

THE THING II

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based on characters created by John W. Campbell, Jr.

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It's spring 1982 and U.S. Outpost #31 lay in ruin. Overhead, a reconnaissance jet makes an assessment of the damage and moves on to the next outpost. Upon discovering the same carnage over the Norwegian post, a startling discovery of another kind is made by our unsuspecting air crew. They discover, half-exposed in the ice below, the carcass of the UFO that once made its journey to Earth to deliver a creature ominously fierce enough to be called The Thing.

The air crew immediately dispatches the news that will prompt a rescue effort for the destroyed compounds and a salvage effort for the crippled UFO. The entire effort is the sole responsibility of one man -- CIA agent, Roman Dorn. Malevolently obnoxious and evil, Dorn's bunk operation will prove to be more than just a rescue and salvage effort.

Upon arriving at the scorched remains of U.S. Outpost #31, Dorn's agents discover the frozen stiff body of R.J. MacReady. MacReady's body is peeled from the ice with a bottle of J&B stuck to his frozen hands and is sent to the cryogenics facility at the McMurdo military base near the coastline. There, his body is thawed and revived and remains comatose while machines monitor his vital signs.

As MacReady lies in deep sleep, Dorn has built a massive dome over the half-buried UFO and is running the operation under the guise of an atmospheric research facility (ARF). Its primary objective is to sample air quality of volcanic emissions for the purpose of reporting ozone depletion information and feed reports back to the United States. That's what Washington hears anyway.

Armed with an array of worker bees, Dorn begins shoring up the craft and breaking the ice away from underneath its frozen belly. Months pass, Dorn's reclamation effort nears completion. His vision of possibly making the craft functional becomes an obsessive desire of the ridiculous kind. Dorn is met by one of his agents, Agent Darrel. Darrel has managed to open a key part of the craft, the bridge, and is given Dorn's full support and compliment of men to satisfy the reclamation effort in his area. Blinded by his evil intentions, Dorn fails to see the suspicious nature of agent Darrel's ability to figure things out with regards to the craft. Could Darrel be the missing Childs mutated into one of his own men?

It's six months later and Dorn receives a phone call from one of the medical technicians at McMurdo. Mac has awoken from his coma. Dorn and his clumsily inept cohort, Reginald Chase, meet with the medical team at McMurdo. Dorn introduces himself to MacReady and promptly offers him a position to work with them on the project. He tells Mac that his help would be of great importance to the operation and to their understanding of what went on last winter. Mac refuses, concerning himself with the whereabouts of the only other living person who was with him when the compound was destroyed -- Childs.

Dorn tells Mac that no other bodies were found at the site. Mac becomes hysterical, threatening Dorn with promises of an infiltration in his operation. He admonishes Dorn, "You will die, all of you. Now that Childs is loose, anyone is fair game." Dorn soon realizes that he is not going to get any help from MacReady. MacReady makes one request before ending the conversation: to be transported off the continent and sent back to the states to resume his copter chartering business. Dorn agrees...sort of.

While boarding the helo to be transported off the continent, Dorn offers Mac the position one last time. Mac refuses, stating, "You guys do need help, just not mine." Dorn's grin is as sinister as it gets as he watches MacReady's helo leave the helo pad for what he believes is the last time Mac will see the light of day. Dorn's plan to have MacReady whacked while Mac makes his way off the continent is foiled though, because...

In comes Gotha. He's a blood-thirsty alien bounty hunter who has been in pursuit of The Thing for many years. Gotha is just the ticket Mac needs to survive Dorn's plot. Upon recently entering Earth's atmosphere, Gotha settles his craft in under the Ross Ice Shelf and monitors the situation topside, looking for any signs of the creature he pursues.

Aboard Mac's helo flying above the Ross Shelf, Mac senses something strange about the whole situation. He decides to ask the air crew where their taking him. The pilot indicates a bingo with the U.S.S. Kittyhawk. Dorn told Mac that it would be with a different vessel all together.

