



Wiki Guide PDF

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Walkthrough



The Dead Space 3 **Walkthrough** is divided into three parts, the main story, the side missions, and the co-op only missions:

Chapter	# of Artifacts	# of Logs	# of Weapon Parts	# of Blueprints	# of Upgrade Circuits
Prologue	1	0	0	0	0
Chapter 1	2	2	0	0	0
Chapter 2	1	1	0	0	0
Chapter 3	1	2	2	0	2
Chapter 4	6	8	12	1	7
Chapter 5	3	9	6	0	6
Chapter 6	1	1	1	0	2
Chapter 7	0	0	0	0	0
Chapter 8	1	4	3	1	2
Chapter 9	3	11	8	3	5
Chapter 10	2	1	4	0	1
Chapter 11	4	10	9	2	10
Chapter 12	0	0	0	0	0
Chapter 13	1	0	4	1	1
Chapter 14	7	11	14	3	13
Chapter 15	0	2	0	0	0
Chapter 16	0	1	4	1	1
Chapter 17	4	7	2	0	10
Chapter 18	2	3	2	0	1
Chapter 19	1	0	0	0	0

After the main story is completed a number of additional modes are unlocked such as:

- New Game Plus
- Classic Mode
- Pure Survival Mode
- Hardcore Mode
- Retro Mode

Side Missions

- C.M.S. Greely
- Conning Tower
- Supply Depot
- Armory
- Disposal Services
- Reaper Barracks
- Artifact Storage

Co-op Missions

- C.M.S. Brusilov
- Archeology
- Marker Containment

Prologue

	Collectibles
Artifacts	1
Logs	0
Weapon Parts	0
Blueprints	0
Upgrade Circuits	0

Prologue Collectible Walkthrough

After the game starts, press forward through the snow. If you go off to your left, you will come across your first Collectible.



You will come up on a space ship with a few crates of ammo in them. Snag the ammo and reload before shooting the hatch to the door of the ship. Out will stumble two Necromorphs, so take care of them before continuing into the ship. Once in, you will be attacked by several Necromorphs. Climb the ladder ahead of you, then enter the cockpit directly ahead of you.



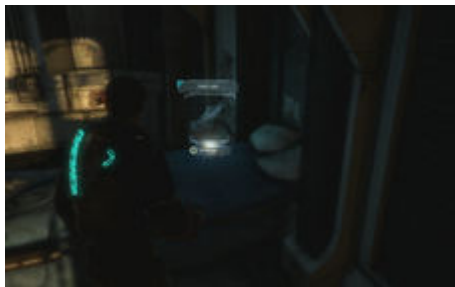
A cutscene will play ending in you rappeling down a cliff. Keep moving forward, avoiding the crevases. Once at the bottom, roll away from the rubble raining down on you. A new cutscene will play, ending the segment

Chapter 1

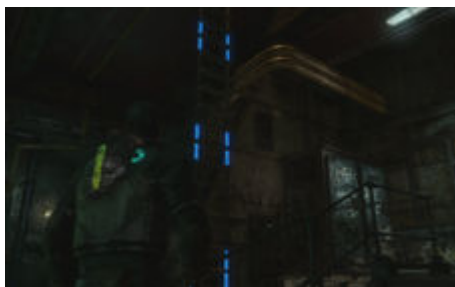
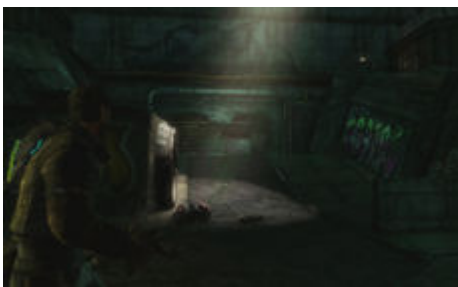
Collectibles	
Artifacts	2
Logs	2
Weapon Parts	0
Blueprints	0
Upgrade Circuits	0

Chapter 1 Collectible Walkthrough

200 years later, and we are with Issac Clarke now. Grab the medium med pack directly in front of you. There are both text and audio logs to check out in Issac's room, then head out.



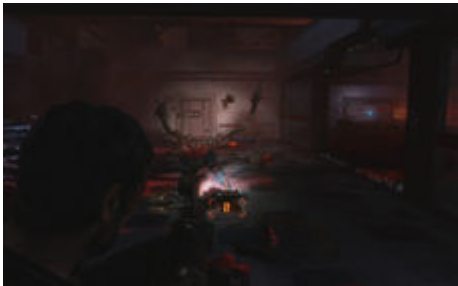
Go right to find a small med pack, then go back to the left to get to an unlocked door. Outside, you run into two of the remaining forces of EarthGov that are being attacked by Unitologists. Provide cover while you move toward the police cars, until you get stopped. Now, run under the overpass and kill the two Unitologists ahead of you. Keep on going forward until a Unitologist suicide grenadier runs at you. Avoid the searchlight as you move up the ramp. Climb up the blue glowing ladder to get a new objective.



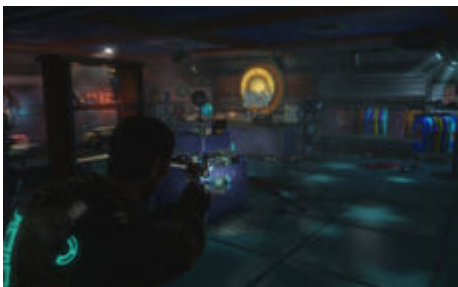
Before you head out, loot the room by smashing the crates and searching the lockers. Move through the doors now, until you see a woman being shot to death. Move towards her body, and prepare for the couple of guys who are trying to kill you. Take them out, and move down the hallway until you are stopped by a highway. Use your stasis power to cause a large enough wreck to stop the traffic. In the room next to where you are now, there is an EarthGov artifact, so go collect that. Climb up the ladder and walk across the skywalk to get to more crates and lockers for extra gear. Load up, then head through the door by the ladder.



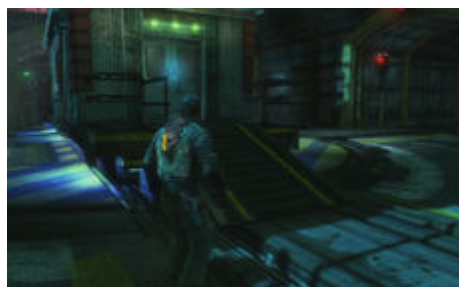
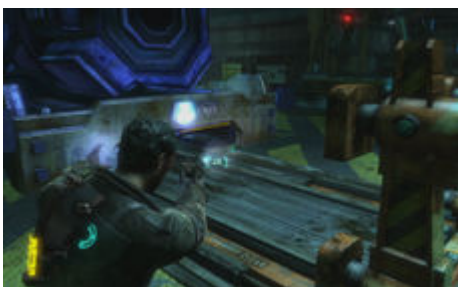
Move through the door into a hallway, then into a large corporate lobby. Look around for lockers, then go to the elevator, and ride it up. That didn't go too well for Issac. Now, protect yourself from those two Necromorphs attacking you. Loot the lockers, then head through the door in the lab. In the next room, there will be several Necromorphs waiting to attack. Kill them all, then look through the rooms for lockers and gear. Take another elevator down this time. Right behind the desk when the doors open is a Unitology artifact.



Now go through the door to the right. This will take you into a gift shop. Make your way through to the door on the other side of the room. You are now outside. Make your way past several enemies, and head towards the subway. Once down there, kill the two Necromorphs, then head to the elevator in the office on the left.



Use Kinesis to move the train engine to the middle platform. Once the platform finishes spinning, move it back off the platform. Repeat this for the train cars as well. Now, board the train in the rear. Make your way along the train, killing the guards in your way. At the end, jump into the back of the ship before it takes off.



Chapter 2

Collectibles	
Artifacts	1
Logs	1
Weapon Parts	0
Blueprints	0
Upgrade Circuits	0

Chapter 2 Collectible Walkthrough

After getting into the ship, poke around the area for ammo and health. There is also an Audio log to listen to before heading through the doors into the next room. Keep moving through the hallway and down the stairs. Check the lockers in the room with the stairs!



Walk down the long hallway to your right to find more ammo and an EarthGov artifact. Go back down the hallway, and into the room to the right. This will trigger a cutscene. After, stumble back through the door you just came through, and back down the long hallway. Another cutscene, and you are now in space. Make your way towards the room, and use your Kinesis to move the clamps out of place at the glowing arrows. Now follow the rocketing room, dodging mines and other debris along the way.

Important Note: You can shoot the mines to clear a path.



Chapter 3

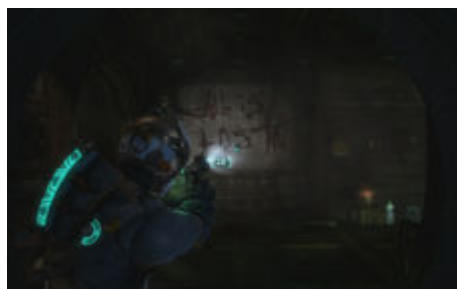
Collectibles	
Artifacts	1
Logs	2
Weapon Parts	2
Blueprints	0
Upgrade Circuits	2

Chapter 3 Collectible Walkthrough

Once to the other ship, you will have the opportunity to land and explore the Roanoke. Go over to the entrance on the right, and land. Use Kinesis to get the door opened. Once inside, continue forward. There is ammo to the right, and a Standard Heavy Frame on the left.



Open the only door that is glowing blue. Let in your comrades, and then head back out the door you just came in. Now go out the door immediately to the left. Going around the room, you will find two crates once you go up a ladder on a platform. Now go back down the ladder and out the large yellow door. Look around the room to find some cool gear including a new circuit.

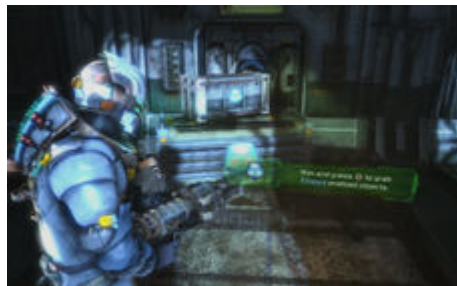


Use Kinesis to move the power cores into the slots, and use the bench to build a weapon. After exploring the area fully, including going up the ladder, go through the large door marked

"Quarantined."



Continue through a few rooms until you stumble into Necromorphs. Take them out, then move forward again until you find a room on the right blocked by boxes. Move the boxes out of the way, then continue through the door. Now you are in what looks like a theater.



There is a S.C.A.F. Artifact on the stage at the front of the room. You will be jumped by three Necromorphs, so have your guns ready. Move to the other side of the room now. Go through the door into another hallway. Be prepared to fight more monsters. After the hallway is clear, check all bodies, lockers, and crates. At the far end of the hall is a text log; watch out for an ambush by a lone Slasher while retrieving it. Open the door near the middle of the hall on the windowed side, go down the ladder, and out the next door. You are in a zero-gravity room now. Float through the hallway, but watch out for four Lurkers that will appear and attack you. Take them out from a distance, then continue to the other side of the hallway.



Once there, go through the door that you find. There will be a text log in here. Climb on up the ladder to continue.



Open the door to find yourself in a huge generator room. Use Kinesis to move the three rings down, then power them up by using Kinesis on the circular arrows above them. You get attacked after the first part gets powered up and the third part. Now go to the central console, and power everything back on. You will get attacked after this as well. Now, go over to the elevator in the same room, and use it. A cutscene will trigger once at the end of your elevator ride.



Chapter 4

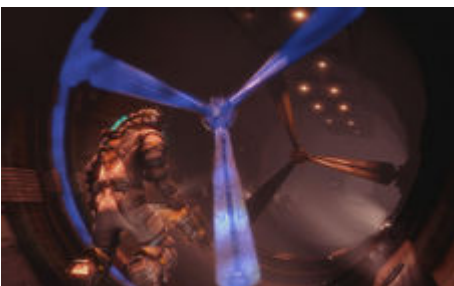
Collectibles	
Artifacts	6
Logs	8
Weapon Parts	12
Blueprints	1
Upgrade Circuits	7

Chapter 4 Collectible Walkthrough

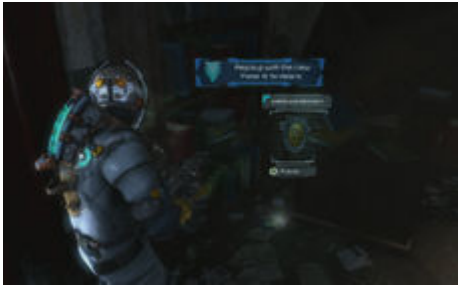
Start off by looting the room you are in. There is another Weapon part here that you can add to your gun with the work bench. There is even an upgrade circuit hidden inside the tent area! Now call the elevator to move out. You are back in the generator room. Power everything back up to prompt attacks from the giant tentacles. Kill them off when they start attacking you. Watch your back, as you will be getting attacked by normal Necromorphs as well. Go all the way back down the ladder you climbed up not too long ago. Back out into the long zero-gravity tunnel.



This time, the giant blades are now spinning. Use Stasis to slow them enough to get by. Climb back up the ladder, and out towards the Admiral's quarters. Open the door by accessing the panel next to it. Move the circles around until they are over the highlighted slots. Press A/X (depending on if you are playing on 360 or PS3) every time the circles are in the correct spots.



Take the elevator up. There is a bit of a cutscene here, so after it is done go explore the rest of the room. There's a Text log, Audio log, and EarthGov artifact among other things.



Now go back to the theater room, continuing on to the next hallway that is filled with plenty of Necromorphs. The room ahead has two doors, go to the one on the right. There is a Circuit in here as well as a Blueprint. Now go through the second door into the cargo bay. Talk to a few folks, and get new coordinates to head to. Go out the door by the bench. There's a suit upgrade station here, so upgrade the parts that you can afford. Now continue forward, and have a strange conversation.

Once that is done, go through the couple of doors ahead of you. This will take you out into space. Hold the right stick in to pull up the Locator to figure out where to go. Once at the transport ship's deck, land and then enter. Choose to go to the Terra Nova. Enter the ship once you land.

Important Note: The first of the Side Missions are available here. Instead of choosing to transport to the Terra Nova choose C.M.S Greely.

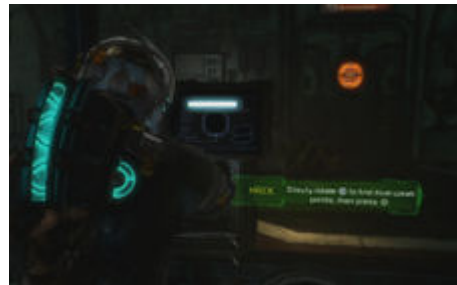


Chapter 5

Collectibles	
Artifacts	3
Logs	9
Weapon Parts	6
Blueprints	0
Upgrade Circuits	6

Chapter 5 Collectible Walkthrough

Grab the weapon part and go through a few doors into the elevator. Select Floor 2 using the D-pad. move forward into the bridge of the ship. There is a S.C.A.F. Artifact in the co-pilot's seat, as well as a text log and upgrade circuit. Go up to the second floor of the bridge and hack into the network. After the discussion, open the door behind the now-lit screen. Through another door and down a ladder, and now you are faced with a pretty deadly hallway of enemies. When you first enter, go right to pick up a Hydraulic Engine.



Battle your way down the hall, and into a larger clearing. You will find a Scavenger Bot here. Use Kinesis to take the boxes down from up high. Keep advancing to run into some more enemies. Go through a door on the left, and you are in a room with a bench. Watch out for the tiny enemies, and mash A/X (depending on if you are playing on 360 or PS3) if they land on you. Take out the Necromorphs, and build anything that you may need. Now, move out! You will come across the Tram Station room. After killing the enemies in here, use the station to call for a tram. Looks like something is in the way. Enter the door right next to the tram-calling station. Now for one of the creeper enemies so far. Keep on shooting at the tentacles until the Necromorph drops a spare parts box. These boxes usually have weapon parts, blueprints or upgrade circuits in them.



Now, head up the elevator. You are now in a large room. Use the controls by the window to clear out

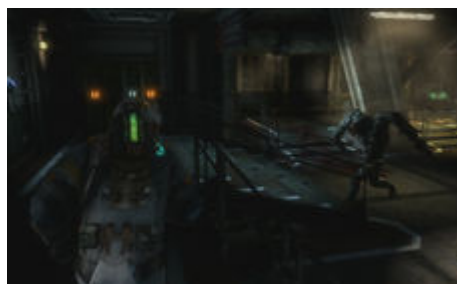
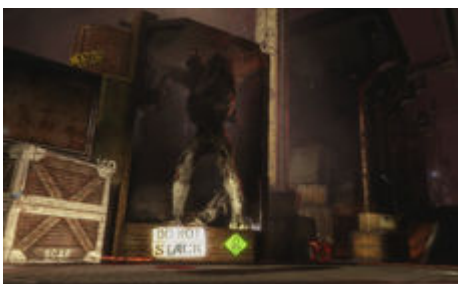
the debris. Match the two sides so that they fit together. There are around 5 pairs that you have to fit together. Once cleaned up, the tram can move again. Watch out, as the room will be attacked by Necromorphs. Heading back down to the tram room, the elevator doesn't want to cooperate. Now you are way down in the middle of the ship. There is an Audio log here to listen to, then head on out the unlocked door.



You will be informed that you can use Kinesis to pick up enemy limbs and hurl them at enemies. This will probably come in handy later. After you climb the short ladder in this area, look around at the tops of boxes, as there is a S.C.A.F. artifact here. Continuing on, you'll go through a room or two until you find a large room with a flickering light. Grab the item crates from a distance using Kinesis before going down the ladder.



Once at the bottom, it's time to bolt. That regenerating guy will chase you as you sprint away, so make sure to have your Stasis ready. Freeze him every time he gets close, and go quickly past down the hall and through the doors. This should all look familiar as you quickly make it to the tram room again. Call for the tram as soon as possible. Now, time to watch your back. The tram is on its way, but you are still in danger. Do laps around the room while freezing the regenerating Necromorph, hopefully getting some of the smaller enemies frozen as well. Make sure to blast off the legs of any regenerating Necromorphs before freezing if possible as this will slow them down even more and will help save on energy. Keep this up until you hear the warning that the tram is approaching. Once the tram shows up, rush over to it and get on. Phew, finally safe for now. Use the Tram's controls to move down to the other end of the track. Use the D-pad to navigate to the middle station.

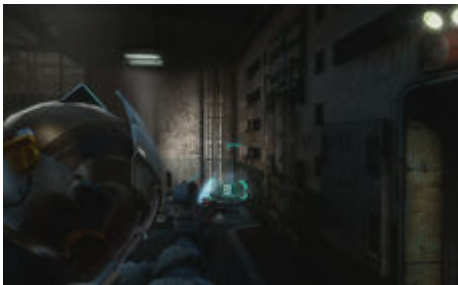


Chapter 6

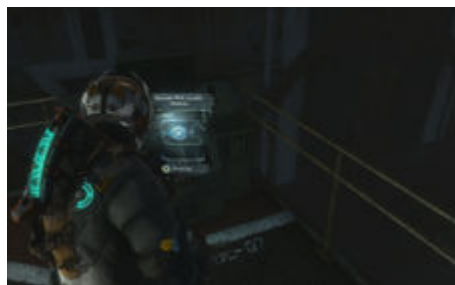
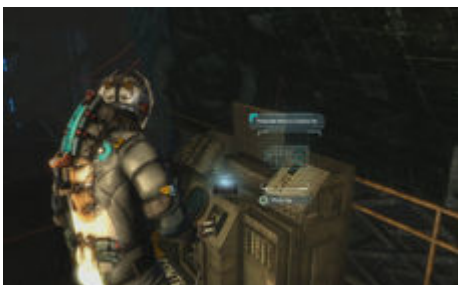
Collectibles	
Artifacts	1
Logs	1
Weapon Parts	1
Blueprints	0
Upgrade Circuits	2

Chapter 6 Collectible Walkthrough

Now that you have made it to the Aft Station, get off the tram and go over to the elevator. Call an elevator, and prepare yourself. Hold off the regenerating Necromorph long enough to make it on to the elevator. You open up to the shuttle you are looking for.



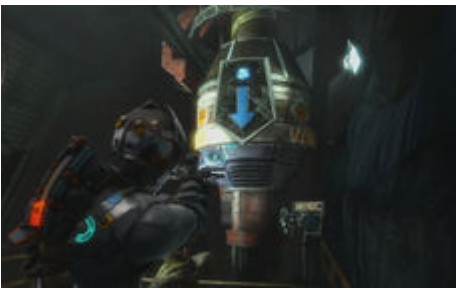
It's not that pretty right now, so you're going to have to fix it up. Kill off the large wave of Necromorphs, then use the gondola to get across to the other side of the room. There are lots of goodies over here, so make sure you loot the room to its fullest. Now, use the bench to make a Torque Bar. Go back out to the elevator, and take it back down. Go into the other room, and open the door with the Torque Bar. Nice ammo pick up! Now, back up the elevator. Once back by the shuttle, walk down the walkway a bit to the cargo elevator. Take it down and loot for more items. Now back up, and across the gondola. Go down the cargo elevator on this side now. There are two parts down here that you need for your remote relay.



Once the pieces are all collected, go to the nose cone using the gondola to install it. Open the nose cone with Kinesis, then drop in the remote relay. Looks like the shuttle is out of gas. Time to go get some. Go back to the side with the elevator on it, and ride the cargo elevator down. Now go through the door down here.



It's the back end of the shuttle. Fight the Necromorphs foolish enough to think they can bring you down, then go around the shuttle to a cargo elevator, and ride it up. Use the console on the left to start the fueling pump. Go over to the pump, and use Kinesis to pull the pump into the shuttle. While the ship is fueling, watch your back. Once done, go back to the console and turn the fueling off. Now, take the cargo elevator back down.



Watch out for the MASSIVE COLUMNS OF FIRE as you make your way back to safety. Cross the bridge behind the engines, timing your movements right. Once across, avoid the regenerating jerk and dive down the ladder in front of you.



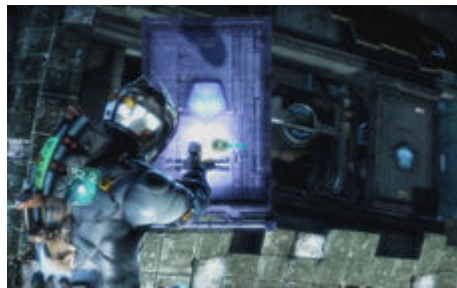
Once down, go into the new room and call the cargo elevator on the right. There will be another regenerating Necromorph, so be sure to Stasis him to slow him down. Once up top, run over to the gondola, and call that. Again, dodge the regenerating Necromorph. Ride it across, and find out that you have to clear the gears. Take the cargo elevator down. Go through a few doors to get to another elevator to ride up. One of the gears is jammed with explosives. Walk over to the turret gun, and blow it up! Now, gun down the rest of the enemies with the turret gun, clearing the gears every time they get stuck on something. You get jettisoned out into space.



Chapter 7

Collectibles	
Artifacts	0
Logs	0
Weapon Parts	0
Blueprints	0
Upgrade Circuits	0

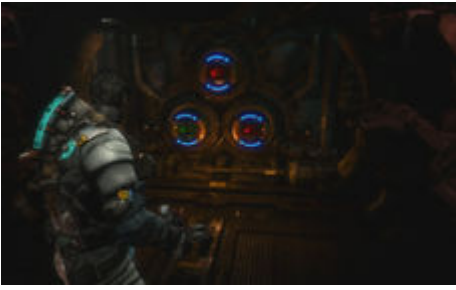
Use your boosters to jet over to some rubble. Click the right stick for navigation if you get lost. Use your Kinesis to remove the panels, and then a broken engine.



Once the engine is free, fly over to another small shuttle and get in. Once again, use the right stick to find out where to go. Once aboard the shuttle, use it to pilot over to the Roanoke. Now fly around to three satellites floating around. Get near them, and pick up the flight recorder. Once back on, use the suit upgrade station to buy any upgrades you may want. Now head to the bench to construct what you need. Once that is done, go back outside and put your newly constructed array into the nose of the small ship right out front.



With that installed, enter the ship via the side hatch. Once inside, use Kinesis to put the two canisters into their slots, and then turn them. With those in place, walk up to the front of the ship and activate it. Now for some intense flying sequences. Use the left stick to pilot the ship, avoiding debris and mines while still maintaining the course indicated by the blue squares.



Use the "Fire" button to shoot the ship's cannons at the mines to blow them up before they blow you up. Half way through, you will have to go to the back of the ship to put the canisters that fell out back in. Do this the same way as the first time. After that, return to the front of the ship to continue piloting it towards the planet's surface. Keep piloting until you crash-land on the surface.



Chapter 8

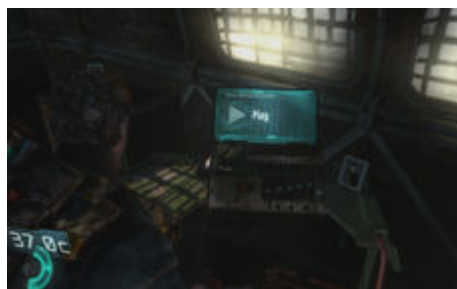
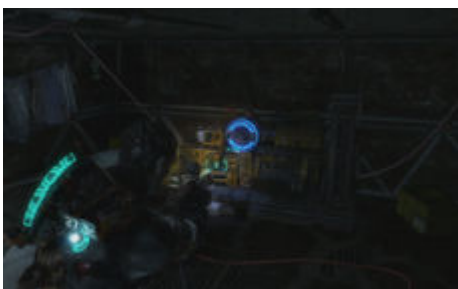
Collectibles	
Artifacts	1
Logs	4
Weapon Parts	3
Blueprints	1
Upgrade Circuits	2

Chapter 8 Collectible Walkthrough

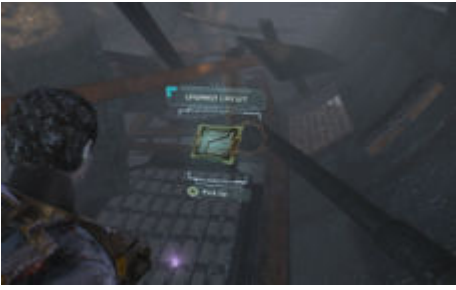
You have now crash-landed on Tau Volantis. Your suit isn't holding up so well, so make sure you stay by things that provide warmth (fires, etc.). Keep sticking by fires as you advance forward. You will come up to the crashed ship, but not find any survivors. Keep going to see some flares.



