

PRIMA'S OFFICIAL STRATEGY GUIDE

Tips for using the **Trust/Fear** Interface



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THE THING™

Prima's Official Strategy Guide

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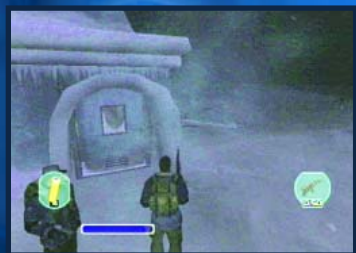
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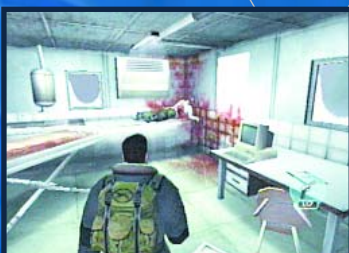
THE THING

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Welcome to *The Thing: Prima's Official Strategy Guide*. Something strange is afoot in the frozen plains of Antarctica. A mysterious occurrence at an American scientific facility leads you, Blake, to bring your military team to investigate. What you find won't be a simple accident. Some *Thing* has happened, and it doesn't look good. Your team encounters an alien life form that shape-shifts and assumes the form of the victims it kills. Do you have what it takes to get to the bottom of *things*? Do you have what it takes to survive? When you need a hand along the way, we'll be there. *Prima's Official Strategy Guide* covers every-thing.



Something strange has happened to an American scientific expedition on the vast snowfields of Antarctica.



You will encounter some pretty gruesome sights. Get to the bottom of what is going on.



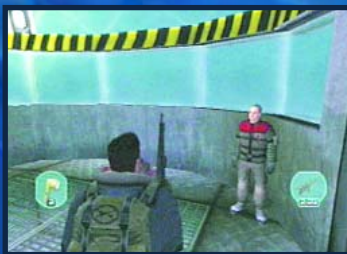
Utilize all of your squadmates skills to destroy the creatures you battle.



One of the unique features of the game is player fear. You stumble upon scenes that are brutal and quite unnerving. These scenes freak out your teammates. Manage your squad-mates' fear to help them keep it together.



To battle the creatures, you have an arsenal of firepower at your disposal. Look in this chapter for weapons info.



You encounter more than 40 nonplayable characters (NPCs) throughout the game.



Each type of enemy creature requires a different battle strategy.

GAMEPLAY BASICS

Junction Boxes



As you move through the levels, you'll come across junction boxes that power doors, lights, and other objects. You can fix some of them on your own—if Blake can fix it, he will. Watch the status bar fill up. If enemies come up to you, stop your work to take care of them, then resume right where you left off.



Some junction boxes are beyond Blake's skills. When you approach these boxes, Blake says "I need an engineer." Activating these boxes requires the skills of an engineer.



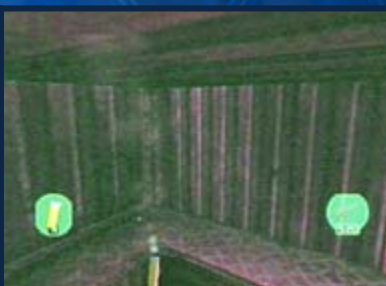
Let There Be Light



The environments you travel through have been beat up by unruly creatures. Most often, the lights have been destroyed and the power has been cut. It's difficult to see in these conditions.



On some levels, repairing junction boxes turns the lights back on. Always find the time to fix these boxes.



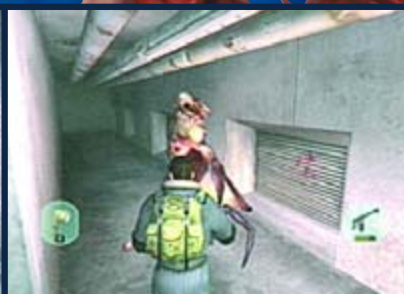
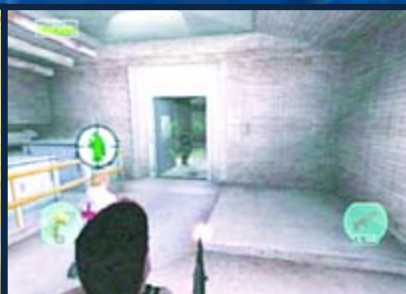
In other instances you can light a flare. Either carry the flare to light the way as you walk around or throw it to light up an area. When throwing a flare, be careful about where it's going to land. If you throw it too close to something flammable it will cause an explosion.



You'll find several flashlights. These invaluable items provide good lighting as you walk around. The only drawback is that you have to be holding the flashlight for it to work. You can't toss any grenades or use a medical kit while you have the flashlight equipped. When you switch to use another item, the scene gets darker.



Movement



It's harder to hit a moving target than it is a stationary one. So keep moving. If you stand around, the enemy will get a bead on you and you will be history. Move from side to side (strafe) to keep the enemy in your sights as you move.



In the later levels you come across automated sentry guns mounted overhead. You can't stand up to these guns, so the best way to take care of them is to strafe. Hide out in the adjoining corridor. Strafe into view of the gun, take a couple of potshots at it, and strafe back to safety.

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Reload



A few times during the game you have a break in the action.



Take these brief moments to reload. One of the worst things that can happen is needing to reload at the start of a gunfight.

Your Squad



You aren't in this alone. In several missions other characters help you. Take care of them and they will take care of you.



When you encounter stashes of ammunition...

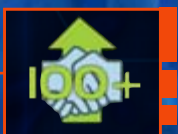


...pass out supplies to your teammates.



Give them different weapons. Let one of your squadmates take a flamethrower while the others have regular ammunition. This one-two punch works great for taking out large creatures.

Trust



When you walk around, you stumble into various nonplayable characters who perform tasks at your command. Engineers can fix junction boxes, soldiers can help you out when the enemies are charging, and medics can heal you after an intense firefight. But these NPCs aren't going to follow you blindly. They've seen these people walking around—at least they think they're people—who change into hideous beasts. They've seen strange creatures attacking from every corner and disemboweled bodies. How do they know you're one of the good guys? They'll have to trust you. You gain the trust of these NPCs by taking care of them. If they're hurt, use medical kits to heal them. Once they're squared away, give them weapons or ammunition. Now they can fight back.

Several things cause these NPCs to not trust you. Take away their weapons and they become suspicious. Shooting them (even accidentally) during a gunfight worries them. Take the time to look out for them and you will gain valuable additions to your team. In your battle against these creatures you need all the help you can get.



As you travel, you meet various NPCs.



Offer them guns and ammunition to gain their trust.



You need the other NPCs in order to stay alive and make it through the game.



Taking away their guns earns distrust. NPCs who don't trust you will not follow your orders.

Fear

Fear also affects your squad. The gruesome sights can shake even the most hardened of veterans. No one has ever seen Things like these before, so it is only natural that the NPCs become frightened. To find out how your squad is doing, pull up the Squad Menu. Characters who are doing OK glance from side to side when you bring up this menu. As they become more frightened, the speed at which they look from side to side increases. Eventually the fear rises to a paralyzing level. Don't let it get that far. Manage your squad's fear early.

Several things assuage their fears. The simplest thing you can do is to give an NPC a gun or some ammunition. Walk the NPC away from the gruesome sight. Time away from the disgusting images helps calm them. If things get really bad, use an adrenaline shot. This temporarily gets them back under control.



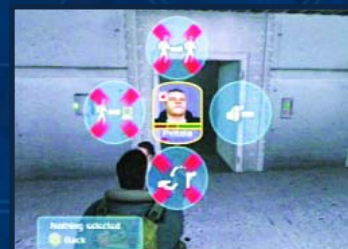
Some of the sights are too much for your squadmates.



Give them guns to help calm their fears.



Walk them away from the horrible image. Some time away from the action helps calm your NPCs.

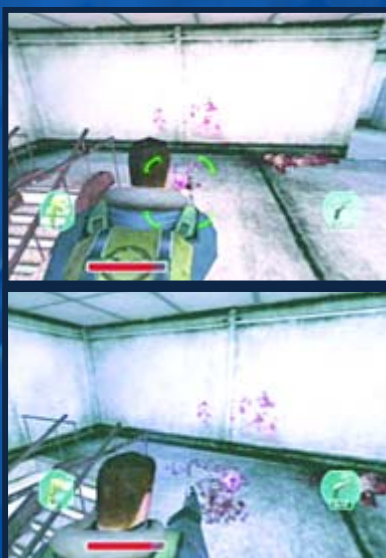


If things get really bad (if the player's icon has a red X through it), try administering an adrenaline shot. This should get things back under control long enough for you to get out of the situation. Don't let it get this bad if you can avoid it; the adrenaline shot is not abundant during the game.

WEAPONS

Blake has an impressive arsenal to knock out the enemy. Unfortunately, you don't have access to all weapons all of the time. You'll run out of ammunition for a particular weapon, your weapons will get stolen, and you have to give some of them to NPCs to earn their trust. Here's a quick breakdown of the weapons you have available.

Pistol



The pistol is a good backup weapon, the perfect choice to give to an NPC when you don't have anything else. It gets them to trust you and you aren't giving up too much firepower yourself. You can eliminate smaller creatures with the pistol, but taking on one of the larger things would not be the best idea.

Machine Gun

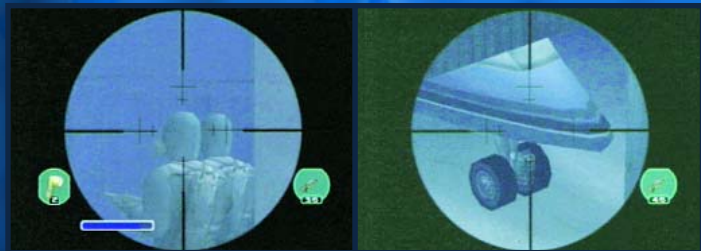


The Machine Gun is one of the best weapons in the game. Ammunition is readily available, and the firepower packs a good punch. Use the machine gun to take on any and all of the creatures.

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Sniper Rifle



The sniper rifle adds an additional element to your arsenal. The scope lets you zoom in on targets and pick them off from a distance. Use the scope to scout out areas ahead. You can spy pretty far and see the danger before you get there.

Blowtorch



The larger creatures can be killed only by fire, so you need an incendiary weapon to finish them off. The blowtorch is one of the first of these weapons that you get. It does the job, but the range isn't the best. The enemy has to be almost on top of you for it to work effectively.

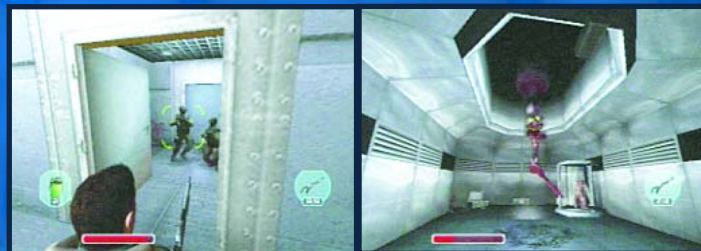
Grenades

Regular Grenades



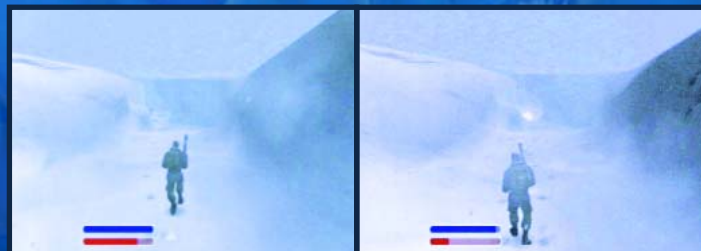
Regular grenades are good for pinning an enemy away from you. Toss them into an enemy position and watch the explosion. The longer you hold the button to throw the grenade, the farther it goes, but if you hold on too long, it might blow up in your hand.

Shotgun



The shotgun comes into play later in the game, but it's a good weapon to have. When you face a lot of the small monsters, equip the shotgun. A shotgun blast at close range blows away these smaller creatures.

Grenade Launcher



The grenade launcher comes in handy. When you see a group of creatures at a distance, fire the grenade launcher and nail the enemy from afar.

Flamethrower



The flamethrower is a much better incendiary weapon. The range is good and it doesn't go through a lot of fuel.



High Explosive Grenades



High explosive grenades really pack a punch. In "The Escape, Part II" section of the walkthrough, there's a spot where several shock troops are dug in behind a large group of crates. They have good fields of fire and would slaughter you if your team tried to assault their position. Toss a couple of high explosive grenades into their position to make quick work of them.

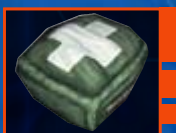
Incendiary Grenades



The incendiary grenade is another weapon for finishing off the enemy. Pound them with regular ammunition, then toss one of these grenades to complete the job. All of the incendiary weapons can damage you, too, so take care where the fire is—you could light up yourself or one of your squad members.

ITEMS

Medical Kits



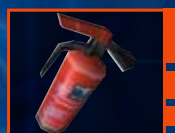
Pick up these kits to restore your health. Save them, as you wouldn't want to waste them. If there is a medic in your squad, let the medic heal you and keep the kit.

Flares



Flares have several uses. You can carry the flare as you walk around to light your way, or you can throw a flare to light up an area. Flares also work to ignite things. Throw a flare next to a kerosene barrel and back up before it explodes.

Fire Extinguisher



Use the fire extinguisher to put out flames. Fire from the flamethrower or blowtorch will eventually burn out, but other fires require special attention.

Adrenaline Shot



When your team members become afraid you need to calm their fears to get them to follow orders and pull it together. The adrenaline shot is a method of last resort to take away their fear.

Blood Test Kits



The blood test kits determine if a team member is infected with the virus.

Keys



Tons of locked doors block your path. Use keys or keycards to get through them.

Flashlight



The environments you travel through are very dark. The flashlight helps you see things and find your way.

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TEAM MEMBERS

Throughout the game, you meet numerous NPCs that fall into three categories—medics, soldiers, and engineers. Get them to trust you by giving them guns or ammunition. Then, they'll help you out.



When you find an NPC...



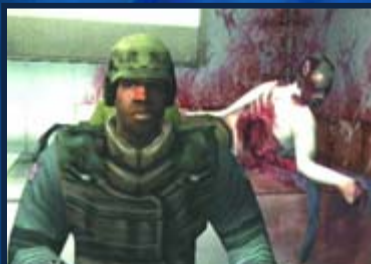
...give him a gun or some ammunition to get him to trust you.

Medic



There are several medics. They can heal your team without a medical kit. Make sure you cover your medic well—he is a very valuable member of your team.

Soldier



The soldier's special skill is his ability with weapons. Give him the big stuff like your flamethrower, machine gun, or grenade launcher and this squad member can really help you take out the enemy. Because the soldier fights in front for you, he takes a lot of damage. Heal his injuries with either a medical kit or the medic.

Engineer



The engineer is pretty good with a weapon, but his real value lies in his ability to fix things. Several junction boxes Blake can't fix, but an engineer can. Keep your engineer alive. Some levels end if your engineer gets killed—there won't be a way out because Blake can't open the door.

THE ENEMY

Commander Whitley



Commander Whitley is the antagonist in this little adventure. It seems he knows about the experiments at the facility and encourages their progress. You think he might be infected with the virus. As you progress, you'll find out.

Shock Troops



Commander Whitley directs a force of shock troops to hamper your progress. Be very careful when dealing with them. They know how to set up fields of fire and can chew your team to bits if you try to storm their position. Toss a grenade at them if they are entrenched.

Little Creatures



The little creatures are common. They succumb to a few shots from any weapon. A good way to get rid of them is to wait for them to close in on your position and fire the shotgun.

Tentacles



Tentacles are dangerous because of their long reach. Stay out of range and pick them off from a distance.

Wall Huggers



Wall huggers sprout up in the later levels. It takes a couple of shots of regular ammunition to get rid of these pesky creatures.

Larger Creatures

To kill all of the larger creatures, you have to hit them with regular ammunition to start. As you repeatedly strike them, your crosshairs will turn from green to yellow to red. When they are red, burn the creature with an incendiary weapon to finish it.

Use the flamethrower first. When you first encounter a large creature, lay down a swath of fire between you and the monster to keep it at bay. Switch over to the machine gun and let loose. By the time the fire burns down, the creature should be near death. Switch to the flamethrower again and light it up for the final blow.



Humanoids



Several times during the game, one of your squadmates succumbs to the virus and turns into a creature. These mutants aren't as powerful as the other large ones you run into, so it won't take too many shots of regular ammo before you kill it.

Walkers



Walkers are an entirely different creature. They're tough and require a barrage of regular ammunition to wear them down.

Bosses



You face several boss creatures, and each battle requires a different strategy. Check out the individual walkthrough sections to find out how to beat each level boss.



The Beginning: Outpost



Fire Extinguisher



Key



Save Game Recorder



Ammunition



Medical Kit



Start

Your team is set to investigate the site, ready for battle—if a battle is to come. Not all enemies can be fought. The intense cold does serious damage to your troops. No cold weather gear can protect you for long at 40 degrees below zero. Whenever your team is outside, watch the blue status bar on the screen. This is your Exposure Meter. It starts full, and your team can handle being outside. With each passing moment, your team's ability to withstand the harsh elements diminishes. Once the Exposure Meter has completely run out, the low temperatures harm you, costing your team members health points.



When your team is outside, a small blue meter appears on the bottom of the screen.



This is the Exposure Meter. When the blue bar runs out, your team will be affected by the bitter cold and start to lose health points.



When the Exposure Meter pops up, hustle to the next sheltered area. Getting through the levels can be hard enough—you don't want your team losing valuable health to the weather.

NOTE

Objectives
As you play the game you will be given objectives. These appear in the top left hand corner of the screen and are color coded. Green text shows that an objective is still active and orange text means an objective has been completed. You can check the status of all your

Back

THIS FIRST LEVEL IS A MINI-TRAINING EXERCISE—LITTLE NOTES POP UP TO EXPLAIN DIFFERENT ASPECTS OF THE GAME.



Take control of your squad and enter the building via the door to the right of your starting point.



Get in quickly before your Exposure Meter runs out.



Walk down the hall and open the first door on your left to the COMS.

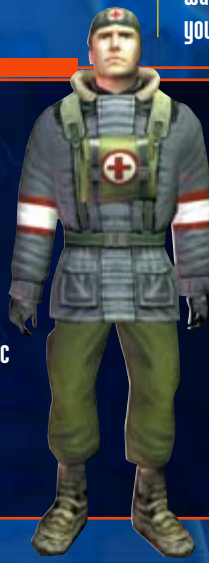


When you head inside the COMS room, a short cutscene cues up to introduce you to your crew.

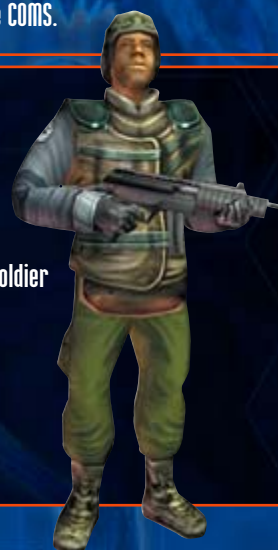
Engineer



Medic



Soldier



Your Crew

On this mission, your squad includes three other people—a medic, an engineer, and a soldier. You can tell who is who by their headgear. Soldiers have a tough camouflaged helmet, engineers don't go anywhere without their trusty cap, and medics keep warm in a beanie with a red cross on the front.

