog from the Damage Track or remove one from the Damage Deck if there are no Dogs on the Damage Track.



BOILER ROOM: Move the Freezing Marker two spaces to the right.



GENERATOR ROOM: Move the Freezing Marker one space to the right and remove one Blackout Card currently in play or remove one from the Damage Deck if there are no Blackout Cards in play.



LABORATORY: The player performing this action conducts a TEST on a player of their choice. The tested player must reveal their Identity Card to everyone present. If the tested player reveals an Alien Role Card, that player becomes a Revealed Alien and immediately discards all Outpost Cards in their hand and any card in front of them that was assigned to them by the Leader (this may mean that player does not get to take an action this round).
Note: *If the Leader becomes a Revealed Alien in this way, they must immediately pass the Leader Token to the nearest Human player on their left.*



KITCHEN: The player performing this action draws two Outpost Cards and may swap seats at the table with another player if they wish. The other Human players each draw one Outpost Card.



HELICOPTER: The player performing this action attempts to trigger an Escape Attempt using the Helicopter. If, during the End of Round phase, a player reveals the Keys Item Card from their hand, the Escape Attempt is triggered.



SHED: The player performing this action attempts to trigger an Escape Attempt using the Shed. If, during the End of Round phase, a player reveals the Keys Item Card from their hand, the Escape Attempt is triggered.



RADIO ROOM: The player performing this action sends an SOS to call for the Rescue Helicopter. They take the Rescue Card and keep it in front of them. In the next round, the Fuel Exhausted Damage Card is shuffled into the remaining Damage Deck and the Rescue Card is placed next to the Damage Track (see "Resupply" on p. XX).



WEATHER STATION: Remove one Weather Card from the Damage Deck. Then, roll the Weather Die and place it, with the rolled result facing up, in the designated space on the Freezing Track. During the next Weather Conditions phase, the Leader may use the result obtained from this action instead of rolling the die, or roll it again in the hope of getting a better result.

If the Leader is assigning cards from the REPAIR pile:
The players assigned these Outpost Cards remove the cards with the matching location from the Damage Track. Each Outpost Card assigned for Repair removes ONE matching card from the Damage Track, chosen by the player who was assigned that Location Card.

If a player removes a card from the Damage Track that has a Dog on top of it, that player also discards the Dog and immediately resolves an Encounter with the Dog by undergoing a Contagion Check.



CONTAGION CHECKS

The player involved in the Contagion Check may reveal and discard any Weapon Card from their hand to avoid the check.

If the player does not avoid the Contagion Check, the Leader takes the Dog Deck, shuffles it, and has the involved player draw one card. That player secretly looks at the card, then returns it to the Leader, who shuffles it back into the Dog Deck without looking at it.
If the drawn card was an Alien Dog, that player becomes an Alien (but remains undercover, disguised as a Human).

Regardless of the result, the player involved in the Contagion Check picks up all three of their Role Cards, shuffles them, and then places the Role Card that matches their Identity face down in front of them (Human for Human players and Alien for Alien players). They then take their two remaining Role Cards and places them face down below their Identity Card, just as during setup.

COLLABORATION

When a player is assigned an Outpost Card (that is not a Weapon or Item Card) by the Leader, the adjacent Human players may choose to COLLABORATE with them to improve the efficiency of the action.
Only the Human players sitting next to them who do not already have an Outpost Card assigned to them may offer to act as "Collaborators", by simply placing their hand on that player's shoulder and declaring their Collaboration action. They then place their Collaboration Card with the arrow pointing toward the player whose shoulder they touched.
Collaborating players perform the same action as the player whose shoulder they touched, immediately following them (first the player to their left, then the player to their right).
Both the player who received the Outpost Card from the Leader and the Collaborating players are considered to be present at the same location and are therefore subject to any Encounter there, putting them all at risk of becoming infected.
Note: *If a player decides to Collaborate, they cannot be assigned any Outpost Cards by the Leader or choose to Collaborate again during the current round.*

SABOTAGE

If the Leader reveals a Sabotage Card, the outpost shakes from a surprise explosion. That card is assigned to a Human player as usual, but that player will not have any action to perform. Instead, there is a terrible downside: all location cards the Leader still has from that pile (Use or Repair) are placed directly on the Damage Track, damaging the outpost! Item and Weapon Cards are discarded. Furthermore, the Leader must add 1 additional Damage Card to the end of the Damage Track.