Mac has an unsettling feeling wash over him and decides to try to ask the pilot to turn around. The pilot refuses. Enraged, Mac decides to fight his way into the controls of the helo. He manages after struggling with the air crew but his efforts are much too late. The craft begins to descend out of control over the Ross Shelf and over Gotha's submerged craft. Upon splashing down into the icy waters, Mac

tries to administer aid to the dying pilot who now floats half-conscious in the cold sea. The pilot's only words to Mac before passing on are, "Dorn...kill you." Mac begins to freeze. He uses the pilot's body to help warm his. With hypothermia near and little energy left, Mac is surrounded by a bright yellow glow from under the surface of the water.

Swoosh! Mac's body is sucked under the cold abyss and is transported through a protective tractor beam. On Gotha's ship, Mac's body is spit through a membrane that separates the ship from the water. He slams into the cold bay deck plates and curls into the fetal position, shivering and shaking. Upon looking up, he notices a monolith of a figure. Standing before him in leather-strapped metallic boots is Gotha. All seven feet of him.

Taking interest in Mac only as a food source, Gotha has Mac fighting for his life. Mac uses some of his sly wit and cunning digress to force Gotha to spare his life. Mac informs Gotha (English speaking of course because of his onboard technology), that he can help him with what he's looking for. He proves to Gotha that only he has seen the Thing close enough to know who it is and how to get custody of it. All lies of course but it does offer Mac the time to regroup and figure out how he's going to survive.

As Mac makes a deal with Gotha, Dorn is busy at the ARF dome with the find of the century. Inside a laboratory deep within the dome's walls, Dorn's team of hungry scientists isolate a deformed and half-mutated creature found at the site of US Outpost #31. Dorn, informed by a tape made by MacReady and found in his ruined quarters at the outpost, has instructed his scientists to try and control the mutation process. This control would allow Dorn to have a weapon never before thought of in the real world. While Dorn's scientists plug away in the lab, a mutation process of Dorn's agents is underway right under his unsuspecting nose.

Mac's last great effort to save his ass works as he convinces Gotha that he can be of great help. Gotha has informed Mac that all he needs to neutralize the entire organism and its communication string is a tissue sample from one of the mutated bodies. Knowing fully that Dorn has some of these cadavers in his dome, Mac makes plans with Gotha to infiltrate the dome and retrieve the necessary tissue sample. Simple enough, according to Mac; or so he thinks.

Gotha prepares Mac with the necessary equipment and hardware to reach the shore undetected and protected from the harsh cold of the surrounding sea water. Once on shore at the McMurdo station, Mac

begins assessing the threat of being discovered. Under the cover of night, he incapacitates the base camp by disabling the utility generator. He is soon discovered however and must fight off the onslaught of confused occupants. Once the camp is cleared of people, Mac hijacks one of the resident helicopters for the ride to the ARF dome.

Mac plants a cloaking device on the helo and makes his way across the frozen landscape virtually invisible to radar. Only a mile from the dome, Mac sets the helo down. Once down, the snow beneath begins to give way to an unforeseen crevasse. Mac barely makes it off the helo alive before it is swallowed up and wedged deep within the ice pack. Frustrated, Mac has no choice now but to proceed with the plan.

At the dome, Mac takes out two of the guards and steals one of their uniforms. Inside the dome, he moves around above the shoring operation on a mezzanine above the floor level. One glance below with a specially equipped visor -- courtesy of Gotha's arsenal of goodies -- reveals a workforce that has been almost entirely consumed by The Thing. Mac moves stealth-like through the dome, blending into the surrounding workforce but looking a little suspicious.

Mac finds his way to the lab and waits for the two lab technicians to leave before entering. Once inside, he notices a half-mutated cadaver lying on a table sealed inside a Lexan room. He sneaks his way to the room and makes his way inside. Mac finds a scalpel and a shell vial container. He begins cutting tissue from one of the bodies and is startled by the sound of the lab door opening. He ducks below one of the gurneys and waits for the intruder to leave. His hopes of that are dashed because the young lab technician, Bogle, walks into the sealed room and discovers Mac. Mac quickly silences the young technician and passes the sample duties on to him.