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Head to the door at the far end of the room. When you approach the junction box on the left, a hand icon appears. Work on the junction box until the yellow status bar fills up. The door to the next room swings open.



When you step through the door, a small explosion occurs. There's no way of avoiding it, so keep going.



Pick up the ammo clip and the handgun on the table inside.



Head outside the room and meet up with your medic. He heals the wounds you suffered during the explosion.



With that done, return to the hallway and explore farther into the outpost.



More lights explode outside, but you are too far away for them to damage you.



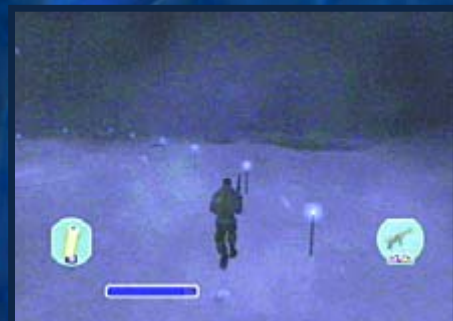
Notice that the Exposure Meter has popped back up. The outpost's roof has collapsed, exposing certain parts of the building to the elements.



Don't bother exploring any of the other rooms in the complex.



Head all the way down the hall and turn left into the last room. Make for the marker posts with the blue lights.



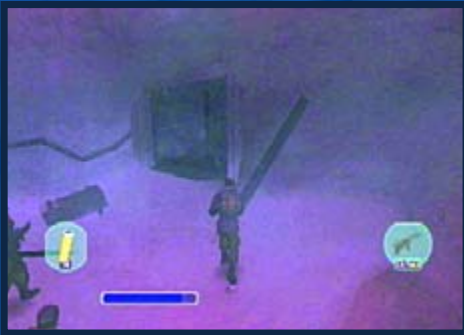
The marker posts lead you to the pit. Go down into the pit and immediately turn left. Venture into the cavern.



You trigger another cutscene at this point as your team discovers the UFO.



Once the cutscene is over, go to the desk and grab the key.



Exit the way you came in and find the next cavern off the main pit.



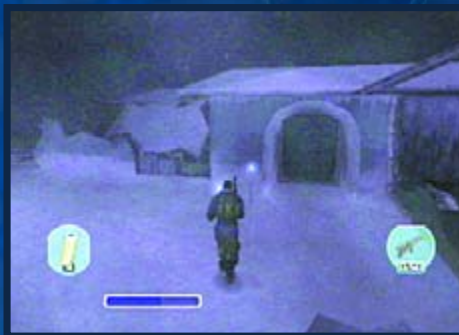
Take the fire extinguisher, go back the way you came, and look for the shelving unit in the center of the pit.



A ton of ammo sits on the shelf, so have your team stock up.



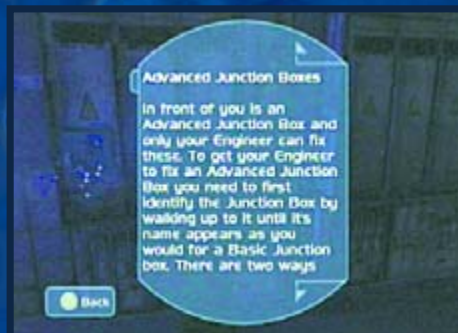
Enter the room with the overturned radio and interact with the tape recorder. You find the taped message that you heard in the opening cutscene.



Follow the blue markers back toward the main building, but head to the locked door. This is the infirmary. You picked up the key to this room by the UFO, so walk right in.



It's hard to see in this room, so find a way to turn the lights on.



The little help menus let you know that there is an advanced junction box in this room—advanced means you can't operate it yourself.



Follow the onscreen instructions and have the engineer turn the lights back on.

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Squad Member Fear

Your team is not a group of uncaring robots—they are real people. Like real people, the situations they encounter induce fear. Each member of your squad deals with the horrible sights you see in a different way, but it is your job to keep track of the situation and deal with it appropriately. Activate the Squad Menu and look at the faces of your people. If they are casually looking left and right, they're not afraid and are doing OK with the situation. If one is frightened, he'll be looking around in a panic. If he's close to losing it, his picture shakes uncontrollably.

You can do a couple of things to reduce your team members' fear. Give frightened squad members guns—the amount of fear lost depends on the size of the gun. Or walk them out of the room for a moment to regroup. An adrenaline hypo can also help calm your squad members—at least temporarily—and killing the Thing that is frightening them will reduce their fear.



With power restored, go over to the computer in the corner. It shouldn't be hard to find—it's near the carcass.



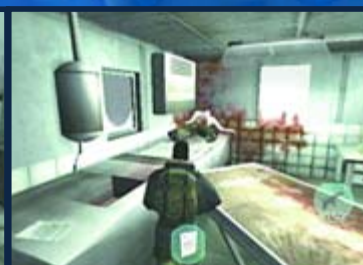
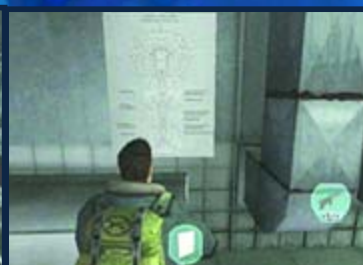
When you approach the carcass, you trigger a short cutscene.



The sight of the carcass scares your medic. During the cutscene, the soldier tries to tell him to get a grip, but managing your team members' fear is your responsibility.



Interact with the computer.



The medical examiner was investigating a corpse and compiled a five-page report on the matter. Look around the room for the first four pages of the report.



Shoot the crates on the floor that block your way to the last page.





Get the adrenaline hypo. You can use this later if one of your team members starts to lose it.



Exit through the door on the other side of the room (not the door you came in). You have to interact to make it through.



Pick up the extra medical kits from the cabinet on the wall.



Interact with the junction box to open the door to the data room.



Once inside the data room, save the game.



Head out the door and follow the blue marker posts. They lead you to the dead body of a soldier named Childs. When you reach the body, you trigger a cutscene of you calling in the information to your boss. The colonel wants you to use a crate of C-4 explosives that was dropped earlier to rig the base to explode—he's sending a chopper to pick you up once you've placed the charges.



Follow the blue marker posts to the red flares marking where the C-4 is. Open the crate and collect the two charges.



Follow the blue markers back to the infirmary. A red C-4 image on one wall shows you where you need to place the first charge.



Head back to the COMS room from the beginning of the mission.



There you find another spot to place a C-4 charge.



With the last charge placed, return to the evac point—the place marked with the red flares and the container that held the C-4 explosives. When you get to the infirmary, stop and save the game in the data room. Once you reach the evac site, a cutscene begins and the first level is over. Congratulations; you've made it out of the first mission alive.

Rescue Team Alpha



You made it out of Outpost 31, great job! The Colonel wants to pull the team out, but you (Blake) have a standard of honor that demands you go after the members of Team Alpha. The rest of your squad gets sent back to the main base, so getting through the beginning this level is up to you. You'll learn a couple new skills that you will need later on in the game. You'll solve puzzles (deactivating the downed power lines) and bring some new NPCs into your squad. When you find an NPC, give him a gun so he'll trust you.

Use the combination of the Flamethrower and machine gun to defeat the larger creatures (which you haven't seen yet). Watch your ammunition as you move from building to building. There isn't much ammunition scattered throughout this level, so you'll have to conserve it.



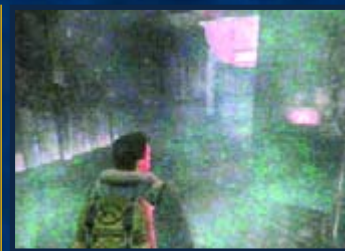
You've made it through the first level; it's time to check on Team Alpha.



Once the level has loaded, run toward the blue marker post and the sparks. A power line has fallen. Find the power switch to turn off the power.



Head along the building toward the entrance.



There's a fresh flare in the building. Someone must be close by. Follow the hallway. It gets dark along the way.



Go to the power supply and turn this power setup on. This lights the hallways so you can find your way around.



Enter the adjacent room, through the old wooden doorway.



Entering the room triggers a cutscene where your character meets Carter, a surviving member of Team Alpha. Several bodies (or parts thereof) lie scattered across the room.



Carter is hurt pretty bad. Since you don't have a medic in your squad, you need to find a medical kit.



A search of the room turns up a flashlight, a fire extinguisher, and the medical kit Carter needs. Follow the onscreen instructions for the medical kit.



Carter accepts the help, but he still doesn't trust you. Give him a gun and some ammunition to get in his good graces.



Have him turn on the power to the lab since you don't have the skills to work the junction box.



With the power back on, go over to the video monitor. Move the surveillance cameras. Take a look around...



...you see a dead body...



...and another member of Team Alpha. Now that you know where he's hiding out, find him.

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Before you go, walk over to the computer. The researchers left a little about what was going on.



Next to the computer is a spot where you can save the game. Save now.



Remember where you found Carter? Take aim and blow up one of the kerosene barrels to blast a hole in the wall to the next room.



Put out the fire with your extinguisher.



Collect all the ammunition from the next room.



The only new way out of the room is via the locked door. You need an access code; where could it be?



Go back to the video surveillance equipment. Look around and zoom in on the message board next to the door. The numbers across the top are the access code. There's no need to write it down; your character remembers it after you zoom in on it.



Walk up to the door and punch in the access code.



When you step through the door, a short scene shows you running into the next member of Team Alpha. He tells you that Pierce is in the northern section of the base, so that's where you need to go.



Before you take off, check out the body in the corner. He's got an access key.



Head into the utility room and order the engineer to shut down the power. This kills the power to the downed power lines you found earlier in the level.



Before you leave the building, visit the save game terminal; you've made headway in this level and you don't want to lose all your hard work.



Head outside.



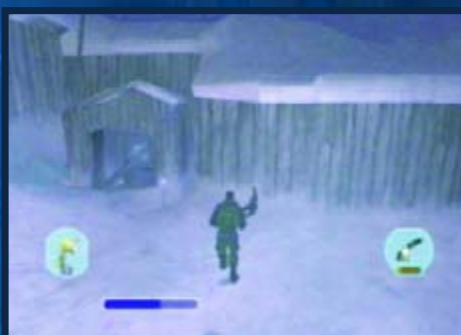
Yikes! As you leave the building your squad is attacked by a group of those...those...Things! Good thing you gave the engineer the gun. Two people killing the enemy is better than one.



Blow up the kerosene barrel to take out a couple of the critters.



Go outside after you get rid of all of the nasty Things.



Follow the blue marker posts. Get moving. Outside, the Exposure Meter pops up.



The blue marker posts lead you to another dead body, a gun, and some ammunition.



Follow the posts back to where you started. Go around the building to where the high voltage lines were.



Now that the power is off you can head through the opening. When you do, the game loads the next part of this level.

Killing the Thing Beasts



Uh-oh. The game is nice enough to tell you that the Thing beasts you've fought so far are just the little ones. Killing the bigger ones requires a two-stage attack. Hit one with normal bullets until its health bar goes into the red. Finish it off with an incendiary weapon (like a flamethrower or blowtorch). Be on the lookout for such weapons.



Follow the blue marker posts to the first shack.



Save your weapon ready when you enter the shack...



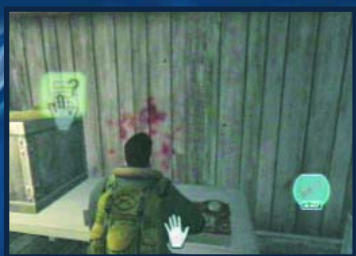
...because two creatures jump out of the box on the table.



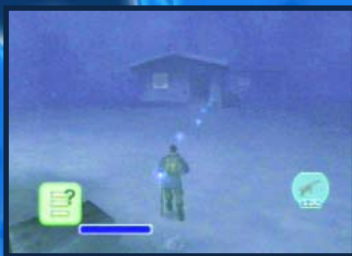
Pick up the medical kit and fire extinguisher on the table.

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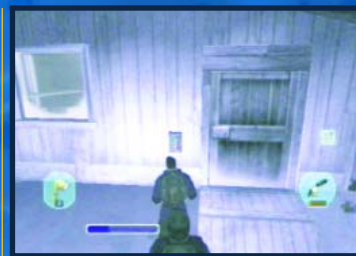
It's another save point. Things are looking good on this adventure. Save your progress before it turns nasty.



Exit the shack and follow the markers to the left. They lead to a nearby building.



It seems like a waste of good ammunition, but you need to shoot the boxes outside this building. A junction box hiding behind them must be fixed before you go inside.



Press the button next to the door to enter the building.



Walk inside to trigger another cutscene. You've found Pierce, but he isn't exactly happy to see you. He thinks you might be infected. The only way to prove you aren't is to get a blood test kit and show him that you are clean.



Pick up the flamethrower's fuel canisters and save the game at the recorder.



Exit the building and follow the blue marker posts to the left.



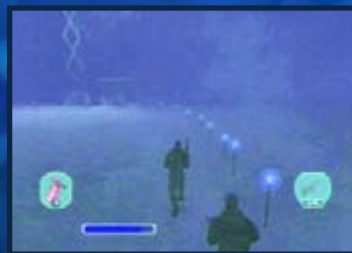
When you approach the next building, a group of creatures attacks you. Take care of 'em.



Pick up the fuel canisters for the blowtorch and open the chest to find another blowtorch. Give the extra weapon to one of your team members. Because it takes regular ammo and incendiary ammo to kill the larger Thing beasts, having an additional weapon in the group never hurts.



When you leave, more creatures ambush you—thankfully, they're of the smaller variety.



Follow the blue marker posts back to the main intersection.



Go straight past the building in the center.



More creatures appear when you approach the building on the right.



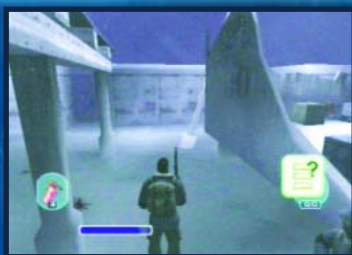
Once they are out of the way, go into the building. There are several medical kits inside.



Put out the flames with the fire extinguisher before you enter.



Shoot the crates inside; they hold more medical kits.



Go outside...



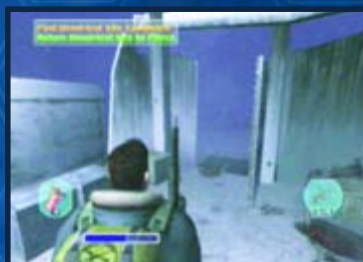
...move to the roofless building.



Several more creatures require attention.



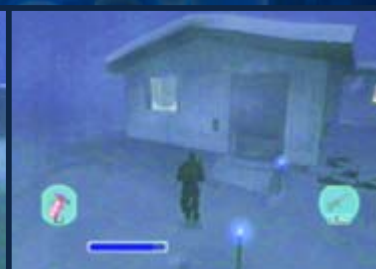
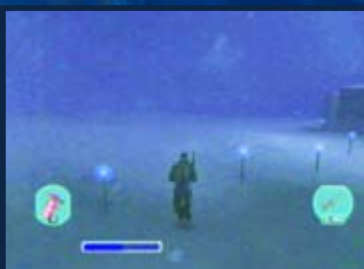
Approach the crate and pull out the blood kit hypos.



Exit the building and look for the structure with the crate next to it.



Have Cruz work on the junction box. This is the place you have been looking for. More ammo! Restock yourself and the rest of your team. Don't forget about the flares. They always come in handy.



Go back to where Pierce is. Now that you have the blood test kits, you can prove you aren't infected. Before you approach Pierce, steal some of the ammo and weapons back from your teammates. You'll see why...



Yikes. Both of your teammates are infected. Shoot them to wear them down. Pierce hits them with his flamethrower for the final blow.



Go to the Squad Menu and set Pierce to follow you. Save the game on your way out. After you exit, this level ends.

Looking for Assistance



You spent the last mission getting Pierce to join your squad, and he's nowhere to be found when this mission begins. The two of you got separated in the blinding storm. After the opening cutscene is finished, you will meet up with Pace, so at least you won't be tackling this level alone.

This level has got some really nasty creatures to deal with—walkers. The large creatures are tough, but with Pace's help, you can take care of them. After you've cleared out the area, pick up Williams. Now you have two squad members that have flamethrowers. As you run into more creatures in the next level, this will come in handy.

The sights and sounds of this level will play havoc with Pace—he won't be able to handle it all. Take the time to walk him away from the worst of it and give him weapons and ammo to manage his fear. If you lose him, an adrenaline shot will bring him back around.



This mission doesn't start out on the right foot. Pierce gets lost along the way...



...and a friendly throws grenades at you.



Once you are in control of your character, grab the flashlight and the ammo—you'll need them both later.



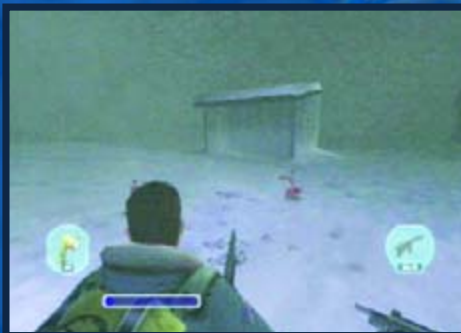
Walk downstairs and follow the blue marker posts to the next building.



Move right and circle around to the back of the building. A corpse lies in the snow. Not much you can do about the corpse, but grab the medical kit nearby.



Return to the main entrance. Work on the junction box.



While you work on the junction box, a couple of creatures jump down to attack you. Your buddy covers you while you work.



Once the junction box is fixed, head inside.



Go into the billiard room and deal with two more creatures.



Down the hallway, behind the drink machine, lies another corpse and a case of ammunition. Distribute the extra ammo to your squadmate. You should be able to max out both players.



Watch out for your squadmate, Pace. The sights in the billiard room really freak him out. Manage his fear by giving him an extra pistol and the ammo you find.



Go back to the billiard room and pick up the two flame grenades sitting on top of the kerosene barrels.

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Take a step back (make sure your squadmate is clear) and fire on the kerosene barrels.



Approach the control panel and order Pace to fix it.



Open the door to the canteen. Step into the room and hang an immediate left.



Two items sit on the table—a computer and a tazer.

The Tazer

This level contains the tazer, which can help you deal with squadmates who have started to act belligerent because of fear or mistrust. You don't want to kill them; they haven't done anything wrong, but they must be dealt with. Stun them with the tazer. Be careful: The squad won't trust you as much after you use the tazer on your own people—even if it was for their own good.



Head to the back of the canteen, past all the tables. About halfway there, you trigger a cutscene.



You've found another member of Team Alpha, Williams, but he is spooked. He has access to the COMS room that you need to get into, but he isn't going anywhere with creatures about. Kill the three beasts he's worried about and he will follow you to let you into the COMS room.



Head to the door at the far end of the room. When you approach the junction box on the left, a hand icon appears. Work on the junction box until the yellow status bar fills up. The door to the next room swings open.



Walk back to the rear of the canteen. Two walkers lurk in the food prep area on the left. Take care of them.



Save the game. There are two more walkers to kill.

TIP

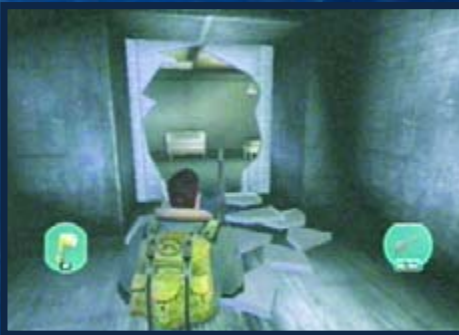
HIT WALKERS WITH REGULAR AMMUNITION UNTIL YOUR CROSSHAIRS TURN RED, THEN HIT THEM WITH THE FLAMETHROWER.