WARNING!
If this results in three or more cards for the same location on the Damage Track, that location will be permanently destroyed during the End of Round phase!
When a location is destroyed, any cards played that match that location have no effect!

After the Leader has finished revealing the cards they choose to reveal and they have all been resolved, if there are any Revealed Aliens, reveal the Alien Cards they played during the Planning phase now. For each Alien Card played:

If no Human player was assigned an Outpost Card matching that Alien Card location, the Alien Card played is added directly to the Damage Track.

If any Human players were assigned an Outpost Card matching that Location (including any Collaborating players at that location), a fight takes place! Resolve the fight by following these steps:

Defense: First, the Humans involved in the fight may defend themselves. As a group, they must discard a number of Weapon cards from their hand equal to the number of Revealed Aliens who played a card matching that location. They can only use Weapon cards with a value of 5 or higher to defend themselves and drive off the threat without suffering any consequences.
If the Humans successfully defend themselves, the Alien Cards are removed from play, and the Human players also remove one random Alien Card from the Alien Deck for each Weapon Card used in their defense without revealing them.

Assimilation: If the Humans involved in the fight cannot defend themselves, they are automatically assimilated and become Revealed Aliens. In addition, the Alien Cards played are placed directly on the Damage Track.

Note: If this results in three or more cards for the same location on the Damage Track, that location will be destroyed during the End of Round phase.

Important: The Alien Cards used will not return to the deck, as they will either be added to the Damage Track or discarded from the game. This means that the Revealed Aliens have a limited number of attempts to attack each of the various locations.

5] END OF ROUND

Once all actions from the Outpost Card Resolution phase have been resolved, the round ends and the following steps are carried out:

1 FREEZING?

If the Freezing Marker has reached the space with the skull, the game immediately ends with the Aliens winning.

2 ENCOUNTERS

Resolve Encounters separately, location by location, if the following conditions are met:

If two or more Human players have been assigned Outpost Cards with the same location (including players who used a Collaboration card for those locations), they must have an Encounter.

If they wish, any player involved in the Encounter may reveal and discard any Weapon Card from their hand to withdraw from the Encounter before it takes place.

If there are still at least two players involved in the Encounter for that location, each player involved takes their Identity Card, adds their second Human Role Card, shuffles the two cards together, and places them face down in front of them.
Starting with the one closest to the Leader's left and proceeding clockwise, each involved player draws one Role Card from another involved player of their choice, choosing between the two cards that player has placed face down in front of them. They look at the card while keeping it hidden from the other players and keep it near them, still face down.
Once all players involved in the Encounter at the Location have drawn a card, they return the Role Cards to their respective owners in an orderly manner.
If a player draws an Alien Role Card in this way, they become an Alien (but remain undercover, disguised as a Human).

Note: *An Alien player can never become Human again, under any circumstances.*

Now, all players involved in the Encounter at that location take back their three Role Cards, shuffle them, and place their Identity card face down in front of them (Human for Human players and Alien for Alien players). They then take their two remaining Role Cards and place them face down below their Identity Card, just as during setup.
WARNING: The process of shuffling your Role Cards and placing the Role Card that defines your Identity face down in front of you must **always** be carried out. Even if the Encounter with other players or a Contagion Check did not actually change your role, this procedure must still be followed to prevent other players from gaining information about your role.

3 LOCATION DESTRUCTION:

If there are currently three or more cards for the same location on the Damage Track, that location is destroyed. Remove all those cards from the Damage Track but keep them visible to remind everyone which locations have been destroyed.

When a location has been destroyed, all cards played that match that location have no effect! A destroyed location cannot be repaired.