Follow the flares until you are knocked off a cliff. Again, follow the flares until you find a building to hide out in. Go through the door and use Kinesis to turn the generator back on. Check out the text and audio logs while you are here, then go back outside. Continue following the flares along the length of the structure you are next to. Wrap around the end of it, and climb a ladder upwards.



There is another safe house up here. Turn on the generator, then head out the back door. Go next to the door, and ride the cargo elevator down. Follow the path forward until you are in a big tube. Behind you in the tube is an Upgrade Circuit.



Keep going forward until you are attacked. Fight off the monsters, and go to the big station. It's locked and needs a key. Turn around, and climb the ladder straight in front of you. There is a S.C.A.F. artifact up here.



Back down the ladder, now go to the right, away from where you have been coming from. There is another safe house here with a nice, warm generator inside. Go in and warm up. There is a Text log in this house too. Go out back, and fight your way forward. Keep going until you get to a massive airlock door. Go inside.

Chapter 9

Collectibles	
Artifacts	3
Logs	11
Weapon Parts	8
Blueprints	3
Upgrade Circuits	5

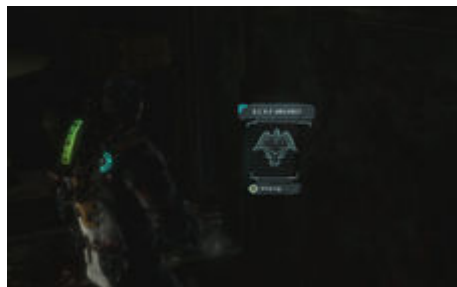
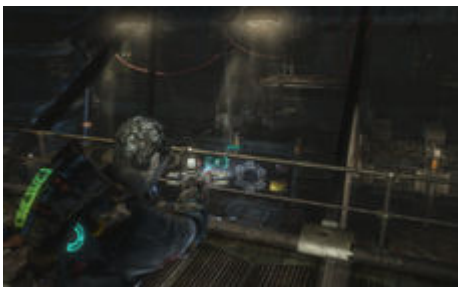
Chapter 9 Collectible Walkthrough

After hearing about snow suits in the basement, go around and turn the generator on. Use the bench if you need to build anything. Pick up a gear on the side of the wall using Kinesis, and bring it over to the elevator. Put the gear in the spot with the glowing blue ring. Now, take the elevator down.



Go forward, then take the door on the left. There is a really creepy humanoid on the counter in what looks like a kitchen. It runs off. Look on the counters directly to your right for a Weapon upgrade. Now, go down the hallway that the humanoid ran down. Keep going forward until you run across a group of the monsters. They look like living skeletons. Kill them all off, then continue forward.

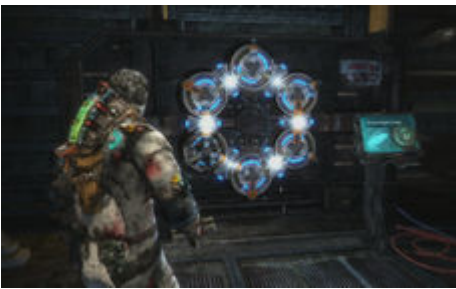
The next room is just a hallway, but there is an Audio log to listen to. Into the next room, you will be attacked by tons of these skeleton monsters. Kill off all of these, then loot the room to find an Upgrade Circuit. The next room looks like it is some sort of pump room. The side room has a S.C.A.F. artifact in it, so snag it.



On to the next room, which is a large room. Go down the ladder on the left, and unlock the first door. Use Kinesis on the lock so that there are sparks shooting off all of the joints of the center circle. Unlocking the door activates the first pump of the pump station.



While it is going backwards, run down the tunnel and through a side door on the right. Then, when it is all the way back, pop out and use Stasis on the pump. This will slow it down enough for you to run to the end of the tunnel, and pop out right at the front. Refill on Stasis, then unlock the next lock using the same techniques of lining up the circles. Now activate Pump Station 2 and get your back to a wall. A hoard of monsters will jump out of the walls and attack you, so make sure you are battle ready.



Once they are all removed, look through the door and use Stasis on the second pump. Run down the pump tube, and escape out the left side. Climb the ladder ahead and go around to the control center. There is a Weapon part and the key to start the Supply Depot side mission up here. Now, out through the door. There is a suit kiosk here that holds the Arctic suit. Now you can safely go outside! Purchase any other RIG upgrades that you want or need, and continue. Get scanned by the door scanner to progress. Listen to the audio log, then take the elevator back up. Go back outside all nice and snug in your new suit. Go forward to the fence. Once there, go in the door to the left of the fence. Snag the weapon part in here, and let the camera scan you, then advance out the other recently-unlocked door.



Advance forward through the snow until you find a tunnel-like structure. Go towards it and be attacked by a Necromorph. Keep going to find some caves filled with both loot and enemies. Kill them all off and snatch the stuff. Then, climb the ladder on top of the structure. Advance forward until you almost get killed by a backhoe. After making it past the precariously perched construction equipment, head through the cave up ahead until you come out right in front of a massive building. Walk around to a small hut right outside, and use Kinesis on the generator to get it going again. Now, take the cargo elevator that is right next to the shack up. Uh oh, looks like it's boss battle time.



The big monster will attack you with three glowing tentacles shooting from its head. Cut those off, and the monster will produce three different glowing tentacles coming from its mouth. Take these out to actually do damage to the monster.



This is all easier said than done, so watch out about getting too close to the monster. It will lunge at you to attack, so clicking the sprint button twice will send Isaac into an action roll. Roll away from the attacks while still landing your own. Cut off two of the mouth tentacles, and the monster will run away. Climb the ladder to get up to the top of the structure, and walk along it to get inside. Loot the rooms, and climb the ladder to find even more items. Now, move on to the cargo elevator. Walk across the courtyard, and into the next building. You will be greeted with a cutscene of your friends.

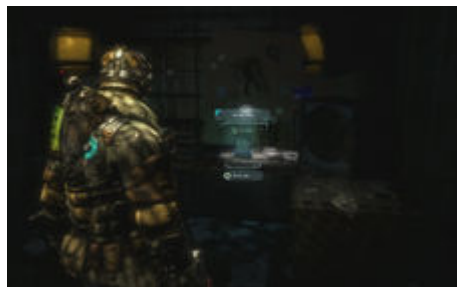
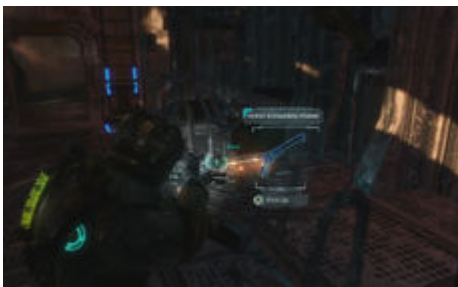


Chapter 10

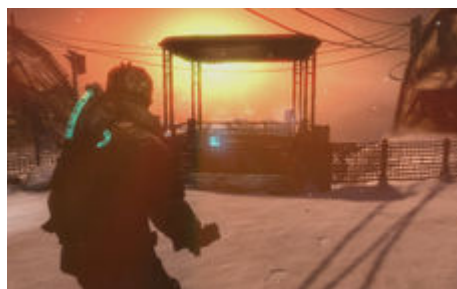
Collectibles	
Artifacts	2
Logs	1
Weapon Parts	4
Blueprints	0
Upgrade Circuits	1

Chapter 10 Collectible Walkthrough

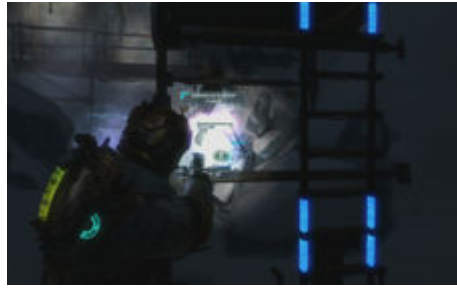
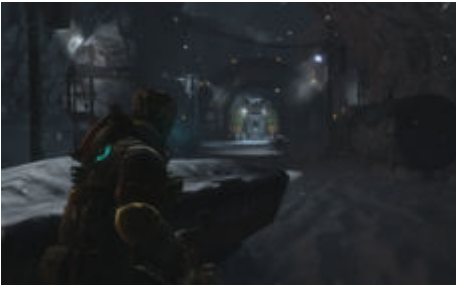
Go forward to the back of the planning room. There is a door that can be opened with a Torque Bar. Inside is a Weapon part and tons of supplies. There is a bench right behind you if you need to construct one.



Now, out the door next to the bench, and out the next door until you are outside. Go catch up to your friends. Looks like you are getting attacked by some men. take out the handful of soldiers here, then continue through one of the buildings. There are some supplies here. The next door takes you outside. Ride the cargo elevator down, and prepare for getting attacked. Fight your way across the gap and continue into the next building. There's a weapon part, suit upgrade station, and some supplies in this room.



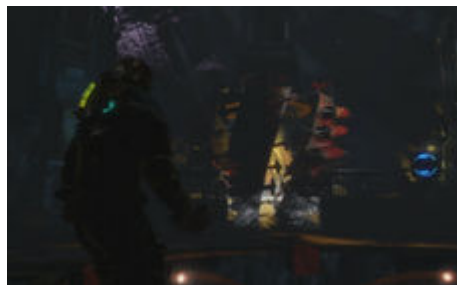
Advance out the back door and fight your way past these guys. Follow the cart rails in the snow to the next building and go in. Once the door is open, go through the next room with a creature hanging from the ceiling. Once you go down the ladder, look through the ladder to see a few glowing dots. Use Kinesis on them to find a new weapon part.



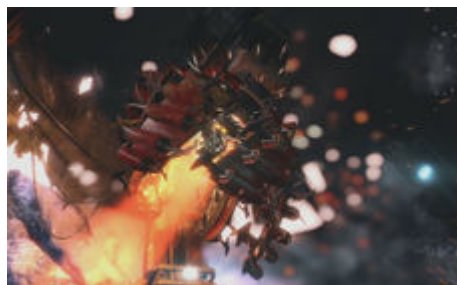
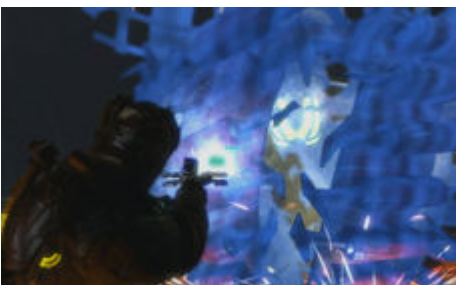
Move on through the next door. Fight your way across the next expanse, then tuck into the next open door. Fight through the next room, what looks like an excavation site. There is a new enemy here, a small thing that crawls into heads and takes over people. Fight through them, and out the door. There are more of them out here too, so kill them all off. The next door has to be unlocked with a mini-game.



Continue past the recently-unlocked door, and you open up in the Conning Platform. Walk to the right and find a weapon part. Power up the generator to open the gate to the next area as well as to power up the bench behind you. There is a giant drill that is blocking your path.



Use Kinesis to lower the safety walls, which will send the drill into the arena you are in. Use Stasis on the drill, then shoot out the big yellow bulbs on the interior of the drill. The first bulb you blow will stop the drill for a few seconds, then start it back up. The drill will get more and more erratic. After two bulbs have gone, the drill will stop for a few moments, and then start again on its side. I found this open enough to use Stasis and then blow both of the remaining bulbs at once.



After stopping the drill, advance forward into the next area. There is a S.C.A.F. artifact behind a pillar

out here. Through the door into the next building, you find your friends and a massive alien.



Chapter 11

Collectibles	
Artifacts	4
Logs	10
Weapon Parts	9
Blueprints	2
Upgrade Circuits	10

Chapter 11 Collectible Walkthrough

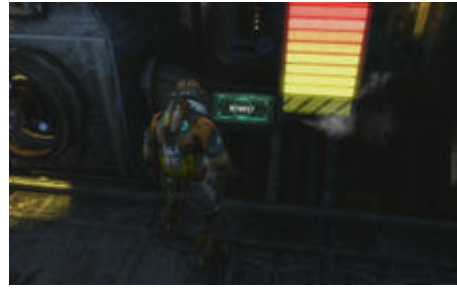
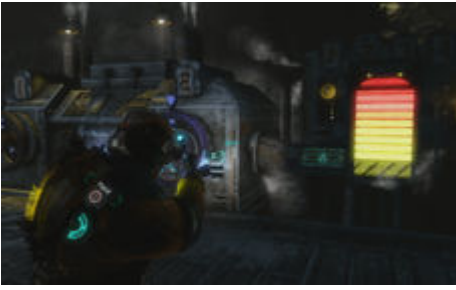
Looks like you gotta go turn on the furnace to interact with this alien, so go down the long path to the left. Right on the other side of this door is an Audio log to listen to. Through the next door, you will find a whole new suit as well as a circuit and plenty of other supplies. Change in to the new suit, and take the cargo elevator up. Now outside again, go to the right of the elevator and open a small compartment. Take out the power core, and carry it with Kinesis.



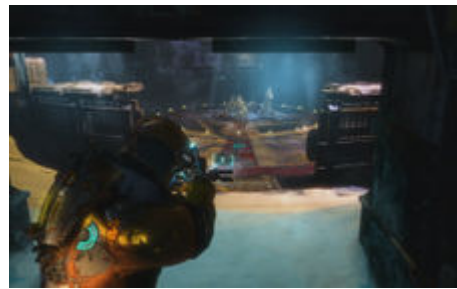
Walk it across the bridge to the door that cannot fully open. You will be attacked by multiple enemies, so be on your guard. Drop the power core through the door, then walk back across the bridge to the ladder. Climb up this, and walk along it until you find a second ladder. Drop down into the generator room, and plop the power core into its slot. Now turn on the furnace generator.



Time to get back to your friends. Go back down the elevator, and out into the huge room with the alien. Now, use the console to get the heat working. Focus on the number that is lit up, and hold down the Kinesis button, not press it rapidly like previous objects. Spin the lit up valves until everything is fully charged at 100%, then activate it with the console.



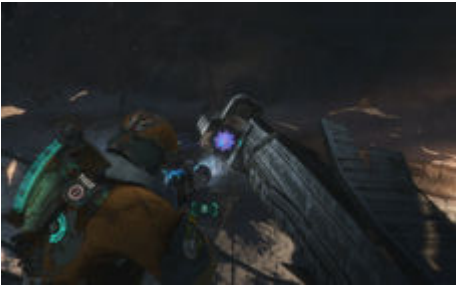
Now go over to the elevator, and ride it up. Get the coordinates and schematics from your friend to build a probe, then go back down the elevator. Go out the door towards the drill, and continue down the cargo elevator. Those 4 guys are a little weird, but they don't kill you, so that's cool. Continue through the drill room, then outside and to the right. Unlock the door, and continue through it. Take the first left to get to an elevator.



Behind you is a Text log. Go up the elevator and move forward through the frozen world. On your left is a series of tunnels where you can deploy a scavenger bot. Fight your way to the barracks: a large, well-lit structure not too far up the path. If you go to the right of the front door, there is a Unitology artifact to collect. The next room is filled with loot. There are two Text Logs, and if you have a Torque Bar, a whole room filled with a Weapon part, an Upgrade Circuit, and lots of loot. Now continue through the barracks. You come up to the Staging Area.



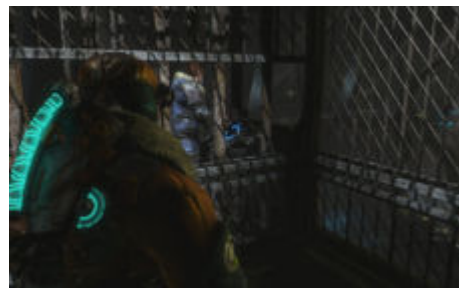
There are plenty of velociraptor-type enemies here. Once they are all killed off, loot the area. There are many crates here to get supplies from and a spot to deploy a scavenger bot. Once you have looted everything, go over to the lock panel, and unlock the next door. You open up to a large warehouse where something big has broken out. There is an Upgrade Circuit on the wall right next to the door. Go to the right, and walk along the walkway until the end. Look to your left to see some gears that you can use Kinesis on. Use them to crank up a box with an item in it.



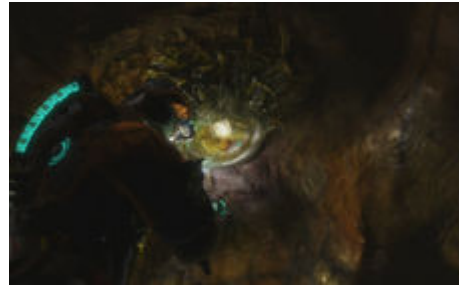
Now you can take a ladder down. At the bottom, you can go three ways: left, right, and forward. Each of the ways has a piece of the probe that you need to be building. Collect them all, along with the supplies lying around. Deploy a scavenger bot here if you want (there is a bench near the upcoming armory side mission if you need to get your bots back). Now go back up the ladder, and out the way you came. HELLO, looks like it's time to finish this fight. Use the same tactics as before.



After cutting off all three mouth tentacles, the monster will run away. Pansy. Now you have the opportunity to do the Armory side mission, or to continue on. Head back out towards the warehouse. On your way through the snowy section you can find another location to deploy a scavenger bot (if you did the side mission you'll have to backtrack to get this). Use the bench by the drill to construct the probe gun. You will now get attacked by multiple Necromorphs. Fight your way through the room, and continue forward to your friends. Go to either side of the giant monster and use the consoles to shoot probes into the monster. Use Kinesis on the crank wheels to pull the body open. Now walk over to the front of the room, and get in the cage to investigate the body cavity.



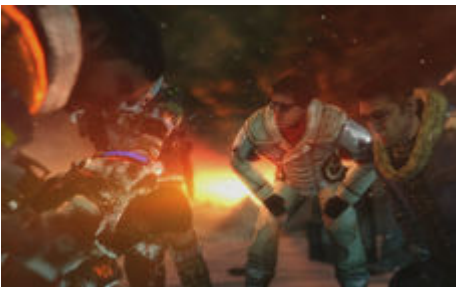
Aim with the probe gun to get an audio signal. The faster the beeping, the closer you are to a nerve cluster to shoot a probe into. Once the first nerve cluster is found, shoot it and prepare yourself. You will be attacked by several skeleton monsters. Kill them off, and find the second nerve cluster. You do not get attacked after shooting this one.



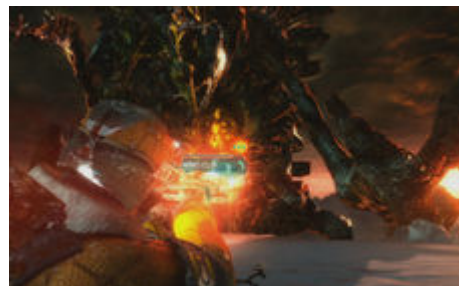
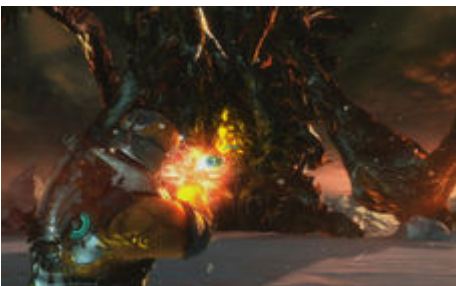
Now find the third nerve cluster. A large wave of skeleton monsters will attack you now. Run to the cage, and use it as a choke point to kill them all off easily. Once they are all gone, you will have a short conversation with Santos, then get hauled back up to the main room. Looks like Norton is being a jerk again. Use Kinesis to let yourself out of the cage. Go down the elevator and out towards the suit kiosk. Instead of riding the cargo elevator back up, take a right and go out the door labeled "Exterior Access."

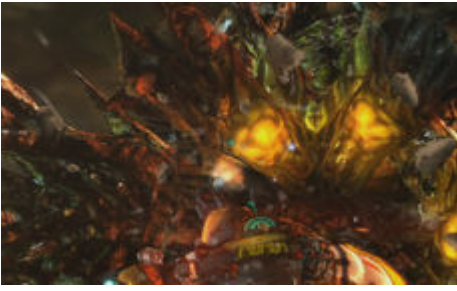


This next room has oodles of supplies and a bench. Make what you need, then go out the door. It looks like Norton not only is a jerk, he's also a mole and a snitch. After the cutscene, kill off the few Unitologists, then prepare for a boss fight.



A massive monster will jump up and attack everyone. Use the probe gun to shoot at the monster's yellow heart-like object. After landing a few hits, the monster will start sucking everything in. Use any gun to shoot at the yellow-tipped mandibles. Once they are shot, they will turn into red-tipped mandibles. After turning them all red, keep shooting at the heart. Whew, that was a close.... oh wait.

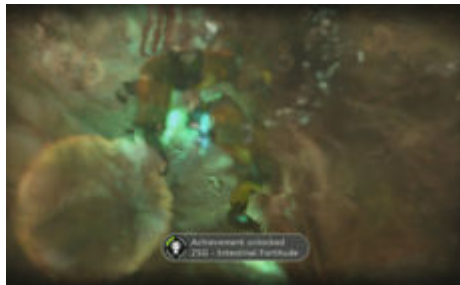
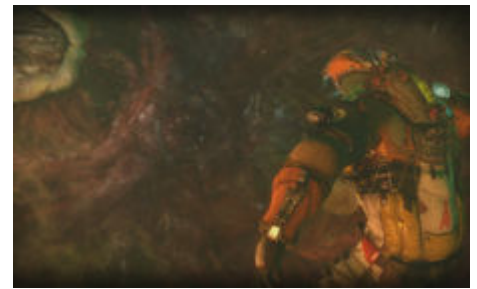
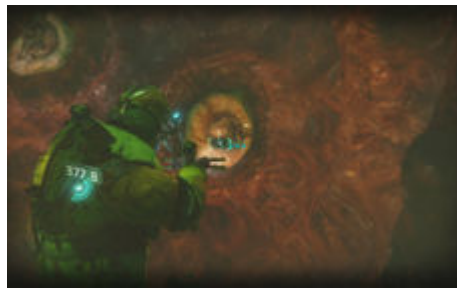




Chapter 12

Collectibles	
Artifacts	0
Logs	0
Weapon Parts	0
Blueprints	0
Upgrade Circuits	0

Now you are in the belly of the beast. Literally. Take out the three yellow nodes on each of the three spots (9 nodes total). Dodge the incoming monsters, or shoot them out of your way. Once all nine nodes have been taken care of, you get spit back out. Now, the showdown with Norton. When prompted, mash A/X while timing your shot correctly to take him out.



Chapter 13

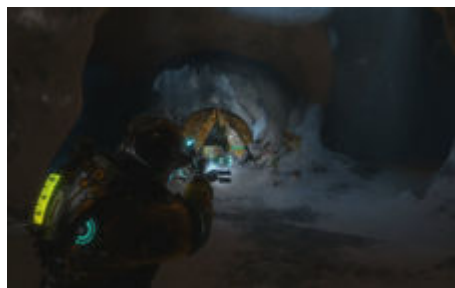
Collectibles	
Artifacts	1
Logs	0
Weapon Parts	4
Blueprints	1
Upgrade Circuits	1

Chapter 13 Collectible Walkthrough

Now advance forward. There is a spot for a scavenger bot followed by a small house on the right. Around the side of it is a Blueprint, and inside is an Upgrade circuit, as well as a bench. Back outside, and moving forward again, catch up with your friends. After the dialogue, use one of the consoles to fire a wire to climb up the rock wall.



While climbing, avoid the falling rocks. Once at the top, use the next console to keep climbing. Walk along the path marked by flags. Use this next console to extend a small ladder. Climb it up to a creepy abandoned camp site. Find supplies and a weapon part. Ahead of you is a guy with an axe. Get close enough, and he and a bunch of his Necromorph friends will attack you. Fight your way through the wave of enemies. Exploring the cave a bit more, we see there is another Weapon part, and more supplies.



Once through the cave, there will be a cargo cage. Free it with Kinesis to pull up the rest of the crew. Hmm, something doesn't sound right down there. Time to go find the lift controls. Move on along down the path, killing off the wave of Necromorphs. There will be a console for climbing again, so activate it, then hike up the side of the cliff. This time, there are enemies, so fight them off as you climb. After talking to Ellie, you will get to a fork in the road. Left is a dead end with some supplies and a spot to deploy a scavenger bot, so go to the left first. Now retrace your steps back to the fork, then

take the right path. Fight your way forward until you get to another fork. Again, take the left for supplies, another Scavenger bot, and a S.C.A.F. artifact.



Now go down the right path of the second fork. The cave ends here, so go all the way to the right to find a bench, a bunch of supplies and a weapon part. Now go left, and follow the path marked by flags. Use the console to climb up the cliff. You are going to have to use Stasis to dodge some massive rocks. The first is on the right side. Stasis it, and climb up to make the jump across the gap to the left. Now, there is another massive rock to Stasis on the left. While climbing, also use Stasis on the cargo crate while it is all the way to the left to keep it on that side. Climb up enough to make the jump back to the right side.



Now keep going until you make it to the top. Fight your way forward to the winch controls, and use Kinesis to haul your crew up. The fuse dies, so go around back to the fuse box. You need to balance the power, so go to the bottom, where it says "50" and slide that over. Now go up two spots to where it says "70" and slide that over. That should turn off the lights and get the winch moving again. Now go to the giant boat-like wheel, and use it to finish hauling up the crew.



Well, almost all of them... Oh well, time to make it BACK up the mountain. Advance forward, and run into an old friend. Time to end this silly feud. Without even attacking the giant monster, run past him to the right to find a generator that needs to be turned on. This will activate laser-guided harpoons. Lure the monster back to the lasers by running into the alcove. Once harpooned, run to the side closest to the mountain, and use the crank to yank the monster apart. With him finally gone, use the

console to start climbing back up to the top of the mountain.