Head over to the box on the floor, which contains a flamethrower. This is a much nicer weapon than the blowtorch. You still have the two flamethrower canisters (ammunition) you picked up back in Level 2 when you talked to Pierce.



Approach the small box on the wall; it contains more flamethrower canisters. You can always use the ammo, so pick them up now.



Move through the doorway destroyed by the first walker and kill the small creatures that appear.



When you enter the next room, another walker comes barreling in. Retreat to give yourself time to kill the beast. One of the trickier parts of using the incendiary weapons is keeping the fire away from yourself. Backing up allows you room to maneuver.



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Walk to the back of the room and kill the final walker. Then go back to Williams and let him lead you into the COMS room.

In the next room, pick up the adrenaline shot off the table. Watch out for more hostile creatures—they tend to pop up when you're doing other things.



Pick up the shotgun ammo in the corner. If only you had a shotgun...



See the large pile of boxes in the room where you found the adrenaline shot? Shoot them. One crate holds a shotgun.



Go back and get Williams. With the area secure, he will follow you.



Enter the COMS room. Pick up the shotgun shells from the table and the medical kits off the wall. Heal everyone with the medical kits so that everyone's at 100 percent health.



Before you use the radio, have Pace turn the power back on.



Save the game.

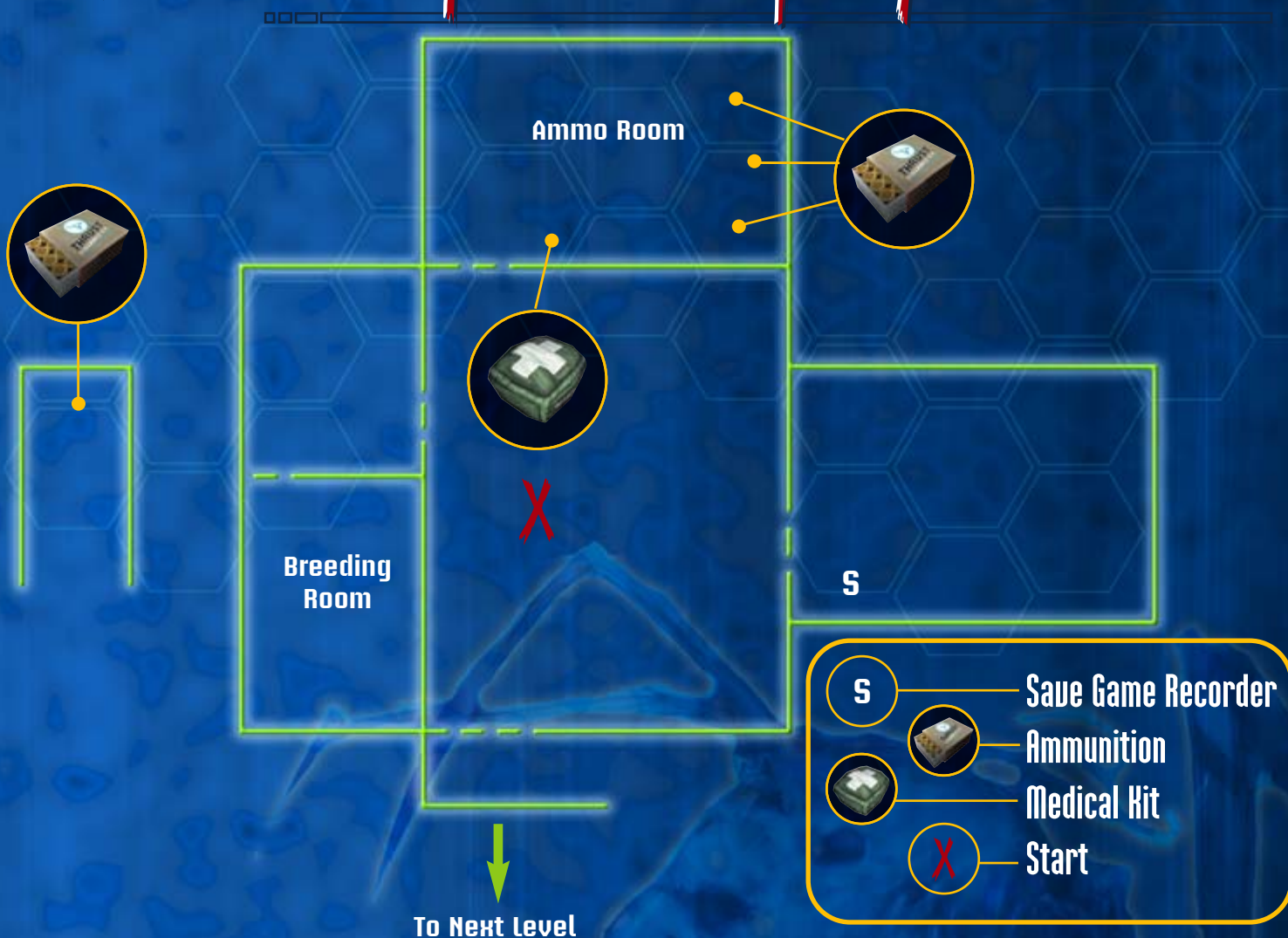


When you go to use the radio, two more walkers appear. Use the shotgun to hit them at a distance, while Williams burns them with the flamethrower.



Save the game again when you have killed the two walkers, then follow Williams out of the building.

In Search of the Emergency Radio



This level is mostly confined to one building. You've got four rooms to cover as you search for the emergency radio. Once you get set up, hordes and hordes of the small creatures attack you. One room contains a large cache of weapons. Before you get started, go into the ammo room and stock up, evenly distributing the loot among your team members. It seems like the wave of little creatures is endless, but you can win out if you take your time. Make periodic visits to the ammunition room to replenish your supplies—give yourself a fighting chance.



After the cutscene, you find yourself in this room. Each of the doors (except the one you entered into the room from) has a door switch that you can use to open the door. Go to this one first; the room contains tons of ammo.



Enter the room and pick up all the ammo. The stash includes a shotgun, plenty of shotgun shells, and machine gun ammunition.



Distribute the ammunition to Pace and Williams. With such a large supply, make sure you take all you can.



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Open the next door; be careful, little creatures lurk on the other side.



Kill them all.



Disgusting! This must be the creatures' breeding ground. Tentacles snake out of the walls. Destroy them.

TIP

As you move from room to room and respond to each attack, close the doors behind you. This prevents the creatures from getting to you from two different angles.



Once they're all dead, interact with the junction box to turn on the power to the radio room.



Go to the door that opened when you turned the power on and save the game at the recorder sitting on the table.



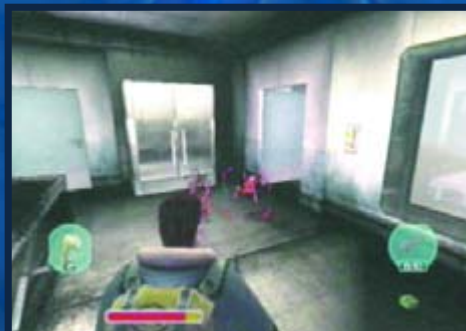
Move toward the box on the wall. A short cutscene pops up showing something approaching from outside.



Remember all of that ammunition you picked up earlier? Now you need it. Swarms of creatures storm the building. And yes, they can jump. Bring in all of your squad members. The additional firepower makes short work of the enemies.



After you kill this wave of the little buggers, save the game and back out of the room. Close the door once your team is out. The next wave comes from one of the other rooms, but you don't want any stragglers getting you from behind.



Run back over to the ammunition room and load back up. You're probably low on machine gun ammo at this point.

In Search of the Emergency Radio



Little creatures attack from that room, too, so once you've stocked up, close the door.



Take a minute to let Williams heal you and Pace if you took any damage.



Repeat the process going from room to room, killing wave after wave of the little critters. There seems to be no end to their assault.



Save the game every time you finish annihilating a swarm of creatures. Also take the time to reload your ammunition.



In one of the lulls, take the flamethrower away from Williams. He won't mind as long as you give him a machine gun to replace it.



After you've killed the last of little Things, the other door to the building—the one that wouldn't open—bursts open.



Two large Things storm through the door. Hit them with everything you've got.



Let Williams and Pace fire conventional ammunition while you attack with the flamethrower.



Eventually the large Things succumb.



Restock your ammunition, let Pace heal everyone, and save the game.



Head outside and circle the building to the right. Find a pair of blowtorches in the shell of a building. There are also fuel canisters for the flamethrower.

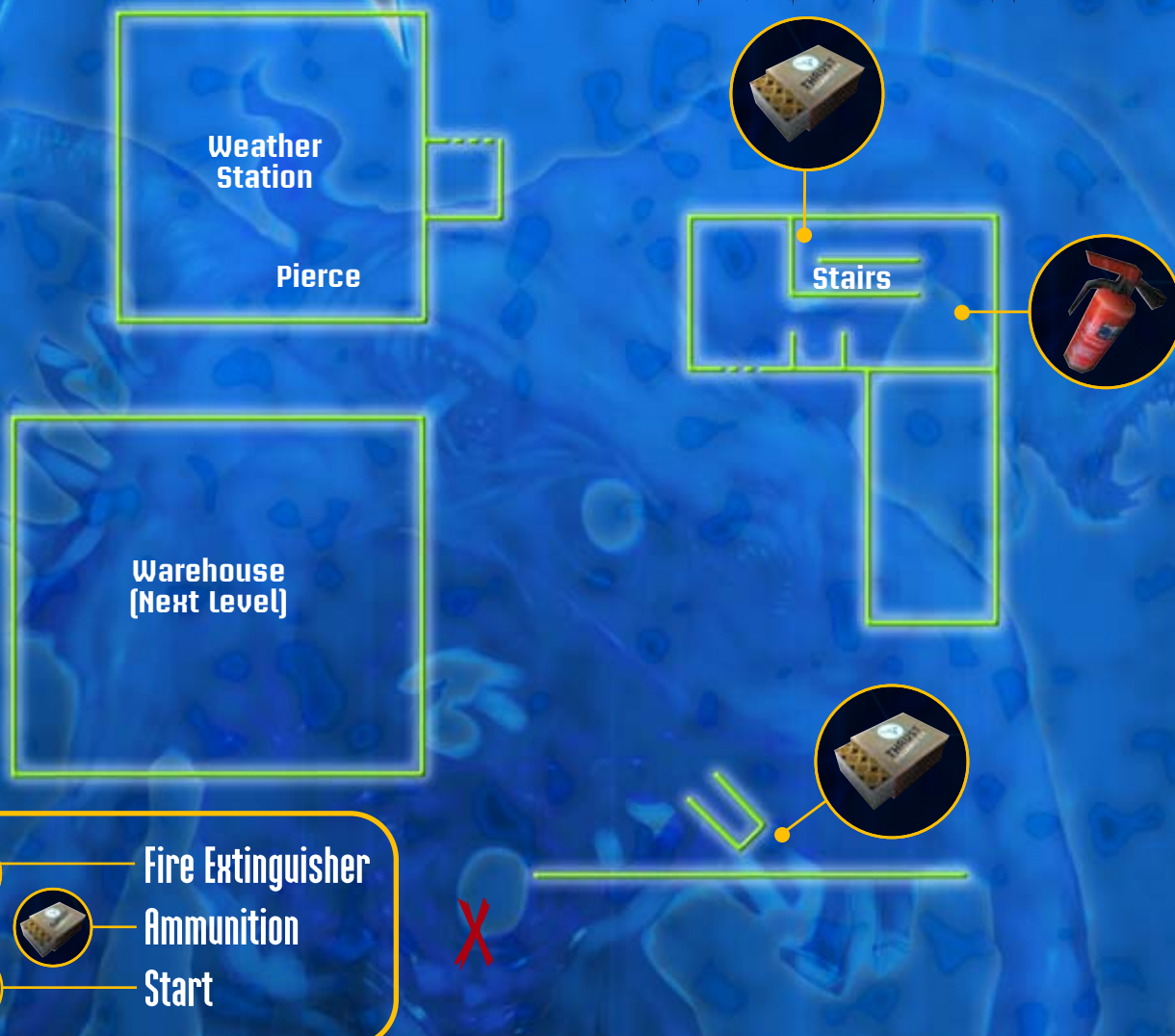


Look out for the other large Thing that assaults you. With you manning the flamethrower and the rest of your squad firing their machine guns, this one doesn't stand a chance.



Follow the blue marker posts to the next building.

Looking for the Norwegian with the Radio



Pace and Williams still stand by as you search for a radio. It seems like everywhere you turn, the radio has been destroyed or is missing. As the level begins, you see a figure running across the open fields of snow. Remember which buildings he goes into; he acts as a guide for you to follow. You are chasing down Pierce, the squadmate who got separated from you in the snow two missions ago.

As you go from building to building, a disturbing trend begins. Both Pace and Williams succumb to the virus and turn against you. Thankfully, they don't do it at the same time, because dealing with both of them at once would be tricky.

Looking for the Norwegian with the Radio



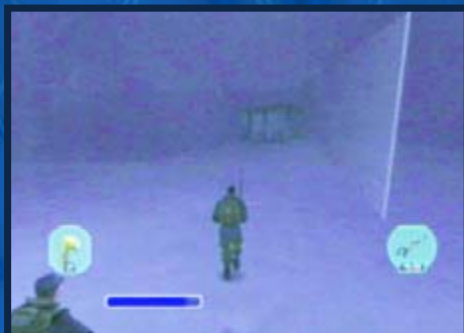
You, Williams, and Pace continue looking for a radio.



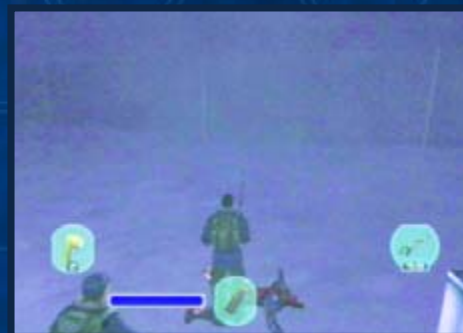
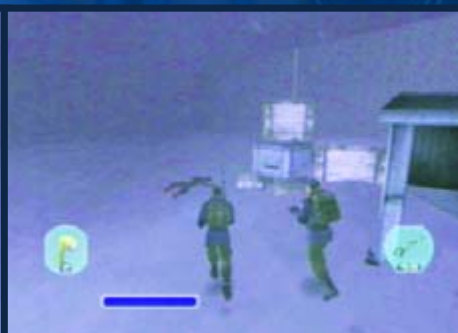
Thankfully, you have a ton of ammo left over from the previous level. Before the action starts, make sure it's evenly distributed among your squad.

NOTE

TAKE YOUR TIME ON THIS MISSION. THERE AREN'T VERY MANY MEDICAL HITS ON THIS LEVEL, AND THE ACTION IS DIFFICULT.



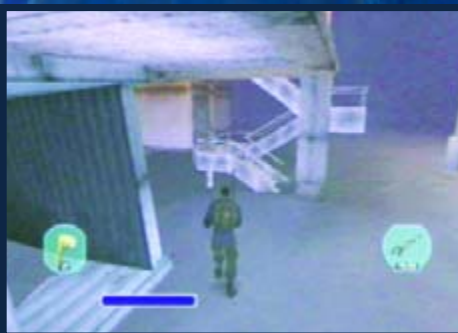
Don't follow the blue marker posts; instead, head right and walk along the fence.



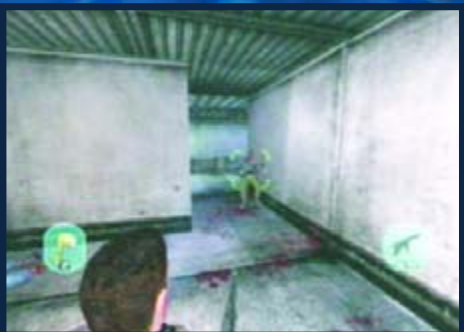
Take the ammunition from the corpse.



Enter the building with the stairs.



Kill the hostiles inside and grab the ammo.



When the hostiles are dead, something bad happens to Williams; he turns into one of those Things!



Killing Williams isn't too hard, because he's not as powerful as a walker. One blast from your flamethrower does it.

THE THING

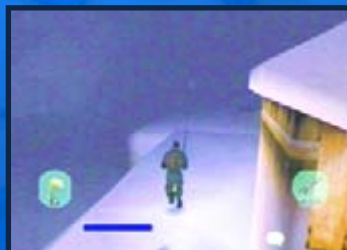
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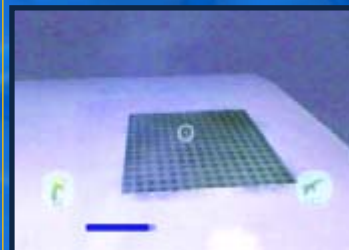
This situation freaks out Pace. Give him a weapon and ammo to calm him down. Use the adrenaline shot if you need to.



Head upstairs, wiping out the bad guys along the way.



Go outside onto the roof.



Shoot out the ventilation grate and hop down into the air duct system.



Have the flashlight ready; it's dark down there and you need as much visibility as possible.



Move over to this grate in the corner and drop down.



Be careful. Two Things lurk around the corner.



Shoot out one of the kerosene barrels. The explosion kills both of the beasts.



Put out the fires with the fire extinguisher before they damage you too much.

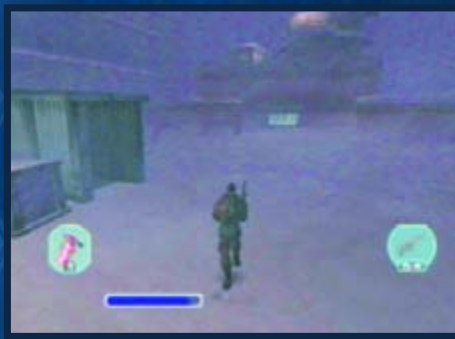


With the fires out, turn the corner and open the case on the floor. It holds a key you need.

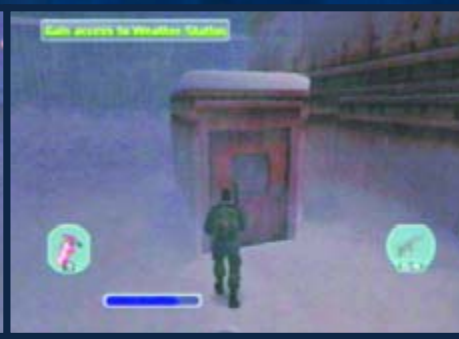
Looking for the Norwegian with the Radio



Go back and pick up Pace.



Travel over to the weather station across the way.



Kill any hostiles inside the building.



Search the lockers for a medical kit and some ammunition.



Save the game at the recorder. Watch out for hostiles that attack when you approach.



Run back over to the ammunition room and load back up. You're probably low on machine gun ammo at this point.



After you kill this wave of the little buggers, save the game and back out of the room. Close the door once your team is out. The next wave comes from one of the other rooms, but you don't want any stragglers getting you from behind.



Give Pace a break and let him hang out in the room with the save game recorder.



Head into the next room and exterminate the little creatures.



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Walk into the kitchen and run to the back of the room. Stand with your back to the refrigerator.