4 ESCAPE:

An Escape Attempt is triggered if:
A player has used the Helicopter or Shed action during the Outpost Card Resolution phase and any player reveals the Keys Item Card from their hand at this time.
or
The Rescue Card is next to the Damage Track, and the Leader decides to leave at this time.
Note: If the Fuel Exhausted Card is on the Damage Track, this is the last opportunity to escape using the Rescue Helicopter!

If an Escape Attempt was not triggered this round, skip this step and proceed to the next one. Otherwise:

ESCAPE BY HELICOPTER OR SHED

The player who revealed the Keys Item Card to trigger the Escape Attempt becomes the First Passenger.
The First Passenger reveals their Identity: If they are an **Alien**, the Human players have lost and the game immediately ends.
If the First Passenger is revealed to be a **Human**, they may choose another Human player who be the next to board the vehicle as a passenger. The passengers may then decide which Human player will board next, and so on. Starting with the third passenger, all passengers vote to decide whether or not to allow another player to board the vehicle. In case of a tie, the First Passenger has the final say.
This process continues until the decision is made to depart with the vehicle (and not allow any additional players to board as passengers).

ESCAPE BY RESCUE HELICOPTER

The procedure is the same as Escape by Helicopter or Shed, with the difference that the Leader is the First Passenger.

End of the Game: Once the vehicle has departed, all players reveal their Identity Cards. If even one player who was not a passenger reveals a Human Role Card, or if at least one passenger reveals an Alien Role Card, the Aliens win the game.
Otherwise, the Humans win.

5 CLEANUP:

All Human players take their assigned Outpost Cards and discard them face down into the discard pile.
Note: Keep the Outpost Card discard pile clearly separate from the Outpost Deck to avoid confusing the two.
If their assigned card is an Item or Weapon, they may add it to their hand instead.

If a Human player was not assigned any card by the Leader during the Outpost Card Resolution phase (and did not use their Collaboration Card) and they were not affected by a Rope and Gag Item Card, they draw one Outpost Card from the deck.

Players who were affected by a Rope and Gag Item card during the round discard the Rope and Gag Card in front of them now.

If the Fuel Exhausted Card is on the Damage Track, remove both that card and the Rescue Card from the game. The Rescue Helicopter can no longer wait and is forced to leave the outpost.



6 DAMAGE:

Add 2 / 3 / 4 Damage Cards to the Damage Track, depending on the number of players:

	4/5/6 Players	7/8/9 Players	10 Players
Damage Cards added	2	3	4

The Damage Deck contains some cards with special effects that trigger when they are drawn:



DOG: This card is placed on top of the rightmost card on the Damage Track that does not already have a Dog on it. If that card is repaired, the player who repaired it must also discard the Dog and resolve an Encounter with it by undergoing a Contagion Check.



BLACKOUT: This card is placed next to the Freezing Track. Whenever the Freezing Marker is moved to the left, it moves one additional space to the left for each Blackout currently in play.



WEATHER: Roll the Weather Die and immediately apply the result of the roll, then discard this card.

Note: If the Weather Die is currently in the designated space on the Freezing Track (because the Weather Station action was previously used), you may also use the result currently showing on top of the Weather Die instead of rolling it. If you do so, remove the Weather Die from its space on the Freezing Track as usual.

7 REVELATION:

An Alien player who is not a Revealed Alien may choose to reveal themselves as **The Thing** at this moment. If they do so, they become a Revealed Alien and immediately discard all Outpost Cards in their hand.

8 CHANGE OF LEADERSHIP: The Leader Token passes to the closest Human player to the left of the current Leader, unless one or more Human players wish to claim the Leader Token during this step.
Starting with the player furthest to the left of the one who would become the new Leader, each player may reveal a Weapon Card from their hand. Each Weapon Card revealed after the first must have a value higher than the value of the previously revealed Weapon Card.
The player who reveals the highest value Weapon Card discards it and takes the Leader Token. All other players who revealed Weapon Cards return them to their hands.

