Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, dis-orientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by:

- sitting farther from the television screen
- using a smaller television screen
- playing in a well-lit room, and not playing when you are drowsy or fatigued

If you or any of your relatives has a history of seizures or epilepsy, consult a doctor before playing.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox™ games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Other Important Health and Safety Information

Documentation for the Xbox video game system contains important safety and health information that you should read and understand before using this software.

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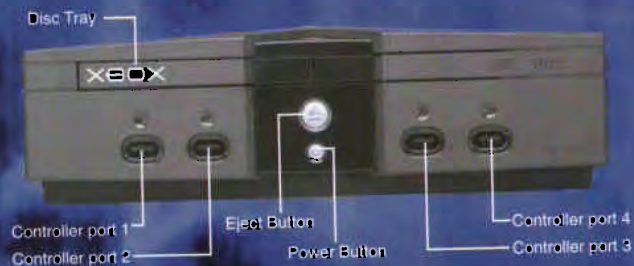
THE THING™
Table of Contents

GETTING STARTED

USING THE XBOX VIDEO GAME SYSTEM

Disc Tray

XBOX

Controller port 1
Controller port 2
Eject Button
Power Button
Controller port 4
Controller port 3

1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. This title supports Dolby Digital™ audio and HDTV 480p video ouputs. Consult the Xbox Instruction Manual to configure the Xbox to use these audio and video settings.
3. Press the power button and the status indicator light will light up.
4. Press the eject button and the disc tray will open.
5. Place THE THING disc on the open disc tray with the label facing up and close the disc tray.
6. Follow on-screen instructions and refer to this manual for more information about playing THE THING.

Avoiding Damage to Discs or the Disc Drive

To avoid damage to the discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers or other foreign objects to discs.

USING THE XBOX CONTROLLER

Expansion slot A
Expansion slot B
Right trigger
Left trigger

White button
Black button
Y button
B button
X button
A button
Left thumbstick
XBOX
Right thumbstick
Directional pad
BACK button
START button

START OR A BUTTON — Start Game/Begin Play
START BUTTON — Pause
DIRECTIONAL PAD OR LEFT THUMBSTICK — Select Options

1. Insert the Xbox Controller into any controller port on the front of the Xbox console.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about playing THE THING.

THE START MENU

- **New Game** – Select from Easy, Normal, and Hard levels.

- **Load Game** – Allows you to load a previously saved game.

- **Options** – Allows you to change Game Settings, Audio/Video options, Controls and Advanced Controls.

- **Game Settings** – Turn toggle options for Tutorial, Overhead Icons, Vibration Setting, Auto Aiming options, Targeting Cursor, Weapon/Item Icons and the Health Bar.

- **Audio/Video** – Set volume levels for Master Volume, as well as use a Screen Adjust and Video Mode options.

- **Controls** – Select from three control options: control Type A, Type B, and Type C.

- **Advanced Controls** – Set the Look Mode, Look Type, Crouch Mode, and Targeting options.

- **Field Manual** – Allows you to access the in-game manual.

- Credits

THE PAUSE MENU

Resume Game
Resumes the game.

Quit
Quits the current game and takes you back to the start menu.

CONTROL SCHEME

DEFAULT XBOX CONTROLLER CONFIGURATION:

Left thumbstick	Move
Left thumbstick button	Free look
Directional pad left	Next item
Directional pad right	Previous item
Directional pad up	Previous weapon
Directional pad down	Next weapon
Left trigger	Sidestep left
Right trigger	Sidestep right
Right thumbstick	Crouch
White button	Reload
Black button	Access inventory
Y button	Squad Menu
B button	Pick up items/interact with environment
X button	Use items
A button	Fire weapon
BACK button	Access documents/mission objectives
START button	Pause/Options

THE INVENTORY SCREENS

Your Weapons/Items Inventory screens can be accessed at any time by pressing the Black button. Your Documents/ Keys Inventory screens can be accessed at any time by pressing the BACK button. When any of these inventory screens are active, the game will be paused. You can also scroll through your weapons and items without going to Inventory by using the directional button. Left and Right will scroll through your items, while Up and Down will scroll through your weapons.

Weapons Inventory

When you press the Black button, the first screen you see is your Weapons Inventory. The Weapons inventory displays all of the weapons you currently have, as well as how much ammunition you have for each. The ammunition count lists the number of clips you have and then the number of bullets. For example, the top image shows a machine gun with 3 clips and 20 rounds besides.