Hot stuff! The room catches on fire. You'll be safe by the fridge.



Grab the roof key off the top of the barrel.



Walk over to the cabinet on the wall. Grab the blowtorch and the ammunition if you need it.



Move to the opposite wall for a box of shotgun shells and machine gun ammunition.



Well, so much for your squad. When you return to pick up Pace, you find that he's one of them! Like Williams, he's not too hard to deal with.



Pick up the remains of Pace's gear and save the game before you head upstairs.



Uh-oh. On the next level you face a large Thing beast all alone. Hit it with the machine gun, then fry it with the flamethrower.

Looking for the Norwegian with the Radio



The battle is pretty tricky. The Thing spawns little creatures as you fight it.



Walk into the bathroom to battle another large Thing.



Grab the adrenaline shot, the ammo, and the blood kit near the stall.



Yuck! The next group of hostiles sprays green goop. Smear them quickly with your machine gun. Take a moment to heal yourself with a medical kit or two.



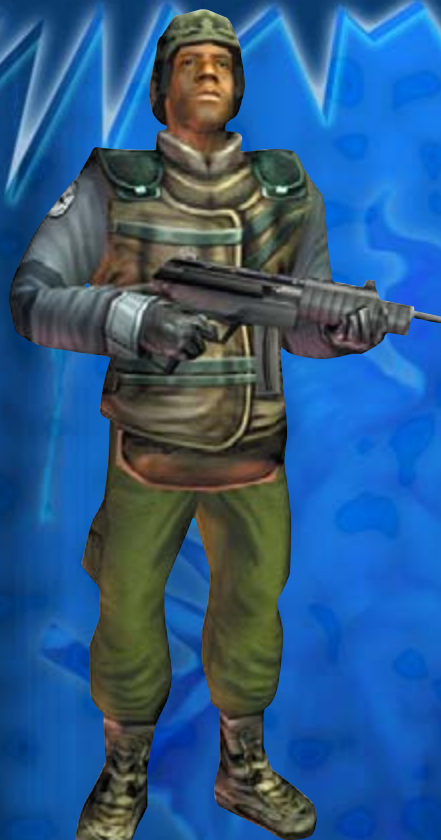
The computer provides another piece of the puzzle. Someone was working on something underground nearby.



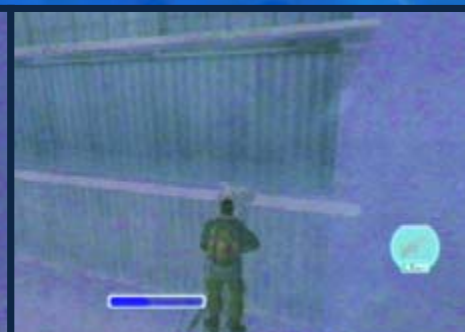
Head upstairs and outdoors. A short cutscene begins. Pierce reappears. He says that one of the Things got him and he can feel it inside him.

THE THING

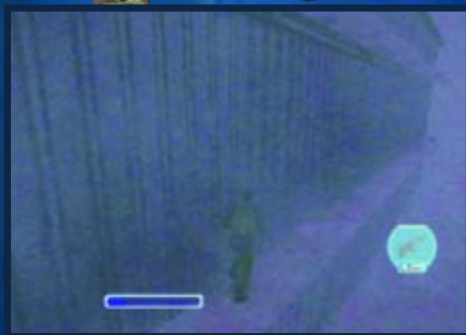
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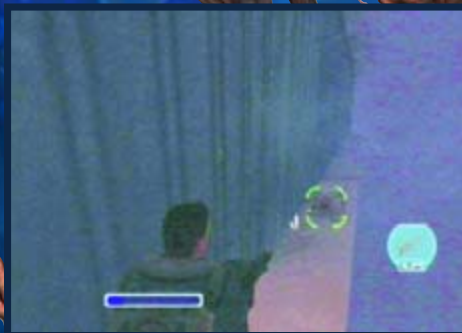
Activate both computers. The one on the right tells you that the telescope is pointed at the weird excavation site. Use the other computer to see what they're talking about.



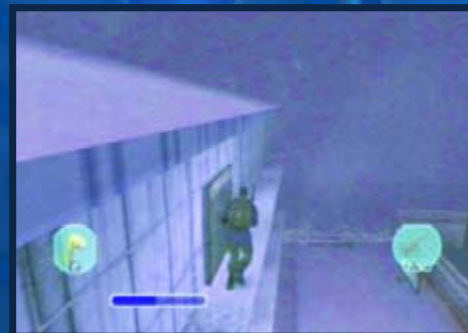
Go outside and shoot the barrels. They guard a walkway you need to cross over to the warehouse.



Be careful as you traverse the bridge and walk along the ledge—one false step and it's a long way down.



A small group of little beasts attacks you along the ledge. Watch out for them.



Shoot out the ventilation cover and enter. Congratulations, the level is complete.



Inside the Warehouse



You've made it inside the warehouse after crawling along the ledge outside. This difficult level holds numerous walkers for you to encounter. It takes a lot to destroy these creatures, and there aren't many medical kits lying around to help you out. Take your time with the walkers. The NPC [Collins] on this level turns on you, so don't leave your back to him for long.

This level introduces the game's first boss. After you take care of Collins when he succumbs to the virus, the boss awaits you. Dealing with the boss isn't too tricky if you are healthy when you enter the room. You will probably have to play this level several times; try to minimize the damage you take before you get to the boss.



After the cutscene takes you inside the warehouse, you regain control of Blake.



Several little creatures and more large Things block your way. Take care of the little ones first, then go after the big guy. Nail him with conventional ammo until your crosshairs turn red. Quickly switch to the flamethrower and incinerate him.

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Go through this door. A cutscene introduces you to another member of Team Alpha—Collins.



Give Collins a gun and leave him upstairs for now. You can't get him killed.



Take the medical kits from the cabinet.



Before you head downstairs, go to the junction box next to the room Collins was in. Fix it to turn on the lights, helping you see the action below.



Several large creatures lurk below; don't try to deal with all of them at once, it would be suicide. Divide and conquer.



Descend the stairs with a flare in hand.



Move forward until one of the large creatures emerges.





Throw the flare toward the kerosene barrels. The explosion damages the creatures and buys you some time.



Head upstairs. The creatures follow you, but it's one at a time up the stairs. Deal with each in turn.

TIP

THE NARROW WALKWAYS ABOVE WORK TO YOUR ADVANTAGE. LURE THE WALKERS UPSTAIRS AND KILL THEM ONE AT A TIME.



Use the machine gun to do the damage. Switch over to the flamethrower to finish them off.



If you get low on ammo, lure the creatures away from the stairs and run back downstairs.



The storage container holds several sets of ammo.



Once all of the large creatures have fried, mop up the little ones. It's a piece of cake.



Heal yourself with the medical kits.



Go back and get Collins. He's ready to kick in.

THE THING

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Have him fix the box downstairs. It activates the crane controls.



Several little creatures pop out when you send Collins to activate the crane controls.



Walk back up to the first landing. Activating the crane controls lowered the railing near the drill.



Walk up the drill and among the rafters to pick up some shotgun ammunition.



Cross to the other side of the building via the rafters.



Drop down into the foreman's office.



Grab the tool shed key off the desk next to the computer.



Take a moment to read the message on the computer. It seems like whatever project has been going on, it's running behind.



Walk back downstairs. Cross over to the tool shed. Now that you have a key, you can walk inside.



Visit the save game recorder and save your progress. This mission is one of the most difficult so far, so make sure you save your hard work.



Start walking down the stairs, but don't turn your back on Collins.



Yep, he's turned into a Thing too. Deal with him quickly and pick up the weapon you gave him.



Now that Collins is out of the way and you've backtracked a little bit, go back and save the game again.



Move down the corridor, past the dead body.



When you approach this door, Blake hears an unearthly sound. Bad things wait for you on the other side of that door.



Yikes! This thing is huge. This large tentacle creature is a going to be a bear to defeat.

THE THING

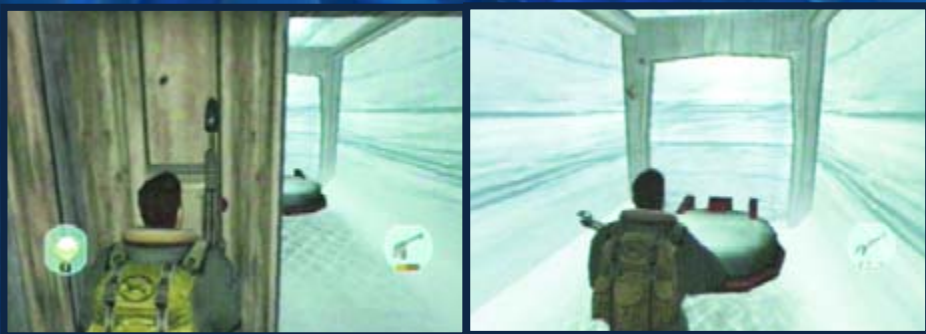
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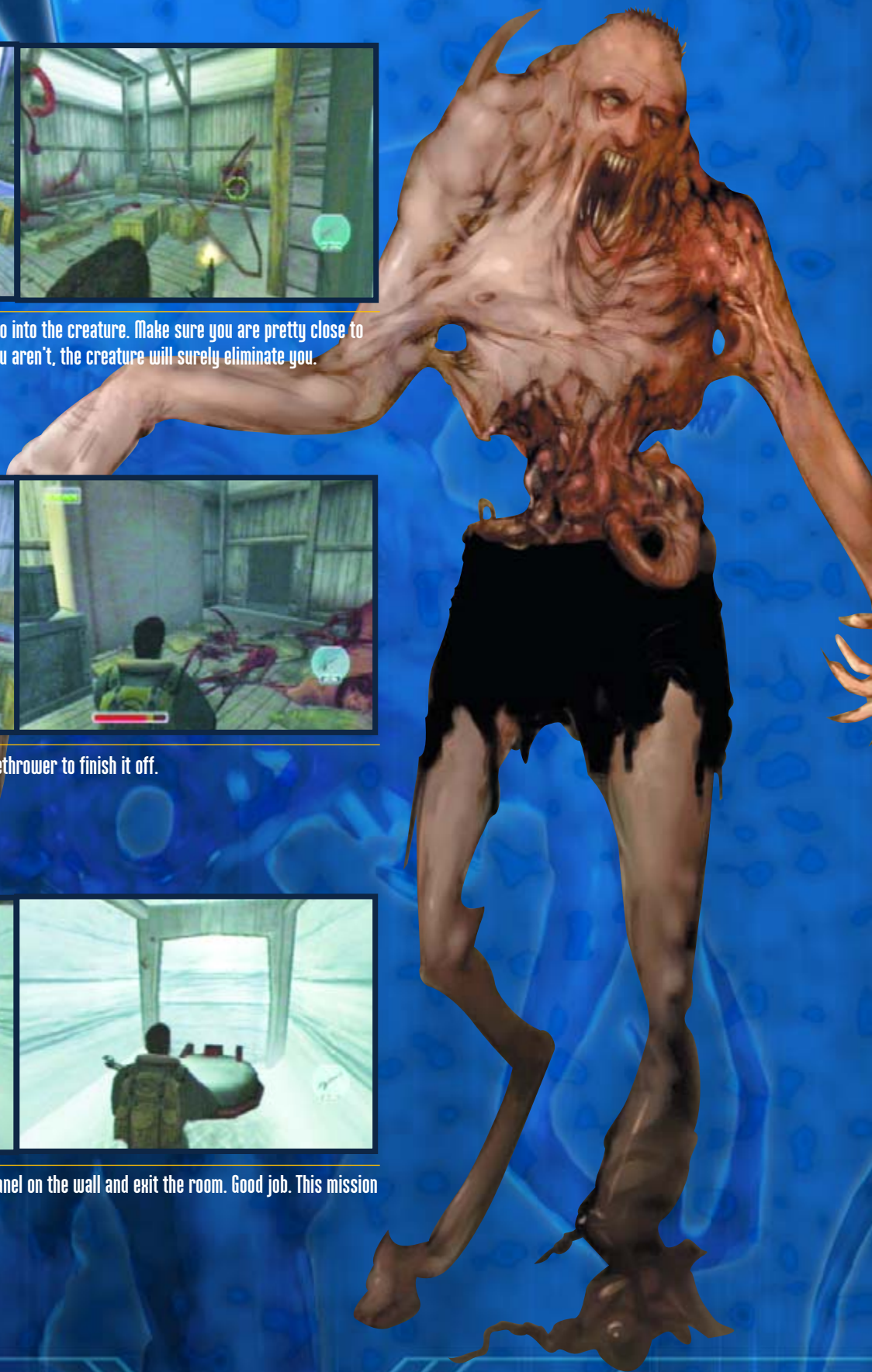
Circle around the room and unload all of your ammo into the creature. Make sure you are pretty close to full health when you head into this encounter. If you aren't, the creature will surely eliminate you.



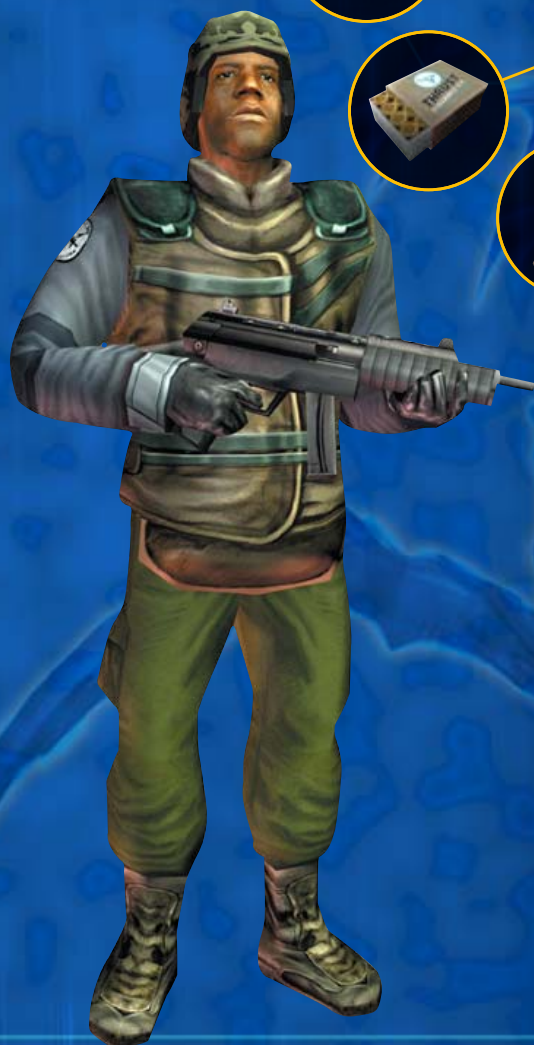
Once you've worn it down a little, fire up the flamethrower to finish it off.



With the creature out of the way, fix the control panel on the wall and exit the room. Good job. This mission was tough, but you made it through.



Investigating the Submersible

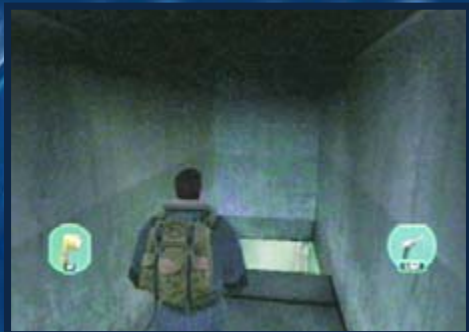


On this level you investigate an underwater submersible, but the real game in this level is hunting walkers. Everywhere you turn, you face more and more of the large creatures. Two attack you down in the growth chambers, and one challenges you near the prep lab. To make it past these monsters, take your time and use the machine gun/flamethrower combo.

As you progress farther into the game, you learn more about the virus in little snippets. At this point it's obvious that someone has been researching the virus intentionally and something has gone wrong with the experiments. With each passing level you seem to be getting closer to the truth. Keep at it. Soon you will learn even more.

THE THING

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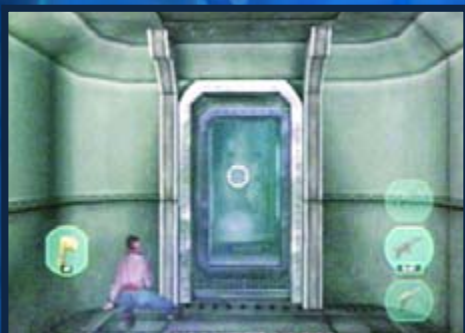
Turn the lights on and look around. Drop down through the hole in the floor.



Decisions, decisions. Go down the hallway...



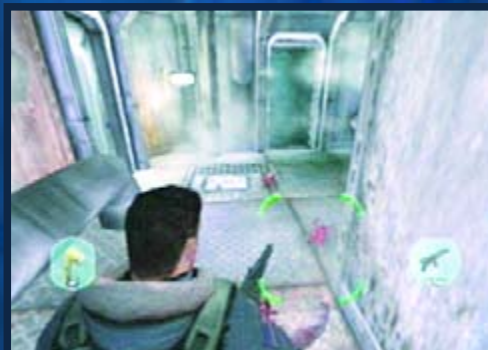
...or enter the room. Head over to this room; it's the heat exchange room.



Before you charge in, look at the ventilation shaft in front of you. Shoot it until it changes shape.



Zoom in on the one in the corner. You don't have much ammunition, so you have to prevent little critters from coming to get you.



A few jump out at you from the corpse. Be ready for them.



Head through the door on the left.



From your perch, take out the kerosene barrel. The explosion opens some doors for you.

Investigating the Submersible



Return to the room with the corpse and go through the doorway on the right.



Extinguish the fire. Enter the room straight ahead and pick up the ammunition—you now have a full load of machine gun ammo. Pick up the additional fire extinguisher and the medical kit; you probably need it.



Backtrack to the room where you shot out the ventilation shafts. Take a left and enter the control room.



Read the message on the computer. Someone's been doing experiments here. The creatures, these Things, must have something to do with it.



Examine the three surveillance cameras to get a view of the rest of the level. Note where the creatures are.

THE THING

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Something's gone haywire in the controls for room 1, but press the buttons labeled 2, 3, and 4 to open up other parts to the level.



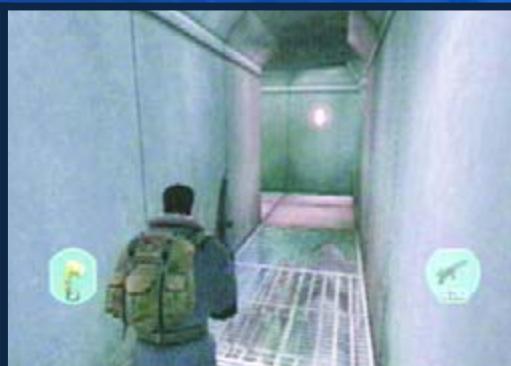
Leave the room and go into the next chamber.



Enter the growth chamber and kill the hostile creatures that emerge.



