

# Tales Inspired by "Who Goes There?" by John Campbell Jr.: A Journey Through the Legacy of a Sci-Fi Masterpiece

In the annals of science fiction literature, John Campbell Jr.'s "Who Goes There?" stands as an undisputed masterpiece. Published in 1938, this chilling tale of an alien entity that infiltrates an Antarctic research team has captivated readers for generations with its blend of horror, suspense, and scientific intrigue.



## Short Things: Tales Inspired by "Who Goes There?" by John W. Campbell, Jr. by Gene Wolfe

★★★★☆ 4.2 out of 5

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|----------------------|-------------|
| Language             | : English   |
| File size            | : 611 KB    |
| Text-to-Speech       | : Enabled   |
| Screen Reader        | : Supported |
| Enhanced typesetting | : Enabled   |
| Word Wise            | : Enabled   |
| Print length         | : 258 pages |
| Lending              | : Enabled   |



The novel's enduring legacy extends far beyond its own pages, inspiring numerous adaptations, sequels, and homages that have expanded the chilling universe of the Thing. These works have delved deeper into the terrifying implications of the creature's existence, explored its origins, and examined the moral quandaries it poses.

## **Adaptations: Bringing the Terror to Screen and Stage**

The most iconic adaptation of "Who Goes There?" is undoubtedly John Carpenter's 1982 film *The Thing*. Carpenter's masterpiece is a faithful and terrifying retelling of the original story, capturing the paranoia, claustrophobia, and body horror that made the novel so unforgettable. The film's iconic creature effects, created by special effects wizard Rob Bottin, remain a benchmark in cinematic horror.

Other notable adaptations include a 2011 prequel film also titled *The Thing*, a 1951 film adaptation called *The Thing from Another World*, and a 1982 video game developed by Adventure International. Each of these adaptations brings its own unique take on the story, while remaining true to the core elements that have made "Who Goes There?" a classic.

## **Sequels: Expanding the Mythos and Unraveling the Origins**

The legacy of "Who Goes There?" has also been extended through a series of sequels that have expanded upon the novel's mythology and explored the origins of the alien entity. One of the most notable sequels is Alan Dean Foster's 1980 novel *The Thing: A Sequel*, which picks up where the original story left off and follows the survivors as they attempt to escape the Antarctic base.

Other sequels include Kevin J. Anderson's 2002 novel *The Thing: Zero Hour*, which explores the origins of the Thing and its journey to Earth, and John Shirley's 1984 novelization of John Carpenter's film, which provides additional insights into the creature's motivations and abilities.

## **Homages and Influences: A Legacy of Chilling Tales**

Beyond direct adaptations and sequels, "Who Goes There?" has also inspired a vast array of homages and influences in both literature and film. These works often share similar themes of isolation, paranoia, and the horrors that lurk beneath the surface.

Some notable homages and influences include:

- The X-Files episode "Ice" (1998), which features an alien entity that assimilates its victims and takes on their form.
- The video game Dead Space (2008), which features a similar alien entity that infects and transforms humans into grotesque creatures.
- The novel Annihilation by Jeff VanderMeer (2014), which explores a mysterious and alien landscape that transforms and consumes those who venture into it.

### **: The Enduring Legacy of a Literary Masterpiece**

John Campbell Jr.'s "Who Goes There?" has left an indelible mark on the world of science fiction and horror. Its chilling tale of an alien entity that infiltrates and assimilates a group of isolated scientists has inspired countless adaptations, sequels, and homages, each adding a new layer to the complex and terrifying mythology of the Thing.

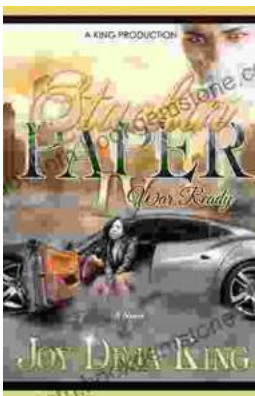
From the iconic creature effects of John Carpenter's film to the thought-provoking explorations of the alien's origins in Alan Dean Foster's sequel, the legacy of "Who Goes There?" continues to grow and evolve. Through its various adaptations and influences, the story has resonated with generations of readers and viewers, reminding us of the horrors that can lurk in the unknown and the fragility of our own humanity.



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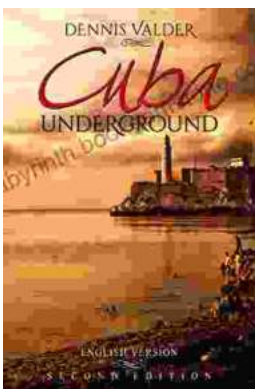
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