A bar is used to indicate the amount of fuel you have for your Flamethrower.

Items Inventory

From the Weapons Inventory screen, you can switch to your Items Inventory by highlighting the circle in the middle and pressing the A button. On this screen, all of the items you currently have are displayed, along with a number indicating how many you have of each.

Documents Inventory

When you press BACK button, the first screen you see is your Documents Inventory. Here you can reread any document you've collected by highlighting the item and pressing the A button.

Keys Inventory

From the Documents Inventory screen, you can switch to your Keys Inventory by highlighting the circle in the middle and pressing the A button. On this screen, all the keys you've collected will be displayed. Their name will indicate which door they will unlock for you.

Your Mission Objectives

You can check your mission objectives at any time by entering the Documents Inventory screen, and selecting the "Objectives" document. This will display your current mission objectives.

CHARACTER CLASSES

The Soldier

A soldier is your best friend in the midst of combat. Soldiers have the best weapon accuracy and the greatest courage. If you've got only one weapon to spare, consider giving it to a soldier.

The Medic

Medics are invaluable in heavy combat—they can heal you and other Squad-Members without the use of Medical Kits. If you're going into a massive firefight, you may want to leave your medic behind so that he can patch everyone up when it's over.
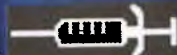
The Engineer

Engineers are an absolute necessity. Their ability to repair damaged electronics will be critical as you explore locations and environments that have long been abandoned and are in decay. Take good care of your engineers—you'll need them.
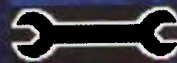
INTERACTING WITH YOUR SQUAD-MEMBERS

The Squad Menu

The Squad-Member Menu, which allows you to interact with your Squad-Members, can be accessed at any time by pressing the Y button. The Squad-Member Menu contains four Squad-Member Panels and a group Follow/Stay option. You can tell all of your

current Squad-Members to Follow you or Stay where they are by using the group command. However, you can interact with a single Squad-Member by highlighting his Squad-Member Panel and pressing the A button. Individual Squad-Member menus give you the following four options: **Go To, Follow/Stay, Take Weapon and Ammo**, and **Give Weapon**.

 Whenever you see a red X over an option, the option is unavailable.

The Squad-Member Panel

The Squad-Member Panel will tell you the Squad-Member's name, the character class he belongs to, how much health he has, how frightened he is, and how much he trusts you. His name appears in the Squad-Member Panel. Both the color of his panel and the icon behind his name will indicate his character class. If his panel is red and he has a syringe behind his name, he's a medic. If his panel is blue and he has a wrench behind his name, he's an engineer. If his panel is green and he has a gun behind his name, he's a soldier. The red bar under his name indicates his health. Refer to the section on **Fear** to find out how fear is indicated in the Squad-Member Panel. Refer to the section on **Trust** to find out how trust is indicated in the Squad-Member Panel.

Go To

Go To

To tell a Squad-Member to go somewhere, access his individual Squad-Member Menu and select the "Go To" option. An inventory of all the locations you've identified will come up, allowing you to send him somewhere specific.

Follow/Stay

Follow/Stay

At any time, you can order a Squad-Member or your entire team to **Follow** you or to **Stay**. If you ask your Squad-Members to follow you, they will follow you. If you ask your Squad-Members to stay, they will stay where they are.

Individual Stay

Group Follow

Group Stay

Take Weapon

Give Weapon

Give Ammunition (found within the Give Weapon Inventory Screen)

Take Weapon and Ammo

You can take items away from your Squad-Members by accessing the Squad-Member Menu, selecting the Squad-Member you want, and then selecting the "Take Weapon" option. This will automatically take that Squad-Member's weapon and all his ammo.

Give Weapon and Ammo

You can give items to your Squad-Members by accessing the Squad-Member Menu, selecting the Squad-Member you want to interact with, and then selecting the "Give Weapon" option. Your Weapon Inventory screen will then come up. To hand a weapon and ammunition over to that Squad-Member, highlight the weapon you want to give him and then press the A button. You can also give him ammunition by highlighting the Give Ammunition icon and pressing the proper button.

Note: You will automatically give your Squad-Member the right type of ammo for the weapon you've just given him. If he already has a weapon and you're just giving him ammo, you will automatically give him the right kind of ammo.