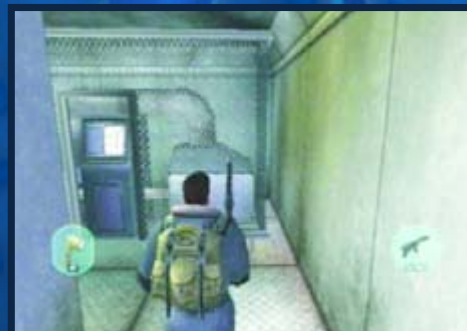
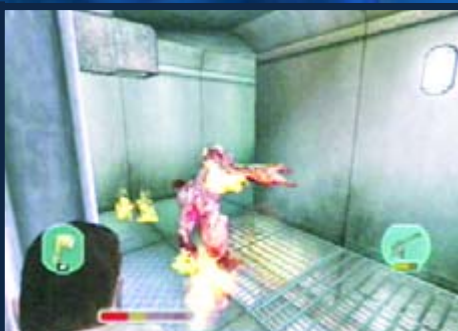
Move down the hall with the red lighting. Take the first right turn. Watch out for more of the little creatures.



Exit the hallway at the door and turn right. You are heading for the generator.



A large creature lies in wait for you along the way. Pound away at it with the machine gun, then finish it off with the flamethrower.



Approach the generator and turn off the override.

Investigating the Submersible



Head back toward control room 1. Take care of the large creature that meets you on the way back.



In control room 1, go back and save the game and activate the control labeled number 1.



In the heat exchange room, wipe out the other large creature with the machine gun and the flamethrower. You may run low on ammunition for the machine gun. Be careful.



Go down the hallway and enter the small room on the right; a grenade launcher sits on the table.



Run across the hallway. Use the fire extinguisher to put out the flames. More ammunition waits for you in this room.



Head into the prep room.



Although a lot of stuff clutters this room, there's nothing you can pick up. Head out the door and up the hallway to exit this level.



Finding Faraday



Two more walkers are ready to be destroyed right from the get-go on this level. Nasty stuff, really. Several small creatures go along with the large walkers. One of the unique things about this battle is the deadly combination of the walker and the small creature.

After you get into the prep lab, you pick up two NPCs, Price and Dr. Faraday. Faraday is one of the people leading the experiments. It doesn't seem quite right that you are helping him out of the level. Shouldn't he have to suffer for what he has done here? Alas, you must guide Dr. Faraday past the abominable creatures. When you exit this level, another key part of the story is revealed.



Progress up the corridor and carefully approach the door. Make sure your gun is loaded and prepare for battle.



Step through the door and immediately step back. Several small creatures to the right of the door attack you. Retreat into the corridor to take them on in turn.



Equip the flamethrower and approach the door again. This time, step farther into the room. This triggers the approach of two large creatures. Stay at the door until they start to run in your direction. Then dash back down the hall.

CAUTION

The small creature will attack by spitting out a greenish goo. The goo doesn't damage you, but it significantly slows you down, making you vulnerable to the walkers.



Once they come down the hall, hit the flamethrower. The fires burn along the floor, keeping the creatures away from you.



While the first creature waits for the fire to go out, hit it with the MP5. By the time the fire burns out you'll have inflicted a lot of damage.



Before the last fire burns out, re-equip the flamethrower and zap the creature again. This should kill him.



Repeat the process for the second large creature.



This room is a gruesome sight. Look around, then head over to the cabinet on the wall.

TIP

DON'T RUSH INTO THE PREP LAB OR THE COMBO WILL FINISH YOU OFF QUICKLY. APPROACH THE DOOR JUST SO IT OPENS, THEN RETREAT INSIDE.

THE THING

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It holds medical kits. Heal yourself and take as many medical kits as you can carry. You will always need them.



Walk through the door on the left. Shoot out the air vent. This prevents any enemies from joining the party.



Walk over to the corner and talk to Price. Give him a weapon to convince him to follow you.



Open the box—it's loaded with grenades! Pick up the flamethrower fuel canisters on the table as well.



Now head over to the main room. Take the left-hand door on the other wall.



Shoot out the air vent to keep little creatures from dropping in.



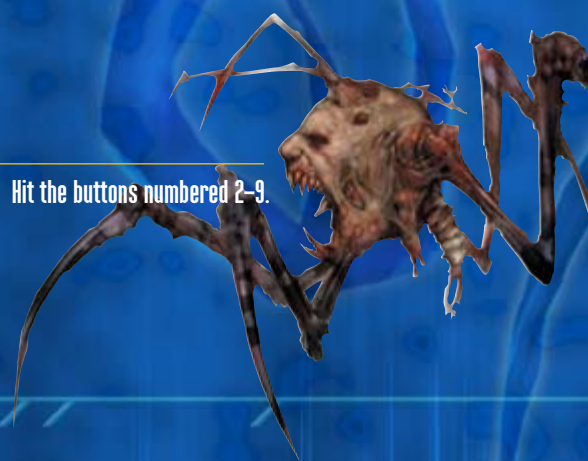
Descend the ramp to control room 2.



Check out the computer. Great! One of the moronic scientists figured out that these Things get hurt by fire—so they altered the DNA of one of them to become resistant to fire. He's in chamber 3—we'll have to watch out for him.

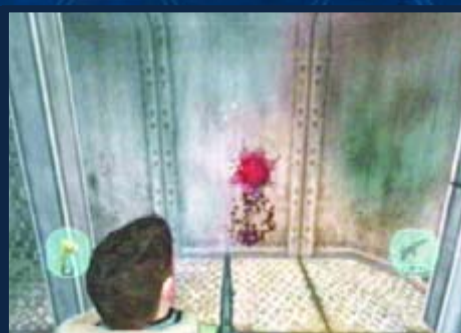
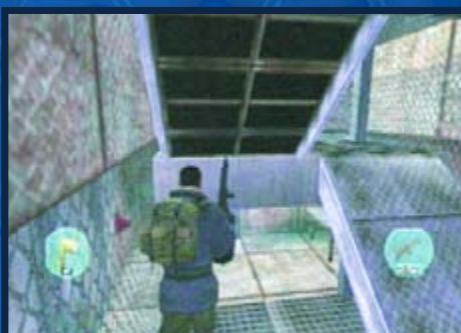


Hit the buttons numbered 2-9.





Go over to the surveillance cameras and look for the hostiles. The middle camera shows this human. He looks like a medic. Let's pick him up along the way.



Now go back to the ramp and venture downstairs.

Kill the wall hugger at the bottom.



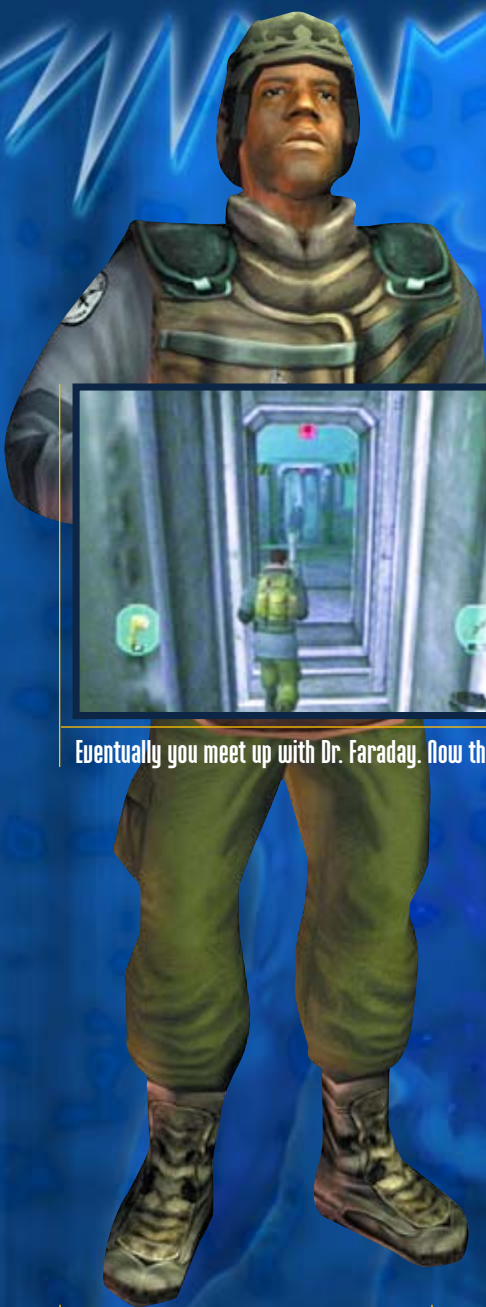
Head through the door and into the first chamber.



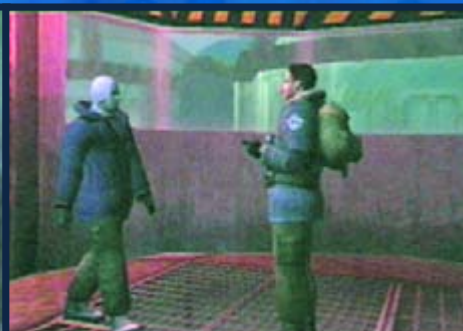
Hey, it's that medic you saw on the surveillance cameras. Not exactly what you were expecting, is he. The medic turns into one of those creatures and it's up to you and Price to take him out. If you give Price a flamethrower, exterminating this pest should be pretty easy. Just don't walk into Price's line of fire.

THE THING

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Go from chamber to chamber killing the mutants as you go. Remember that case of grenades? They come in handy now. Let Price lay down a wall of fire to keep the creatures pinned down while you throw grenades in their direction.



Eventually you meet up with Dr. Faraday. Now that you've got him, you need to get him out of there alive.



Remember all of those piles of goo on the floor as you went from chamber to chamber? Those all sprout little monsters on the way back.



Head upstairs to the main lab. Several small creatures put up a fight along the way.



When you hit the main lab, go back for more medical kits and to reload on those grenades.



Have Price fix the remaining door. Behind it lies a veritable treasure trove of ammunition. Take all of it.



Take Faraday and Price back down to the prep lab.

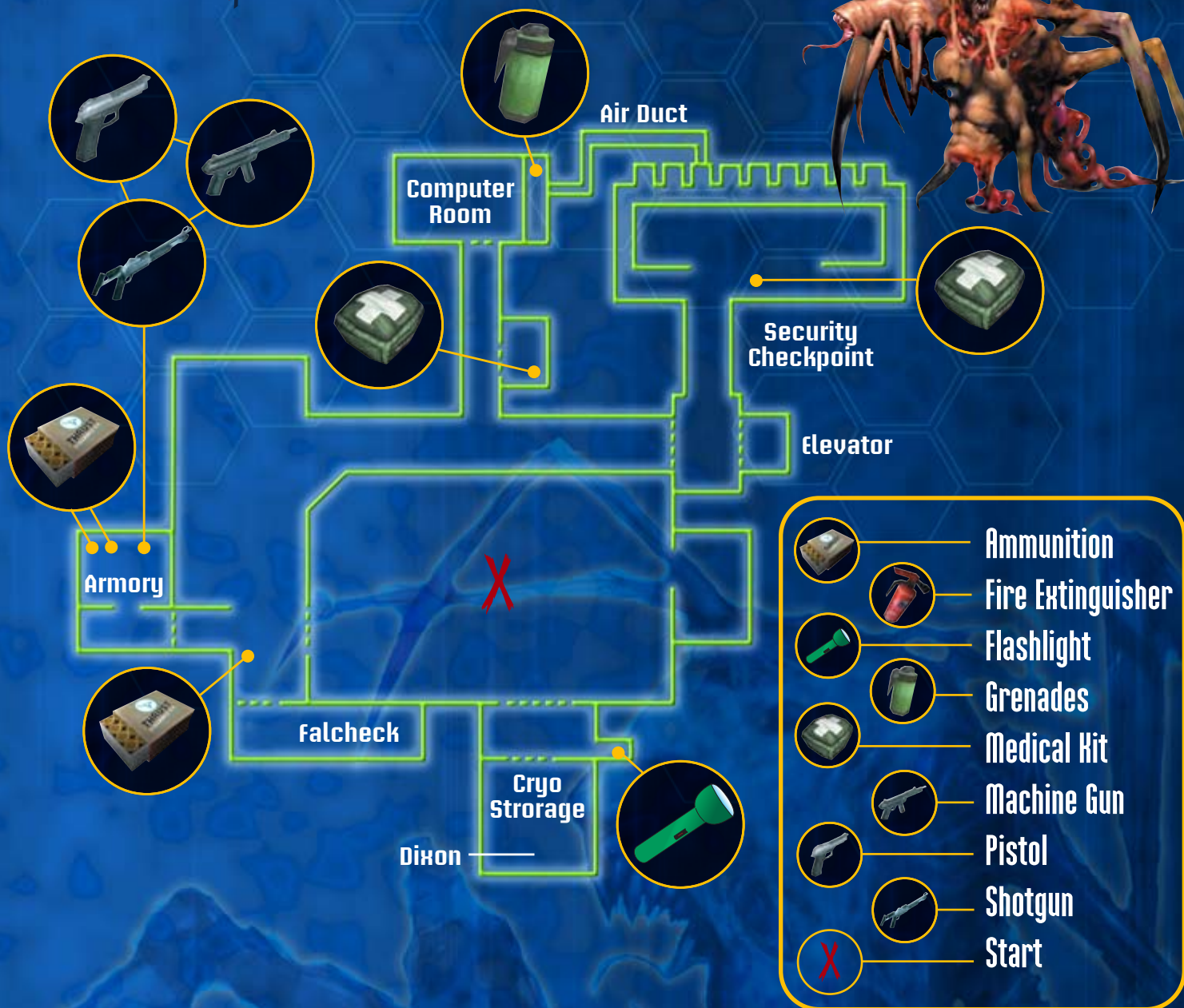


Kill the opponents back there. Several tentacles snake out of the walls, and one large creature requires attention.



Leave through the door on the right, killing all of the wall huggers along the way. Follow the corridor until the level ends.

Getting Out Alive



Now we know who is behind this mess. Commander Whitley and Dr. Faraday have been in cahoots. Blake at first resists in the cutscene, but the legion of shock troops at Commander Whitley's disposal gives him pause enough to be subdued. Whitley and Faraday have a falling out when Faraday wants to dismantle the program. It seems that Faraday is concerned that the epidemic will spread to the mainland and infect everyone in 72 hours. Whitley, on the other hand, wants the experiments to continue.

When you wake up from the tranquilizer you are alone and unarmed in the lab. When you check out the computers you find out that you haven't been infected, not yet anyway. Getting out of here alive takes great skill. Follow the guide in this chapter to make it through without a hitch.

THE THING

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We learn a lot more about the story in the last cutscene. Dr. Faraday isn't exactly a willing accomplice in all of this. The commander we run into doesn't much like Blake. When you regain consciousness from the tranquilizer the commander shot you with, you're alone in a dark room with no weapons and several creatures scurrying about. Getting through this mission will be tricky.



Walk into this room and turn the power on to the medibay.



Cross the room and take a look at the computer. It looks like Faraday and the commander didn't see eye to eye. Commander Whitley has been intentionally infected with the virus.



Go over to the security camera station and observe the large walker outside. Wait for it to walk away from the door.



Make a run for it. Pick up the ammo from the corpse outside the door and enter the room to the left.

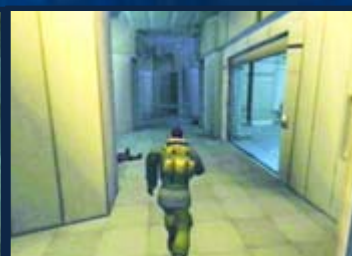
Quickly close the door behind you. You don't want that large creature coming after you.



Give the ammunition to Falcheck who is pinned down in the Sterilization room. You don't have gun, but Falcheck does, so let him use it. Now that Falcheck trusts you, have him follow you.



Go to the cart by the door and activate the switch. This turns on the automatic sentry gun that will pin down the large walker.



Use the surveillance camera to spot the monster. Once it's trapped by the sentry gun, hightail it out of the room and back to medibay. Close the door behind you once Falcheck is inside.

Open the door to the room in front of the cryo storage area. Falcheck makes short work of the small pests inside.



Once the little creatures are out of the way, restore the power to the cryo storage area.

Enter the small alcove off to the side to find a note and your trusty flashlight. The note says that the security systems have been programmed to your DNA, and the automatic sentries will cut you down if you pass through certain checkpoints. Luckily, the one at the armory is broken, so you can slip through without a problem.

Enter the cryo storage area. Dixon is in there and he's hurt. Let Falcheck heal Dixon. Dixon says he knows where the weapons are and can lead you to them.



Set the squad to follow and run out of the cryo storage area. Once you are back in the medibay, close the door behind you. Several little creatures come after you after you've talked to Dixon.



Exit the medibay and have Dixon come up and fix the door to the armory. Don't worry about that walker—the automatic sentry still has it pinned down.

THE THING

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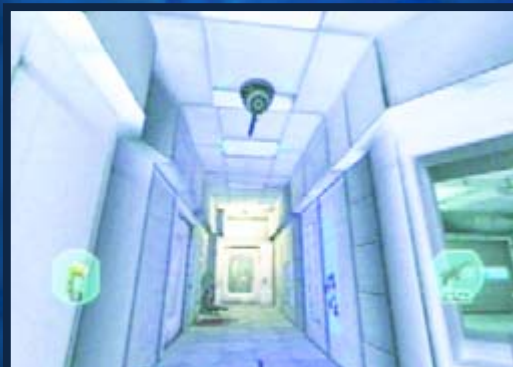
Enter the armory and walk through the DNA scanner. Get as many weapons as you can. Distribute them among your team.



When you go into the armory, several small monsters swarm out of an air vent. Falcheck should be able to handle them.



Head to the sterilization bay and turn off the automatic sentry. The large walker is free to roam, but he's been worn down by the constant barrage of normal munitions. Hit him once with the flamethrower and he's done.



Before you head down the hallway, take out the automatic sentry. You don't want it picking you off.



Run over to the corpse and read the document on the floor. Have Dixon restore power to the north area.



Walk down the hallway, exterminating pests that appear.



Enter the security room. Pick up the medical kits and save the game.





Go back outside and enter the room containing a medic. When you go in, he turns into a creature. Make quick work of him.



Open the door and walk down the hallway. You've reached a security checkpoint. Press the first and last switches to deactivate it.



Enter the next room and blast the small creatures, then use the two computers. Walk to the wall and pick up some more medical kits.



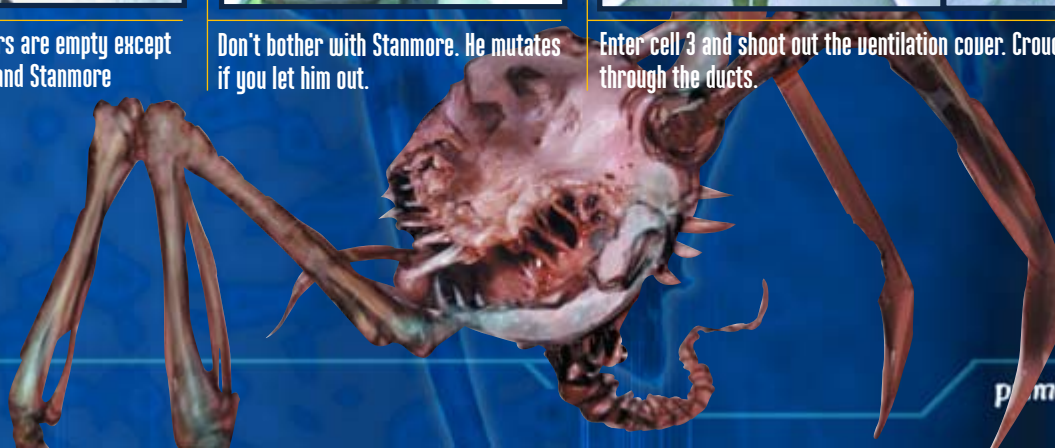
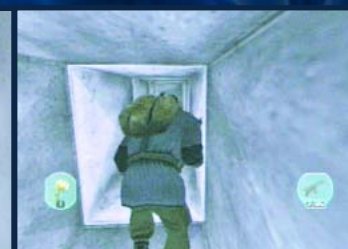
All the cells upstairs are empty except for Fisk (in cell 6) and Stanmore (in cell 8).