With the sample nearly in the container, the clumsy technician drops it on the floor. At the same time, the doors to the lab open and in walks the senior lab technician, Dr. Ryan. Mac makes a break for it, pushing the young technician out of his way and darting past the lab doors. The alarm is sounded and soon Mac is followed by an army of agents eager to bring him down. In the main tunnel Mac finds himself overwhelmed and is beaten into submission and taken back to Dorn's office. Once inside, Dorn gives Mac the proverbial treatment, drilling him on the situation at hand. He goes on to give Mac a tour of the facility before finally stopping back at the lab.

Inside the lab, a table is prepared for Mac and he's strapped to it. Dorn instructs Dr. Ryan to inject Mac with cells from one of the

mutated cadavers to try and force a controlled mutation on a living human. With the syringe loaded and Mac fighting the straps, Dr. Ryan brings the needle closer and closer to Mac's arm. Mac screams and squirms as the needle tip just touches the skin, then...

The roof in the center of the lab implodes in one, big BLAST. Everyone ducks for cover. Two agents with the guns are crushed under the heavy concrete rubble. Dorn and chase escape the explosion and run back into the concrete tunnel away from the lab. Dr. Ryan manages to hide behind one of the shelves next to the wall. Bogle covers his head, scurrying away from the destruction.

Mac can do nothing but watch, amazed. Gotha jumps through the hole in the ceiling, pouncing into a squat on the hard concrete floor. He then stands tall. The snow dust and debris clear away from his body. A perfect rescue.

Gotha manages to get Mac out of the dome and back to his craft under the Ross shelf. While there, a frustrated Gotha plans on doing things his own way. With a potentially devastating thermal charge set, Mac pleads one more time to let him get the tissue sample or risk being consumed by the massive explosive powers of the thermal charge. Reluctant, Gotha accepts after fighting with Mac on the issue.

Near the dome, two figures stagger their way toward the front gate. Mac and Gotha, a seemingly drunken pair, approach the guardhouse to give themselves in. With the guards in a state of comfort with their appearance, Mac and Gotha let loose on the guards and take them out quickly. They run around the dome planting small charges that will cave the dome in, each in their own direction until they meet on the other side. With the charges set and their plan in action, they are foiled once again by Dorn. With no way out and soldiers bearing down on them, they have no choice but to give in. However, Dorn knows nothing of the charges.

Mac and Gotha lie strapped to tables in the lab. Unable to get out, they watch helplessly as Dorn's men prepare for another injection. Dorn, Agent Darrel and Dorn's sidekick, Chase, watch from behind a protective Lexan wall as Dr. Ryan uses a set of robotic arms to bring the syringe down on Mac. Ryan empties the contents of the syringe with one squeeze as Mac bites his lip. Nothing happens. Mac curses at Dorn while fighting off the temptation to laugh. Suddenly...

BOOM! The first charge goes off and shakes the dome. At the same time, Darrel begins convulsing in the lab. He falls backward, squirming and writhing on the floor. Everyone panicks. Dorn quells any attempt to

kill it by forcing his soldiers to stand fast. BOOM! The next charge goes off. The body of Darrel begins splitting into two. One part of the mutation takes on the likeness of Childs and the other remains that of Darrel. BOOM! Yet another charge shakes the dome, followed by a continual series of explosions over the next few minutes. The Darrel half rushes Dorn and his men and takes him out first. The Childs half crawls its way to Mac, groping, fighting to stay alive.

Mac, not knowing what to think, can only lay there and watch. Childs reaches Mac and begins loosening the restraints. Childs manages to pass on one message to Mac, "Fight it inside, Mac. Fight it like I did," he cries before falling to the floor. Released, Mac sees Darrel, obviously The Thing, rush out of the lab. Mac quickly unties Gotha and tells him to meet him at a rendezvous point. Gotha takes a sample of tissue and moves on.

Mac grabs one of the guards weapons and heads out in pursuit of The Thing -- his one last battle with the creature that took the life of his team at the outpost and the creature which brought all of this upon him. But the battle will be far from over. Before settling his score with the Thing, Mac is confronted with the force that Dorn has unknowingly unleashed. Will Mac survive the onslaught of infected agent workers and bring a final demise to The Thing? Will he be reunited with Gotha and watch as the Dome is brought to it's knees? Is a portion of the UFO functional and escape-ready for The Thing? Perhaps. Mac's success will have to depends on how well he can fend off the imminent intruder that now grows within his own body.