

After several minutes you are finally at the corner of the building and it sounds like there is a war happening just around the side. You turn the corner and that is exactly what you see.

Several dozen soldiers are scattered about, shouting and shooting at three creatures. One is a forty-foot Cyclops holding a screaming soldier in its massive clawed hands. The Cyclops tosses the soldier into the air repeatedly like it is playing a game of catch. The barrage of bullets it's undergoing seem to have no effect. The creature brings the soldier to its mouth and bites him neatly in half.

Behind it is another thing, this one little more than two oak-tree-sized legs that meet at a giant eyeball. It is one of what is affectionately referred to as "the art projects." It is amusing itself by stomping on hapless soldiers until they are little more than red mash.

The third is a gargantuan slug, at least fifty feet in height. It blocks the way around the building. Its bulk starts halfway up the building's wall, goes down and across the sand clearing, into the jungle, and loops back into the clearing where it watches the battle with unnaturally human looking eyes at the ends of its antennae.

You drop your saw and staple gun. They are not going to help you here.

Closer to you than the monsters are large open hanger bay-like doors in the building. There is a large group of at least three dozen soldiers there and a set of three gun turrets, not that they are showing any signs of hurting the monsters. You begin to run to the soldiers, hoping they can provide you cover and help you. There is a high pitch squealing sound as one of those bastard flying saucers comes into view over the trees.

Two beams shoot out and hit the Cyclops and the eyeball thing. They instantly disappear.

You and all the soldiers still on the field make a mad dash for the safety of the building. The saucer opens fire and there