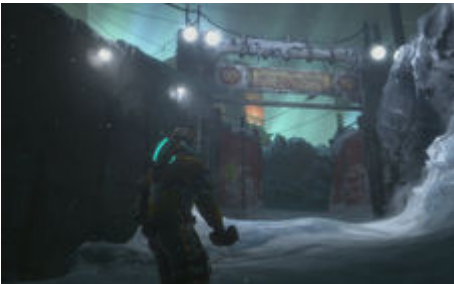


Chapter 14

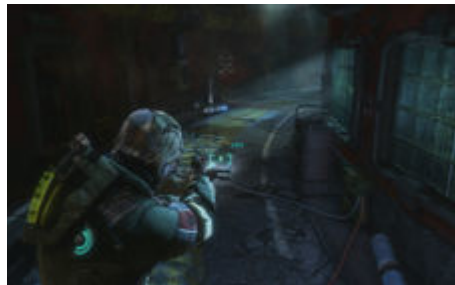
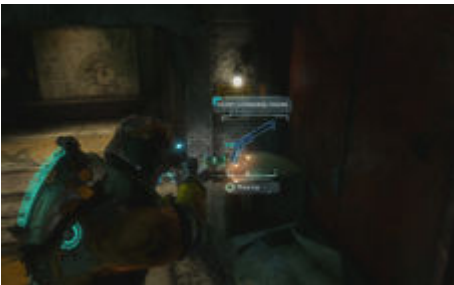
	Collectibles
Artifacts	7
Logs	11
Weapon Parts	14
Blueprints	3
Upgrade Circuits	13

Chapter 14 Collectible Walkthrough

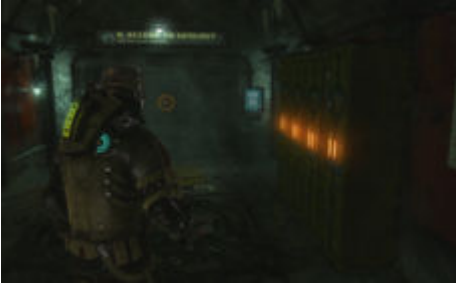
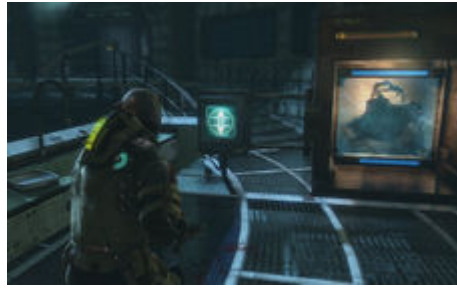
Walk forward over to the building and find a circuit and some supplies. Now walk over to the ladder and climb it up. Oh well, now try to find another way around. Walk around on the path in front of you. At the fork in the path go right to find some supplies and a scavenger bot deploy location. Then backtrack left and keep going to get to the facility's front gate. Continue forward to find another scavenger bot location and then use the door to get inside. Take the supplies, then head out the next door. Back outside, you see Danik's shuttle. Continue forward to find a third scavenger bot location near the site map. Then there will be a vehicle on the left. In the back is a blueprint. Snag that, then walk up to the facility door, and hack it open.



Directly on the other side of the door is a weapon part. Fight off the Necromorphs in this hallway, then loot it. There are plenty of supplies to find, as well as a new suit in the suit kiosk, and a bench. Once done, go all the way down the hallway and use the elevator.



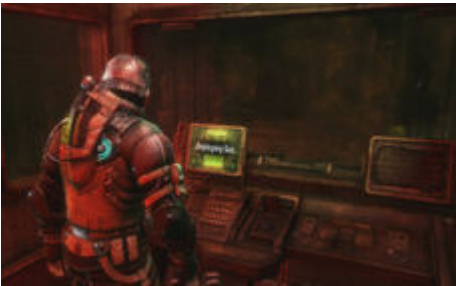
Go down the empty hallway to the end where there is a door on the right. Go through that to finally reunite with your friends. Now you must reconstruct Rosetta. Walk over to the wall unit to get the first slab of Rosetta. Carry it over with Kinesis to the opposite wall to get it into the cataloging system. Once it has been dropped into the construction area, get the research facility key from Ellie.



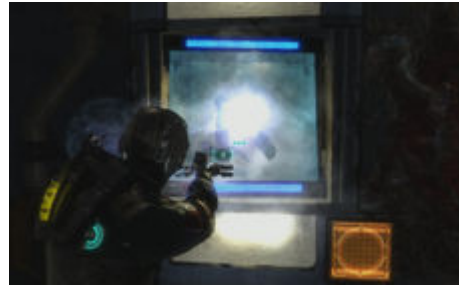
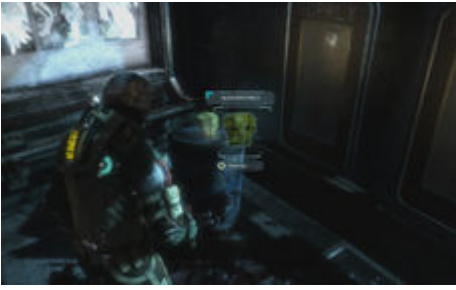
Go back out of the room, back down the elevator, and all the way down the hallway. This is the biology section. There is organic matter covering everything, so shoot the little bulbs to clear them out and advance down the hallway. At the end is a series of lockers and a small room. In the small room is a console that will activate the decontamination procedures. Use it to clear out the hallway. Oh, guess what? The gas pump is offline. Guess we have to go fix that now. Go through the door right next to the small room you are in currently. There is a Text log and an Upgrade circuit in here.



Now, ride the cargo elevator down. Kill off the two dog-like Necromorphs, then go over to the breaker box. Slide over the two breakers that are labeled "50." Kill the two new Necromorphs, then take the elevator back up. Kill the last guy who pops out at you, and go through the door back to the decontamination room and deploy the gas.



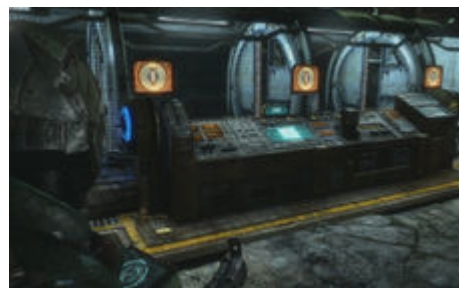
Go into the newly-cleared door that is on the right. Go through the next room, and into the neural imaging room. There is an Audio log to listen to here, as well as an Alien artifact and a bot deploy location. Grab the frozen block of body parts from the container, and carry it over to the cataloging machine.



You get attacked by multiple people while doing this, so be ready to drop everything to fight the Necromorphs off of you. Once the body part has been whisked away, go back out to the hallway, and up the cargo elevator. This takes you to a long covered bridge. Fight your way across to the next room where you hear a message from Danik. Deploy a scavenger bot here. Rip off the wall cover, and then use Kinesis to open the door. In this room there is a circuit and a door that requires a torque bar. In that room is a weapon part and some supplies.



Now take the elevator down. You will come upon a room with a creepy skeleton thing on the far side. As you walk in, you will get attacked from all sides by what seems like dozens of them. Make sure your guns are loaded, and keep firing away. Back into a corner, and as you kill off the enemies, take the health that they drop. Now, loot the room, then take the cargo elevator in the corner down. There is an audio log down here. Now for a puzzle! Use the two wheels on either side of the console to rotate the three discs in this tube to all be at 0 degrees. Both wheels will be required to get all three to line up. Once they are all at 0 degrees (as indicated by the screens on the console) walk over to the console and scan the item.



After the body parts have made it through the tube, go to the opposite side and use Kinesis to take the parts out of the tube and drop them in the cataloging system. Now, exit out the door in the room, not back up the cargo elevator. You are faced with a door on the left or the elevator. Go into the door on the left, the elevator leads to the Reaper Barracks optional mission. There is an organic-mass-filled room, so go to the small room on the right to deploy gas. That didn't work. Behind the small room is some supplies and an upgrade circuit. Now to down the hallway, blowing up anything that moves along the way. At the end of the hall is a box that you can use Kinesis to rip the cover off of. Do that, then turn the valve inside to activate the gas pump. Run back to the end of the hallway, and

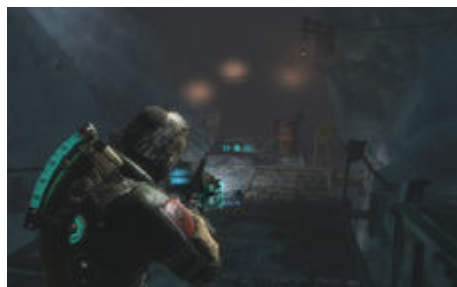
get in the small room to turn on the gas-clearing mechanism.



Back down the hall now, and go into the recently-cleared door. You are now in a creepy hallway. The next room is filled with Necromorphs, so fight your way through. Make sure both weapons are fully loaded. This new room has lots of goodies! There is an Alien artifact on a desk by the door you just came through, an audio log on the right side, and two scavenger bot deploy locations. Now, use Kinesis to grab the body parts from the top of the closet. Bring it to the cataloging system in this room, on the far wall.



Once this room is all clear, go through the door on the far wall. Be prepared to be attacked right as you open the door. Once through, you are now outside. Avoid the spotlights from the ships above, and run across the opening to the next door. Loot this room, then move back outside. You are introduced to a new enemy type here - the fast-moving guy. Take out all of these, then continue back inside. You are now in this main hallway again. Head into the first door on the right. This is the door to the geology area. Use the key to get through the door. You are now back outside.



Go forward to fight off a few enemies. Once dead, loot the area. There is a weapon part here as well as lots of supplies. Now go back, and cross a bridge surrounded by lights. You will get attacked by a few of the velociraptor type enemies. Fight them all off. Behind one of the pillars by the locked door is a Unitology artifact. Now, ride up the cargo elevator by the really bright lights. Fight your way up the hill, and get into the next door. Through another door, and you are in a facility with tubes. There is a circuit on the wall here, as well as a bench. Into the next room, there is a locked door in need of a Torque Bar. Open it up to find a Blueprint, a Weapon part, and plenty of supplies. Back in the hallway, there is a key that can be used to unlock a side mission. Now, time to move out through the door in

the hallway. The next room is a bit of a puzzle. Use Kinesis on the massive block hanging from the ceiling to disrupt the lasers. You will have to stop and move it between the three lasers every time.



Once all the way down, grab the frozen slab from the console. Shoot it back across the laser field, and then use the block to move back across the room. Put the frozen slab in the cataloging system and go out the way you came in. It looks like the enemies on the way back to the main building will be a bit more lively now. Back outside, there is a S.C.A.F. artifact on the side of some crates. Back down the cargo elevator we go, and back around into the main hallway with the bench and the suit kiosk. Take the elevator at the end of the hallway up to get back to your friends.

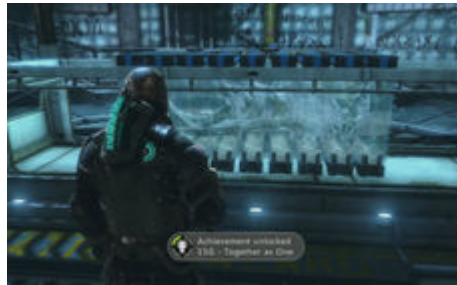


Chapter 15

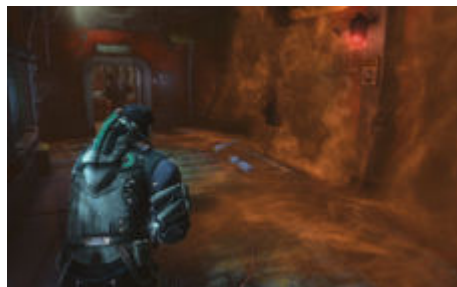
Collectibles	
Artifacts	0
Logs	0
Weapon Parts	2
Blueprints	0
Upgrade Circuits	0

Chapter 15 Collectible Walkthrough

Now you must put together all of the parts that you have been finding. The two ends cannot be moved, so you must rearrange the middle ones. Use Kinesis to rearrange them. Start with the smaller pieces, putting them down by the feet (far end from the booth Ellie is in). Work your way up to the head. When all the parts are in the right spot, Ellie will make note of it. Walk over to the computer bank on the opposite side of the way you came in, and activate the machine.



llllllllllit's Danik! The whole room quickly starts getting filled with gas, so it's time to go! Run around the Rosetta tank the long way to get out safely. After the heart wrenching cutscene, sprint to the end of the hallway to get to the elevator and take it down. Go out the first door on the left, back towards the Geology wing.



You're going to be attacked by many ranged unitologists up ahead so I would recommend at least one ranged weapon which you can make at the bench. Once outside, deploy a scavenger bot up in the cave area again if you want. Keep following the flares as you head back around to the cargo elevator. Kill all the Unitologists and Necromorphs in your way. Once up the cargo elevator, watch out for the ship above you as you make your way across the clearing. Another scavenger bot location is under the overhang on the left (same as last time). Instead of going through the door on the right, just go straight back this time. Now go through this door to continue. There will be a Weapon part in here along with a handful of other supplies.



Outside, you will be ambushed multiple times, so be ready. Start by sprinting to the back wall, causing Necromorphs to pop out of the ground. Take these guys out. While you are doing that, several Unitologists will drop down from the sky to fight you, as well as several taking sniper positions around the clearing. Use the equipment to block the shots/rockets from the Unitologists while taking care of the ground enemies. Once all the ground troops have been eliminated, take out the ranged guys. Once they have been disposed, deploy a scavenger bot by the truck on the left and then move toward the terminal. You will be attacked again by multiple fast guys and some snipers so take them out and then unlock the door using the terminal. Loot the room, then open the next door.

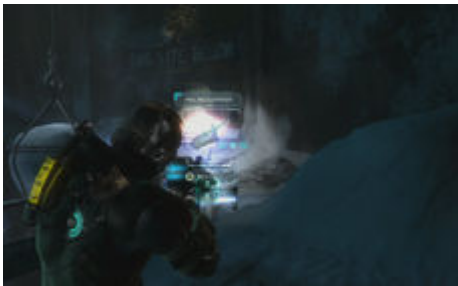


Chapter 16

Collectibles	
Artifacts	0
Logs	1
Weapon Parts	4
Blueprints	1
Upgrade Circuits	1

Chapter 16 Collectible Walkthrough

Through the door, and you can see Danik descending into the planet. If you look at your buddy, you can see a weapon part at his feet. Use Kinesis to pull it over. There is also a bench and a few supply crates. Now go over to the console, and start going down yourself.



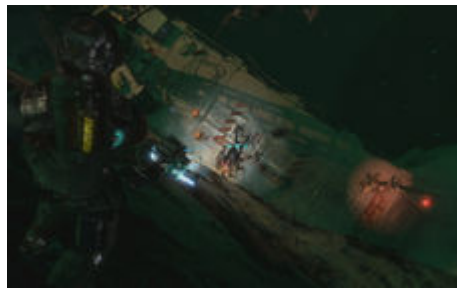
Shoot at the Necromorphs while descending. Once you get to the platform half-way down, get to the elevator and take it down. You get to another platform. Walk around it to find a weapon part, and a console to let you continue your way down. You now are fighting against Unitologists. Take out the bridges that these guys are fighting on easily by targeting the large red stacks of dynamite. Dodge attacks easier by jumping. There is also a weapon part that can be grabbed with Kinesis from a bridge. Continue down, and kill the guys shooting at you from the central platform.



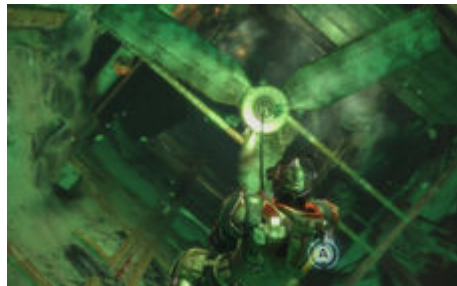
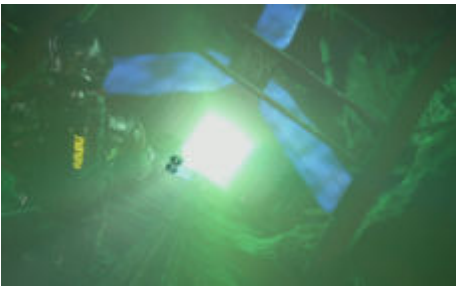
Once you reach a ledge, go to the right through a door. There is a Weapon part immediately to the left once through the door. Now use the console to unlock the next door. This next room has lots of goodies, including an Audio log, weapon part, bench, and suit kiosk. There is also a new suit at the kiosk to use! As you go to leave, there is an Upgrade circuit on the wall right by the exit door. Go through the next door, and kill off the enemies. Now go to the console and again continue downward.



Keep jumping down, shooting the small monsters that pop out to attack you. Once you get far enough down, you will trigger a cutscene that introduces some bigger monsters. Fight off the one attacking you on the wall. Once you get to the bottom, there will be another one attacking some Unitologists. Hang back and watch as they beat each other up. Once a victor is left standing, kill them off from the safety of hanging on the side of a wall.



Drop down when it's safe to. In this area is a Blueprint and a weapon part with other supplies. Deploy a scavenger bot right in front of the door. Now, go through the door into a room with a massive fan at the top. Time to keep going down. You get attacked by a big Necromorph right at the start, then another one further down as well. One more will try to attack you at the very end, but he doesn't get very far. Use Stasis on the big fan to get passed it. When you get tangled up in the fan, mash A/X to get free and drop to the platform below.

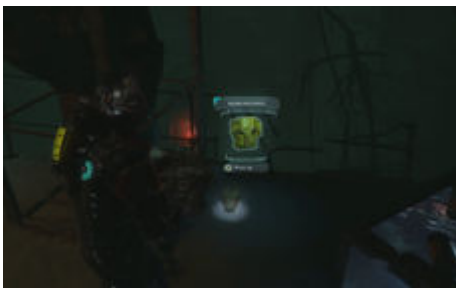


Chapter 17

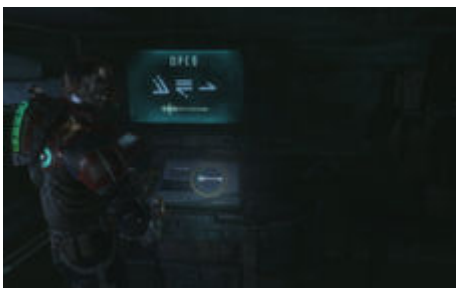
	Collectibles
Artifacts	4
Logs	7
Weapon Parts	2
Blueprints	0
Upgrade Circuits	10

Chapter 17 Collectible Walkthrough

You are now on a platform. Power up the generator to access both the door and the bench. While looking at the bench, there is an Alien artifact to the left. The next room has a couple supplies including a Text log.



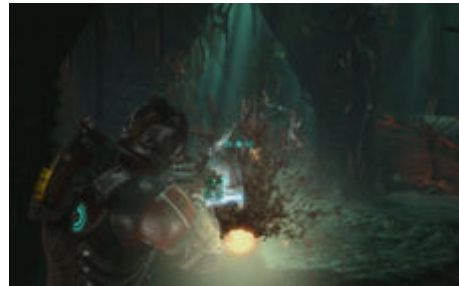
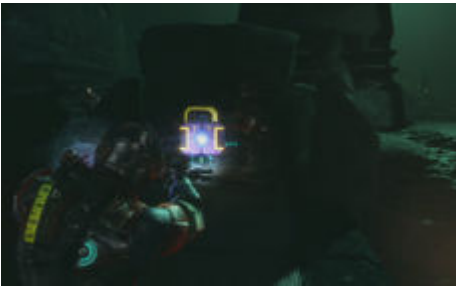
You will get stopped trying to go through the next door. Watch the clip being played, then look at the video message on the back wall. This shows the translation for OPEN which you'll need for the console by the door. Put in the correct symbols, then play them back.



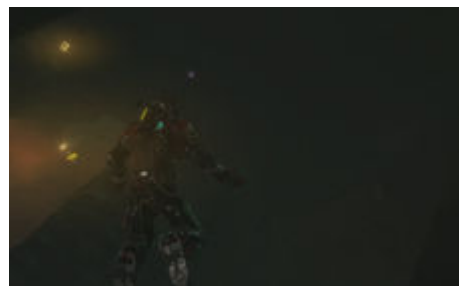
This will open up to a huge room with the green light in it. There will be a cutscene, then it's go time. Go down the catwalk on the right side. When it levels out again, there will be a bot deploy location and an upgrade circuit on a ledge. There will be a console here, so interact with it for it to open up. Use Kinesis to take the item in the console out, and walk it further down the catwalk to clear the way forward.



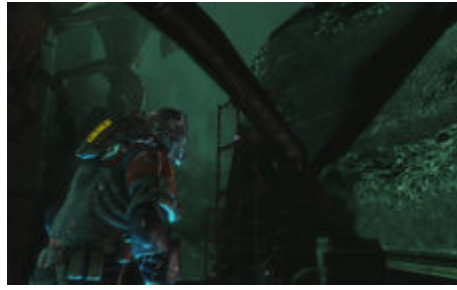
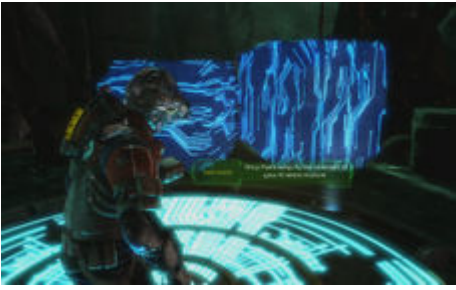
You will see a small cinematic showing Danik running away. Go forward more, taking all the supplies you find. There is a Unitology artifact behind one of the crates. Now go to the console here and take out another timer plate. Put this in the next roadblock to blow it up. Now, go back to the same console to get another timer plate. Putting it in the last roadblock will trigger a cutscene. You are now very far down, and separated from Carver, but you at least have the codex. As you go around the corner, you will be attacked by a large Necromorph.



Kill him off, and you come to a fork in the road. To the left, there is an audio log and the elevator to the Artifact Storage side mission. The right is the way to go to continue the main story. Use the console to reenter the code used earlier to open the next door. Turning on the generator in the next room engages the zero-gravity panels on the floor. Click in the left stick to get off the ground, just like in space. This part can get fairly disorienting, so the advice I have is to land on the ground every time you see anti-grav plates to get your bearings. There is also an Upgrade circuit floating around, so keep your eyes out for a small purple light floating around. Part of the way up is some level ground where you can deploy a scavenger bot.



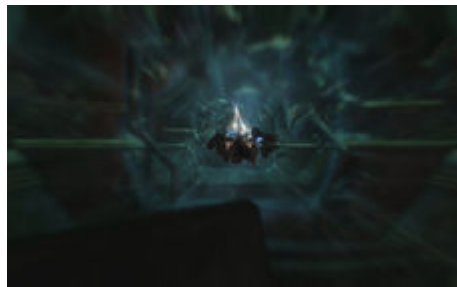
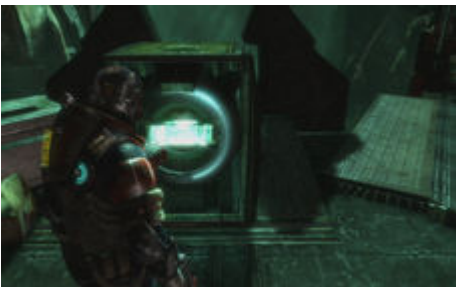
Always try to keep going up. Once you reach the end, you will have to unlock another door with the same translation lock. This time the code is scratched on the wall in case you forget. Put in the code and open the door. The next room has a mysterious circle on the ground. Standing on it will make your Kinesis superpowered. Clear the rocks out of the way, and grab an upgrade circuit from the top of the scaffolding while you are at it.



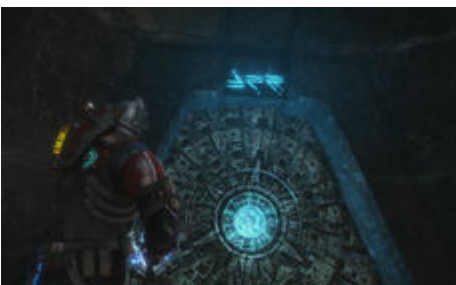
Down the ramp, you will find a weapon part on a crate. Power up the generator to use the bench and the elevator. After riding up the cargo elevator, you stand in front of a huge door with another plate on the ground. Standing on it gives a little bit of info about the area you are at. Turn around to see four glowing orbs. Move them with Kinesis until the stalks they are in resemble the symbol on the door. To do this, move the orbs on the outsides all the way up. Now, move the two orbs on the inside to be in the middle slot.



This will cause a small block to start glowing behind the orbs. Walk over to it to put in the codex. Take the elevator back down, and then run over to the passage you just opened. Ignore the Necromorphs that attack you.



Once through the passage to the heart of the city, use the console to unlock the door in front of you. **WARNING: THE CODE IS DIFFERENT THIS TIME.** If you don't catch what the code is, you cannot back out of entry, and will have to guess. The correct code is above the door.



Once through, going to the immediate left will take you to an Alien artifact. Now, if you look through

the darkness past the plate on the ground, you will see a group of several skeleton monsters. If you have a weapon that will hit multiple enemies, like a ripper weapon, shoot it now to take out as many as you can. Shoot your way through the room. There will be different Necromorphs that will attack you once you make it further into the room. After clearing the room, go to the next door. There is another code over the door to unlock this one. Use the console to put the code in, then go through the door.

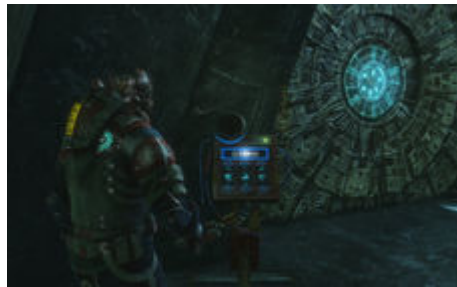


Chapter 18

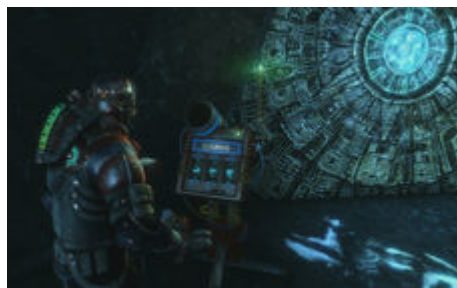
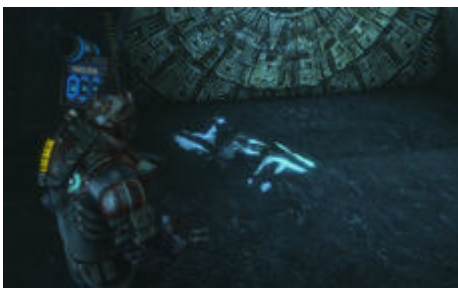
Collectibles	
Artifacts	2
Logs	3
Weapon Parts	2
Blueprints	0
Upgrade Circuits	1

Chapter 18 Collectible Walkthrough

Now you are in a dark room. Go immediately to the right to get two Weapon parts. Now go up the walkway, and to the right. Kill off the ambush you just stumbled into, and grab the Text log. Power up the generator to access the bench. Now go back down the other side of the walkway. There's another door here, so make sure you find the code on the ground before entering it in.



