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Game: The Thing
Designer: Mark Chaplin
Publisher: self published
of Players: 2 to 4
Play Time: 1 hour

This is a card game based on the 1982 horror film "The Thing" by John Carpenter. The game is a labour of love based on arguably the best horror film ever made.

The cards use images from the film and hence to avoid any copyright issues the game is a print and play. It is for adults as some of the images are quite gory and some cards contain profanity (these are the best quotes). A fan of the game has provided a basic black and white text only set of cards so you can try out the game for minimal outlay. If you like it you can either get the online printing company Artscow to print a set of cards (however this is not cheap but discounts/offers can help) or with a bit of effort copy the decks from Artscow and assemble the cards yourself.

For those who haven't seen the film there are spoilers in this review. (So go and watch the film then try the game). In the film an American Antarctic outpost comes into contact with a shape changing alien that can absorb and mimic any life form. It arrives at the station as a dog escaping from a Norwegian research station, but soon starts to take over (replace) members of the outpost. A level of paranoia, suspicion and isolation descends as the outpost members don't know who is real and who is a thing in disguise.

In the game one person is "the Thing player" and the other people choose to be one of the twelve outpost members and become player characters (PCs). The remaining outpost members become Non Player Characters (NPCs). "the Thing player" has his own three deck of cards and so do the PCs. At the start only cards from the first decks can be drawn with the second and third more powerful decks becoming available during the course of the game. The game is played in turns and on each turn a new encounter card is revealed and resolved. The encounter cards are in three acts and each is based on a scene from the movie. E.g. explore Norwegian research camp, autopsy of Norwegian thing etc. The encounters of the first act are in the same sequence as the film but the encounters of Acts II and III are in random order. In Act III is