TRUST

If your Squad-Members don't trust you, they won't do anything for you. And if they lose all trust in you ... they just might send you to hell. Your Squad-Members are not mindless robots. They've just found themselves in the midst of an alien encounter, and their lives depend on spotting a monster that looks, acts, talks, walks and smells entirely human. Because of this, they will watch your actions closely and

react to any mistake you make. They'll also force you to prove yourself and refuse to cooperate with you until they're certain you're one of the good guys. You'll have to manage their trust in order to keep them cooperative. If a Squad-Member loses all trust in you, he'll consider you the enemy and may do something drastic to protect himself from you.

Different Degrees of Trust

Under your Squad-Member's picture (in his Squad-Member Panel), you'll see a meter with three sections in it. This meter indicates how much he trusts you. If his level of trust is in the Green Section (**High Trust**), he trusts you entirely. He will take orders and help you throughout your mission. If his level of trust is in the Orange Section (**Low Trust**), it means he doesn't trust you and won't help you. However, he isn't yet convinced you're an enemy, so he won't attack you either. If his level of trust is in the Red Section (**Zero Trust**), he doesn't trust you at all. At that point it's only a matter of time before he does something drastic to protect himself from you.

A Squad-Member with his level of trust in the Green Section (High Trust)
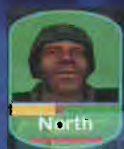
A Squad-Member with his level of trust in the Amber Section (Low Trust)

A Squad-Member with his level of trust in the Red Section (No Trust)

100% Trust

When the 100% icon flashes over a Squad-Member's head, it means you've earned his complete trust. Under this circumstance, you can execute another Squad-Member that you suspect, and your Squad-Member with 100% trust in you won't question it at all, or lose any trust in you based on that action. At the same time, if you're attacked by another Squad-Member, your Squad-Member with 100% trust in you will open fire on the offending group member, taking your side and helping you stay alive. For these reasons, earning 100% trust from a Squad-Member can become a valuable prize.

Loss Causes

- You can lose a small amount of trust from a Squad-Member if you shoot him during combat.

- You can lose a small amount of trust from your Squad-Members if they see you shoot one of your own men outside of combat.

- You can lose a small amount trust from your Squad-Members if the group is attacked and you don't take part in combat.

- You can lose varying amounts of trust when you taze a Squad-Member. First, you'll lose trust for simply tazing your Squad-Member. Second, because a Squad-Member drops his weapon and ammo when tazed, you'll automatically lose more trust for disarming him. And third, if you continue to taze that Squad-Member, you will continue to lose trust.

- You can lose a different amount of trust if you take a Squad-Member's weapon and ammunition away. The bigger and better his weapon is, the more trust you will lose when you take it away.

- You can lose a large amount of trust if Squad-Members see you kill one of your men outside of combat.

- You can lose a large amount of trust if you coerce a Squad-Member by pointing a gun at his head.

Gain Causes

- You can gain a small amount of trust from a Squad-Member if you heal him.

- You can gain a small amount of trust from a Squad-Member by giving him some ammo.

- You can gain a small amount of trust from a Squad-Member if he witnesses you attacking Things and other enemies.

- You can gain different degrees of trust from a Squad-Member by giving him a weapon (the amount you gain depends on the weapon—bigger guns earn more trust).

- You can gain a large amount of trust from your Squad-Members if they see a member of the group you've killed outside of combat turn into The Thing. In other words, if you kill one of your own men because you think he's infected, and he then transforms into the grotesque Thing, your Squad-Members will be glad that you exposed the hidden threat among them, and their trust in you will shoot up. But then again, if you kill one of your men because you think he's infected and he turns out to be fine, your Squad-Members won't like that at all ...

- You can gain a large amount of trust from your Squad-Members by running a blood test on yourself in front of them.

FEAR

When your Squad-Members get scared, they won't perform well. And if they lose it entirely and crack up ... they just might call it quits and paint the wall with their brains. Your Squad-Members are entirely aware of the circumstance they're in. You'll have to manage their fear in order to keep them stable. If a Squad-Member becomes too frightened and outright loses it, he can become a danger to the whole team.

Different Degrees of Fear

A Squad-Member's movement within his Squad-Member Panel will tell you how terrified he is. If he's doing okay (**Low Fear**), he'll be looking casually from left to right. If he's noticeably frightened (**High Fear**), he'll be looking around in a panic. If he's close to outright losing it and cracking up, he'll be shaking uncontrollably (**Danger**).