Don't bother with Stanmore. He mutates if you let him out.



Enter cell 3 and shoot out the ventilation cover. Crouch down to crawl through the ducts.



THE THING

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You emerge from the air ducts alone on a catwalk around the computer room. Two large creatures roam the space below. Walk to the table and pick up the incendiary grenades and start shooting. When the targeting box turns red, drop the grenades on top of them.



Jump down from the catwalk to the floor below and finish off any remaining monsters.



Leave the room and go get the rest of your crew back in cell 3.



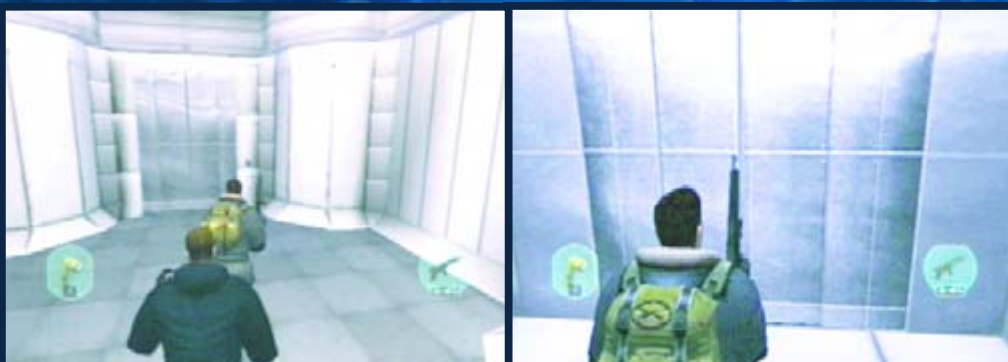
Order Dixon to fix the fuse box on the wall near the computers. Once the computers are back on, interact with them. While Dixon works on the fuse box, Falcheck can heal your wounds.



One of the computers has been damaged, but the other gives you the security code for the elevator.



Go back to the security room and save the game. This level is nearly complete.



Catch the elevator and head on out. Great job. You made it out alive.

The Escape, Part I



Elevator to
Level Exit

Pressure
Tank Controls

Fuel Supply
Controls



Ammunition



Fire Extinguisher



Grenades



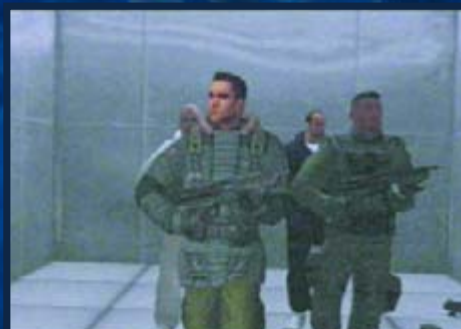
Medical Kit



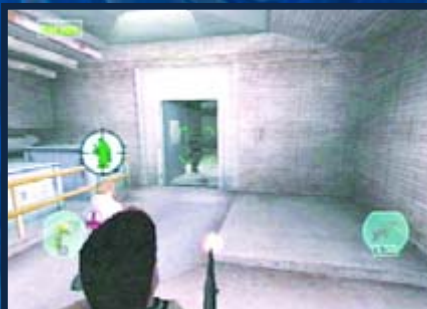
Start

Getting through the last level was no easy task. You are more than halfway through this game and the conclusion is nearly at hand. In this level, you continue your escape out of the lab with your squad members.

Other than the onslaught of mutated creatures, the major threat is Whitley's shock troops. They are normal humans (as far as you can tell), but they are highly trained and more focused than the raging primal creatures. Walk into the shock troops' positions and you will get cut to shreds.



When the elevator reaches its destination, a short cutscene plays—Whitley's shock troops are around the corner and closing in. Pick up the ammo at your feet.



When the door pops open, let the shock troops have it.

THE THING

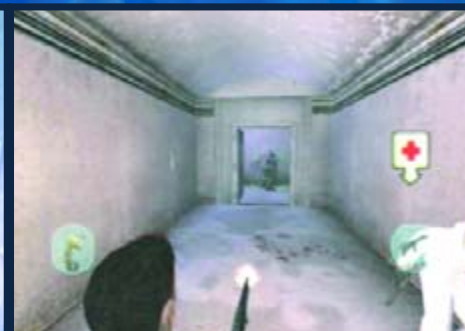
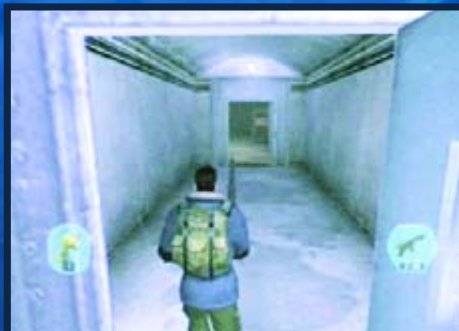
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Don't go down the corridor that the shock troops appeared from. Go to the other door.

TIP

The best way to defeat shock troops is to keep moving and use grenades to dig them out.



As you make your way down the hall, watch out for shock troops coming from behind.



When you make it to the room with the forklift, head up the ramp and wait. More shock troops spill into the room.



When they arrive, shoot out one of the glass jars on the pallet. The creatures attack the shock troops first. It gives them something else to worry about.



When all of the troops are dead, shoot the crates. They contain much-needed ammunition. Distribute it to your troops.



Go up to the small room and get the fire extinguisher and the medical kits.



Have Dixon fix the control panel to the door.



There are several sets of ammunition in this room. Make sure you stock up your squad.



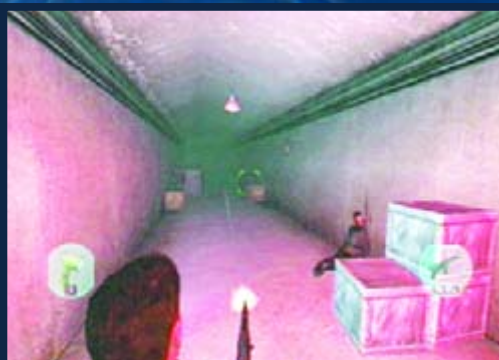
Return to the elevator where this level started.



Enter the hallway where the shock troops first attacked you.



Be careful when the alarm sounds; the sounds will deteriorate over time and the alarm itself will explode. The explosion is deadly.



Work your way down the hallway and mow down the shock troops that appear. Pick up the ammo from the bodies.



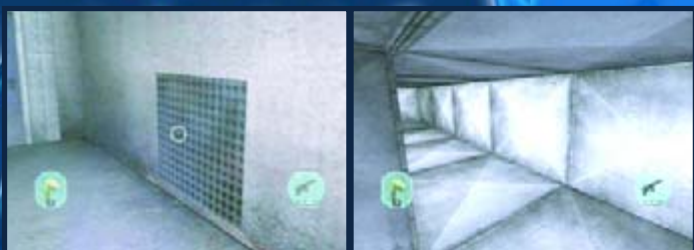
Before you round the corner, tell your team to stop in the hallway.



An automatic sentry gun waits around the corner. You have to put it out of commission before you bring the team up. Go by the crates and lean around the corner. Once you shoot out the automatic sentry gun, you can go get the others.

THE THING

Prima's Official Strategy Guide



Shoot out the crate and crouch down to crawl through the air duct.



Before you shoot out the air duct cover and drop into the room below, equip the fire extinguisher.



You'll need to put out a fire before you get too far.



Pick up the grenades along the wall and head upstairs once the fire is out.



Have the flamethrower ready. A large monster blocks the hallway. Once it's dealt with, put out the fires again and make it all the way down the hallway.



Kill all the small pests in the room with the switches.



Head over to the door next to the boxes. There are more medical kits in there.



Go over to the grate underneath the number 1. Shoot the flamethrower through the bars to burn the creatures inside.



When they're all dead, open the door and put out the fire.



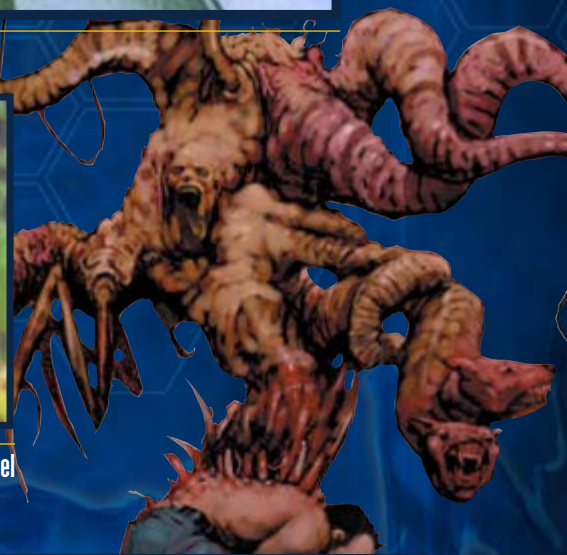
Walk down the hall and open this door.



Toss a high explosive grenade through the door and back up. The explosion kills all the enemies inside.



Wait for the flames to die down, then activate the fuel supply controls.



Exit the room and enter the one on the other side of this door. After the short cutscene, go inside and kill all the small creatures.



Go between the two tanks and activate the control there.

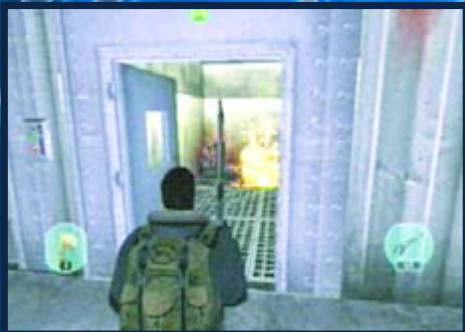


Return to the room with the four switches.



THE THING

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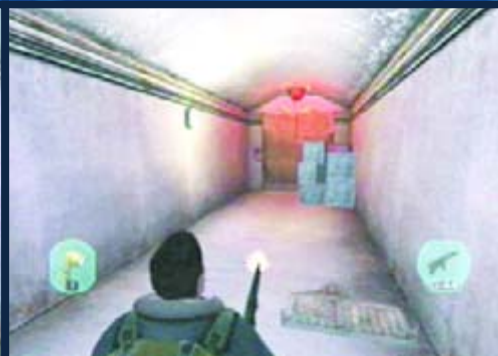
Throw all four switches and exit the room via the door under the number 3.



Go back and link up with your squad. Let Falcheck heal you if you need it. Set your squad to follow and return to the room with the four switches.



Pass through the door with the number 4 above it.



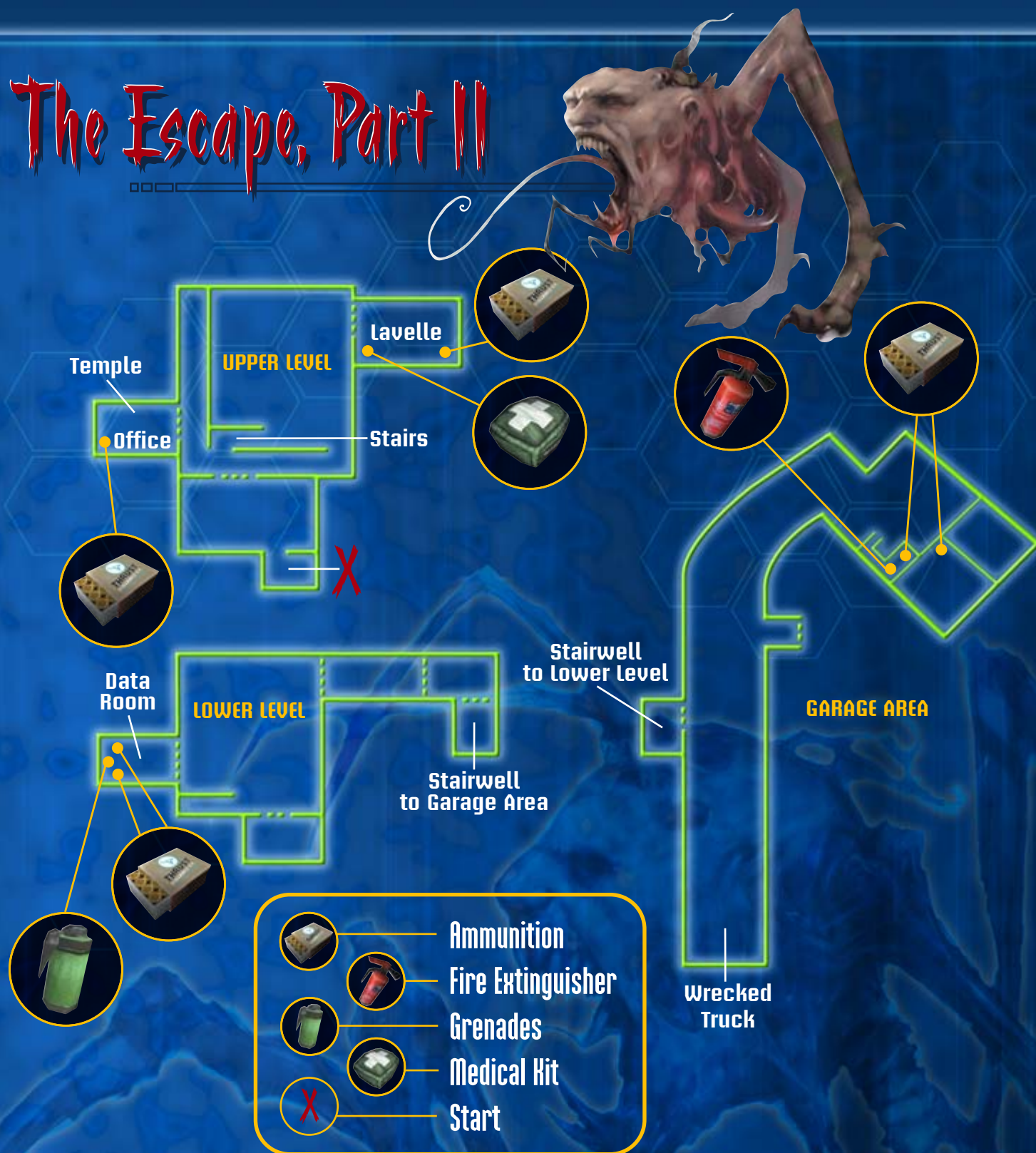
Before you run around the corner, set your squad to stop where they are. Another automatic sentry gun awaits your attention.



Order Dixon to fix the elevator controls. Kill the shock troops on the other side of the elevator doors. Enter the elevator to complete the level.



The Escape, Part II



You're not out of the woods; you need to make it out of the clutches of Commander Whitley. As you make your way through this level, you will pick up two new squadmates after Falcheck succumbs to the virus—Temple and Lavelle. You'll need their help fighting the shock troops.

Deal with the shock troops downstairs. They're dug in behind a bunch of crates with excellent fields of fire. If you try to storm their positions, you'll get slaughtered. Destroy the boss at the end of the level. Follow the tips in this walkthrough and you'll make it out alive, soldier.

THE THING

Prima's Official Strategy Guide



Be ready for a large creature when you step off the elevator. Your squad should handle it pretty easily.



Restore the furnace control box to proper working order.



Open the door to the next room.



Right about now, Falcheck succumbs to the virus. Eliminate him.



Take the path on the left and have Dixon fix the junction box next to the door.



Cover Dixon while he works on the junction box. Several shock troops come up from below.



Open the door that the junction box controlled and enter the office.



Your team picks up a new member inside the office, Temple. Give him a medical kit to restore his health and pick up the ammunition and weapons in the room.



Run over to the other side of the terrace, to the room.



Inside that room waits another new squadmate, Lavelle. Give him a weapon and pick up all the ammo and the blood test kit.





Go downstairs and to the first room on your right. Watch out for the body in the corner; several small creatures jump out of it. Crush them, then pick up the sniper rifle and the medical kits.



Have Dixon fix the junction box for the data room. It's underneath the stairs you took to get down to this level.



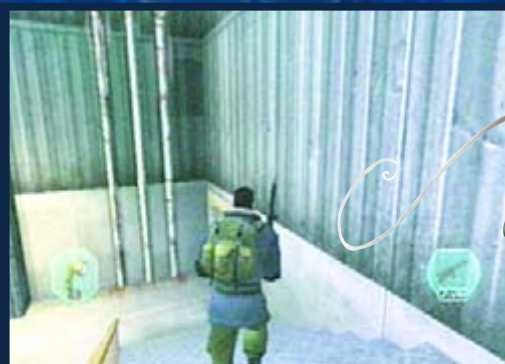
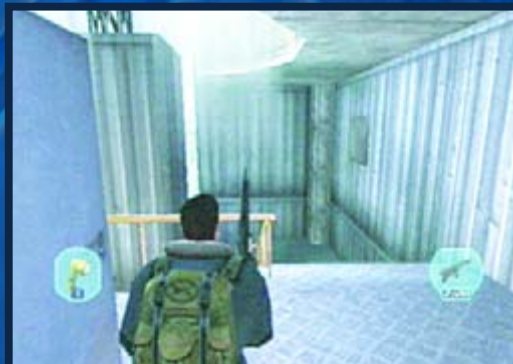
Enter the data room and pick up some flamethrower fuel canisters, some ammunition, and a couple of high explosive grenades. Save the game.



Go to the door with the two switches (labeled 1 and 2) and press both.



Kill the shock troops that appear on the other side of the far door.



Head through this door and downstairs. Pick up the ammunition from the fallen troops along the way.



THE THING

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A security device guards the bottom of the staircase; if you trip the beam an explosion will occur. Shoot out the control box to deactivate it.



Go through the door into the long, wide hallway beyond.



Head right and approach the crashed semi-truck.



From a safe distance, blow up the barrels near the truck. This explosion destroys several nearby critters.



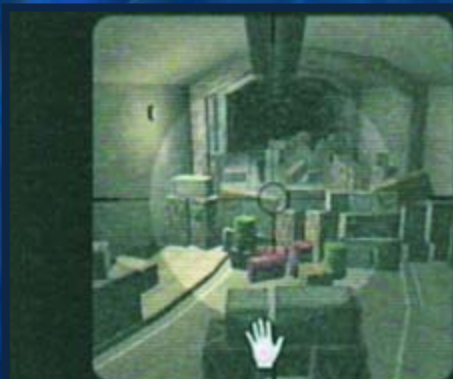
Head over to the junction box to the truck's left; this controls the lighting along the roadway.



Go back in the direction you came and take out the soldiers behind all of the crates. A high explosive grenade works well.



A large monster appears. No problem. Pick up all the ammo from the fallen shock troops and enter the small room to the right.



Use the sniper rifle CCTV to take out all the soldiers you can see. Then blow up the barrels to clear the crates out.





These shock troops are really digging in. Toss some grenades in to finish them. Go pick up all the ammunition.



Have Dixon or Lavelle fix the junction box so you can open the large overhead door.



Kill the little pests in one corner...



...then go upstairs.