Once through the door, go to the left. About half-way through the room, you will trigger another ambush. Kill off all of the enemies in this red room. Then place a scavenger bot in the middle of the room and find an Alien artifact hiding by some rocks near the next door. Now on to another locked door. Again, take note of the code used, and unlock the door.



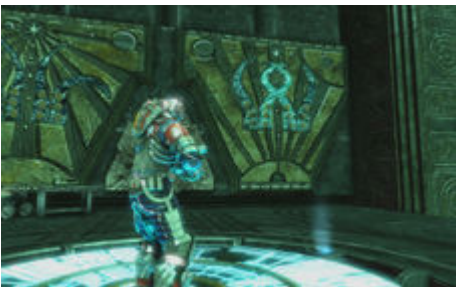
There is another portal-thing here, so go through it. You may need to shoot objects that are blocking your path, so be on your guard. This next room has some supplies to the left, and a few living nodes to kill off. Kill off all of the Necromorphs in the area, then deploy a scavenger bot near the generator and power it up to find an Audio log. Ride the cargo elevator up and right off the bat, start by going behind the elevator to get an Upgrade circuit.



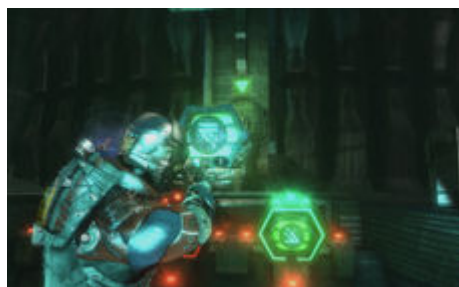
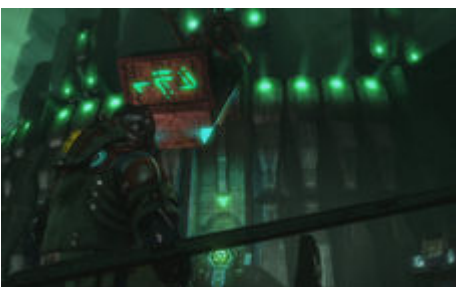
Now go forward to see the machine start to power up. Run over to one of the plates on the ground, and use Kinesis to rip limbs off enemies and shoot it back at them. Ignore the giant stalks for now. Once the enemies are taken care of, use Kinesis to rotate the massive pillars. Line up the ends to similar ends to power all three towers.



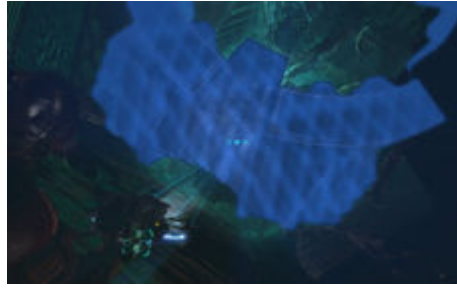
Once the machine is all powered, go back to the elevator to see a large block lit up. Go over to it and put the codex in to continue powering up the machine. Once done, go back down the elevator, and through the portal that brought you here. Backtrack all the way to the four pillars with the glowing balls. Move them again to have them make the OTHER symbol on the door. Do this by putting the outside balls in the middle slots, and the inside balls at the top slots.



This opens up another portal, so power that on with the codex. Go down the cargo elevator and back through the portal. Fight your way through the room, killing all the Unitologists that pop up. As you go into the next room, several statues move to reveal three large blocks and three slots in front of you light up red. The bottoms of the statues show the order that these blocks need to go in. Use Kinesis to grab them and put them in the right order.



This opens up a small door to go through. In here are a few supplies and an audio log. Now, use the console to start climbing again, this time upward. Use Stasis on the giant spinning wheels to get past them. Now go towards the center where the bright light is.

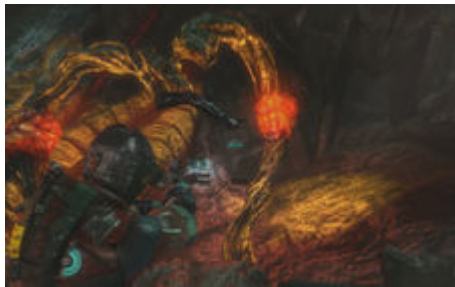


Chapter 19

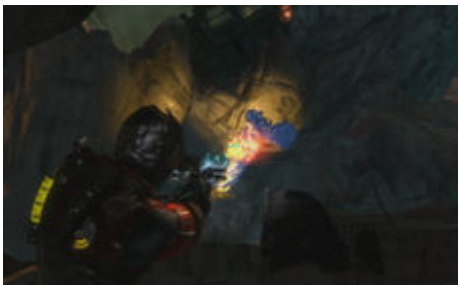
Collectibles	
Artifacts	1
Logs	0
Weapon Parts	0
Blueprints	0
Upgrade Circuits	0

Chapter 19 Collectible Walkthrough

Run along the path in front of you. Keep going until the scorpion Necromorphs start attacking you. Kill them off, and continue forward until you are stopped by a large biological mass as two tentacles pop up to the right of you. Cut one down to spawn a big Necromorph. Kill him off, and the other tentacle will go away.



Run forward into the portal. Dodge the floating rocks as you get whisked along the trail. You land on a bit of land, so hurry and get the supplies scattered around, then continue down the path. Run past everything. There is only one thing you have to kill, and it is a massive tentacle. Use Stasis on everything else, or just keep running past. If you do stop, you will be killed by the giant vortex behind you.



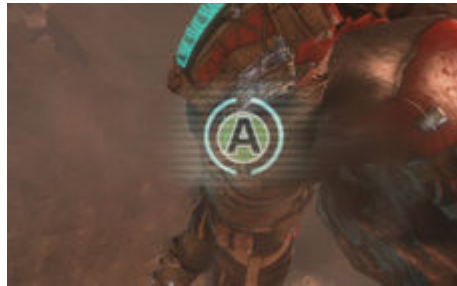
Keep running until you get to a door that closes behind you. Use the bench and suit kiosk if you need to, this will be your last time. Now, go out the door. You get shot along another path, so dodge the incoming debris.



Now for the final fight. Get onto the circular plate on the ground, and use Kinesis on all enemies. To kill the huge monster, use Kinesis on the floating Markers as they go by, and shoot them into the monster's eyes. The monster has three eyes. After hitting the first one, there will be a wave of smaller Necromorphs. Keep taking out the Necromorphs with Kinesis by ripping off their limbs.



Twice, the big monster will latch tentacles on to the ground you are on. Cut them off as quickly as possible to avoid getting sucked in. After taking out the three eyes, the monster will absorb the green light. Use Kinesis on this to grab on to it and rip it out of the monster's stomach. Run over to the rock with the green light now. Mash A/X to get up onto the rock. Sit back and enjoy the end of the game.



Ending

This is the **Ending** to Dead Space 3.

THERE ARE SPOILERS BELOW. THIS IS THE END OF THE GAME. WATCH AT YOUR OWN RISK.

Also, if you stick around to the end of the credits, there is a secret message.

THIS IS THE VIDEO FOR THE END OF THE CREDITS. SPOILER ALERT: WATCH AT YOUR OWN RISK

Side Missions



There are seven **Side Missions** in Dead Space 3. To get one to become your primary goal, press Back, go to the Missions tab, and select the side mission as your primary goal. The missions are as follows

Mission Name	Chapter	How to access
C.M.S. Greely	Chapter 4	When getting in the shuttle to go to the Terra Nova, choose to go to the C.M.S. Greely.
Conning Tower	Chapter 5	When on the tram going from the fore to aft station, stop at the middle station. Go in the door on the left to find the key to the elevator, which is the door on the right.
Supply Depot	Chapter 9	When outside, the Supply Depot is a building that you can enter.
Armory	Chapter 11	After the second time fighting the boss, go across the clearing to the Armory door.
Disposal Services	Chapter 14	The door to this is outside, towards the Geology building. It is by the outdoor cargo elevator.
Reaper Barracks	Chapter 14	After going through the puzzle of lining up the three sections to get a piece of Rosetta, the elevator down is right through the door.
Artifact Storage	Chapter 17	Hack a terminal to power up an elevator. Take this down to start the mission.

C.M.S. Greely

Collectibles	
Artifacts	1
Logs	0
Weapon Parts	2
Blueprints	0
Upgrade Circuits	0
Torque Bar Rooms	1

The first Side Mission takes place at the end of Chapter 4. As you walk out of the Roanoke you'll receive a coded message being broadcast from the C.M.S Greely. Naturally, you get tasked to go and investigate. Fly on over to the transport ship and select the C.M.S. Greely. It's kind of difficult to locate the door to enter the Greely if you don't know what you're looking for. Using your waypoint will point you in the right direction. Other wise just look for the big letters on the side of the ship that say C.M.S Greely, the airlock is located on the left side of that.

Once inside the ship, Santos will be telling you where you need to be going. The first room you walk into there will be loot lockers on the left side, and a Compact Standard Frame on the right.

Go down the ladder into the main hub for the Greely. Since there isn't any power, every door is locked but one. You'll be attacked by one lonely Dog Lurker, take care of it, loot the few lockers in this area then head down the stairs by the windows.

The next area you'll find yourself in a engineering bay. There are a couple crates to loot, then head down the ladder to get to the generator. Use your Kinesis to power it on. This one is different from all the other kinesis doors you have to keep pressing the button to power it up rather than just holding it.



Once the power is on, head back up the ladder. You'll be attacked by a couple Slashers and a Puker Necromorph, so dispose of them and leave the room through the door closest to vent shaft where the Puker came out.

Once in the radio room, go to the blue fuse box and start the mini game to balance the power. It's fairly simple but the combination is below in the picture.



There is a couple things to loot here, stay and listen to the message that automatically starts play if you want, or leave this room through the lower door.

Back in the main hub you be attacked by a couple Slashers, a Puker, and an Exploder. After you've taken care of them, you can head over to the Bench that now has power and deposit your loot or head down the stairs that the first slasher came out.

The next room looks similar to the room the title screen is based on. Right when you enter the room you'll be attacked by a Puker and a few Dog Lurkers. There are a few things to loot here, including an artifact. Once you're done here head down the elevator.

The next set of rooms has a bunch of biohazard crates stored in them. There's a Slasher crawling on the ground behind one set right when you get off the elevator. Take it out and proceed around the room when you get to where the Slasher was crawling, another Slasher will come and attack you from where you just came from. Kill it and proceed into the next room. This next room has a handful of loot crates and a new creature type to the Dead Space cannon. They look like mini Head Crabs from Half-Life. These little Crabs will turn any corpse that still has it's limbs intact into Wasters or Slashers. Since there are no nearby corpses they'll come after you. They're easily disposed of with a pistol or a SMG, the plasma cutter doesn't do to well against them as it's a little slow firing off rounds. Once they're mush on the floor, turn the crank on the wall with your kinesis and open the door to the next area.

There are corpses all over the floor in this next room. It's a good idea whenever you see corpses you should stomp and remove those pesky limbs from them. Unless of course you like the unnecessary challenge and waste of ammo. Walk up the generator that causing all the electricity that's just so conveniently blocking your way. Use your kinesis on the panel with the kinesis symbol on it and walk just off to the side of it and pull on the panel with your other thumbstick. Take the Semiconductor and the machine will turn off. But now gravity panels are going to start popping out of the floor everywhere. Whatever you do don't walk on them, they kill you instantly, but they are great ways to kill Necro's. Head over to the blue panel and use your kinesis on it, a transmission will start playing informing you that the decoder is in the doctors room back at the Hub.



Grab the key off the box on the other side of the blue panel and the Electric Charge weapon upgrade then leave this area. But before you can those crabs will come back. Unless you took care of those corpses on the ground they will do straight to them and turn them into Slashers.

As you backtrack to the main hub sections of the flooring will be blown off from the gravity surges, and you'll be attacked by waves of Slashers and a couple Pukers. A good idea will be putting the gravity panels between you and Necros, as the majority of them will just run right into the panels and kill themselves.

Once back in the hub, you'll be attacked by a small group of Exploders, just hang back in the stairwell and pick them off one by one. Go to the door that has a panel next to it near the Bench. Use the key and enter the room to get the decryption. You'll also find Tungsten in this room as well.

NOTE: If you save and quit or leave the Greely after hearing the decrypted message you will NOT be able to come back into this ship. When you load up your game again it loads you back at the transport ship and the airlock to the Greely will be locked. So if you want to use the Tungsten you found in the good doctors office to make a tungsten crank and open the last door in the hub now is the ONLY time you'll get to do so. I found this out the hard way and unfortunately don't know whats in that room.

Update: In the room, there is some ammo, a stasis pack, a telementy spike (used for crafting), and an upgrade circuit.

That being said leaving the Greely officially ends this side mission.

Conning Tower

Collectibles

Artifacts

Logs

Weapon Parts

Blueprints

Upgrade Circuits

Now you are at Mid-Station. Gear up with all of the loot around, and use the bench through the door on the left to construct anything that you may need. You have to unlock the door with a mini-game. There is a new tip if you go up the stairs by the bench along with an audio log, and the Conning Tower Key. Back out in the main area, now go over to the elevator. Call it, and then go up. Everything seems fine, so stock up on supplies that you find. Go over to open the next door upstairs, and be greeted with an evil plan. Fight your way out until you find the unit on the wall to override the alarm. Once that is shut off, go through the door that shocked you. There are a few more Necromorphs in here, so take them out before continuing forward. A large arc of electricity blocks your path, so shoot the fuse box above it to keep on progressing. Open the door to a surprise. Fight your way through, then take out the other fuse boxes by the electric arcs. Now you are in a room with a cargo elevator. Walk over and use it. You are about to get jumped, so be on your guard. Kill off all the enemies, then walk to the door marked "Your Funeral." Fight through the next door, then notice this guy has a lot of traps. Go down the ladder, and use the bench if you need any supplies. Now go through the door by the bench. There is another arc of electricity and some more enemies, so take care of that. There is also a door that is locked unless you have a Torque Bar. Construct one if you don't have it, and get in the door for oodles of supplies, including an upgrade circuit, weapon part, and some tungsten. Now, go down the stairs by the Torque Bar door. Get close to the electricity arc, and prepare for the Necromorph that jumps through the air vent to you. Shoot through the air vent to take out the control panel for the electricity. Now go into the next room. Loot the Engine room, then go to the elevator. The elevator is another trap. Fight your way through the ambush to the lower floor, and use Kinesis to make all of the circles in the security panel to line up. There is a S.C.A.F. Artifact behind a chair by the security panel. Now go call an elevator and ride it up. Use Stasis on the giant generator, and then Kinesis on the individual power cores. Take out all three to turn off the trap. There is also a text log by the desk. Now go back down the elevator, and backtrack all the way to the reverse-gravity trap. Call for an elevator once you get there. Head on up to Level 3 to come face-to-face with the man who has been tormenting you. Perhaps a little bit anti-climactic, walk over to the cargo elevator and go up. Looks like we need another key. Hop in the elevator and go to Level 2. Loot the crew's quarters to find it. Now back up to Level 3. Use the key to loot the cargo, then head back out to the main room. One last ambush from Edwards. The easiest way to tackle this is to hang out by the cargo elevator. Use it to go up and down to avoid the Necromorphs. Once the room is clear, use the elevator to go back to Level 1. Fight your way back to the Tram to get to the Aft Station

Supply Depot

Collectibles

Artifacts

Logs

Weapon Parts

Blueprints

Upgrade Circuits

Make your way into the supply depot and listen to the audio log on the back wall. Take the elevator next to the suit kiosk up to find a weapon part. Not much else to do up here, so go back down the elevator, and across the hall. In here is a text log and a locked door that needs to be hacked. Use the console next to the door to bypass it and go through into the next room. Not much ahead, so go through a few more rooms until you open up into a room with a man drawn and quartered on the wall. There is an audio log here but not much else. Go up the short stairs and open the next door. Power malfunction, you say? Kill all the Necromorphs that attack, then go through that door. Must have not been too severe a power malfunction, then. Go forward until you open up to the catwalk of a room. Take the ladder down and prepare for a large assault. Fight your way through, then take the power core from powered on console. Move it over to the first open slot, and go through the newly opened door. Inside is a closet with a few Necromorphs, a few crates of supplies, and a weapon part. Now, bring it over to the next console. Going through the newly-opened room, you eventually come across a cargo elevator that needs to be bypassed. This will cause a few Necromorphs to attack, so kill them then ride the elevator up. The next room has a text log and a bench in it if needed. Use Kinesis on the blue circle on the opposite side of the bridge to lower it. This causes a wave of enemies to attack, so fight them all off before advancing. Through the next door there is a spot for a torque bar. Inside is a blueprint as well as two supply boxes. Going through the room across the hall now, you go down a ladder then through a few empty rooms until you enter a room with another ladder. Go up this ladder, then take the elevator up. This new room has an audio log in it, so listen up before heading out to the next room. Go forward until you find a cargo lift. Call for it, and there will be a ton of Necromorphs popping out to kill you. Fight them all off, and the cargo elevator will finish descending. This brings a console to use to open the storage. Congrats! You find two circuit upgrades, a weapon part, and a crate of supplies. Into the next room, there is an audio log as well as a bench. Continue forward, and go down the elevator. Once you come out, there will be an upgrade circuit on the wall. Continue forward until you are back in the room that you started at! Done!

Armory

Collectibles

Artifacts

Logs

Weapon Parts

Blueprints

Upgrade Circuits

As soon as you go in the door towards the armory, you are greeted with a bench and a suit kiosk. There is also a small room here that looks like a security office. Inside is a Unitologist artifact. Once ready, take the elevator down. Deploy a scavenger bot near the tram. Then walk across the lobby towards the bench and take the other elevator down. You are now officially starting the side quest with the third bench in a row.

Continue through this room to a room with a bridge. Use Kinesis on the gate doors that are off to the sides, then kinesis to grab the items behind the gates. Included is an upgrade circuit and plenty of supplies. The next room has a weapon part on a shelf on the left side of the room and some more supplies to grab before going down an elevator. Go through the next room and into a more open room. There is a blueprint in the back behind some lockers. Now, go through the door labeled "Raised Hall." After fighting your way through the room, use the console to unlock the next door. Go through the next several rooms with nothing interesting in them. You will come up on a room that has a bridge. Half-way over the bridge, a body falls from the sky and gets impaled on the railing. Strange. The next room has an upgrade circuit as well as an audio log. You don't have the key to go forward, so use the elevator in the room to go up. Walk out along the walkway and take out the human and Necromorph enemies, then take the cargo elevator down. There is a weapon part on a crate, an audio log, and the armory key. After snagging the key, fight off the wave of Necromorphs, then go back down the elevator and use it on the locked door. You end up in a room that has a bunch of S.C.A.F. mining carts. Kill off the Necromorphs, then wrap around the carts to get to the door. You have to bypass security first, but once done go on through. In this new room, go straight across and fight off the wave of enemies that pop out after you try to open the door for the first time. Once all dead, actually open the door and go through. Go down the hallway and take the elevator up. Now, hang a quick left and unlock the door with the key to go through. You are greeted with human enemies. Kill them, and cross the room. Go through the next room into the elevator at the end, and ride it up. Clear out this room, and then open up the chest. There are two weapon parts and a supply crate here. Now, go down the other elevator in the room, and then straight out to end the side quest.

Disposal Services

Collectibles

Artifacts

Logs

Weapon Parts

Blueprints

Upgrade Circuits

Start off by unlocking the **Disposal Services** door with a key. There is a bench and suit kiosk in this new room, so use them if needed, then go down the elevator right across the hall from where you came in. Go through the next room, and you will get attacked right on the other side of the door. Fight your way through, then go down the short stairs. There's a text log here with some other supplies. After getting these, turn around and go out the large door at the end of the room. Now, go all the way to the back of this new room to get to the new door to advance. You are in what looks like a supply closet. Use the elevator in the room to go up. Fight through this room, then use the ladder to climb up a floor. Go through the next two doors until you get to a console that has to be bypassed. Bypass it, and this will cause Necromorphs to attack. Fight through the enemies, and then go through the door that you just opened. Collect the resources here, and move to the next room. You are greeted with a raised bridge and a ladder. Go down the ladder and around a corner to find an upgrade circuit. Now, look at the puzzle on the wall. Use Kinesis to turn the circles and get all of the end-points to match up with each other. Once done, climb back up the ladder and cross the bridge to the other side. Once down the elevator, you open up into a room with ANOTHER ladder. Climb this one down, and go through a few more rooms to get to a ladder to climb up. SO MANY LADDERS! Go through a door to see a bridge raised. Use Kinesis on a blue circle to lower the bridge. Go to open the door, and find that there's a power malfunction. Kill off the wave of Necromorphs, then continue through the door. There's a bench in the new room, so use it if needed. Go through the next room, and take the cargo elevator down. Fight off the wave of Necromorphs, and continue into the next room. There is a text log here, as well as a few doors. The one straight ahead is a Torque Bar door. Use a torque bar if you have one, and go inside. There are two spare parts boxes, an upgrade circuit, and a weapon part in here. Nice haul. Now, back out to the main room. The door across from the elevator will take you to a room where you can deploy a scavenger bot. After doing that take the elevator down. The next room has a couple enemies, a place to deploy a scavenger bot, and a bench if needed (stock up, you will need it). Advancing into the next room, there is a text log and plenty of supplies. The next room is very blue. If you go all the way to the other side, there is a S.C.A.F. artifact to collect. Now, call down the cargo elevator to get the final wave of Necromorphs. Once they are all dead, the storage crate will finish lowering. Inside are four weapon parts and a spare parts box. Go through the only open door, and use the bench to unload all of your new goodies. Take the elevator up to the room near the start, and you're done!

Reaper Barracks

Collectibles	
Artifacts	1
Logs	0
Weapon Parts	2
Blueprints	0
Upgrade Circuits	0

Start by going down the elevator after unlocking it. Right off the elevator, there is a text log on the ground. Open the grate in front of you, and continue through. There is another text log on the ground as well as a suit kiosk and some supplies. Stock up, then head through the door. There is a THIRD text log on a counter in here. Pick it up and continue out the door at the end of the hallway. Take out the guys across the room on the other walkway, then go down the ladder. Use Stasis on the giant piston to get past it, similar to the obstacle in Chapter 9. Once past the plunger, there is a weapon part on a table by some severed heads. Now, advance to the next plunger. This one isn't moving right now, so we are safe. Tuck into the opening on the left to grap an upgrade circuit and deploy a scavenger bot. Finish your path down the plunger tube, and climb the ladder at the end. Go through the door on the walkway, and into the barracks. Once emptied of Necromorphs, you will find that this room has a bench in it to use. Next to the bench is a room with a S.C.A.F. artifact on the dresser. Once done with this room, go through the next door to be greeted with this precarious situation. Launch any object you can pick up with Kinesis through the beams, tripping the trap. Once clear, continue forward. There is a creepy brainwash movie playing here. Once again, grab anything to trip the explosives guarding the supply chest. Open this to complete the side mission, and get three parts boxes, a blueprint and two weapon parts. Grab the key on your way to the door. You open up into a kitchen. You can go back to the main story if you go through the open door on the left, or you can bypass the second door with the console. After bypassing the door, go through to find another weapon part and upgrade circuit. Now, go back out the door and up the elevator to resume the game.

Artifact Storage

Collectibles

Artifacts

Logs

Weapon Parts

Blueprints

Upgrade Circuits

Start by going down the elevator to a large room with a bench and a suit kiosk. There's both a text log and audio log here. Now, advance forward until you get to a room with no gravity. Lift off, and float downward to the bottom-most bridge. There is a text log on the bridge next to the first big necromorph in the zero gravity tunnel. There is a weapon part off to the side while you are descending. Use Kinesis to grab it.

Enter the next door to go through a hallway to another zero gravity area. Immediately after entering this area check the two side rooms for an upgrade circuit. Fly around the lasers and there will be a text log on the side of the bridge. Enter the next door to find a video message and take note of symbols it shows for WARRIOR. On to a green lit tunnel and finally some action kill of the five or six enemies and head down the hall the next door has a large surprise behind it so be prepared. This is the only enemy from that room, but the next room has a about ten or so small attackers. After taking care of these deploy a scavenger bot at the back of the room and continue on.

Head through the door marked back hall and watch the video message for FINAL. next ur heading back into zero gravity with lasers but there are also about six enemies that attack. Throwing objects through the lasers will make them disappear also flying thru them depending on your difficulty works too. Next to the top bridge there will be another small room with an artifact. Then land on the bridge and hack the terminal.

The next room will contain an upgrade unit next to a bench. Grab some stasis if you have any in your inventory as you might need it next. In the next room you'll find a couple regenerating enemies locked up (they won't attack yet), another video message with the symbols for SACRIFICE, the artifact manifest to complete the mission, a scavenger bot deploy location, and a chest with quite a few upgrade units, some spare parts, and other miscellaneous loot. After looting the chest, exit this room to find a couple of lockers with loot and another door.

Prepare for two invincible enemies and a couple others in the next room. You'll have to stasis them (shooting their limbs off first doesn't hurt) and hack a terminal before you can exit this room. There is also an upgrade circuit down the ladder on the side if you have time. The next room is more zero gravity and the regens won't follow you up the shaft so wait for your stasis to recharge here. Make your way to the top bridge and back to the beginning of the side mission. Open two doors to meet three regens back where you started to quickly stasis them and make your way back up the elevator to finish the mission.

Co-op Missions

C.M.S. Greely

The first Co-op mission can be accessed during the fourth chapter. When you find a transport ship you will have a few locations to choose from. The option that initiates the co-op mission is C.M.S Greely.

When you first arrive you will see the ship. On your left is a corner piece of the ship shaped like a "L." There you will find three crates with ammo and health.



Continue on to the main part of the ship. Watch out for Enemies crawling on the ship. Traverse to the end of the ship where it looks mangled. Go inside to find a chest full of ammo and other goodies.



C.M.S. Brusilov

Carver starts to experience Hallucinations similar to what Issac experienced in Dead Space and Dead Space 2.

INCORRECTLY PERCEIVED AS GLITCHES

1. Carver will claim to hear a little boy while the player playing Isaac cannot hear him. This is due to Carver perceiving the Marker's hallucinations (instead of Isaac).
2. In the cut-scene when Carver picks up the little boy, the little boy (or dog) cannot be seen by the player playing as Isaac.