Loss Causes

- Squad-Members will be a little frightened by strange sounds they hear.
- Squad-Members will get frightened based on the environment around them. (The more banged up and grotesque the area, the more fear it inspires)
- Squad-Members will be frightened to varying degrees by seeing The Thing. The bigger and more grotesque the alien is when they see it, the more terrified they'll be.

Gain Causes

- You can calm a Squad-Member to a small degree by giving him some ammo.
- You can calm a Squad-Member to different degrees by giving him a weapon. The bigger the gun you give him, the more you'll calm him down.
- You can calm a Squad-Member to different degrees by killing The Thing when it's near. The bigger The Thing, the more you'll calm your Squad-Member when you kill it.
- You can temporarily calm a Squad-Member to a large degree by using an adrenaline hypo on him.
- You can calm Squad-Members to a large degree by taking them away from the area that's causing their fear.

OVERHEAD ICONS

Overhead Icons are one way your Squad-Members can communicate with you. Here are all of the different icons and what they mean.

TRUST ICONS

My trust has gone from High to Low

My trust has gone from Low to Zero

My trust has gone from Zero to Enemy Level 1: I suspect the player may be infected

My trust has gone from Zero to Enemy Level 2: I'm almost convinced that the player is infected

My trust has gone from Zero to Enemy Level 3: I'm positive the player is infected; I now see the player as an enemy

My trust has gone from Zero to Low

My trust has gone from Low to High

You have earned my complete trust. You will not lose my trust if you execute another Squad-Member, and if another Squad-Member attacks you, I will open fire on him to protect you.

FEAR ICONS

My fear has gone from Danger to Crack-Up Level 1: I'm starting to lose it

My fear has gone from Danger to Crack-Up Level 2: I'm getting close to cracking up

My fear has gone from Danger to Crack-Up Level 3: I've lost it and I'm going to crack-up

ACTION ICONS

Man Down (Minimum Health)

I need ammo

I can undertake an action (engineers only)

Man Down (Minimum Health), but you can't heal me.

I need ammo, but you can't give it to me.

I can undertake an action (engineers only), but you can't ask me to do so.

Man Down (Minimum Health) and you can heal me.

I need ammo and you can give it to me.

I can undertake an action (engineers only) and you can ask me to do so.

MISCELLANEOUS

I am talking

Enemy spotted

I am in combat and taking damage

I have been coerced

INTERACTING WITH ITEMS IN THE WORLD

As you explore, there are different things that you can interact with. Anytime you can interact with something, you'll see the Action icon appear at the bottom of the screen.

Fixing Junction Boxes

There are Basic Junction Boxes and Advanced Junction Boxes. Only your engineer can fix an Advanced Junction Box, but you can take care of a Basic Junction Box on your own.

Basic Junction Box

To do so, approach the Junction Box and hold down the B button until it's repaired. You can let go of the B button to stop repairing the Junction Box at any time. This comes in handy it you're attacked while you're trying to fix it.

Advanced Junction Box

Computer Terminals

To access a Computer Terminal, approach it and hold down the B button until you manage to log in.

The CCTV (Closed Circuit Television)

CCTVs are private security cameras that can be controlled using terminals. To use a CCTV terminal, approach its terminal and press the B button. You can then move the camera in all directions by using the left analog stick, and zoom in and out by using the right analog stick.

Sniper CCTVs

Sniper CCTVs are common CCTV units that have been augmented with rapid-fire weaponry. To use a Sniper CCTV, approach its terminal and press the B button. You can then move the camera in all directions by using the left analog stick, zoom in and out by using the right analog stick, and fire using the A button.

COMBAT STRATEGIES (BLAKE'S LAWS)

Every good soldier has an opinion. Obviously, every living soldier was right, and every dead soldier made the wrong call. These are my rules, and they've seen me through countless high-intensity conflicts. For a tutorial that will walk you step-by-step through things you'll need to know in order to survive your missions, check the in-game Field Manual.

Strafing

I have the ability to move left and right, otherwise known as strafing. I should use this during combat—it will make it easier to dodge attacks and take cover quickly.

First-Person View

Whenever I want to, I can go into First-Person View to get a better look at things. I can't run around when I'm in this view, but it does allow me to aim at specific targets that I wouldn't be able to hit in normal view mode.

Peeking

When I'm in First-Person View, I can lean to the left or right using the Strafe buttons. This allows me to lean out from behind cover and fire at my enemy ... damn cool ...