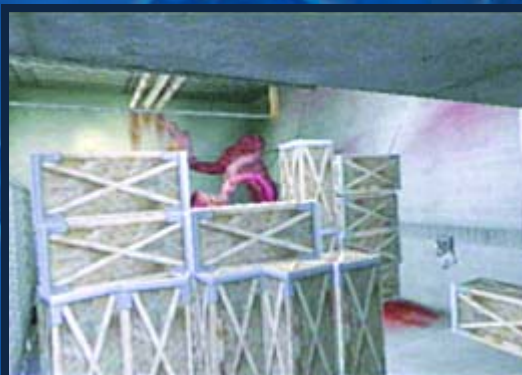
Another creature greets you at the top of the stairs. Hit it with the machine gun, then fry it with the flamethrower.



When you enter the control room above, pick up the fire extinguisher and fix the junction box. Save the game.



When you activate the junction box, another large creature shows up. Take care of him quickly because several small ones enter the room.



Head downstairs and through the door on your right.

TIP

STAY MOBILE AND
USE THE WINCH
CONTROLS TO KILL
THIS THING BEAST.

THE THING

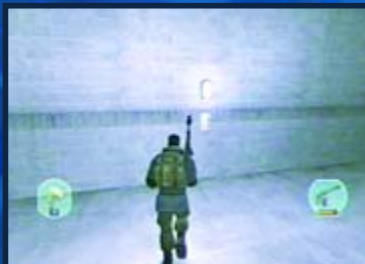
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You've found the next boss creature. Before you engage it, fix the winch power junction box; you'll need it.

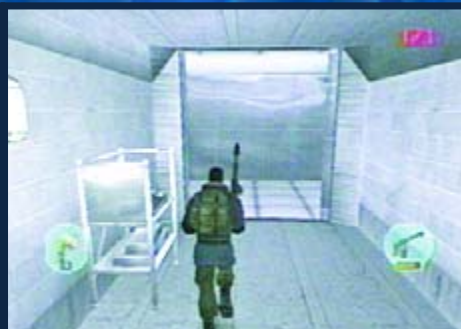


The boxes pen you in as you battle the creature. Hit it with conventional ammunition to wear it down. Go for the switch on the wall and hit it. This sends electricity into the monster. Fire doesn't damage this one, so you have to electrocute it.



After defeating the boss, hit the switch on the wall behind it. This opens a door on the left. Head inside the new area.

This triggers a short cutscene. A timed explosive counts down. It's time to hightail it.



Get out of there. Return to the main corridor (the one where the CCTU sniper station was), which holds an elevator. Head on out and the level ends. Good job.

Taking Out the Planes



THE THING

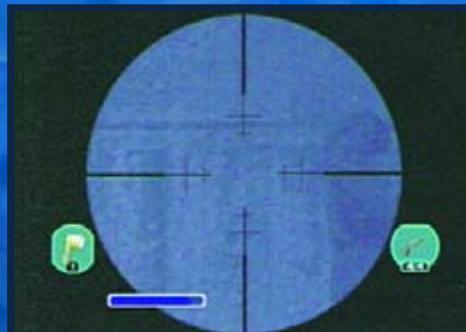
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The enemy wants to move something out of here on four cargo planes. Blake suspects it must be Commander Whitley, and he commits himself to stopping the shipment. To do that, you need to find the four C4 charges in the warehouse to blow up the planes. Placing the four C4 charges isn't difficult—the big trick is taking out the guards without them seeing you. If they do, they will close the hangar doors and the level ends.

Once the C4 charges have been placed, climb to the top of the control tower. You have to pull off four precision sniper shots (one at each of the C4 charges) to blow up the planes. It's tricky to shoot all four of them before the hangar doors close, but there is a save game point before you take your shots.



Follow the blue marker posts about halfway to the warehouse. When you see the guard walking his post, stop and pull out the sniper rifle.



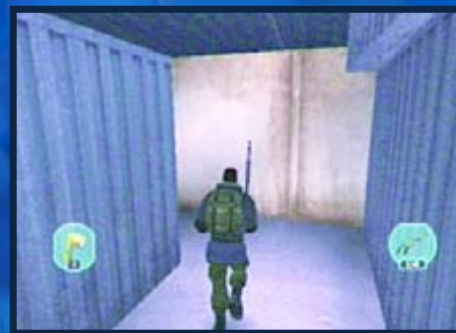
Get rid of the guards quickly with the Sniper Rifle for a one shot-one kill ratio. When you see a guard from a distance, pick a spot in front of his path and zoom in with the scope. When he wanders into your sight, you've got him nailed.



Repeat the process with the guard coming from the other side of the building.



Switch to the shotgun and take care of the guard inside.



Head inside and turn right. Grab the sniper rifle ammunition tucked into the corner to the left.

TIP



AS YOU PLAY THROUGH THE WAREHOUSE, KEEP ONE THING IN MIND: RELOAD WHEN BEFORE YOU ENTER EACH ROOM. YOU DON'T HAVE TIME TO RELOAD ONCE THE FIREFIGHT STARTS.



Keep moving from room to room.



Pick up the medical kit here in the corner. It's hard to see, but the location is labeled on the map.

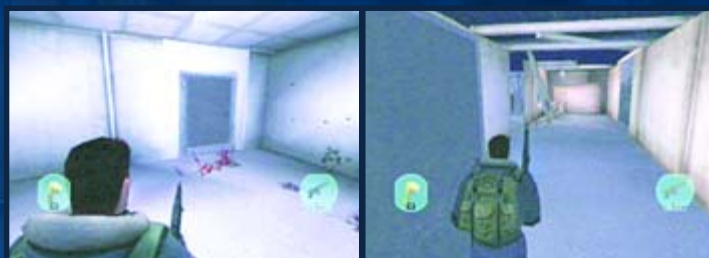


You can't move into the holding area just yet. You need an engineer to work on the junction box for it. Press on deeper into the warehouse.





When you go through this door, annihilate some of the small creatures.



Several guards patrol inside this room. Don't let them sound the alarm; work fast.



If you get into a protracted gunfight with the guards, someone will miss and hit the glass keeping the creature locked up. If this happens, the guards help you try to kill it. When the beast is dead, take out the guards.



Follow the map to find Powell. He can fix the junction box that controls the door to the cold storage area.



When you open the cold storage area, be ready for a battle with small monsters. Take the ammo inside and give some more of it to Powell.



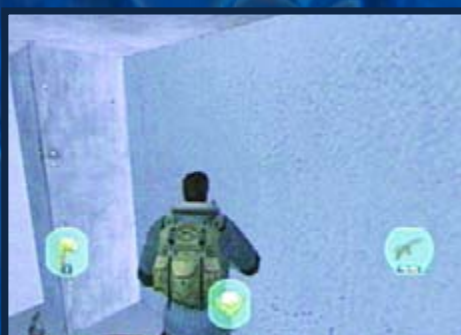
Have Powell fix the junction box on the other side of the room. This activates the save game recorder; save your progress.



You could backtrack and have Powell fix some of the junction boxes you saw (like the one to the holding area), but press on. Follow the map to the staircase.



As you head down the stairs, watch out for the vent covers on the walls. Several creatures jump out and assault you.



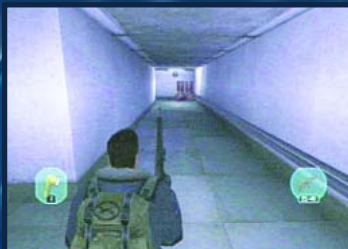
Before you exit the stairwell, pick up the medical kit underneath the stairs.



Have Powell repair the junction box to the security areas.

THE THING

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Open the door on the right, terminate the little pests, and stock up on the loads of ammunition at the end of the hall.



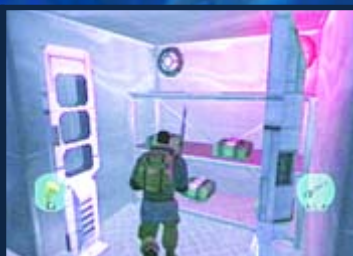
Open the other door, eliminate the guards, and save the game.



Return to the ammunition area and throw the door control switch. This opens the cell door to the creatures.



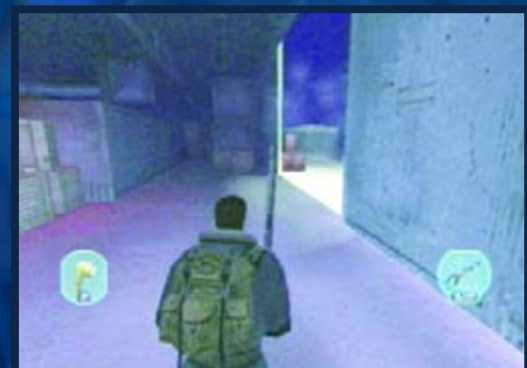
Shoot the containers the creatures are in and destroy them. The body in the corner holds a key you need. Grab it.



Enter the room with the C4 and retrieve the two medical kits and ammunition. Deactivate the security lasers and snatch the four C4 charges.



The alarm sounds when you take the C4 charges, beginning a running gunfight out of the warehouse. Along the way, you'll encounter several sets of guards, small creatures, and large creatures.



Now that you are outside, plant the C4 charges.



Use the sniper rifle to pick off the guards in front of the first hangar.



Place the C4 charge and move on to the next building. If the guards see you they attempt to close the hangar doors. If that happens, the level is over.



Head shots work best for killing the guards. Be careful; if you miss they will take off running.



Check out the hangars for goodies. One of them (see the map) contains loads of ammunition.



After all of the charges have been placed, enter the building with the control tower.



When you step inside you're face to face with a large creature. With Powell's help, you should have no problem. Keep it away from you with a swath of fire from the flamethrower.



Fix the junction box outside the staff room, go through the door, and save the game.



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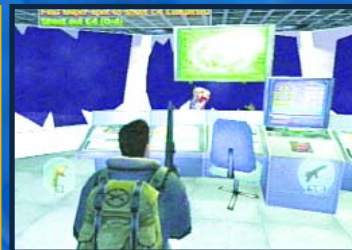
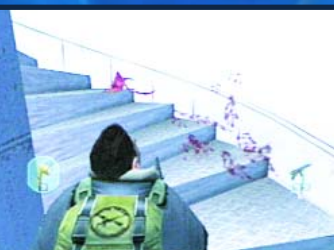
When you approach the body in the corner (you need the key there), several small creatures jump at you and a large creature attacks from the hallway outside. Lay down a wall of fire in front of the door before you pick up the key. This slows down the large foe.



Take the key and open the door to the spiral staircase; head upstairs.



Along the way, small creatures pop out from the vents along the wall. Shoot them.



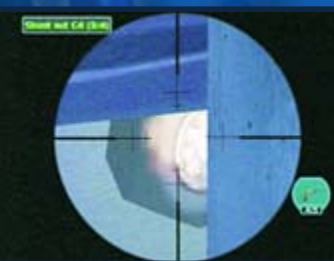
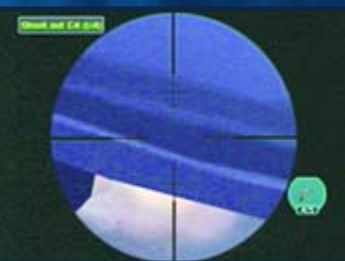
Enter the first of the control tower rooms, which harbors a large creature.



After you've dealt with it, make sure that the other room is clear. Work fast.



Save the game before you start taking sniper rifle shots.



You don't have a lot of time to aim—that's why it's important to save the game first. The hangar doors start to close when the first plane blows up. If one shuts, you're done.

Taking Out the Planes



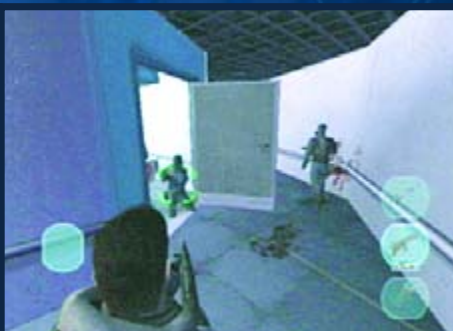
When you see the last plane explode, a small cutscene shows a large walker and several small creatures wandering around. You need to escape past them.



Head to the save game spot and save your progress—you've earned it.



Several shock troops storm the control tower. Give Powell enough ammunition to help you out.



Head out of the control tower building via this door.



Have Powell fix the junction box for data room 3; it holds lots of ammunition.



Instruct Powell to repair the junction box for the maintenance area.



Be careful of the large walker lurking on the other side of the door.



A large creature attacks you near the exit. Shoot the kerosene barrels to take care of it.



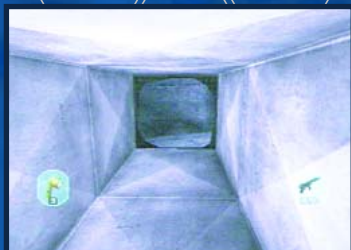
Exit the level by crawling into the ventilation duct.

Getting into the Armory



In this level, you need to infiltrate the armory. Many automated sentry guns block your path. Trying to shoot them out is a waste of ammunition. Flip a grenade in the general direction of the gun and the explosion will destroy it. One of the hardest parts of this level is keeping Cohen, your medic, healthy. If too many of the little creatures get near him, he succumbs to the virus and you'll have to kill him. This level is relatively short, but the difficulty is ratcheted up, so it may take you a while to make it through. Without a save point along the ramp, it may take several attempts to get to the bottom.

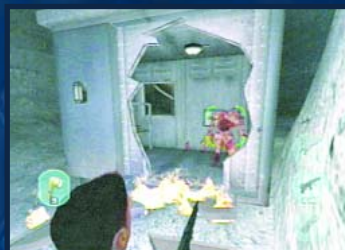
Getting into the Armory



Crawl through the air vent until you reach the large cavern. Hop down.



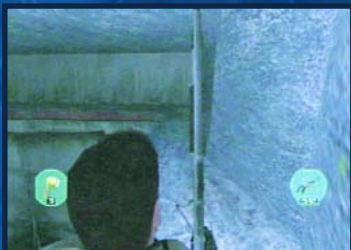
Move into the cavern and approach the small building.



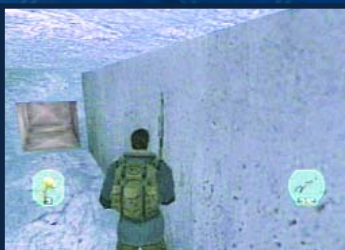
With the flamethrower, put up a wall of fire in front of the door to pen the enemy (a large creature) inside.



With the creature out of the way, pick up the ammunition.



Walk up the hill on the side of the cavern. Travel through the vent up there. Kill the several small creatures that pop up along the way.



Once outside the air duct, you link up with Cohen, a medic. Give him a weapon.



Take out the guards coming up the ramp.



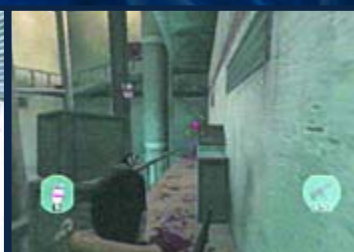
Be careful when you approach this body in the corner. An automated sentry gun covers the end of the ramp.



Toss a couple of grenades down the ramp to take out the gun.



Another automated sentry gun guards the end of this ramp. Run up (so your throw can clear the two stacks of boxes) and toss the grenade. Retreat to safety and let the grenade do its work.



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Several kerosene barrels sat near that last automated sentry gun, so use the fire extinguisher to put out the fire.



Take the next leg of the ramp down and take out another automated sentry gun with a grenade.



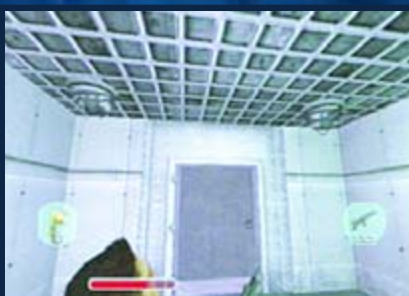
Be careful when you are working with Cohen. If he's exposed to too many of the little creatures, he'll succumb to the virus. If he does, put him out of his misery. Keep him safe because he's a valuable member of the team with an endless supply of medical kits.



Be careful of the escaping steam along the ramp. The superheated water burns.

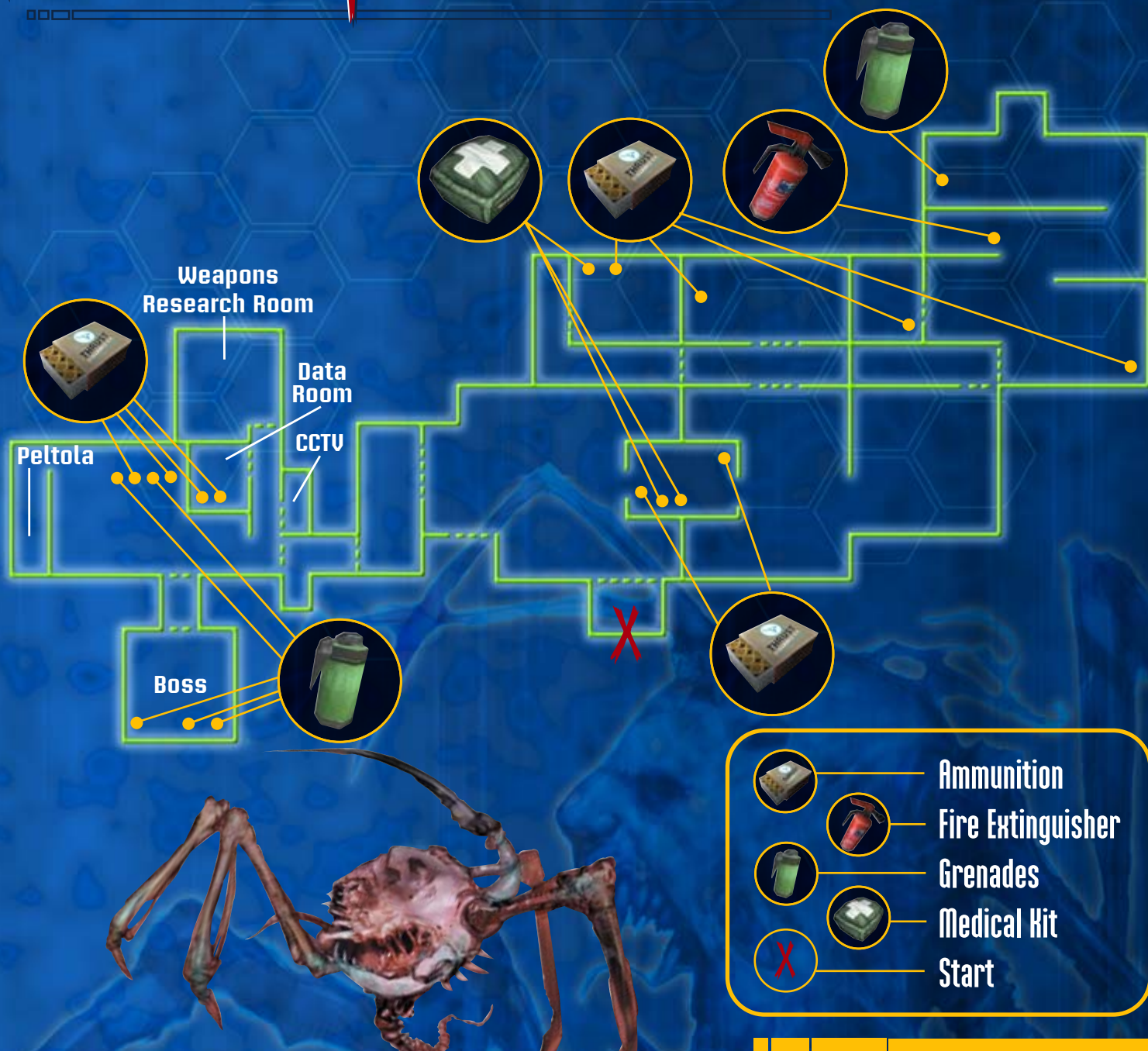


Watch out for the large creature near the bottom of the ramp. Keep Cohen stocked with ammo and blast your way past the beast.