Archeology

Side Missions



There are seven **Side Missions** in Dead Space 3. To get one to become your primary goal, press Back, go to the Missions tab, and select the side mission as your primary goal. The missions are as follows

Mission Name	Chapter	How to access
C.M.S. Greely	Chapter 4	When getting in the shuttle to go to the Terra Nova, choose to go to the C.M.S. Greely.
Conning Tower	Chapter 5	When on the tram going from the fore to aft station, stop at the middle station. Go in the door on the left to find the key to the elevator, which is the door on the right.
Supply Depot	Chapter 9	When outside, the Supply Depot is a building that you can enter.
Armory	Chapter 11	After the second time fighting the boss, go across the clearing to the Armory door.
Disposal Services	Chapter 14	The door to this is outside, towards the Geology building. It is by the outdoor cargo elevator.
Reaper Barracks	Chapter 14	After going through the puzzle of lining up the three sections to get a piece of Rosetta, the elevator down is right through the door.
Artifact Storage	Chapter 17	Hack a terminal to power up an elevator. Take this down to start the mission.

Starter Guide



Dead Space 3 introduces many new concepts that even veteran fans of the series may be unfamiliar with. Here is a guide to help you get started on the right foot, discover helpful practices, and other general strategy.

Basics

Resources

There are now resources in Dead Space 3, replacing money from previous games. Resources can be used to craft many different things, from health and ammo packs to new weapons. These resources are fairly common, and they do not take up space in your inventory, so make sure to pick them up every time you find some. To conserve on resources at the beginning, skip crafting items, and instead focus on putting your resources to use upgrading your RIG. Weapon parts get discovered with enough frequency that you never really need to construct any parts. Once scavenger bots are found, always remember to have them deployed. It makes no sense to have them sit in your inventory when they are only gone for 10 minutes!

If you are only a few resources shy of a big upgrade, you can dismantle some of your supplies. Taking apart health packs will give you somatic gel. Similarly, stasis packs give you transducers and taking apart ammo packs will net you scrap metal. Lastly, your resources are saved in your inventory if you jump around from chapter to chapter using the chapter select option. This means you can go back to early levels and blow through them with your upgraded weapons to collect as many resources as you can, and then take these resources with you back to a later chapter and purchase an upgrade you need.



Combat

Issac is much more mobile this time around, and there are new mechanics to showcase this. Rolling, for example, is new. If an attack is coming straight for you, you can dive and roll out of the way simply by tapping the sprint button twice. You can also crouch down at any time, and if you crouch by boxes or other obstacles you will take cover behind them. When facing off against Necromorphs, always aim for the arms/head/legs. Dismembering enemies will slow them down and weaken them more than just shooting them in the chest. If you have a weapon with a rotator cuff installed on it, use the alt-fire button to rotate the angle of the shot to easily slice off arms, legs, tentacles, or other extremities. Melee can be used without aiming down the sights, and should only be used if you are getting closed in on by a weakened enemy. Melee is pretty weak, but if you mash the melee button, you can sometimes get a nice combo going.

Issac also has access to both Kinesis and Stasis powers. Stasis can come in very handy with large groups of enemies or with fast enemies. It allows you to freeze them in their tracks for a bit to easily take them out. There is also an achievement or trophy for killing enemies while they are Stasis'd. Kinesis can be used in a pinch when ammo is low. Cut off a Necromorph's arm? Throw it back at him to kill him!

Co-Op

Co-Op is also new to the franchise. Playing along with a buddy generally makes the game easier, as there are now two people picking off Necromorphs instead of just one. Another way that Co-Op makes the game a bit easier is that resources and other items found in lockers actually duplicate themselves. This means that both players can stock up on that ammo pack you found while trudging across Tau Volantis. If one player is in need of some health or other item, players can be share items easily as well. Simply pull up your inventory, highlight the item you want, select it, then pick "Share." It will be sent to your partner immediately for use.

Quick Tips

- Shoot off the legs of Necromorphs. It slows them down to make it easier to deal the deathblow.
- Dump your starter guns as fast as possible. They are very weak.
- Keep your weapons upgraded as far as they can at any given moment.
- Always make sure to have a few health packs in your inventory. If you are out, craft some.
- There is no cost to using Kinesis, so fire away!

- Replay old levels to get a stock pile of resources.
- Focus resources on RIG upgrades first before constructing extra weapon parts.
- Listen carefully for a sound indicating that there is a spot nearby to place a scavenger bot. It is much safer to listen for the sound then to walk around with the scavenger bot in your hand instead of a weapon.
- Keep your weapons balanced. If you walk around with weapons that are only effective at long range, you will not stand much of a chance if you get cornered. A long range and close range combination will get you out of just about any situation.

Feel free to add your own tips to the page by clicking [Edit](#), but please respect the style of the page and its existing content.

Universe

The Dead Space 3 **Universe** pages contain information on Characters, Locations and other expanded universe aspects of Dead Space like books and films.

Characters

These sections cover bios and other information for the main **Characters** of Dead Space 3.

The main character in Dead Space 3 is once again Isaac Clarke. Isaac's armor in Dead Space 3 reflects the slender, angular design of his Dead Space 2 RIG, which is reflected in his co-op partner as well. Clarke is still struggling with his psyche, and experiences hallucinations of monsters. Ellie from Dead Space 2 will also return in Dead Space 3.

			
Isaac Clarke	Ellie Langford	John Carver	

New Characters

- Jennifer Santos - Jennifer is a member of Ellie's team, who tried to reach Tau Volantis.
- Robert Norton - Captain of the USM Eudora, he helps Ellie and Isaac on their mission to destroy the marker.

Co-op Partner

This video introduces a character named John Carver, who is the co-op character in Dead Space 3.[1] The short released by EA on May 29, 2012 features a character who fits the description leaked previously ("a man with a gnarly scar on his face, an engineering RIG of his own, and glowing red eyes peering from his helmet.") to a tee. According to the video's YouTube description, the character is Earthgov Sergeant John Carver. Carver "witnesses an attack on the Marker Site he guards which changes his life forever," leading him to "fight his way through a colony now in complete chaos as he begins to discover how important he is in fighting the Necromorph plague."

Most importantly, the description notes that "this is just the start of John Carver's saga in the Dead Space Universe."

Isaac Clarke



Engineer First Class **Isaac Clarke** has gone into hiding after the massive destruction of the Sprawl out of fear of being dragged into another Necromorph outbreak. In Dead Space 3, Captain Robert Norton and Sergeant John Carver break into Issac's room and request that he join them in a mission to save Ellie Langford, all while John holds Issac at gunpoint. He goes with the intention to save Ellie and go back into hiding but a new discovery on the CMS Roanoke could result in an end to the Necromorph threat forever, and Issac is the only person who can do it.

John Carver



Very little is known about **John Carver**, the nominal "second player" character in Dead Space 3. This game is Carver's first appearance, so he has no carried-over baggage from the previous two installments.

Sergeant John Carver is an Earth Defense Force officer assigned on Uxor. He witnessed the destruction of Marker Shroud 4 and the activation of the Marker, which resulted in a Necromorph outbreak. During the chaos he fought through the hordes to find his family. Both his wife and son are dead but the circumstances surrounding their deaths are unknown.

While Isaac Clarke has been confronted with the Marker's Influence on the USG Ishimura and on Titan Station, Carver suffers hallucinations and signs of dementia on Tau Volantis, leaving him to fight hallucinations within his mind while Isaac must defend him in the real world from Necromorphs.

Ellie Langford



Ellie Langford was a Heavy Equipment Pilot aboard "The Sprawl", a large space colony in the Solar System which served as a space-dock for various vessels, including the planet-cracker, USG Ishimura. She featured prominently in Dead Space 2 as Isaac's partner and - aside from Isaac Clarke, Lexine Murdoch-Weller (Dead Space 2 Severed), and Tyler Radikov (Dead Space Mobile) - is the only survivor of Sprawl's destruction.

After surviving the destruction of Titan Station, Ellie began a relationship with Isaac. Their relationship soon became strained, however, as Ellie wanted to find a way end the threat of the Markers and Isaac wanted nothing more to do with them. Eventually they separated. She eventually began a relationship with Earthgov Captain Robert Norton and joined them in their efforts to end the Necromorph threat. Eventually she went on a mission hoping to discover the source of the Markers. After traveling to Tau Volantis, she dropped out of contact.

Santos

Jennifer Santos is a female scientist that was assigned to Ellie Langford's crew who acts as Isaac's guide, radio contact, and source of information throughout the game.

Tim Caufman

Private Tim Caufman was a member of the Sovereign Colonies Armed Forces stationed on Tau Volantis in 2314, 200 years before the events of Dead Space 3. He is the primary playable character during the Prologue.

Sam Ackerman

Private Sam Ackerman was a member of the Sovereign Colonies Armed Forces stationed on Tau Volantis in 2314, 200 years before the events of Dead Space 3. He is the secondary playable character during the Prologue.

Jacob Danik



Jacob Danik is the leader of the Unitologist group known as the Circle. Like Issac Clarke and his allies, Danik and his brethren head to Tau Volantis to discover the origins of the Markers in order to find it and claim it for their religion.

Robert Norton



Robert Norton is the captain of the USM Eudora and an officer of Earth Government's Earth Defense Force. He infiltrates New Horizons Lunar Colony with John Carver after tracking down Issac Clarke's current location. While holding Issac at gunpoint, he demands Issac to join them on a mission to rescue Ellie Langford after she and her crew disappeared near Tal Volantis.

Locations

Dead Space 3 begins 200 years prior to the main story of Isaac Clarke, as TimCaufamn wanders through the white-out blizzard conditions of Tau Volantis, to locate a data storage device

Tau Volantis

Tau Volantis is the main setting of Dead Space 3. It is a cold, ice-covered world which a Sovereign Colonies Armed Forces (S.C.A.F.) flotilla discovered 200 years before the start of the game. The S.C.A.F. expedition set up several research stations on the planet, but both the researchers and the crew of the orbiting flotilla mysteriously vanished shortly afterward and were never heard from again.

Isaac Clarke journeys to Tau Volantis with John Carver aboard a decommissioned *S.C.A.F. shuttle* after learning that the planet may be the source of the Markers that cause the Necromorph infection.

CMS Roanoke

The **CMS Roanoke** is a derelict ship orbiting Tau Volantis with the 200-year old Sovereign Colonies Armed Forces flotilla.

When the USM Eudora is damaged by automated mines while en route to Tau Volantis, Isaac Clarke and the Eudora's crew evacuate to the CMS Roanoke. There, Isaac discovers that the ship was the victim of a Necromorph outbreak, and dormant Necromorphs awakened by the intruders begin to attack.

New Horizons Lunar Colony

New Horizons Lunar Colony is a city on Earth's Moon administered by EarthGov. Sometime after the events of Dead Space 2, Isaac Clarke came to live in the Earthrise Apartments complex in the city. At the start of Dead Space 3, Captain Robert Norton of the USM Eudora and John Carver locate Isaac, hoping to gain his insight into the Markers, and attempt to evacuate him from the city in the midst of a Unitologist uprising.

Collectibles



There are many things to **collect** in Dead Space 3. They all fall under five different categories. There are the Artifacts, the Logs, the Weapon Parts, the Blueprints and the Upgrade Circuits.




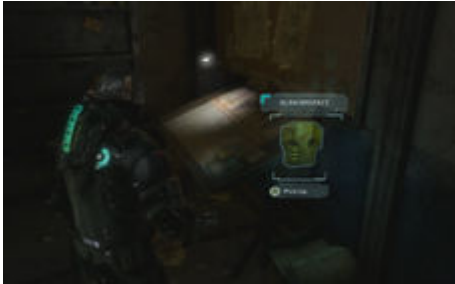

Chapter	# of Artifacts	# of Logs	# of Weapon Parts	# of Blueprints	# of Upgrade Circuits
Prologue	1	0	0	0	0
Chapter 1	2	2	0	0	0
Chapter 2	1	1	0	0	0
Chapter 3	1	2	2	0	2
Chapter 4	6	8	12	1	7
Chapter 5	3	9	6	0	6
Chapter 6	1	1	1	0	2
Chapter 7	0	0	0	0	0
Chapter 8	1	4	3	1	2
Chapter 9	3	11	8	3	5
Chapter 10	2	1	4	0	1
Chapter 11	4	10	9	2	10
Chapter 12	0	0	0	0	0
Chapter 13	1	0	4	1	1
Chapter 14	7	11	14	3	13
Chapter 15	0	2	0	0	0
Chapter 16	0	1	4	1	1
Chapter 17	4	7	2	0	10
Chapter 18	2	3	2	0	1

Artifacts

Artifacts come in a few different forms: There's the Alien Artifacts, the S.C.A.F. Artifacts, the Unitology Artifacts and the EarthGov Artifacts. They all, when collected, provide some background information.

Alien Artifacts

Alien Artifacts are one of the Collectibles in Dead Space 3. There are 10 of them through the game.

Chapter	Location	Picture
Chapter 4	On the Side Mission C.M.S. Greely. It's on the right wall of the room with many frozen experiments.	
Chapter 10	after going through the tunnel after finishing the 3rd human encounter, before entering the small building go to the right	
Chapter 14	After deploying the gas for the first time, in the same room as a Rosetta piece.	
Chapter 14	On the desk after using the gas chamber for the second time.	
Chapter 17	Right at the start of Chapter 17.	

Chapter 17 On the other side of the first door you open after taking the passage from the codex.



Chapter 17 Find an alcove with the artifact when you start at the bottom of a zero-gravity tower in the Artifact Storage side mission

Chapter 18 By the exit of a red room, hiding in some rocks.






Chapter 18 By the massive tower that you have to rotate with Kinesis pads, on the left.

Chapter 19 After taking out the big tentacles that block your path at the beginning of the chapter, go down a side path.

S.C.A.F. Artifacts

S.C.A.F. Artifacts are one of the Collectibles in the game Dead Space 3.

Chapter	Location	Picture
Prologue	Go immediately to the left once the game starts.	
Chapter 3	On the stage in the projection room.	
Chapter 4	Right past the airlock door out to space, there is a trench with the artifact at the bottom.	
Chapter 4	Next to the C.M.S. Brusilov is a large hunk of ship. Under it is a door that, when opened, has an artifact and Upgrade Circuit inside.	
Chapter 4	Next to the C.M.S. Greely there is a hunk of ship with a door on the bottom. There is an artifact as well as a Weapon Part down here.	
Chapter 5	Right by the pilot's seat on the ship.	
Chapter 5	Right after Isaac explains Kinesis as a weapon, it is on the upper catwalk.	
Chapter 5	During the Conning Tower mission, in the control room on a desk.	
Chapter 6	After getting booted out into space, go under the ship you are at to find it.	

Chapter 8 Before approaching the waystation you will pass a cave entrance to the right, to the left is a ladder, climb it. once on the walkways turn left.



Chapter 9 after the second encounter with the feeders, there will be a small bloody closet to the left, once in it go to the right



Chapter 9 Before taking the storage elevator down, it is off to the right in a small alcove.

Chapter 9 after defeating the snow beast and entering the facility, in the second room (after switching discs on 360) there will be a ladder to the right, in the back left behind a curtain



Chapter 10 Located behind a pillar after defeating the giant drill.



Chapter 13 after lowering the cage, entering an ice cave and ascending a cliff, you will see two paths, go right, after encountering enemies you will see another two paths, go left. it is on the left



Chapter 14 Before entering a building, in an area filled with ice blocks and sprinting enemies, on the right side between a supply crate and an ice wall







Chapter 14 During the Reaper Barracks side mission, it is located in a small bunk room.

Chapter 14

During the Disposal Services side mission, in the explosive storage area by a door on the far side of the room.

Unitology Artifacts

Unitology Artifacts are one of the Collectibles found in Dead Space 3.

Chapter	Location	Picture
Chapter 1	Behind the desk right before the Gift Shop	
Chapter 11	To the right of the front door of the barracks.	
Chapter 11	Right after getting the Armory key, go to the end of the tube where there is a console to hack.	
Chapter 11	After an encounter the snow beast you will enter a building with a desk to the right, go around to the other side of the desk	
Chapter 14	to the left of the entrance of Disposal services, after an encounter with the sprinting enemies	




Chapter 17

before the second bolder that is blown up, to the left next to a container



EarthGov Artifacts

EarthGov Artifacts are one of the Collectibles found in Dead Space 3.

Chapter	Location	Picture
Chapter 1	In the room to the left of you after you use Stasis to cross the highway.	
Chapter 2	On the ship, go down the long hallway to the left before entering the ship's bridge	
Chapter 4	In the Admiral's cabin, after Isaac sees writing on the wall and freaks out.	
Chapter 4	On the C.M.S. Brusilov there is a long hallway with a small room to the left	
Chapter 11	After opening the container at the end of the Archeology co-op mission, continue into a security room and look on the shelves.	
Chapter 14	During Marker Containment after taking a cargo elevator up to a catwalk in the munitions control room, go to the end of the catwalk.	

Logs

Logs are one of the Collectibles found in Dead Space 3. They are divided into two groups: Audio Logs and Text Logs.

Audio Logs

For the full section on Audio Logs, go to the Audio Logs page.

Audio Logs in Dead Space 3 are presented as computer screens that play small clips of audio from diaries, journals, and other sources of information. They usually provide some detail and background information on either the location Isaac is at or the mission he is on. Sometimes, audio logs need to be powered back on before they can be accessed.



Audio Logs

Isaac Clarke and John Carver can discover **Audio Logs** in Dead Space 3. Per usual, each tells a small story about unseen characters and the setting they explore. Below are a few samples of the disturbing audio diaries you'll discover throughout Dead Space 3. There are 36 audio logs scattered throughout the game.

Logs

Piece by Piece

They Must Eat

Freezing Soldiers

Text Logs


Text Logs are one of the Collectibles found in Dead Space 3. They are chunks of text left behind by a vast array of people. Some logs detail experiments done by scientists, some are personal logs from soldiers, and others are just cries for help. There are 35 text logs scattered throughout the game.

Weapon Parts

Weapon Parts are one of the Collectibles in Dead Space 3. Although you can construct weapons with found supplies, finding weapon parts saves both time and resources. There are a total of 73 weapon parts throughout the game. Finding all weapon parts will grant the player an achievement/trophy along with the Crafters Circuit Set and the Deep Dig Suit.

Blueprints

Blueprints are one of the Collectibles found in Dead Space 3. They can be used to build new Weapons at benches. Once the player finds all the blue prints they will get special circuits.

Chapter	Location	Picture
Chapter 4	In a room marked "Crew Access." Shotgun blueprint	
Chapter 8	In one of the warm up huts at the Aloha station. Bolas gun blueprint	
Chapter 9	Right behind where you pick up the Supply Depot key. Medic Support handgun blueprint	
Chapter 9	In a Torque Bar room on the Supply Depot side mission. Heavy Metal Thunder blueprint	
Chapter 9	Up a ladder and on a desk. Pulse Rifle blueprint	
Chapter 11	On the floor in the Armory side mission. Contact Beam blueprint	
Chapter 11	On the floor of a Torque Bar room in the Archeology side mission. Flamethrower blueprint	
Chapter 13	Outside behind a warming hut. HUN-EI Badger blueprint	
Chapter 14	On the back end of a truck outdoors. Seeker Rifle blueprint	
Chapter 14	In a Torque Bar room in the Geology area. Hot Death blueprint	
Chapter 14	In the supply crate at the end of the Reaper Bararcks side mission. Show Stopper blueprint	
Chapter 16	Right at the start, it is under some scaffolding. Javelin Gun blueprint	

Peng Location

There is Always Peng! Here is a quick video with simple instructions to find Peng in Dead Space 3. It is located in Chapter 14.

Here is another way to get the There's always PENG! achievement.

In every Dead Space game there is an achievement that all the hardcore fans must go after. It's called PENG! In Dead Space 3 they have you looking for the little trophy yet again. In order for you to find it you must have your Rig upgraded with a Kinesis distance, and be on the optional objective in chapter 14 while in the Reaper Barracks. You will find it behind the pump that's running when you get to the bottom floor. It should also be noted that this achievement can not be obtained by both players if playing co-op. The achievement will be given to the player that picks up the Peng Trophy first. The Trophy can be given to your co-op partner but they still will not receive the achievement.

Unlockables and Secrets

This section collects the many Cheats, Easter Eggs, hidden references and messages, **Unlockables and Secrets** in Dead Space 3.

Hidden Message in Chapter Titles

During your playthrough of Dead Space 3, chapter names will come up briefly on your screen before fading away. Taking the first letter from each of those chapter titles reveals a secret message. It reads:

BROTHER MOONS ARE AWAKE

Here is an analysis of the message:

Spoiler - Click to see/hide

The individual chapter names are as follows:

Beginnings - Prologue
Rude Awakening - Chapter 1
On Your Own - Chapter 2
The Lost Flotilla - Chapter 3
History's Ember - Chapter 4
Expect Delays - Chapter 5
Repair to Ride - Chapter 6
Mayhem - Chapter 7
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Endings - Chapter 19

Spoiler - Click to see/hide

The Foam Finger

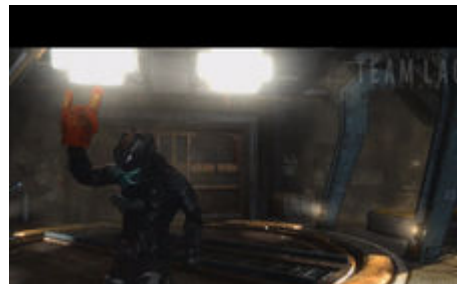
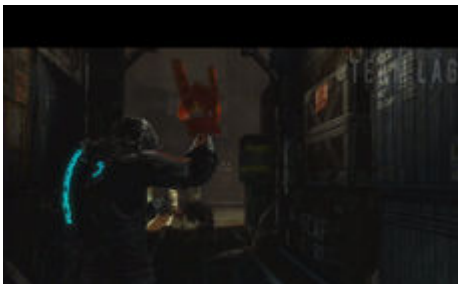
The Foam Finger, also known as The Devil Horns, return in Dead Space 3 as the most powerful

weapon in the game. It is a (mostly) one-shot kill weapon, with the main weapon being "Bang!" and the alt-fire being "Pew!" When reloading, Isaac will perform a "rocking out" animation, and a metal guitar riff will play.

The weapon is modifiable, with the option to add or drop the alt-fire to it.



To unlock The Devil Horns, you must first beat the main campaign. Then, you have to play over again with the New Game+ mode, but have difficulty set on "Classic." Once you beat Classic mode on New Game+, you should have the weapon!



Mjolnir (Thor's Hammer Gun)

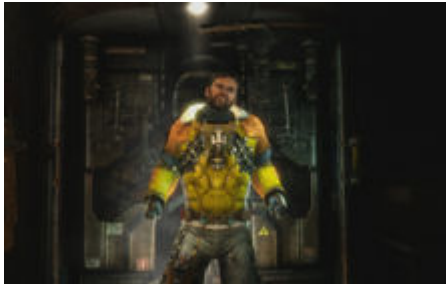
In Dead Space 3 you can build a gun called Mjöltnir. This is a reference to the God of Thunder Thor. A weapon born of Valhalla: an advanced Chain Lightning Gun and Hydraulic Hammer.



Unlockable Suits



There are many different Suits in Dead Space 3. All of them are listed below.

Suit	How to Unlock	Picture
EVA	Chapter 3	
Arctic Survival Suit	Chapter 8	
Archaeologist Suit	Chapter 11	
Legionary Suit	Chapter 14	
Elite Suit	Chapter 16	
Engineering Suit	Beat the game on any difficulty	
Security Suit	Beat the game on any difficulty	Note: This suit is only applied to Carver. Instead of the Engineering suit, he gets the Security Suit from Dead Space 2,
Hostile Environment Suit	Unlocked by completing all optional (including co-op) missions	
Deep Dig Suit	Unlocked by collecting all Weapon Parts	
Flight Suit	Unlocked by collecting all Artifacts	

N7 Armor

Mass Effect 3 gamesave



Tundra Recon Suit

Tundra Recon Pack DLC or Tau Volantis Survival Kit DLC

Marauder Suit

Marauder Pack DLC or Tau Volantis Survival Kit DLC

Sharpshooter Suit

Sharpshooter Pack DLC or Tau Volantis Survival Pack DLC

First Contact Suit

Limited Edition DLC

Witness Suit

Limited Edition DLC

Bonus Content

?Dead Space 3 players can obtain Bonus Content for the game by pre-ordering, participating in select promotions, having save files from other games, and by reaching certain Dead Space 3 gameplay milestones. Once unlocked, Bonus Content is immediately available to the player via Suit Kiosks and the Safe.

Pre-order Bonuses

- **EG-900 SMG** - A submachine gun available to players who pre-ordered Dead Space 3 from Gamestop.



- **Tesla Enervator** - An electrical weapon available to players who pre-ordered Dead Space 3 from Amazon.com.



Limited Edition Bonuses

If you purchase the Limited Edition version, a pop-up will appear when you enter your online pass code. To access them, you need to get to a bench for weapons and a suit kiosk for the different suits.

- **First Contact Suit** - A unique suit included in the Limited Edition.
- **Negotiator** - A combination Tesla Beam and Line Gun included in the Limited Edition.
- **Witness Suit** - A unique suit included in the Limited Edition.
- **Evangelizer** - A combination assault rifle and shotgun included in the Limited Edition.



Save File Bonuses

If you have these save files on your hard drive, a pop-up will appear when you start the game saying that you have unlocked these items. To access them, you need to get to a bench for weapons and a suit kiosk for the different suits.

- **Planet Cracker Plasma Cutter** - A unique Plasma Cutter with improved stats, available if the player has a Dead Space 2 save file.



- **N7 Suit** - A unique suit based on Commander Shepard's armor in Mass Effect, available if the player has a Mass Effect 3 save file.



Promotion Bonuses

Get these by going to "Extras" on the main menu, then entering a code after clicking on "Redeem Content."

- **Broadbow Arc Cutter** - A unique Line Gun obtained by participating in the Slim Jim Every Code Wins promotion with EA.



- **Rapido CAW-4b** - A unique Pulse Rifle obtained by participating in the Slim Jim Every Code Wins promotion with EA.



- **The Skewer** - A unique Javelin Gun obtained by participating in the Slim Jim Every Code Wins promotion with EA.



Gameplay Milestone Bonuses

Game Completion Unlocks

- **New Game +** - Allows the player to replay Dead Space 3 with all weapons and equipment from a previously completed game. Unlocked by completing Dead Space 3 on any difficulty.
- **Dead Space Legends Suit Set** - Unlocked by completing Dead Space 3 on any difficulty.
- **+3 CLP Circuit Set** - Unlocked by completing Dead Space 3 on Casual difficulty.
- **+3 RLD Circuit Set** - Unlocked by completing Dead Space 3 on Normal difficulty.
- **+3 SPD Circuit Set** - Unlocked by completing Dead Space 3 on Hard difficulty.
- **+3 DMG Circuit Set** - Unlocked by completing Dead Space 3 on Impossible difficulty.
- **Retro Mode** - Unlocked by completing Dead Space 3 in Hardcore Mode.