Taking Cover

Taking cover will keep me from getting shot unnecessarily ... and who wants to get shot when they don't have to be? I can take cover behind large objects like lockers, big crates, or even walls. I also can crouch behind crates or tables.

Using Your Squad-Members

My Squad-Members will fight beside me during combat. I should keep them armed so they can handle some of the workload.

The Importance of Fire

Smaller Things can be killed with bullets, but larger Things can be killed only by fire. I'll first need to damage them using normal bullets, then finish them off by burning them to death. Mr. Flamethrower ... you're my new best friend.

Tazing People

If I need some sorry bastard's weapon and he won't give it to me, I can taze him and he'll drop it. Serves him right!

Reloading

While things are quiet, or before going into combat situations, I should reload my weapon by discarding any bullets currently loaded and load a new clip. This way I'll know that I have a full stock of ammo for any fight.

Waste Not, Want Not

The better I manage my supplies, the farther I'll get. No sense in using a Medical Kit when I've got a Medic. I need to be smart about using my inventory; you never know when things will run out.

WEAPONS

The Tazer
The Tazer is good for stunning an opponent without doing any damage. The voltage hampers muscle tension, causing the victim to drop his weapon and ammunition. Best used to disable someone when they're not expecting it.

The Pistol
A small-arms hallmark—it fires rapidly and is the best way to kill smaller Things. The pistol is the most accurate of weapons.

The Machine Gun
The standard firearm for you and your squad—a rapid-fire weapon commonly used for CQB (Close-Quarters-Battle).

The Shotgun
The Shotgun fires powerful rounds, but loses accuracy at great distances.

The Flamethrower
This is the only way you can kill the larger Things, but be careful that you don't burn yourself—fire catches and you can easily get hurt.

The Compact Flamer
A compact version of the Flamethrower, this weapon has a shorter throw range. It can be used to quickly lay flame patches on the ground, which are good for trapping your enemy or drawing a line they won't cross.

GRENADES

When using these timed explosives, the longer you hold down the button before release, the farther you'll throw them.

Standard Grenades
These are standard combat grenades.

High-Explosive Grenades
These grenades pack a bit more punch. Toss 'em and run.

Stun Grenades
Stun Grenades emit a blinding flash that causes human targets to drop their weapons and temporarily confuses alien targets.

Flame Grenades
These grenades splash the immediate area with a flammable substance that creates a gigantic flame patch for a short time.

The Grenade Launcher
This weapon allows you to launch grenades that explode on impact. Use it when you need more accuracy than you get by throwing a grenade by hand. Thunk ... thunk ... thunk ... look at the pretty lights ...

The Sniper Rifle
Use this to zoom in on unsuspecting victims and plant a solid round right in their foreheads. Great for those times when you have barely any health and need to pick off enemies from afar. You can move the sniper view in all directions by using the left analog stick, zoom in and out by using the right analog stick, and fire using the A button.

AMMUNITION

C4 Explosive
These can't be used autonomously, but you will have to collect them and place them at specific locations as a mission objective.

Pistol Ammo
Used for your Pistol, each clip holds 20 bullets.

Machine Gun Ammo
Each magazine holds 50 rounds.

Shotgun Ammo
Used for your Shotgun, each magazine contains 12 rounds.

Sniper Rifle Ammo
Used for your Sniper Rifle, each clip holds 5 rounds.

Flamethrower Canisters

Compact Flamer Canisters

ITEMS

Flares
Common flares are used to illuminate dark areas. After three minutes, however, they'll burn out.

The Fire Extinguisher
Every household should have one. Use the extinguisher to put out fires that are obstructing your path.

Medical Kits
Used for field operations, medical kits can be self-administered or used on a Squad-Member to bring health back up.
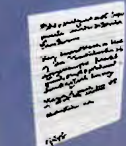
Blood-Test Hypos
This new hypo is based on chemical reaction research. Once blood is extracted, an agent in the holding tank burns the blood when the two combine. If the subject is infected, the Blood Test will expose him. These can also be used to prove that you yourself are not infected—an invaluable tool when you need to gain the trust of your squad.

Adrenaline Hypos
Adrenaline positively modifies behavior by negating the effects of fear.

Keys
Good ol' keys ... used to open locked doors.

Key Cards
Access Cards used to open security locked doors.

Documents
Documents can be found anywhere and will usually give you useful bits of information.

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