When you finally make it to the bottom of the ramp, the next level loads. Congratulations—making it this far wasn't easy.

Into the Weapons Research Room



This level's introductory scene, a standoff between two NPCs, is fun to watch. It underlines the major theme of the game—nobody knows who to trust, nobody knows who has the virus. The level climaxes in the weapons research room, with a nasty boss creature trying to end your mission.

Getting through this complicated level in one piece requires all of your skill. Take advantage of all the save game points. Battling the boss creature is reminiscent of the fight you had against the boss creature at the end of your escape—the one you electrocuted with the winch. You have to stun this monster to do damage. Thankfully, the room contains an ample supply of stun grenades. If only you can stay alive long enough to use them...

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You walk into a small scene between two NPCs, Ryan and Stolls. Neither trusts the other, and they are at a standoff, weapons drawn.



The normal process of gaining their trust doesn't work. They are on edge, so giving them weapons is out. You can use the tazer on Ryan or wait. He falls victim to the virus. At that point, you and Stolls can take him out. Take a blood test in front of Stolls so he will follow you.



The computer offers another little tidbit. It seems that research continues on this virus, and even more people will become infected unless it's stopped.



Take the far door and enter the data room. A box of ammunition sits on the shelf, and a fire extinguisher rests in one corner.



Have Stolls fix the data room junction box and the power supply junction box to restore power to the security cameras.



With the power restored, walk among the computers. Each has a different message regarding Stolls, your current compatriot.



When you get near the end of the computer terminals, a large creature bursts through the wall. A combination of regular ammunition from Stolls and your flamethrower works to take it down.

Into the Weapons Research Room



Go back to the computer terminals near the fire extinguisher. A cutscene explains how Stolls is going to get you access to the black security lab. He's going to run ahead, while you man the terminal.



Watch Stolls on the security camera. When he reaches the door, throw the switch to let him in. Switch over to the CCTV sniper rifle to annihilate the beasts in the next room.



The virus claims Stolls when he enters the third room; run to the mutant and kill it. Then pick up the ammunition in the small room.

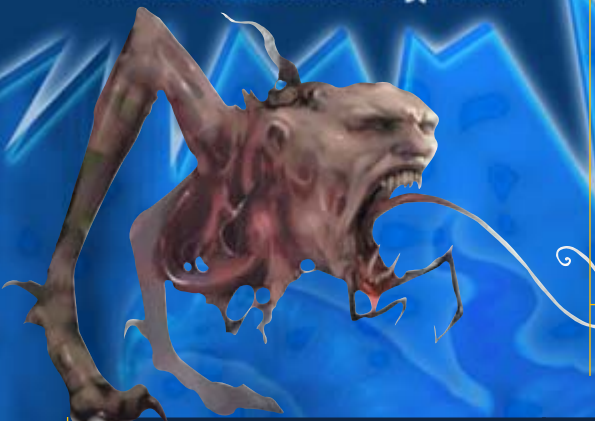


When you walk into the next room, an NPC leads you into a trap. By the time you regain control of Blake, it's too late. The room is filling up with poison gas. You have 35 seconds to figure out the puzzle, or the game is over.



THE THING

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Run between the two computer towers and fix the junction box. This burns 10-plus seconds of your time—time you don't have to lose.



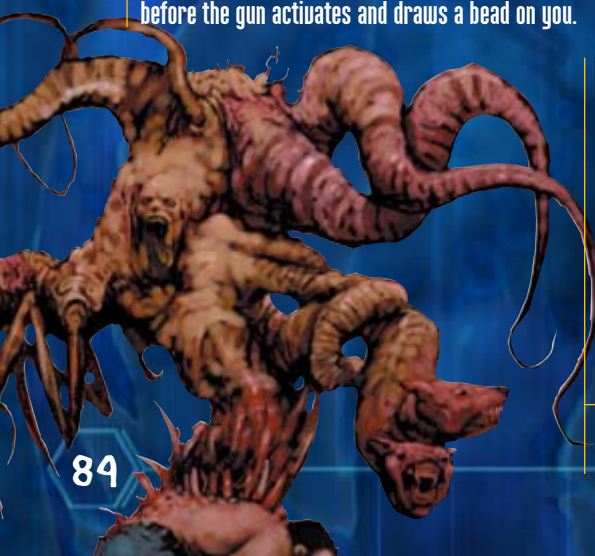
Make your way to the CCTU sniper rifle control and shoot out the yellow tank on the floor.



Use the computer to the left of the CCTU sniper rifle control station. This sends out a distress signal and opens a new door.



Be careful when you try to go around this corner. An automated sentry gun waits for you. Don't bother trying to take it out. Run fast and get to the door before the gun activates and draws a bead on you.



Watch out for the small creatures in the next room. Shoot the pile of alien flesh on the floor to keep it from generating new pests. Hit the switch on the wall to deactivate the automated sentry gun you passed.

Into the Weapons Research Room



Run over underneath the stairs next to the shooting range. A junction box there controls the power to the control room above.



Link up with the engineer, Peltola, and have him follow you.



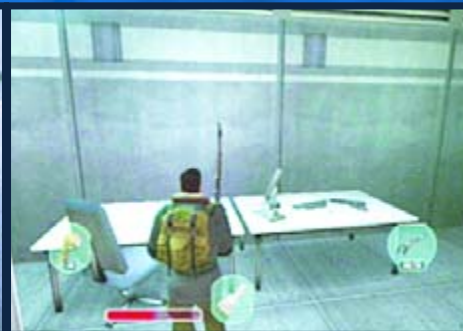
Have Peltola fix the next junction box and enter the room with the three CCTV stations. You can see some of the different rooms you'll be in.



Go back to the control room. Blow up the kerosene barrels stacked up next to the door with the CCTV sniper rifle.

THE THING

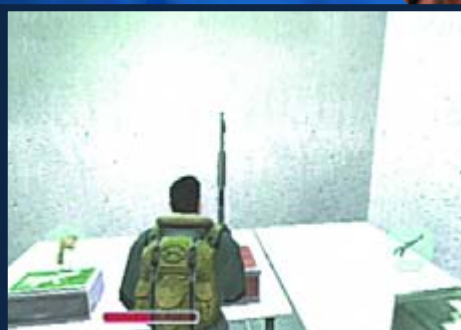
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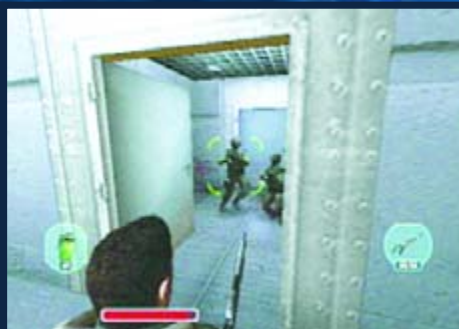
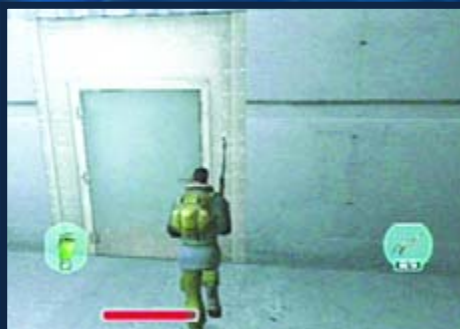
You now have access to the weapons research room. Pick up the key off the table. This lets you into the room next to the shooting range.



Return to the data room and save the game before you open the next door. You must defeat a boss creature to complete this level.



Have Peltola fix the junction box outside the data room. This gets you some ammunition and the opportunity to save the game.



Open the door next to the shooting range and kill the two guards.

Special Case

Occasionally, one of the guards turns to flee when you wound him and kill his partner. Let him run, but do not follow. The best way to get this to happen is to equip the machine gun instead of the shotgun when you burst into the room. The machine gun has a higher rate of fire but does less damage per shot than the shotgun. So the guards tend to flee from the hail of bullets. When one of the guards flees, he leaves the door to the boss's room open. Kill the guard from afar, then shoot out the container holding the large creature. Set up a wall of fire and pick it off. The fleeing guard scenario doesn't happen often, but when it does, it is a major help. You can now circle the entire room without worry when you run into the boss's room.



It's time to fight the boss creature. Circle it firing the shotgun.



Pick up the stun grenades from the crates in the back. To make it through this battle, you really have to know the order of your items because you switch back and forth a lot between the flashlight, the medical kit, and the stun grenade.



While fighting the boss, keep the flashlight equipped. You need to see where you are going when you head back to get the grenades.

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Stun the creature and hit it with the shotgun to weaken it, then attack with the flamethrower.



When battling the boss, try to stay away from the creature in the container. If you get too close, the boss breaks open this container and you have two creatures to deal with.

Getting out of Dodge

You did it! You beat the boss near the Weapons Research Center. Way to go! The battle was a long one, but you really accomplished something when you destroyed it—a challenge worthy of the best of your skills. But, the game is not over.

When you killed the boss, the entire building began to shake and rattle as violent explosions racked the building. Fire is everywhere and you've got to get out. Equip the fire extinguisher and make a run for it. You need to make it up and out of the building before it explodes.

Run back to the ramp with the automated sentry guns and ascend the ramp at full speed. The flames will climb higher; move quickly. Run to the stack of boxes when you reach the top of the ramp. Climb them to reach the small ventilation shaft. Quickly crouch and crawl through it.

You'll emerge from the ventilation shaft outside the armory. Run to the elevator and ride it up to the top level. You are hot on Commander Whitley's tail. It's time for the final battle.

The Final Conflict



With Whitley on the run, it's time to end this conflict.

THE THING

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The level starts while you're on the elevator. When you step off, a short cutscene shows Whitley fleeing down the snowy trench.



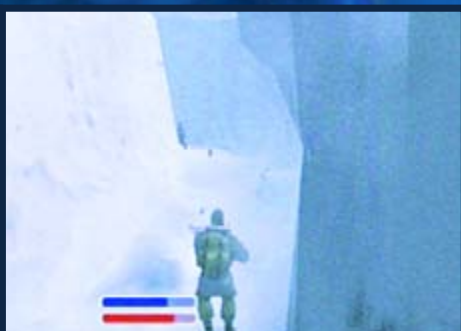
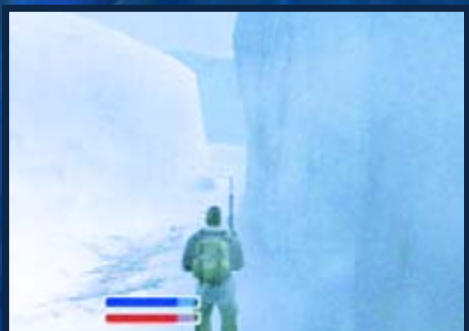
Before you follow him, pick up the sniper rifle ammunition in the corner.



Slowly step out of the elevator cave. The cold brings your Exposure Meter up.



Use the sniper rifle to scope out the path. Several shock troops wait at the first turn in the snow trench. Zoom in and pick off the troops with clean head shots.



When you approach the first turn, several more shock troops come around the corner. Toss a grenade and retreat to the elevator cave. The grenade takes out one or two and draws the rest down the trench toward you. Eliminate them.



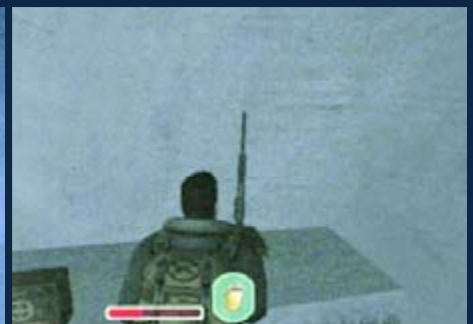
At this point you're feeling the effects of the cold: your Exposure Meter is almost out. Head back to the elevator cave and warm up a little.



Be careful as you come around the corner again. More shock troops show up in the snow trench. Again, toss a grenade to draw them out. Finish them off with the sniper rifle.



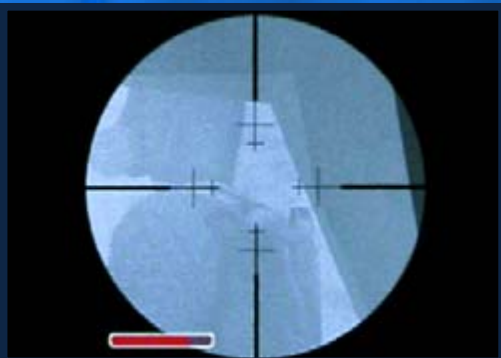
Repeat this process several times to make it all the way around the corner and farther up the snow trench.



Once you clear the way, look for a small opening on the trench's left side. Crouch and enter the small cave. It holds incendiary grenades and sniper rifle ammunition, so you'll be prepared for the next assault. The medical kits here will heal your wounds.

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While you are re-arming yourself, more shock troops come down the snow trench. Don't rush out—pick off the guards as they patrol past the opening.



Around the next bend, an enemy sniper waits on top of the ridge. Quickly shoot him.



Whenever the Exposure Meter gets too low, return to the cave where you found the ammunition. The shelter warms you up.



Set off the incendiary grenades to clear the way.



Kill the last sniper. He's covering the domed storage area. Enter the building.





As you go in, a short cutscene plays. You've found Whitley, and Blake shoots the two kerosene barrels to the left and right of him. But Commander Whitley does not die. He stands there, burning and taunting you. An evac helicopter is on the way to transport Commander Whitley and the virus off the continent to infect the planet.



Save the game at the save game recorder to the left of where you shot Commander Whitley.

Once you regain control of Blake, crouch and look right to find a small opening in the stack of crates. Head in there to pick up a ton of medical kits and a few incendiary grenades.



Head back and to the left, maneuvering through the crates. A small ambush waits for you, but setting off one of the incendiary grenades wipes out the whole group.



Watch out for these laser trip wires. Walking through one results in instant death.



Shoot the control boxes for the laser trip wires to disarm the mines.



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Down the small walkway, you'll encounter another ambush. Don't go for a protracted gunfight—toss another incendiary grenade.



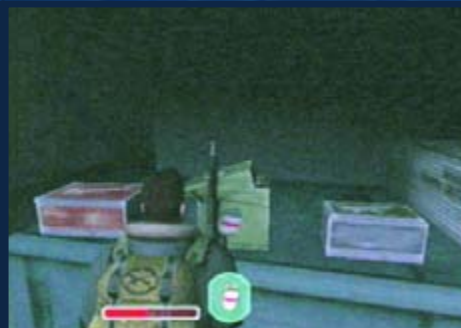
When you reach this spot, crouch and press on. Don't throw a grenade while you are crawling through this section. You'll blow yourself up.



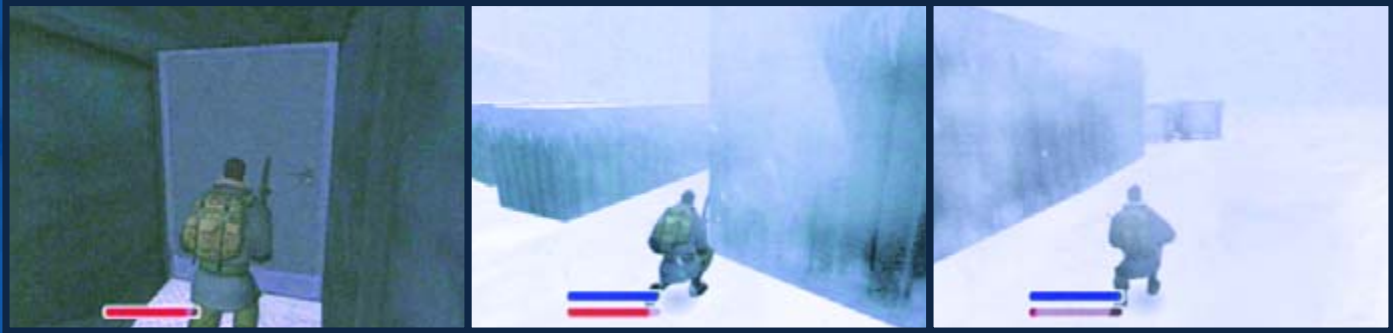
Watch out when you turn the corner: several more shock troops lurk there.



Pick up the ammunition from the fallen shock troops.



Move along the narrow path next to the small crates. Pick up the extra ammunition and the grenades along the way.



Before you head out the door, run back to the save game recorder near the entrance. Once outside, be careful. Crouch and seek cover among the storage containers. Several shock troops patrol on top of the partially constructed buildings in the center, and they can pick you off from a distance.



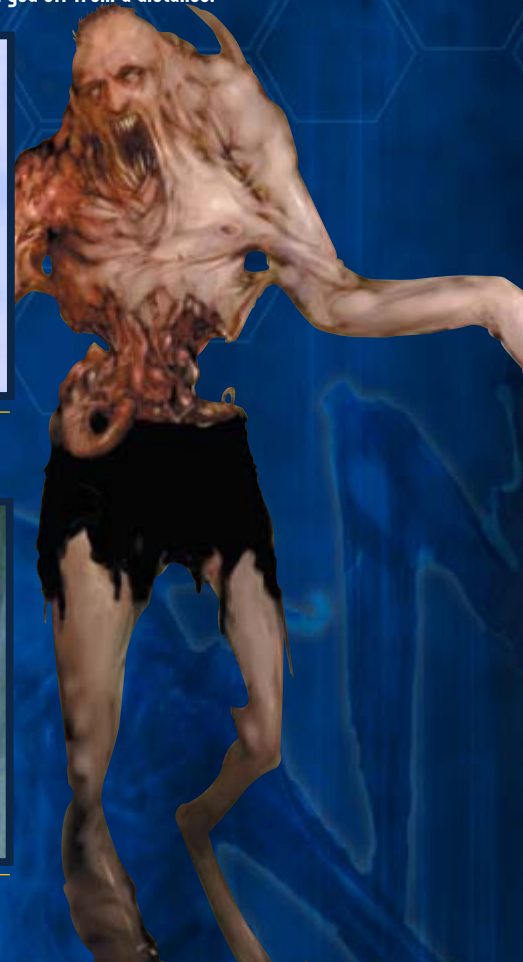
Annihilate them one by one. Remember, if you can see the enemy snipers, they can see you—be quick.



As you work on the snipers, your Exposure Meter continues to decrease. Move inside for a moment to warm up.



With the enemy snipers out of the way, warm up and save the game. Explore the area to the left of the partially constructed buildings to locate another snow trench.



THE THING

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As you progress down the snow trench, several cutscenes play out. Commander Whitley has succumbed to the virus and has turned into a hideous creature. The helicopter that was coming for Whitley picks you up instead.



As the helicopter circles the mutant, hit Whitley with the onboard machine gun. Keep up a continuous stream of bullets and occasionally fire on the kerosene barrels to weaken the creature.



When the creature lunges at the helicopter, fire on the tentacles and the creature's midsection. This causes it to withdraw its attack.



If the monster hits the helicopter often enough, the chopper will spin out of control and crash into the countryside below.



Keep firing at the creature until it dies. Great job! You did it!