Optional Mission Unlocks

- **MK-II Overclocked Frame Set** - Unlocked by completing all optional (including co-op) missions.
- **Hostile Environment Suit** - Unlocked by completing all optional (including co-op) missions.

Artifact Collection Unlocks

- **MK-II Overclocked Tip Set** - Unlocked by collecting all Artifacts in Dead Space 3.
- **Flight Suit** - Unlocked by collecting all Artifacts in Dead Space 3.
- **EarthGov Circuit Set** - Unlocked by collecting all EarthGov Artifacts.
- **Unitologist Circuit Set** - Unlocked by collecting all Unitology Artifacts.
- **S.C.A.F. Circuit Set** - Unlocked by collecting all S.C.A.F. Artifacts.
- **Alien Circuit Set** - Unlocked by collecting all Alien Artifacts.

Log Collection Unlocks

- **MK-II Overclocked Module Set** - Unlocked by collecting all Logs in Dead Space 3.
- **Research Circuit Set** - Unlocked by collecting all Text Logs.
- **Comms Circuit Set** - Unlocked by collecting all Audio Logs.

Weapon Collection Unlocks

- **Crafter's Circuit Set** - Unlocked by collecting all weapon parts in Dead Space 3.
- **Deep Dig Suit** - Unlocked by collecting all weapon parts in Dead Space 3.
- **Builder's Circuit Set** - Unlocked by collecting all blueprints in Dead Space 3.
- **MK-II Overclocked Attachment Set** - Unlocked by collecting all circuits in Dead Space 3.

Bonus Content

Dead Space 3 players can obtain **Bonus Content** for the game by pre-ordering, participating in select promotions, having save files from other games, and by reaching certain Dead Space 3 gameplay milestones. Once unlocked, Bonus Content is immediately available to the player via Suit Kiosks and the Safe.

For paid content players can purchase to expand the game, see DLC.

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- **Stasis Support Attachment** - A weapon attachment, available if the player has completed the Dead Space 3 demo (single-player or co-op).

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Gameplay Milestone Bonuses

Game Completion Unlocks

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- **New Game +** - Allows the player to replay Dead Space 3 with all weapons and equipment from a previously completed game. Unlocked by completing Dead Space 3 on any difficulty.
- **Classic Mode** - Unlocked by completing Dead Space 3 on any difficulty.
- **Hardcore Mode** - Unlocked by completing Dead Space 3 on any difficulty.
- **Pure Survival Mode** - Unlocked by completing Dead Space 3 on any difficulty.
- **The Devil's Horns** - Unlocked by completing Dead Space 3 in Classic Mode.
- **Retro Mode** - Unlocked by completing Dead Space 3 in Hardcore Mode.

Optional Mission Unlocks

- **MK-II Overclocked Frame Set** - Unlocked by completing all optional (including co-op) missions.
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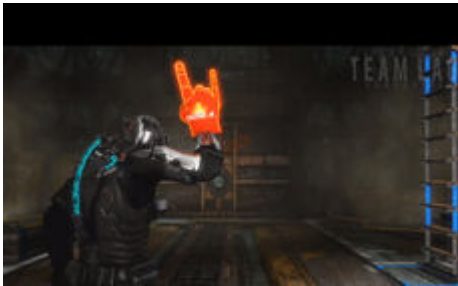
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How to Unlock the Foam Finger

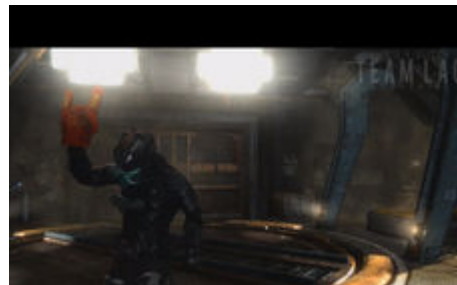
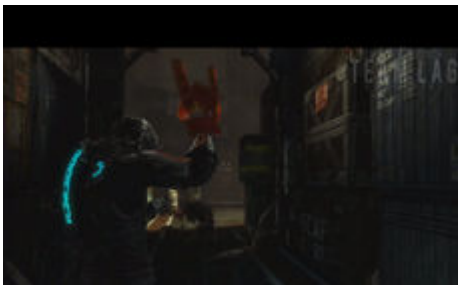
The Foam Finger, also known as The Devil Horns, return in Dead Space 3 as the most powerful weapon in the game. It is a (mostly) one-shot kill weapon, with the main weapon being "Bang!" and the alt-fire being "Pew!" When reloading, Isaac will perform a "rocking out" animation, and a metal guitar riff will play.

The weapon is modifiable, with the option to add or drop the alt-fire to it.



How to Unlock

To unlock The Devil Horns, you must first beat the main campaign. Then, you have to play over again with the New Game+ mode, but have difficulty set on "Classic." Once you beat Classic mode on New Game+, you should have the weapon!



Easter Eggs

Spoiler Warning!

During your playthrough of Dead Space 3, chapter names will come up briefly on your screen before fading away. If you take the first letter from each of those chapter titles a secret message can be revealed. It reads...

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MJölnir (Thor's Hammer)

In Dead Space 3 you can build a gun called Mjölnir. This is a reference to the God of Thunder Thor.

A weapon born of Valhalla: an advanced Chain Lightning Gun and Hydraulic Hammer.

Main Menu Background Camera

On any of the main menu screens, you can use the camera controls to look around the room and see

what is going on in the background. It seems to be most like the biology department second room, having the same roof, the necromorph specimen and the anatomy of a necromorph drawings on the wall.

Secret Achievements and Trophies

There are a few **Secret Achievements and Trophies** in Dead Space 3. A video will be here soon detailing how to get them all. If you know you've failed at any time you can pause, save and quit, and then load from last save to start where the achievement / trophy process begins.

Under a Buck

The "Under a Buck" achievement / trophy can be found in Chapter 4 of Dead Space 3. When entering the officers chamber you will spot a Buck mounted to the wall. Shoot it down to get this secret achievement.

10G

Under A Buck

Shoot the deer head trophy in the Admiral's Quarters.

Space Ace

The "Space Ace" achievement / trophy can be found in Chapter 7 of Dead Space 3. While crashing into the planet you need to shoot 70 targets. There is no cool down on your weapons so you can fire the second you lock onto anything. Right before you crash into the planet the achievement should unlock. If you know you've failed at any time you can pause, save and quit, and then load from last save to start where the achievement / trophy process begins.

20G

Space Ace

Shoot at least 70 targets during the ride to Tau Volantis.

Hungry

The "Hungry" achievement / trophy can be found in Chapter 9 of Dead Space 3. After spotting the first feeder this process will begin. Upon entering the next room do not use your weapon. Follow the right side of the room and make your way to the exit. In the next area follow the left hand side of the room, and continue to avoid all feeders. The achievement should then unlock.

If you know you've failed at any time you can pause, save and quit, and then load from last save to start where the achievement / trophy process begins.

20G

Hungry

Reach the pump room of the Waystation without alerting any Feeders.

Drill Sergeant

The "Drill Sergeant" achievement / trophy can be found in Chapter 10 of Dead Space 3. You need to completely avoid the drill and not take any damage during the fight. Do this on the easiest difficulty. A

machine gun + line cutter weapon works best especially if it has stasis ammo included. Also, make sure you have plenty of ammo and stasis packs before beginning. Once the drill starts, stand to it's left hit it with stasis as soon as it goes in front of the vent on the opposite side of the room. Focus on the vent where enemies are coming our directly in front of you. Keep hitting the drill with stasis as this happens. Once all enemies are dead begin round 2 by shooting out the yellow center of the drill. Do the same thing for round 2, but when round 3 starts immediately shoot out the center of the drill when you get an opportunity. This will trigger a cutscene that kills everything in the area.

If the achievement / trophy does not unlock, walk to the elevator where your waypoint tells you to go. It should unlock while approaching it.

20G

Drill Sergeant

Complete the Drill Room without taking any damage.

Weedkiller

The "Weedkiller" achievement / trophy can be found in Chapter 14 of Dead Space 3. Be sure not to kill any of the plants in the area by hitting them with stasis, grabbing the projectile with kinetic energy and shooting it safely into the distance. Then activate the gas and kill all those plants that should still be alive.

30G

Weedkiller

Kill 5 Cysts in the Biology Building with a single poison gas cloud.

Aliens

To unlock this achievement / trophy collect al the alien artifacts. You can find their locations on our Alien Artifacts page.

30G

Aliens

Collect all Alien Artifacts.

Close Encounter

To unlock this achievement / trophy simply kill 10 alien Necromorphs. They can be found in Chapter 17 and later.

Peng Location

There is Always Peng! Here is a quick video with simple instructions to find Peng in Dead Space 3. It is located in Chapter 14.

Here is another way to get the There's always PENG! achievement.

In every Dead Space game there is an achievement that all the hardcore fans must go after. It's called PENG! In Dead Space 3 they have you looking for the little trophy yet again. In order for you to find it you must have your Rig upgraded with a Kinesis distance, and be on the optional objective in chapter 14 while in the Reaper Barracks. You will find it behind the pump that's running when you get to the bottom floor. It should also be noted that this achievement can not be obtained by both players if playing co-op. The achievement will be given to the player that picks up the Peng Trophy first. The Trophy can be given to your co-op partner but they still will not receive the achievement.

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what is going on in the background. It seems to be most like the biology department second room, having the same roof, the necromorph specimen and the anatomy of a necromorph drawings on the wall.

New Game Plus

New Game+ is unlocked after you complete Dead Space 3. New Game+ is an opportunity for players to play through the game again to get collectibles and more resources. It carries over all your circuits, resources, guns, ammo and RIG upgrades over to a new save file. It also puts out new advanced Upgrade Circuits for the player to find and collect.

Classic Mode

Classic Mode is unlocked after you complete Dead Space 3 and is apart of New Game Plus. Classic Mode goes back to the original Dead Space ways. It changes the games look slightly and adds in world aiming. In addition to that Necromorph damage is slightly increased and Co-op play is disabled. The player can also not craft weapons. Weapons can only be made through Blue Prints. Once completed the player will unlock The Devil Horns.

Pure Survival Mode

Pure Survival Mode is unlocked after the player has completed Dead Space 3 and is apart of New Game Plus. In Pure Survival Mode the player will not find any Ammo Clips, Med Kits or Stasis Packs. All the player will find will be resources which will then allow them to construct said materials.

Hardcore Mode

Hardcore Mode is unlocked after the player completes Dead Space 3 and is apart of New Game Plus. Hardcore Mode is the most difficult mode in Dead Space 3. It is Impossible difficulty and the player cannot die. If they do die then the game restarts back to the beginning. Completing this mode will unlock Retro Mode.

File copy exploit- you don't need to lose all of your progress when you die in hardcore. Every so often quit the game (best if done right after you see "progress saving") and copy your save fail onto a USB. Should the worst happen you can reload your last save file and pick up from there. This trick can save you hours of game play.

Retro Mode

Retro Mode is unlocked after the player completes Hardcore Mode. Retro Mode essentially adds a filter to your game. Here is an image to give you an example of what Retro Mode looks like:



Weapons

Weapons are slightly different in Dead Space 3. The core Dead Space has long focused on Isaac Clarke's previous occupation as an Engineer. In Previous games, this was demonstrated through various mechanisms such as the use of tools as weapons and hacking mini-games.

This idea has been taken further - Clarke may now create customized "weapons" using different crafting components. Weapon crafting can be done at the workbench.

Ammo

The ammo system has also been revamped with the inclusion of Universal Ammo. This means that players are no longer restricted to using only the weapons they have ammo for and makes it very easy to see which type of weapon is the most efficient for you to kill with. For example, in the demo, 10 Plasma cutter shots equals exactly 30 machine gun bullets.

Ammo Conservation

Each Universal Ammo clip equals roughly 1/3 a magazine. So a full stack of Universal Ammo clips (20) equals 6 full reloads. This means that completely emptying a weapon and reloading uses roughly 3 clips, and completely emptying and reloading both weapons uses roughly 6 clips. **BUT** If you only shoot once, it will deplete a **full clip** of Universal Ammo if you go to reload.

In other words, with 20 clips of universal ammo, the unaltered plasma cutter can have anywhere from 30 to 70 shots including the 10 shots stored in the gun.

This means that compulsive reloaders will need to discipline themselves to wait and reload close to 2/3 clip, 1/3 clip, or when the display reads 0. The alternative to this being the waste of precious ammo.

Since both weapons on a gun are reloaded at the same time, using half the ammo in both guns (or other combination that adds up to 1/3, 2/3, or 1) is also a viable option.

Being all of this information was gathered from the demo version of the game, it is unknown at this time if this ammo system is final or not. This may change in the final stages of development or later in a patch.

Crafting

Isaac can create weapons at a Bench in the following methods:

Custom Crafting

This system of crafting is accomplished by assembling parts found in game to create an original weapon. Parts can also be made from resources that are found in game. One example would be to combine components to make a flaming speargun with the shots exploding.

Blueprint Crafting

Players who do not want to bother with picking and choosing things can find schematics for weapons, which when introduced to the workbench, will create iconic (pre-designed) weapons.

Upgrade Circuits

Upgrade Circuits are items that can upgrade the players guns. It can upgrade Damage, Reload, Clip Size and Fire Rate.

Components

Any number of components may be added to a frame, provided there are enough Upgrade Circuits. Additional components can be purchased on-line through micro-transactions or found in-game. Components for weapon crafting are segregated into four categories:

- Frames
- Tools
- Tips
- Attachments

Example Weapons

Examples of weapons that can be customized and created using various components.

And Tubes



A stasis-amplified Galvanizer and

Force Gun, modified to slow enemies down with each shot.

Code Cow



A starting weapon, very similar to

the Plasma Cutter of previous Dead Space games.

Desperation



A co-op enhancing Submachine Gun and Suspended Ripper, modified to inflict electric damage.

A co-op enhancing Submachine

Disembowler



A co-op enhancing Ripper that can emit a modified electric charge within its suspension field.

A co-op enhancing Ripper that

Identify and Destroy



A Javelin Gun modded to detonate the last shot fired, combined with enhanced explosion damage.

Infected Dissolver



An upgraded Flamethrower and Cryogenic Torch, modified to inflict acid damage on enemies.

An upgraded Flamethrower and

Intimid8r



A stasis-amplified Galvanizer and Shotgun, modified to inflict fire damage with each shot.

A stasis-amplified Galvanizer and

PitchBlack392



Force Gun, modified to slow enemies down with each shot.

A stasis-amplified Chain Gun and

Ship Repair Tool



A compact Rivet Gun and Hydraulic Knife modified for rapid reloads and co-op damage support.

Shocker



A timed Line Gun Mine that can be detonated at will with both electric and fire damage.

SlamChop



A co-op enhancing Ripper and Ground Diffractor that inflicts acid damage with each blast.

SweepTheLeg



A co-op enhancing Assault Rifle and Anchored Bolas that inflicts acid damage.

TrePoundSeven



A customized military Revolver with Hydraulic Knife, significantly upgraded with circuits.

A customized military Revolver

Guns

The specific **Guns** of Dead Space 3 can be found here. All these guns are considered "pre-built" weapons.

- Plasma Cutter
- Sub Machine Gun
- Line Gun

Plasma Cutter

Analysis

The Plasma Cutter has been a standard issued tool used by the miners in the Dead Space story. Also one of the most iconic guns in the Dead Space franchise. It features two firing modes where if the player presses the alternative firing button on their controller, it changes the weapon's line of fire from horizontal to vertical. This remains true for both Dead Space and Dead Space 2. In Dead Space 3, it has the possibility to have the primary firing mode of the force gun as the alternative firing mod

PLASMA CUTTER WITH 90 DEGREE ROTATE MODULE

Sub Machine Gun

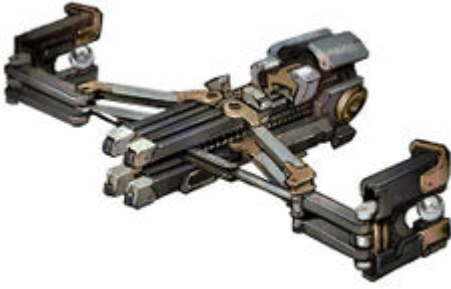
Sub Machine gun

The Sub Machine Gun in Dead Space 3 is a fully automatic, low damage military weapon. It is very similar to other SMG's that you'll find in other games. A Sub Machine Gun can be made with a heavy tool frame, military engine and repeater. After that is complete the player can customize the gun to their liking with extra damage or an Acid Bath attachment for example.



Boss bustin with the Smg

Line Gun



The Line Gun is very similar to the Plasma Cutter. It fires a large beam of energy that is considerably more wide than the Plasma Cutter. It also does not have a rotator cuff module by default but with the new weapon crafting system that is very possible. To construct a basic line gun of your own you will need a Heavy Standard Frame and a Tesla Core.

Shotgun



The Shotgun in Dead Space 3 has high damage and low range and is great for dismembering enemies. It can be made with a Heavy tool frame, Military Engine and last but not least the Conic Dispersal.

Stacked SCAF assault Rifle

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Frames

Frames are the basic handle of a weapon. It provides a user the skeleton where other weapon modules and components may be attached to the weapon. All frames come with a default emitter tip.

- Compact Standard Frame
- Heavy Standard Frame
- Compact Elite Frame
- Heavy Elite Frame
- Compact Earth Gov Frame
- Weller's Compact Frame
- Heavy S.C.A.F. Frame

Compact Standard Frame

The **Compact Standard Frame** is a lightweight frame suitable for one-handed use. It is perfect for use as a mobile hand weapon.

Can be combined with Military Engine, Plasma Core, Pneumatic Torch, Rip Core, Tesla Core, and Telemetry Spike Tools.

Comes with 2 Upper Circuits unlocked and 2 Lower Circuits unlocked.

Heavy Standard Frame

The **Heavy Standard Frame** is a heavy-duty frame that needs to be carried by two hands. Used for mounting heavier and bulkier modules.

Can use Military engine, Plasma Core, Pneumatic Torch, Rip Core, Survey Charge, Telemetry Spike, and Tesla Core.

Comes with 2 Upper Circuits unlocked and 2 Lower Circuits unlocked.

Compact Elite Frame

Compact Elite Frame is a lightweight frame suitable for one-handed use. It is perfect for use as a mobile hand weapon.

Can be combined with Military Engine, Plasma Core, Pneumatic Torch, Rip Core, Tesla Core, and Telemetry Spike Tools.

Heavy Elite Frame

Heavy Elite Frame is a heavy-duty frame that needs to be carried by two hands. Used for mounting heavier and bulkier modules.

Can use Military engine, Plasma Core, Pneumatic Torch, Rip Core, Survey Charge, Telemetry Spike, and Tesla Core.

Compact Earth Gov Frame

The **Compact Earth Gov Frame** is a lightweight frame with built-in upgrades suitable for one-handed use. It is perfect for use as a mobile hand weapon.

Can be combined with Military Engine, Plasma Core, Pneumatic Torch, Rip Core, Tesla Core, and Telemetry Spike Tools.

Comes with 1 Upper Circuit unlocked and 1 Lower Circuit unlocked.

Heavy S.C.A.F. Frame

The **Heavy S.C.A.F. Frame** is a heavy-duty frame with built-in upgrades that needs to be carried by two hands. Used for mounting heavier and bulkier modules.

Can use Military engine, Plasma Core, Pneumatic Torch, Rip Core, Survey Charge, Telemetry Spike, and Tesla Core.

Comes with 1 Upper Circuit unlocked and 1 Lower Circuit unlocked.

Explosive Module

The **Explosive Module** creates a small explosive used for clearing debris ... and any other solid matter in its kill-range.

Can only be used as a lower weapon attachment that modifies the primary weapon. Can make elementary spikes explode after insertion. Contact explosives do extra damage while explosives with a delay can be triggered at will.

This can make high damage, long delay explosives useful on more situations. The bomb from the alt fire from the Line Gun for example (achievable using the tesla core with a directed suspension field for a tip). The delay can then be eliminated to take out large groups of monsters with relative ease when combined with stasis.

Hydraulic Engine

The **Hydraulic Engine** is a weapon core that is used as a close-range melee weapon. It can only be mounted as a lower tool.

When used on a compact frame, the Hydraulic Engine produces the Hydraulic Knife. When mounted on a heavy frame, it will produce the Hydraulic Chainsaw. When modified with a Conic Dispersal tip, it will produce the Hydraulic Sledgehammer.

While very effective at close range against single foes, Hydraulic Engines are generally ineffective against swarms due to their low clip size and slow rate of "fire". One way of offsetting this disadvantage is to pair a Hydraulic Engine with stasis to immobilize enemies.

Military Engine

The **Military Engine** is used by the **Sovereign Colonies Armed Forces (SCAF)** to fire lethal ammunition. Emitter modifications will change the nature of the projectiles.

Plasma Core

Plasma Cores oozes ionized plasma fuel for construction and engineering applications. All Plasma Cutters use this core tool as their base.

When used on a two handed frame, this core can be used to make a contact beam and the graviy gun's primary and secondary fire.

Pneumatic Torch

Essentially an air-blower, the **Pneumatic Torch** uses an emitter tip to give the tool the ability to project hot or cold (or acidic) streams.

On single handed weapons, the fuel will fly in an arch towards your target making it useful for medium to short range combat. (magazine size=30)

On two handed weapons, the fuel will spray wide in front of you, making it lethal in short range combat. Don't bother using the precision tip, the damage reduction is rather extreme compared to the minor accuracy gain. (magazine size 50)

Rotator Cuff Module

Allows upper tool to rotate 90 degrees.

I've experienced what could be a glitch with the Planet Cracker weapon and the Rotator Cuff Module. I un-equipped the module from the weapon and was unable to re-attach it at the work bench. I can attach any other lower tool, but not the rotator cuff module, rendering the weapon's usefulness down significantly. Heed this warning so you do not make the same mistake I did.

Survey Charge

Survey Charge tools create explosives for mining and other engineering applications.

Some tips will give the explosives fire damage, this damage effect stacks with some tips such as corrosive damage.

Telemetry Spike

Telemetry Spike tools fire a signal spear for surveying and location purposes. The force this tool uses to shoot spikes is immense, as the spike needs to penetrate a variety of hard materials in mining operations.

In addition to the primary fire from deadspace 2, rapid fire capabilities have been added to this weapon. Can also be combined with the Explosive module to create precision placed explosives.

Tesla Core

Tesla Cores are essentially arc welders, much like the Electrocution Module but concentrates the bolt more for welding purposes.

Highly adaptable, depending on the tip, you have the primary and secondary line gun's firing modes, as well as being able to make lightning bolts and electrified bolas.

Some bolts are highly damaging to a single enemy, where others do less damage to multiple enemies.

The bolas can be rapid fire, can behave like the primary linegun fire, except it bounces when it hits a solid surface, (great for cutting through multiple enemies).

Or the bola can stick to a surface and create a spinning electric sawblade of sorts. This will stick to any surface and spin in a roughly 4' radius and will cut off an enemies leggs, then procede to cut off everything else once they fall.

This hasn't been tested yet, but it may be a very ammo conserving method of killing brutes if it sticks to their armor.

Tips

Tool Tips are the emission component of a weapon. If no tips are available, a weapon's frame has a "Default Tip" that emits the raw energies of the Tool.

- Compact Directed Ejection Field
- Compact Conic Dispersal
- Compressor
- Conic Dispersal
- Default Tip
- Diffraction Torus
- Directed Ejection Field
- Directed Suspension Field
- Precision Tip
- Rail Accelerator
- Repeater

Compact Directed Ejection Field

Compact Directed Ejection Field is an emitter tip used for the focused ejection of solid matter, liquids, and plasma. It is a variant of the Directed Ejection Field tip that is used on heavy frames. The Compact Directed Ejection Field can only be used on compact frames.

When paired with the Military Engine, it will produce a "Revolver" with much higher damage, but lower reload and clip size and much lower rate of fire.

When paired with the Plasma Core it will significantly increase the clip size and rate of fire, but will also decrease the damage per shot.

When paired with the Rip Core it will cause fired saw blades to continue to travel forwards rather than remain suspended in midair. It will also greatly increase the damage of each blade, but greatly reduce the rate of fire.

It cannot be paired with the Pneumatic Torch, Telemetry Spike, or Tesla Core.

Compressor

The **Compressor** condenses ejecta into a more dense and powerful form, usually causing much more catastrophic damage at close range while sacrificing potency at longer ranges.

When paired with the Military Engine it will produce a shotgun, greatly increasing damage while greatly reducing clip size and rate of fire.

When paired with the Plasma Core it will cause the weapon to fire a linear kinetic impulse that has much farther range and deals much more damage, but has a much lower clip size and rate of fire.

When paired with the Pneumatic Torch it creates a "Magnesium Afterburner" that deals slightly more damage with no apparent malicious side-effects.

When paired with the Survey Charge it produces a timed sticky mine with a very long fuse that deals more damage and has a larger clip, but fires slightly slower.

It cannot be paired with the Rip Core or Telemetry Spike.

Conic Dispersal

The **Conic Dispersal** disperses ejecta into a wide pattern, usually causing much more catastrophic damage at close range while sacrificing potency at longer ranges.

When paired with the Military Engine it will produce a shotgun, greatly increasing damage while greatly reducing clip size and rate of fire.

When paired with the Telemetry Spike it will produce a rivet shotgun that fires multiple spikes in a wide conic pattern at the same time, with a small sacrifice to rate of fire.

It cannot be paired with the Plasma Core, Pneumatic Torch, Rip Core or Survey Charge.

Default Tip

All Frames come with a **Default Tip** to project a Tool's energies or projectiles.

The Military Engine's default tip on the compact frame produces a rapid-fire SMG with low damage, but good reload and rate of fire, and a decent clip. On the heavy frame it produces a semi-automatic carbine with decent damage.

The Plasma Core's default tip on the compact frame produces a cutting beam with moderate damage and a blisteringly quick reload. On the heavy frame it produces a kinetic shotgun with very low damage that knocks enemies over and propels them away from the player.

The Pneumatic Torch's default tip on the compact frame produces a blowtorch that fires inflamed, jellied gasoline in an arc over longish distances with low damage. On a heavy frame it produces a short-range cloud of flame with moderate damage but a long reload.

The Rip Core's default tip on both compact and heavy frames creates a short-range suspended saw blade that remains stationary in mid-air in front of the player (similarly to items held with TK) and cuts necromorphs that it touches.