END OF THE GAME

The game can end in several different ways, resulting in victory for either the Aliens or the Humans.

The Aliens win if:
At the end of any round, the Freezing Marker is on the skull space of the Freezing Track.
The Damage Deck runs out of cards (once the deck is empty, play the next round as the last one).
All Humans have been assimilated and have become Aliens (the last Human to become an Alien loses the game).
An disguised Alien manages to escape with the Humans or escapes alone.
The Humans escape while leaving one or more Humans behind at the outpost.

The Humans win if:
All Human players (i.e., players who are not Aliens in disguise) successfully escape the outpost together, without leaving any Human player behind.



ITEM CARDS

The Outpost Deck contains various types of Item Cards, each with its own special effects:



KEYS: If the Helicopter or Shed action was used during the current round, you may reveal this card from your hand during the End of Round phase to trigger an Escape Attempt and become the First Passenger.



FLASHLIGHT: When you play this card, search the Outpost Deck for a non-Flashlight card of your choice and add it to your hand, then shuffle the Outpost Deck and discard this card.



FUEL BARREL: Move the Freezing Marker one space to the right, then discard this card.



SCREWDRIVER: Remove one Location Card of your choice from the Damage Track, then discard this card.
Note: If using this card removes a card with a Dog on it, the player who used this card must also immediately discard that Dog and resolve an Encounter with it by undergoing a Contagion Check.



SPM: Draw 2 Outpost Cards, then discard this card.



DOG FOOD: Remove one Dog of your choice from the Damage Track, then discard this card.



BLOOD BAG: Immediately perform a TEST on a player of your choice, as described in the Laboratory action, then discard this card.



ROPE AND GAG: When you play this card, choose another Human player who is not the Leader, place this card in front of them, and steal one card from their hand. Until the End of Round phase, a player with this card in front of them cannot speak, place Outpost Cards on the Leader Board, or perform any actions, and the Leader cannot assign them any Outpost Cards.

Note: *If a player who has this card in front of them is supposed to receive the Leader Token for any reason, the Leader Token is instead given to the closest Human player to their left.*

WEAPON CARDS

The Outpost Deck contains various types of Weapon Cards, which can be used in the following ways. Each Weapon Card has a value, indicated in the top corners of the card.
Iron Pipe: [Value 1] You may use this card to avoid an Encounter with other players or a Dog, or to claim the Leader Token during the End of Round phase.



CLEAVER: [Value 2] You may use this card to avoid an Encounter with other players or a Dog, or to claim the Leader Token during the End of Round phase.



KNIFE: [Value 3] You may use this card to avoid an Encounter with other players or a Dog, or to claim the Leader Token during the End of Round phase.



FIRE AXE: [Value 4] You may use this card to avoid an Encounter with other players or a Dog, or to claim the Leader Token during the End of Round phase.



DYNAMITE / MOLOTOV: [Value 5] You may use this card to avoid an Encounter with other players or a Dog, to claim the Leader Token during the End of Round phase, or to defend yourself against an attack by The Thing. If your defense is successful, remove from the game one random card from the Alien Deck.



PISTOL: [Value 6] You may use this card to avoid an Encounter with other players or a Dog, to claim the Leader Token during the End of Round phase, or to defend yourself against an attack by The Thing. If your defense is successful, remove from the game one random card from the Alien Deck.



RIFLE: [Value 7] You may use this card to avoid an Encounter with other players or a Dog, to claim the Leader Token during the End of Round phase, or to defend yourself against an attack by The Thing. If your defense is successful, remove from the game one random card from the Alien Deck.



FLAMETHROWER: [Value 8] You may use this card to avoid an Encounter with other players or a Dog, to claim the Leader Token during the End of Round phase, or to defend yourself against an attack by The Thing. If your defense is successful, remove from the game one random card from the Alien Deck.



THE THING

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A game Created and Produced by Pendragon Game Studio Srl,
Via Pattari, 6 - 20122 Milan - Italy
www.pendragongamestudio.com info@pendragongamestudio.com
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