The Telemetry Spike's default tip on both compact and heavy frames fires an accurate impaling spike over long distance. On the heavy frame, damage is increased and all other stats are decreased.

The Tesla Core's default tip on the compact frame creates an arc welder that fires small electric charges with low damage and rate of fire, but good clip size and great reload. On the heavy frame it produces a line gun that fires a wide line of electrical charge with high damage but low rate of fire that is capable of severing limbs.

The Survey Charge's default tip on the heavy frame produces an explosive grenade launcher with high damage but very low clip size and rate of fire. It cannot be used on the compact frame due to its bulk.

Diffraction Torus

The **Diffraction Torus** disperses energy into a greater number of slightly weaker energies, typically enhancing a tool's ability to apply damage to multiple targets at once.

When paired with the Survey Charge it will produce incendiary grenades that will not immediately explode on contact with hard surfaces (such as the ground).

When paired with the Telemetry Spike it will produce a rivet chain-gun with a wide cone of fire and with very low damage, but a very large clip and a blisteringly fast rate of fire.

When paired with the Tesla Core it will produce an electric charge that will spread to nearby targets if it contacts a target. It significantly decreases damage but slightly boosts clip size and rate of fire.

It cannot be paired with the Military Engine, Plasma Core, Pneumatic Torch, or Rip Core.

Directed Ejection Field

The **Directed Ejection Field** modifies projectiles to be dispersed directly away from their source. It's compact variant is the Compact Directed Ejection Field.

When paired with the Rip Core it will cause the ripper blades to be launched on a straight trajectory away from the player, rather than remaining suspended in front of them. It will also greatly increase damage, but greatly decrease rate of fire.

When paired with the Survey Charge it will cause the weapon to fire trip mines that will stick to surfaces and fire when any target (including the player) crosses their laser sights. It will also slightly decrease damage and slightly increase clip size and rate of fire.

It cannot be paired with the Military Engine, Plasma Core, Pneumatic Torch, Telemetry Spike, or Tesla Core.

Repeater

Produces a fully automatic weapon.

Range: Mid Accuracy: Medium

Attachments

Attachments are "extra options" which may be included on a weapon build if enough Upgrade Circuits are free. Attachments are optional, and are not required to have a weapon combination function.

- Acid Bath
- Ammo Box
- Ammo Support
- Ammo Sweeper
- Damage Support
- Electric Charge
- Explosion Amplifier
- Flame Glaze
- Full Zoom Scope
- Medic Support
- Safety Guard
- Scope
- Stasis Amplifier
- Stasis Coating
- Stasis Support

Acid Bath

Acid Bath is an attachment which coats projectiles in a corrosive substance. Matter in contact with this gel will slowly be eaten away.

Ammo Box

Mounting an **Ammo Box** will automatically reload the weapon after emptying the clip.

Ammo Sweeper

A handy Attachment, the **Ammo Sweeper** collects dropped ammunition packs around your character without requiring action on your part.

Explosion Amplifier

The **Explosion Amplifier** increases explosion radius.

Safety Guard

The **Safety Guard** prevents the user from splash damage from explosive weapons.

Scope

Scope is use for long ranged aiming.

Stasis Coating

Stasis Coating attachment imparts a small stasis field to all things projected from a tool. The stronger the projectile, the stronger the stasis effect.

Stasis Support

When you use a stasis pack you and your partners stasis meters will be replenished.

Medic Support

The **Medic Support** attachment allows any health pack consumed by you will also heal your partner.

Full Zoom Scope

The **Full Zoom Scope** attachment is a prototype military scope used for advanced long-range aiming.

MK-V Full Zoom Scope

The **MK-V Full Zoom Scope** attachment is an improved version of the Full Zoom Scope attachment.

MK-V Safety Guard

The **MK-V Safety Guard** attachment is an improved version of the Safety Guard attachment.

MK-II Electric Charge

The **MK-II Electric Charge** attachment is an improved version of the Electric Charge attachment.

MK-V Ammo Box

The **MK-V Ammo Box** attachment is an improved version of the Ammo Box attachment.

MK-V Stasis Coating

The **MK-V Stasis Coating** attachment is an improved version of the Stasis Coating attachment.

Suits



There are many different **Suits** in Dead Space 3. All of them are listed below. The suits can be changed at any Suit Kiosk. The suits are also only cosmetic as they don't apply any upgrades to your character.

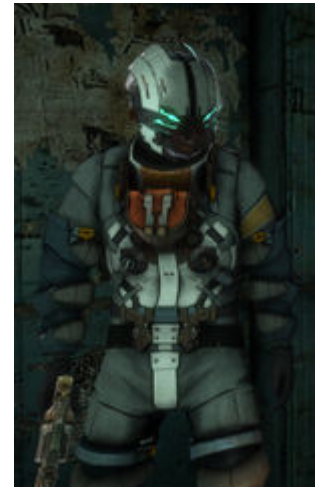
Suit

How to Unlock

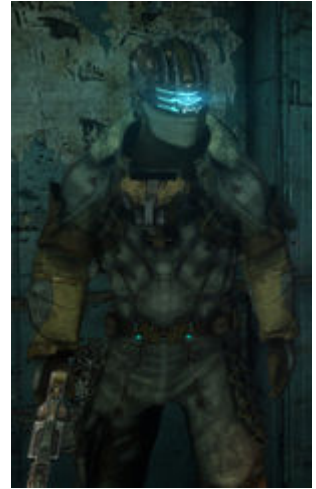
Picture

EVA

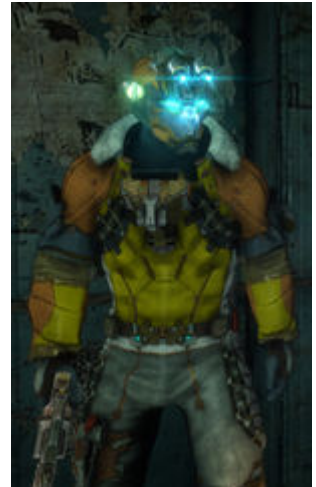
Chapter 3



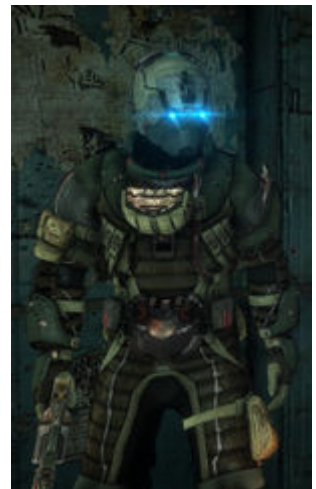
Arctic Survival Suit Chapter 8



Archaeologist Suit Chapter 11

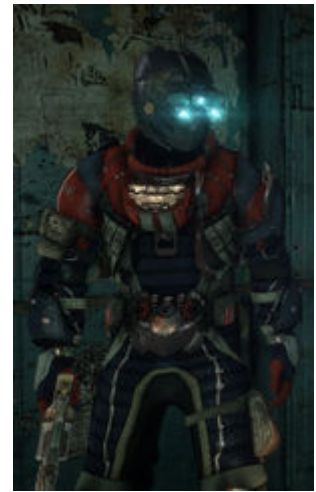


Legionary Suit Chapter 14



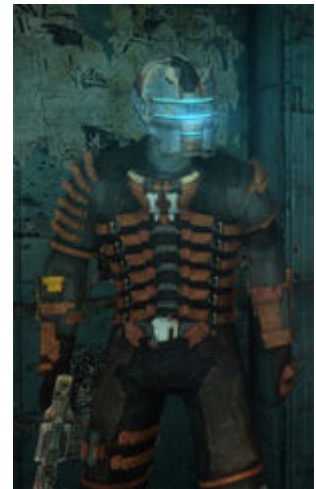
Elite Suit

Chapter 16



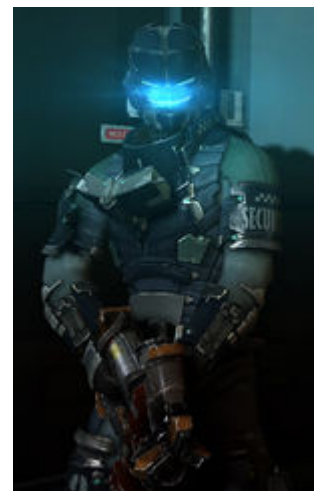
Engineering Suit

Beat the game on any difficulty



Note: This suit is only applied to Carver. Instead of the Engineering suit, he gets the Security Suit for Dead Space 2

Security Suit



Hostile Environment Suit Unlocked by completing all optional (including co-op) missions



Deep Dig Suit Unlocked by collecting all Weapon Parts



Flight Suit Unlocked by collecting all Artifacts



N7 Armor Have a Mass Effect 3 gamesave



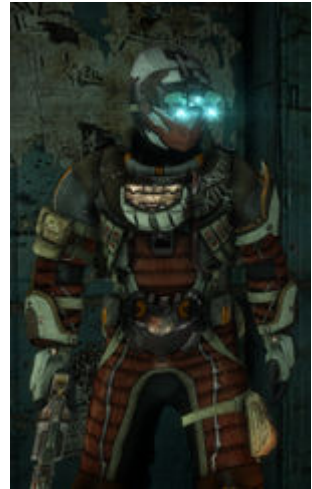
Tundra Recon Suit

Tundra Recon Pack DLC or Tau Volantis Survival Kit DLC



Marauder Suit

Marauder Pack DLC or Tau Volantis Survival Kit DLC

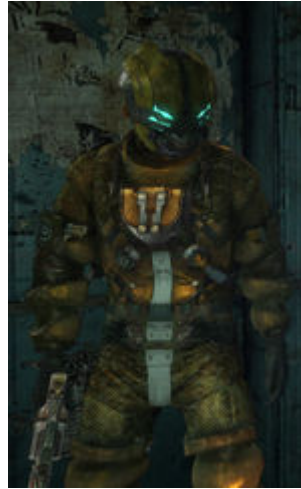


Sharpshooter Suit

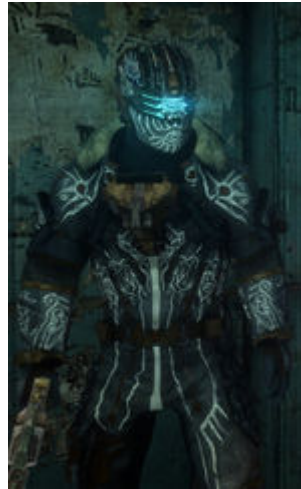
Sharpshooter Pack DLC or Tau Volantis Survival Pack DLC



First Contact Suit Included with Limited Edition as DLC



Witness Suit Included with Limited Edition as DLC



EVA (Extra Vehicular Activity)



A lightweight Space suit designed to protect its wearer from prolonged radiation exposure; typically worn by private-sector salvage operators.

Acquired during Chapter 3

Arctic Survival Suit



The suit is woven with classified SCAF (Sovereign Colonies Armed Forces) synthetic fibers that insulate the body from extreme cold and hypothermic conditions. The fur-like synthetic fibers can be seen on the collar area of the suit. John Carver and Issac Clarke have similar suit designs, the primary differences being the helmet and coloration.

Acquired during Chapter 8.

Legionary Suit



Decommissioned military armor worn by 23rd century S.C.A.F. forces, the bulky suit is highly valued by collectors and historians.

Acquired during Chapter 14.

Archaeologist Suit



The **Archaeologist Suit** is woven with puncture-resistant microfibers for increased physical protection and body heat retention.

Acquired during Chapter 11

Elite Suit



A frontline assault suit used by the 401st Division of the S.C.A.F. Designed with advanced survival and biophysical support technologies.

Acquired during Chapter 16

Engineering Suit



The **Engineering Suit** is a vintage C.E.C. uniform worn by mining and engineering personnel on the U.S.G. Ishimura. This suit was one of the first to feature an integrated RIG bio-sign monitoring system.

Acquired by beating Dead Space 3 on any difficulty.

Hostile Environment Suit



Issued to S.C.A.F. research scientists on Tau Volantis, the **Hostile Environment Suit** is designed to withstand the ionizing radiation emanating from the planet's mantle.

Unlocked by completing all optional (including co-op) missions.

Note: there is a glitch upon unlocking the suit where the kiosk will say the suit is unlocked, but it will not be available.

Deep Dig Suit



An extremely heavy and durable deep space suit, designed for use by industrial asteroid crackers and long-haul salvage operators.

Unlocked by collecting all Weapon Parts.

Flight Suit



A suit worn by S.C.A.F. pilots, the **Flight Suit** continually monitors the wearer for signs of stress and fatigue, and can inject stimulants into the bloodstream to counteract these effects.

Unlocked by collecting all Artifacts.

Witness Suit (Limited Edition)



An insulated, graffiti-covered suit worn by an S.C.A.F. deep dig team assigned to exhume the darkest secrets of Tau Volantis.

First Contact Suit (Limited Edition)



A unique EVA suit built by S.C.A.F. for encounters with foreign entities. It sports a flamboyant gold finish to provide protection from long term space exposure.

Tundra Recon Suit (DLC)



The **Tundra Recon Suit** is woven with nanotech fibers that are coated in a paraffin-based analgesic compound, to maintain body heat under any condition.

Acquired by purchasing the Tundra Recon Pack DLC or the Tau Volantis Survival Kit DLC.

Marauder Suit (DLC)



Issued to S.C.A.F. Marauders during the Separatist Wars, the Marauder Suit was used by ship boarding parties to breach Separatist defenses and destabilize their supply chains.

Acquired by purchasing Marauder Pack DLC or the Tau Volantis Survival Kit DLC.

Sharpshooter Suit (DLC)



Designed for S.C.A.F. 's UN14 Special Ops Division; features high-impact armor for maximum protection and the "No Retreat" motto of the UN14 troops.

Acquired by purchasing the Sharpshooter Pack DLC or the Tau Volantis Survival Pack DLC.

Bench

The Bench in Dead Space 3 is a device where Isaac and Carver can do a multitude of things. These things include weapon crafting, upgrading, collecting resources from scavenger bots, building materials and managing your inventory. Benches are scattered almost everywhere and are key to success in the game.

Heat Monitor

The planet on which Isaac Clarke and Ellie Langford lands on is encased in perpetual winter. It makes Earth's Antarctica seem like a tropical paradise.



Conditions are so brutally cold that anyone venturing onto the planet's surface will probably survive no more than two minutes before collapsing from exposure.

The **Heat Monitor** is a device that helps the planet's inhabitants monitor their thermal energy level (can T-ENG be far behind?!). In some ways, the "heat monitor" replaces the "oxygen meter" from the first two *Dead Space* games, only this time, "oxygen" is plentiful (you're on a planet ...) but an environmental hazard monitoring device is still being used.

Despite their suits, Clarke and Carver **will die** if exposed to cold too long. The monitor will track your character's body heat as you wander around topside. Heat depletes as you're exposed, but your suit will slowly warm you back up once you are out of the elements or near a large fire.

If your character's body drops to dangerously low levels you look around for a short amount of time and then fall backwards in a hypothermia induced coma and which is quickly proceeded by death.

RIG

RIGs monitor the lifesigns of an individual. Developed from medical monitoring systems designed for elderly patients, it has found common usage among the adult population. The RIG can also be upgraded at any Suit Kiosk.

Suit Kiosk



Suit Kiosks are upgrading stations where Isaac and Carver can upgrade their RIG along with changing their suit. They can be found in many areas of the game and are typically near a weapon bench.

The upgrades that are available at the Suit Kiosk include upgrades to hit points, air capacity, kinesis and stasis. These upgrades will be applied to any suit that the player chooses to wear. All these upgrades require resources that the player will find.

Scavenger Bot

The Spider Bot or **Scavenger Bot** is a remotely operated robot Clarke operates to collect small out of the way items.



Small robots still perform many tasks where human technicians and larger robots cannot go (such as ventilation ducts and waste tunnels). Various military groups are suspected to have carried out surveillance and assassination missions using similar machines.

They return for each search with a varying amount of resources and they are the only way to acquire Ration Seals, which can be exchanged for 3 different resource pack dlc's.

Locations:

In Chapter 4, this one you get automatically.

In Chapter 8, it's in one of the bunkers.

In Chapter 13, in the caves. It's right before the the first bench on the cliffs.

Boss

Use Kinesis on the elevators with the arrows to bring them down. Then hit the lock mechanism with kinesis until complete. Stick with the SMG weapon, you should have one by now.

Take out the first tentacle then run to the next generator. Bring down the next arrow. Get ready for 2 zombie type enemies to pop out. Use stasis only as a MUST. After those 2 are down, use kinesis to power the rest of the mechanism.

Shoot the next tentacle, be sure to keep a fair distance from it. If in seriously trouble do a roll dodge maneuver. Pull down the next generator with the arrow using kinesis. There should be a spitter enemy to the right, take him down.

After the spitter, there should be 3 super fast zombies that are going to come from your left side. You should use your stasis here and SMG them to death.

Finally use Kinesis to finish the power up, and crush the rest of this tentacle beast.

Enemies



Although Isaac encounters taller versions of Dead Space 2's childlike Pack **Enemies** or a set of legs with tentacles in place of its torso, the fleshy demons of Dead Space, Necromorphs, aren't the only enemy Isaac fights on the ice world. For the first time in the franchise, he'll fight human beings. Heavily armored soldiers pack guns and grenades to use against you. Of course, these guys become Necromorphs as well. Click this link to see the video <http://www.ign.com/videos/2011/09/20/dead-space-3-confirmed>

Leaked Footage of Dead Space 3

As he makes his way through open, icy areas, steel walls sometimes form around Isaac, and **enemies** attack from various angles. A spinning drill, like a lethal top, may also make its way onto the playing field, slicing players to pieces if they come in contact with the always-moving object.

One of the more spectacular encounters features Isaac shooting a spider-like creature in its orange-tinted weak spot, as well as shooting arms and protruding sacs. This big thing will eat Isaac whole if he gets too close, so he's forced to run around the arena and attack from a distance. It may also make multiple appearances -- it disappears into a cavern once it's taken enough of a beating.

Skyscraper-sized enemies may also come into play. During one scene, Isaac observes a massive worm-like beast bursting from the ice beneath a cliff.[1]

Necromorphs

As well as traditional enemies, Isaac will face new Necromorphs both on and off world.

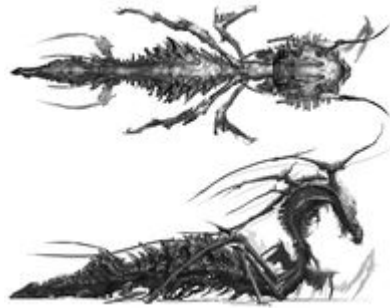


- **Feeders:** These necromorphs are formed from desperate humans who resorted to eating Necromorph infected flesh to survive. The infection spread and corrupted them, resulting in Feeders. These creatures are near blind, but respond violently to bright light and Noise. Their attack patterns are similar to the Pack from Dead Space 2, swarming Isaac or Carver when startled.
- **Fodder:** These necromorphs are found on Tau Volantis, and appear to be normal humans armed with ice picks. When enough damage is sustained though, their torso is removed, revealing 3 tentacles, presumably made from the hosts intestines.
- **The Swarm:** A hybrid of previous games Swarmers and Infectors, these tiny pieces of reanimated flesh seek out cadavers and, once they've taken hold, reanimate said corpse and use it to attack the player. The Swarm can quickly overwhelm a player if they do not dispose of bodies quickly enough.
- **The Hunter:** The Hunter in Dead Space 3 are enemies that have regenerating limbs and cannot be killed using normal, killing procedures. All the player can do is shoot their limbs off, stasis the enemy and then run away.
- **Lurkers:** Lurkers in Dead Space 3 have been altered from their forms in previous games. In remote Government research bases and lost space fleets, there are no children for the infection to convert. In the new game, Lurkers will be converted from dogs, once used by EarthGov for security or search and rescue.
- **Twitchers:** These necromorphs are arguably the most dangerous enemy in the game. The Twitchers are the result of the necromorph infection converting the corpses of people who were equipped with Stasis modules (such as soldiers or security personnel). They are physically similar to Slashers in most respects. A disturbing side effect of the transformation is that the Stasis Module become fused with the resulting creature, and the effect of the Stasis Module is strangely reversed, with terrifying results. Because of the Stasis Module merged into their bodies, Twitchers can react and move several times faster than any other Necromorph. They are fast enough to dodge Isaac and John's weapons and are the fastest moving necromorph, even when both legs have been removed. They are easy to see due to the lit flashlights that are still attached to their heads.

- **Slasher:** Slashers are the most common form of necromorph encountered in the Dead Space universe. While relatively weak when alone, and possessing slow reflexes, Slashers can pose a serious threat when in groups. Their main attack is that they will swing their blade-like arms. If you remove their head then they will start to flail their arms around wildly, even hitting other necromorphs. There is also an Enhanced Slasher that can be distinguished by their mottled black tissue, glowing eyes, and the presence of maggots infesting their bodies. They are much stronger and much more resilient to damage than a normal slasher.
- **Stalker:** Arguably the most intelligent and opportunistic Necromorphs, Stalkers work in groups to distract and flank their prey. They will run around, hide and peek behind cover, trying to lure Isaac and Carver into exposed areas. Their attack pattern is the same as in Dead Space 2 and are extremely dangerous when paired with other necromorphs.
- **Exploders:** Dead Space 3 features a slightly altered, more deadly form of the Exploder, where it appears to be crawling, moving much faster than its upright counterpart. The signature explosive pustule is still present, and still quite deadly in close quarters. To make matters worse, it seems to be dragging behind the Exploder's body, making it tougher to shoot at.
- **Leaper:** Leapers have the ability to leap long distances and sprint toward their prey. They are about as durable as a Slasher; however, they can at times require more ammo to take down due to their smaller size, fast movements, and quick closing speed. If not quickly handled, they can rapidly become a serious threat due to their quick strikes and fast attacks. Removing an arm prevents their ability to sprint while removing their tail robs them of their leaping ability.
- **Puker:** Dead Space 3 introduces a much faster Puker. While they now have the ability to run, they are still very unagile and known for falling out of vents and stumbling around. Unlike other necromorphs, they have 4 different attacks that they can use. The biggest danger they possess is the corrosive bile they spit at Isaac and Carver. If hit, Isaac and Carver will be unable to run or move quickly.

Nexus

The Nexus is a massive insect-like necromorph found on the planet Tau Voltanis. Clarke and Carver will have to "carve out" the Nexus when it forms on the ice planet.





The Moon

The Moon is a massive Necromorph and one of the Brethren Moons that serve as the origin of the Markers' signals. It is the result of a Convergence Event: the last stage of Necromorph evolution. It is believed to be the origin of the Marker Signal.

Achievements and Trophies

Achievements and trophies are listed alphabetically for ease of indexing.

10G

And Then We Doubled It!

Dismember 1000 limbs from living enemies.

10G

Architect

Share a Blueprint with your Co-Op partner.

50G

Aren't You Thankful?

Complete the game on Hardcore Mode.

20G

Axes High

Kill 30 enemies using Fodder axes.

10G

Blast Corps

Kill 30 enemies with explosion damage.

10G

Circuit's Edge

Add a Circuit to a Weapon.

10G

Dropping Acid

Dissolve 50 enemies with acid.

10G

Electric Lawnmower

Kill 30 enemies using an electrified Ripper blade.

10G

Empty Chamber

Kill 30 enemies using melee strikes or a melee Weapon Part.

25G

EMT

Craft a Large Med Pack.

40G

Epic Tier 4 Engineer

Complete the game in Classic Mode.

10G

From the Jaws

Save your Co-Op partner from an execution by killing the attacker.

25G

Full House

Craft a Weapon with 2 Tools, Tips, and Attachments with all Circuit slots filled.

10G

Get On My Level

Complete the game on any difficulty setting.

25G

Ghosts of the Past

Face all of Carver's demons by completing all Co-Op only optional missions.

25G

Gun Collector

Collect all Weapon Parts.

10G

Go for the Limbs!

Dismember 500 limbs from living enemies.

20G

Hungry

Reach the pump room of the Waystation without alerting any Feeders.

25G

Intestinal Fortitude

Defeat the Hive Mind.

30G

Drill Sergeant

Complete the Drill Room without taking any damage.

25G

Master Plan

Create a Blueprint that needs at least 2000 resources worth of parts and Circuits to build.

10G

Medic!

Revive your Co-Op partner 10 times.

30G

Metal Detector

Successfully deploy Scavenger Bots to 15 Resource Areas.

10G

My Buddy

Retrieve Resources from a Scavenger Bot at a Bench.

10G

Overpowered Healing

Use quick heal to heal yourself 20 times.

15G

Payback

Kill a Soldier by TK'ing a grenade or rocket back at them.

50G

RIG Master

Fully upgrade your RIG.

10G

Share and Share Alike

Use the RIG to give an item to your Co-Op partner.

10G

Shootbang

Kill 30 Soldiers with head shots.

10G

Slow Mo

Kill 50 enemies while they are in stasis.

20G
Space Ace
Shoot at least 70 targets during the ride to Tau Volantis.

10G
Strapped
Craft a Weapon.

40G
Survivalist
Complete the game in Pure Survival Mode.

25G
The Armorer
Collect all Circuits.

25G
The Explorer
Complete all optional missions.

25G
The Librarian
Collect all Logs.

25G
The Professor
Collect all Artifacts.

50G
There's Always Peng!
Find Peng.

10G
Under A Buck
Shoot the deer head trophy in the Admiral's Quarters.

30G
Weedkiller
Kill 5 Cysts in the Biology Building with a single poison gas cloud.

There are also 16 Secret Achievements totaling 310G. They will be updated when unlocked.

All achievement and trophy pages on IGN's wikis use a special template. Please visit the [Template Page](#) for the correct code and instructions on how to use them. Thank you.

Below is a video on how to earn the Strapped, Circuit's Edge, EMT, and My Buddy quickly.

DLC: Awakened

50G
Pure Lunacy
Complete Dead Space 3 Awakened in Pure Survival Mode.

20G
Just the Tip
Awakened: Craft a Weapon using a MK-II Weapon Tip.

20G
Heaven Can Wait
Awakened: Stasis your Co-Op Partner when he is downed to slow his bleed out timer.

20G

Supercharger

Awakened: Finish charging the reactor in under 90 seconds.

50G

Bad Moon Rising

Complete Dead Space 3 Awakened.

20G

Heretic

Awakened: Kill the Unitologist Cult Leader.

20G

True Believer

Awakened: Allow the Unitologist Cult Leader to survive.

50G

Get to the Chopper!

Awakened: Escape from Tau Volantis to the Terra Nova.

Secret Achievements and Trophies

There are a few **Secret Achievements and Trophies** in Dead Space 3. A video will be here soon detailing how to get them all. If you know you've failed at any time you can pause, save and quit, and then load from last save to start where the achievement / trophy process begins.

Under a Buck

The "Under a Buck" achievement / trophy can be found in Chapter 4 of Dead Space 3. When entering the officers chamber you will spot a Buck mounted to the wall. Shoot it down to get this secret achievement.

10G

Under A Buck

Shoot the deer head trophy in the Admiral's Quarters.

Space Ace

The "Space Ace" achievement / trophy can be found in Chapter 7 of Dead Space 3. While crashing into the planet you need to shoot 70 targets. There is no cool down on your weapons so you can fire the second you lock onto anything. Right before you crash into the planet the achievement should unlock. If you know you've failed at any time you can pause, save and quit, and then load from last save to start where the achievement / trophy process begins.

20G

Space Ace

Shoot at least 70 targets during the ride to Tau Volantis.

Hungry

The "Hungry" achievement / trophy can be found in Chapter 9 of Dead Space 3. After spotting the first feeder this process will begin. Upon entering the next room do not use your weapon. Follow the right side of the room and make your way to the exit. In the next area follow the left hand side of the room, and continue to avoid all feeders. The achievement should then unlock.

If you know you've failed at any time you can pause, save and quit, and then load from last save to start where the achievement / trophy process begins.

20G

Hungry

Reach the pump room of the Waystation without alerting any Feeders.

Drill Sergeant

The "Drill Sergeant" achievement / trophy can be found in Chapter 10 of Dead Space 3. You need to completely avoid the drill and not take any damage during the fight. Do this on the easiest difficulty. A

machine gun + line cutter weapon works best especially if it has stasis ammo included. Also, make sure you have plenty of ammo and stasis packs before beginning. Once the drill starts, stand to it's left hit it with stasis as soon as it goes in front of the vent on the opposite side of the room. Focus on the vent where enemies are coming our directly in front of you. Keep hitting the drill with stasis as this happens. Once all enemies are dead begin round 2 by shooting out the yellow center of the drill. Do the same thing for round 2, but when round 3 starts immediately shoot out the center of the drill when you get an opportunity. This will trigger a cutscene that kills everything in the area.

If the achievement / trophy does not unlock, walk to the elevator where your waypoint tells you to go. It should unlock while approaching it.

20G

Drill Sergeant

Complete the Drill Room without taking any damage.

Weedkiller

The "Weedkiller" achievement / trophy can be found in Chapter 14 of Dead Space 3. Be sure not to kill any of the plants in the area by hitting them with stasis, grabbing the projectile with kinetic energy and shooting it safely into the distance. Then activate the gas and kill all those plants that should still be alive.

30G

Weedkiller

Kill 5 Cysts in the Biology Building with a single poison gas cloud.

Aliens

To unlock this achievement / trophy collect al the alien artifacts. You can find their locations on our Alien Artifacts page.

30G

Aliens

Collect all Alien Artifacts.

Close Encounter

To unlock this achievement / trophy simply kill 10 alien Necromorphs. They can be found in Chapter 17 and later.

Achievement Roadmap

Here is a handy guide to obtaining all of the achievements in Dead Space 3.

Story-Specific Achievements

These achievements are unlocked over the course of playing and completing the game.

- Stranger in a Strange Land
 - Complete the Prologue.
- Space Odyssey
 - Survive your first spacewalk.
- Critical Mass
 - Recover the shuttle.
- Snow Crash
 - Reach Tau Volantis.
- Intestinal Fortitude
 - Defeat the Hive Mind.
- Hydra
 - Kill the Snowbeast.
- Together as One
 - Reassemble Rosetta.
- Infernal Machine
 - Reach the Alien Machine.
- Shoot for the Moon
 - Defeat the Moon.
- Get On My Level
 - Complete the game on any difficulty setting.
- Aren't You Thankful?
 - Complete the game on Hardcore Mode.
- Epic Tier 4 Engineer
 - Complete the game in Classic Mode.
- Survivalist
 - Complete the game in Pure Survival Mode.

Optional Story Achievements

These achievements can be obtained during the story, but are often easy to miss or challenging to complete.

- The Explorer
 - Complete all optional missions.
- Under a Buck
 - Shoot the deer head trophy in the Admiral's Quarters.

- Space Ace
 - Shoot at least 70 targets during the ride to Tau Volantis.
- Hungry
 - Reach the pump room of the Waystation without alerting any Feeders.
- Drill Sergeant
 - Complete the Drill Room without taking any damage.
- Weedkiller
 - Kill 5 Cysts in the Biology Building with a single poison gas cloud.

Co-op Achievements

These achievements can only be unlocked through co-op play, including completing the co-op missions.

- From the Jaws
 - Save your Co-Op partner from an execution by killing the attacker.
- Share and Share Alike
 - Use the RIG to give an item to your Co-Op partner.
- Medic!
 - Revive your Co-Op partner 10 times.
- Ghosts of the Past
 - Face all of Carver's demons by completing all Co-Op only optional missions.
- Architect
 - Share a Blueprint with your Co-Op partner.

Item Collection Achievements

Unlocking these achievements requires obtaining all Collectibles that can be found within the game. Note that many Collectibles are only available during optional and co-op missions.

- Gun Collector
 - Collect all Weapon Parts.
- The Professor
 - Collect all Artifacts.
- The Librarian
 - Collect all Logs.
- The Armorer
 - Collect all Circuits.
- There's Always Peng!
 - Find Peng.
- Aliens
 - Collect all Alien Artifacts.

Item Crafting Achievements

These achievements are unlocked by collecting resources and crafting new weapons at a Bench.

- Strapped
 - Craft a Weapon.
- Circuit's Edge
 - Add a Circuit to a Weapon.
- EMT
 - Craft a Large Med Pack.
- Full House
 - Craft a Weapon with 2 Tools, Tips, and Attachments and all Circuit slots filled.
- RIG Master
 - Fully upgrade your RIG.
- Master Plan
 - Create a Blueprint that needs at least 2000 resources worth of parts and Circuit slots filled.
- My Buddy
 - Retrieve Resources from a Scavenger Bot at a Bench.
- Metal Detector
 - Successfully deploy Scavenger Bots to 15 Resource Areas.

Combat Achievements

These achievements are unlocked through combat. Some of them may require pre-planning, multiple re-plays of a certain area, or multiple playthroughs of the game.

- Axes High
 - Kill 30 enemies using Fodder axes.
- Payback
 - Kill a Soldier by TK'ing a grenade or rocket back at them.
- Go for the Limbs!
 - Dismember 500 limbs from living enemies.
- And Then We Doubled It!
 - Dismember 1000 limbs from living enemies.
- Slow Mo
 - Kill 50 enemies while they are in stasis.
- Blast Corps
 - Kill 30 enemies with explosion damage.
- Shootbang
 - Kill 30 Soldiers with head shots.
- Empty Chamber
 - Kill 30 enemies using melee strikes or a melee Weapon Part.
- Dropping Acid
 - Kill 50 enemies with acid.
- Electric Lawnmower
 - Kill 30 enemies using an electrified Ripper blade.
- Overpowered Healing
 - Use quick heal to heal yourself 20 times.

- Close Encounter
 - Kill 10 alien Necromorphs.

Platinum Trophy Guide

Unlocking all trophies in Dead Space 3 earns the player the Platinum trophy Brave New World.

Story-Specific Trophies

These trophies are unlocked over the course of playing and completing the game.

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- Together as One
 - Reassemble Rosetta.
- Infernal Machine
 - Reach the Alien Machine.
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 - Defeat the Moon.
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- Drill Sergeant
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- Weedkiller
 - Kill 5 Cysts in the Biology Building with a single poison gas cloud.

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- Share and Share Alike
 - Use the RIG to give an item to your Co-Op partner.
- Medic!
 - Revive your Co-Op partner 10 times.
- Ghosts of the Past
 - Face all of Carver's demons by completing all Co-Op only optional missions.
- Architect
 - Share a Blueprint with your Co-Op partner.

Item Collection Trophies

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 - Find Peng.
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Combat Trophies

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 - Kill 30 enemies using Fodder axes.
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 - Kill a Soldier by TK'ing a grenade or rocket back at them.
- Go for the Limbs!
 - Dismember 500 limbs from living enemies.
- And Then We Doubled It!
 - Dismember 1000 limbs from living enemies.
- Slow Mo
 - Kill 50 enemies while they are in stasis.
- Blast Corps
 - Kill 30 enemies with explosion damage.
- Shootbang
 - Kill 30 Soldiers with head shots.
- Empty Chamber
 - Kill 30 enemies using melee strikes or a melee Weapon Part.
- Dropping Acid
 - Kill 50 enemies with acid.
- Electric Lawnmower
 - Kill 30 enemies using an electrified Ripper blade.
- Overpowered Healing
 - Use quick heal to heal yourself 20 times.
- Close Encounter
 - Kill 10 alien Necromorphs.

Awakened Achievements and Trophies

Below are the Achievements/Trophies for the DLC expansion to Dead Space 3.

SPOILERS AHEAD

50G

Pure Lunacy

Complete Dead Space 3 Awakened in Pure Survival Mode.

20G

Just the Tip

Awakened: Craft a Weapon using a MK-II Weapon Tip.

20G

Heaven Can Wait

Awakened: Stasis your Co-Op Partner when he is downed to slow his bleed out timer.

20G

Supercharger

Awakened: Finish charging the reactor in under 90 seconds.

50G

Bad Moon Rising

Complete Dead Space 3 Awakened.

20G

Heretic

Awakened: Kill the Unitologist Cult Leader.

20G

True Believer

Awakened: Allow the Unitologist Cult Leader to survive.

50G

Get to the Chopper!

Awakened: Escape from Tau Volantis to the Terra Nova.

DLC

DLC (Downloadable Content) for Dead Space 3 consists of content players can purchase and download to obtain new weapons, suits, upgrades for the Scavenger Bot, and additional story content.

For free content unlocked via promotional offers and game accomplishments, see Bonus Content.

Equipment Packs

- **Marauder Pack** - Includes the Marauder Suit and AL-9 Clearcutter weapon. Can be bought separately or as part of the Tau Volantis Survival Kit bundle.
- **Sharpshooter Pack** - Includes the Sharpshooter Suit and SMP-90 Sharpshooter weapon. Can be bought separately or as part of the Tau Volantis Survival Kit bundle.
- **Tundra Recon Pack** - Includes the Tundra Recon Suit and Aegis VII Survivalist weapon. Can be bought separately or as part of the Tau Volantis Survival Kit bundle.

Scavenger Bot Upgrades

- **Bot Accelerator** - This pack decreases the harvesting time for the player's Scavenger Bots, allowing them to deliver resources to the Bench faster. Can be bought separately or as part of the Tau Volantis Survival Kit bundle.
- **Bot Capacity Upgrade** - This pack doubles Scavenger Bots' capacity, allowing them to deliver more resources to the Bench.
- **Bot Personality Pack** - This pack upgrades Scavenger Bots with a personality module, allowing them to vocalize their thoughts when deployed.

Weapon Crafting Packs

These packs can only be acquired through the Downloadable Content menu found at an active Bench in the game. Players can choose to purchase them with real-world money, or unlock them using Ration Seals collected during gameplay. These packs cost 10, 30, and 60 ration seals each.

- **Resource Pack** - Contains quantities of the different resources used in weapon crafting.
- **Ultra Weapon & Resource Pack** - Contains a random assortment of weapon parts (with one guaranteed MK-V quality part and a 50% chance of another), and various crafting resources.
- **Epic Weapon & Resource Pack** - Contains a random assortment of weapon parts (with at least two guaranteed MK-V quality parts), and various crafting resources.

Story Packs

- **Awakened** - The first story content pack for Dead Space 3, due in March 2013.

Other DLC

- **Tau Volantis Survival Kit** - A DLC bundle pack which includes the Marauder Pack, Sharpshooter Pack, Tundra Recon Pack, and Bot Accelerator.
- **Online Pass** - This item allows players to play Dead Space 3 in online co-op. All new copies of Dead Space 3 include a free Online Pass.

Awakened

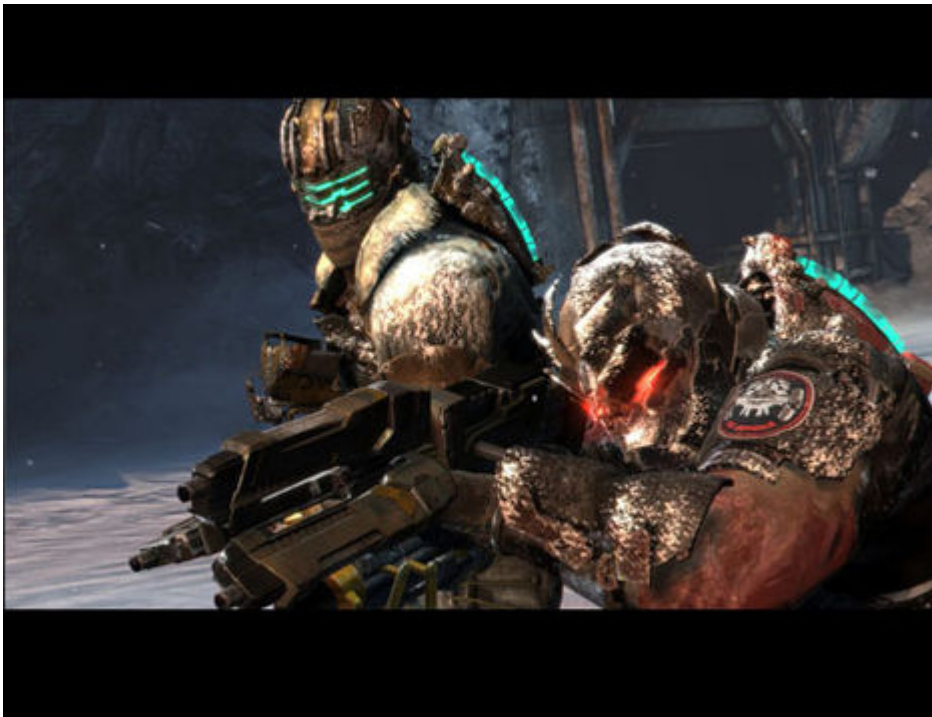
Awakened will be the first story DLC pack for Dead Space 3. Awakened will introduce "the franchise's darkest chapters as the Necromorph battles become even more gruesome and terrifying than ever before", and is due to be released in March 2013. It will include 8 Trophys/Achievements with 4 being "secret".

Pre-Release Information

A New Enemy: The Nexus

Although Isaac encounters taller versions of Dead Space 2's childlike Pack Enemies, known as Feeders, Necromorphs aren't the only enemy Isaac fights on his venture. For the first time in the franchise, he'll fight human beings, perhaps soldiers who have turned against you for resources and supplies. These soldiers consist of heavily armored suits, pack guns, and grenades that will be thrown and fired towards you. Of course, these guys can become Necromorphs as well.

Dead Space 3 will have Co-Op



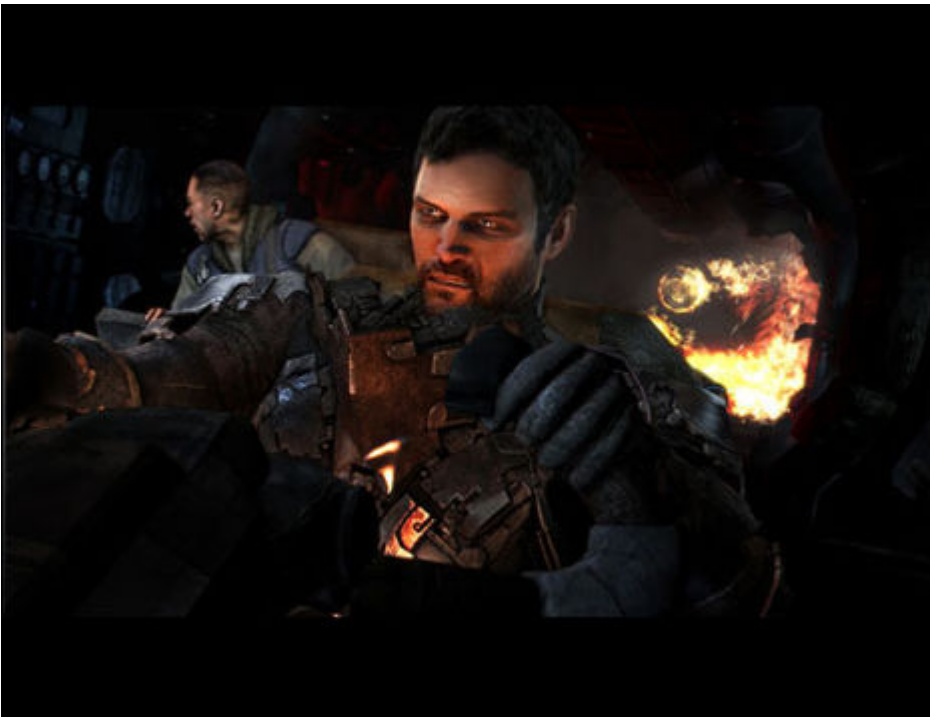
Dead Space 3 will have drop-in, drop-out co-op.[1] Isaac Clarke will, if players choose, fight alongside John Carver, who has an engineering RIG of his own. During the single-player campaign, Carver will help Isaac fend off the necromorph infection and help him maneuver around the planet.

The cooperative mode mirrors the single-player campaign, but Isaac's story changes to accommodate it. At one point in Dead Space 3, Isaac and his counterpart stumble, wounded, bloody, and missing chunks of armor, out of burnt wreckage together. In single-player, the same scene happens without the other character. While Isaac may have a psychological breakdown and experience hallucinations on his own, certain traumatic events don't occur with someone by his side.



Players will also work together (using Telekinesis, for instance) to interact with pieces of the environment. In addition, you'll be able to share ammo with and heal your co-op partner. There is a revive system where players can quickly heal their partner once they're down, but not out. Although if one player takes too much damage, or if they are simply dismembered, both players are forced to reload to the last checkpoint.

Characters



The main character in Dead Space 3 is once again Isaac Clarke. Isaac's armor in Dead Space 3 reflects the slender, angular design of his Dead Space 2 RIG, which is reflected in his co-op partner as well. Clarke is still struggling with his psyche, and experiences hallucinations of monsters. Ellie from Dead Space 2 will also return in Dead Space 3.

			
Isaac Clarke	Ellie	John Carver	

New Characters

- Jennifer - Jennifer is a survivor in the outpost on Tau Volantis.
- John Carver - Isaac's companion and guide will also play his cooperative partner. This character has a scar on his face and an soldier RIG. He was introduced in a short graphic novel animation where his primary goal seems to be finding his family, and will clash with Isaac over his obsessive search for Ellie.

Co-op Partner

This video introduces a character named John Carver, who is confirmed to be the co-op character in Dead Space 3.[2] The short released by EA on May 29, 2012 features a character who fits the description leaked previously ("a man with a gnarly scar on his face, an EarthGOV Soldier RIG of his

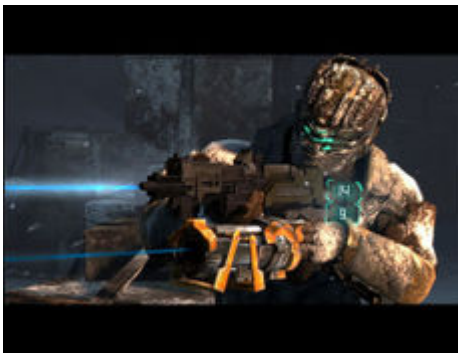


own, and glowing red eyes peering from his helmet.") to a tee.

According to the video's YouTube description, the character is Earthgov Sergeant John Carver. Carver "witnesses an attack on the Marker Site he guards which changes his life forever," leading him to "fight his way through a colony now in complete chaos as he begins to discover how important he is in fighting the Necromorph plague."

Most importantly, the description notes that "this is just the start of John Carver's saga in the Dead Space Universe."

Returning Weapons Are Different Dead Space 3



Alternate-fire in Dead Space 3 functions much differently than before. Additionally, the workbench has changed. [3]

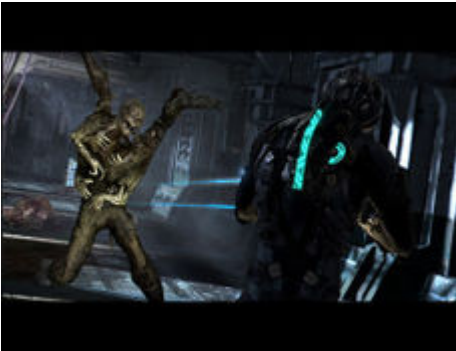
Plasma Cutter - The Plasma Cutter returns as Isaac's trusty weapon of choice. It can now be combined with other weapons like the Force Gun.

Pulse Rifle - The Pulse Rifle returns as well and can be combine with other weapons like the Ripper,

using the saw-blades as a secondary firing mode. It's possible this is the default loadout for the weapon, but it could also point to custom weapon combinations within the new workbench.

Universal Ammo- This is being use instead of the normal standard weapon specific ammos types, no doubt to facilate trading and weapon combos.

Isaac Has New Abilities in Dead Space 3



In Dead Space 3, Isaac has abilities beyond the weapons available to him.[4]

- Crouching - Crouching is one of Isaac's most notable new abilities, and it functions as his means of cover as he hides behind small objects. The left/right evasive roll is unquestionably the most significant change we know of in his new skill set. It appears Isaac is more nimble out in the cold.
- Telekinesis functions in a more complex manner, as you'll be capable of rotating items rather than just holding them, which plays into Dead Space 3's puzzles.

Bonus Content

Dead Space 3 players can obtain **Bonus Content** for the game by pre-ordering, participating in select promotions, having save files from other games, and by reaching certain Dead Space 3 gameplay milestones. Once unlocked, Bonus Content is immediately available to the player via Suit Kiosks and the Safe.

For paid content players can purchase to expand the game, see DLC.

Pre-order Bonuses

- **EG-900 SMG** - A submachine gun available to players who pre-ordered Dead Space 3 from Gamestop.



- **Tesla Enervator** - An electrical weapon available to players who pre-ordered Dead Space 3 from Amazon.com.



Limited Edition Bonuses

If you purchase the Limited Edition version, a pop-up will appear when you enter your online pass

code. To access them, you need to get to a bench for weapons and a suit kiosk for the different suits.

- **First Contact Suit** - A unique suit included in the Limited Edition.
- **Negotiator** - A combination Tesla Beam and Line Gun included in the Limited Edition.
- **Witness Suit** - A unique suit included in the Limited Edition.
- **Evangelizer** - A combination assault rifle and shotgun included in the Limited Edition.



Save File Bonuses

If you have these save files on your hard drive, a pop-up will appear when you start the game saying that you have unlocked these items. To access them, you need to get to a bench for weapons and a suit kiosk for the different suits.

- **Planet Cracker Plasma Cutter** - A unique Plasma Cutter with improved stats, available if the player has a Dead Space 2 save file.



- **N7 Suit** - A unique suit based on Commander Shepard's armor in Mass Effect, available if the player has a Mass Effect 3 save file.



- **Stasis Support Attachment** - A weapon attachment, available if the player has completed the Dead Space 3 demo (single-player or co-op).

Promotion Bonuses

Get these by going to "Extras" on the main menu, then entering a code after clicking on "Redeem Content."

- **Broadbow Arc Cutter** - A unique Line Gun obtained by participating in the Slim Jim Every Code Wins promotion with EA.



- **Rapido CAW-4b** - A unique Pulse Rifle obtained by participating in the Slim Jim Every Code Wins promotion with EA.



- **The Skewer** - A unique Javelin Gun obtained by participating in the Slim Jim Every Code Wins promotion with EA.



Gameplay Milestone Bonuses

Game Completion Unlocks

- **Dead Space Legends Suit Set** - Includes the Engineering Suit for Isaac Clarke and the Security Suit for John Carver. Unlocked by completing Dead Space 3 on any difficulty.
- **+3 CLP Circuit Set** - Unlocked by completing Dead Space 3 on Casual difficulty.
- **+3 RLD Circuit Set** - Unlocked by completing Dead Space 3 on Normal difficulty.
- **+3 SPD Circuit Set** - Unlocked by completing Dead Space 3 on Hard difficulty.
- **+3 DMG Circuit Set** - Unlocked by completing Dead Space 3 on Impossible difficulty.
- **New Game +** - Allows the player to replay Dead Space 3 with all weapons and equipment from a previously completed game. Unlocked by completing Dead Space 3 on any difficulty.
- **Classic Mode** - Unlocked by completing Dead Space 3 on any difficulty.
- **Hardcore Mode** - Unlocked by completing Dead Space 3 on any difficulty.
- **Pure Survival Mode** - Unlocked by completing Dead Space 3 on any difficulty.
- **The Devil's Horns** - Unlocked by completing Dead Space 3 in Classic Mode.
- **Retro Mode** - Unlocked by completing Dead Space 3 in Hardcore Mode.

Optional Mission Unlocks

- **MK-II Overclocked Frame Set** - Unlocked by completing all optional (including co-op) missions.
- **Hostile Environment Suit** - Unlocked by completing all optional (including co-op) missions.

Artifact Collection Unlocks

- **MK-II Overclocked Tip Set** - Unlocked by collecting all Artifacts in Dead Space 3.
- **Flight Suit** - Unlocked by collecting all Artifacts in Dead Space 3.
- **EarthGov Circuit Set** - Unlocked by collecting all EarthGov Artifacts.
- **Unitologist Circuit Set** - Unlocked by collecting all Unitology Artifacts.

- **S.C.A.F. Circuit Set** - Unlocked by collecting all S.C.A.F. Artifacts.
- **Alien Circuit Set** - Unlocked by collecting all Alien Artifacts.

Log Collection Unlocks

- **MK-II Overclocked Module Set** - Unlocked by collecting all Logs in Dead Space 3.
- **Research Circuit Set** - Unlocked by collecting all Text Logs.
- **Comms Circuit Set** - Unlocked by collecting all Audio Logs.

Weapon Collection Unlocks

- **Crafter's Circuit Set** - Unlocked by collecting all weapon parts in Dead Space 3.
- **Deep Dig Suit** - Unlocked by collecting all weapon parts in Dead Space 3.
- **Builder's Circuit Set** - Unlocked by collecting all blueprints in Dead Space 3.
- **MK-II Overclocked Attachment Set** - Unlocked by collecting all circuits in Dead Space 3.