



## Dead Space 2 Guide

Look for weapon node planning, traps (always with the traps), power node counts, node door locations, and "serprize" Necromorph encounters that will no longer be so "serprizin" after we reveal them.

With IGN, you will have a weapon you can't download from a pre-order code -- the weapon of *knowledge* which sure beats out that crap about convergence.

Confluence, synergy, and convergence are for some businesses and stuff like car-pooling, but anything else is weird -- like if you're the only person at a black-tie event wearing a pola-dot bow-tie like Orville Redenbacher.



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## Dead Space 2 Questions & Answers

You've got questions, we've got answers. If you need help with something you didn't find in our guide, we can still help you. We publish the best and most common questions we get here—take a look to see if your question has already been answered. If your problem isn't addressed, feel free to shoot us an e-mail via the link at the bottom of this page.

### Common Questions & Answers

#### ■ [What is Dead Space? What's Dead Space 2?](#) ↓

Dead Space was a 2008 videogame which detailed the exploits of CEC Engineer, Isaac Clarke. Dead Space 2 is the next installment of Isaac Clarke's adventure.

#### ■ [What's Dead Space Extraction?](#) ↓

Dead Space Extraction was a 2009 videogame for the Nintendo Wii which covers events before Dead Space.

#### ■ [What's Dead Space Ignition?](#) ↓

Dead Space Ignition was a 2010 videogame for the Sony Playstation Network and Microsoft Xbox Live Arcade and focused on hacking mini-games. Your PS3 or Xbox 360 purchase of Dead Space Ignition will unlock a suit which specializes in hacking for Dead Space 2 (it will be 'free' in the DS2 game).

#### ■ [What do I need to understand Dead Space 2?](#) ↓

Dead Space 2 follows the story in Dead Space (2008). If you are looking to save time, you only need to play Dead Space (2008) to understand Dead Space 2.

#### ■ [How long is Dead Space 2?](#) ↓

15 Chapters.

#### ■ [Is multi-player essential to understanding Dead Space?](#) ↓

Not really, but it beats playing the new *Spies Vs. Mercs*.

#### ■ [Who is Hayden Tenno?](#) ↓

A bad-ass Digital Extremes (the guys doing the multiplayer) should've loaned out (for money) as a secret playable character in Dead Space. After-touch this m—f—!

#### ■ [But what about Sam Gideon?](#) ↓

He would be even more bad-ass going through the Sprawl on Titan. Fat chance that will happen

though.

■ **its so esey! how is it survival horror anyway? you pres 1 batten the entier time!**



iknorite?! at least its not stick dudes!! 🤔

## Dead Space 2 Achievements & Trophies

All accolades (achievements and trophies) are for the single-player campaign. Quote that in your freakin' wiki.

■ <b>** Story Related **</b>	↓
Fifteen hidden conditions are related to completing story mode on any difficulty. You can probably guess the number of missions that awaits Isaac Clarke.	
■ <b>And Stay Down</b>	↓
Use the stomp to defeat 25 enemies (SP only).	
■ <b>Bouncing Betty</b>	↓
TK-catch a cyst's explosive seed and use it to kill the cyst (SP only). Nearing a cyst will cause it to expel the seed-bomb. Catch it with TK and you have a single-use bio-explosive.	
■ <b>Brute Juke</b>	↓
Kill a Brute without taking damage. Stasis the m—f&dash;er and then focus on cutting off the glowing parts of its arms/elbows.	
■ <b>C-Section</b>	↓
Knock down an enemy with the Contact Beam's alternate fire and then kill it with primary fire before the enemy can re-orient and attack. Increase all the abilities of the Contact Beam except the ALT nodes. You want the alternate fire to stun enemies, not kill them.	
■ <b>Clean Cut</b>	↓
Sever all three tentacles of a Lurker using the Line Gun's primary fire (SP Only). You will need to wait for the Lurker (the small dog-like necromorph that can climb walls and shoot crap) to stand on the ground and extend all three of its tentacles before firing. Improving the WID nodes of the Line Gun will help (and DMG).	
■ <b>Collect Peng</b>	↓
Take the Peng Treasure. (SP only) There is always Peng, and it's not the guy from Mercenaries Playground of Destruction. To find this, you need to play Chapter 7: The Solar Array.  Locate the mainframe room. In one of the rooms (it's the left one, if the holo-emitters are behind Isaac) will display in blue when the circuit-plugs are inserted in another order. That reveals a panel that turns the access tunnel to a secret room with Peng.	
■ <b>Elevator Action</b>	↓
Knock off every Tripod necromorph during the elevator sequence. For this, upgrade the Contact	

Beam's ALT nodes (all of them) and stock up on Contact Beam ammo (about 50 to 70 shots). The elevator you're looking for is in Chapter 7: The Solar Array.

When riding the access pod to Watchman Phillips' quarters (and incidentally, to the mainframe), necromorphs attack the pod through the windows. Simply use the Contact Beam's alternate fire mode and your up-gunned weapon should knock them all out (naturally, use Normal or Casual difficulty). The notification should appear at the end of the ride.

■ **Epic Dismemberment**



Sever 2500 necromorph limbs (SP Only).

■ **First Aid**



Use Quick Heal 10 times (SP only). The quick heal only works when Isaac is injured, and it uses the largest medikit first. You can easily do this by damaging Isaac (near a save and a store, so you can reload later) with Line Gun mines or Javelin spear electricity, then using small medikits via the quick heal button. Reload the game later if you like.

■ **Frozen in Time**



Kill 50 necromorphs while they are in stasis (SP Only). The enemies have to be blue and moving in slo-mo for these kills to count. Remember, enemies are guaranteed dead if their torso is destroyed (and an item appears).

■ **Fully Loaded**



Carry four fully upgraded weapons. (SP only). Fully upgraded means the ability nodes are all filled, not the empty nodes. Weapons have different power node requirements to be "maxxed". To upgrade all weapons (DLC not withstanding) you need 229 power nodes.

■ **Fully Outfitted**



Completely upgrade the RIG and Stasis Module (SP only). 23 power nodes will be needed for this.

■ **Going for the Distance**



Impale an enemy and make the target fly 17 meters or more. The stake must hit (and stick to) a surface in order to count.

■ **Hard to the Core**



Clear story mode on hardcore difficulty. (SP only) Remember that a New Game (+) cannot be used, only a completely new game. And you can only save three times.

■ **It's a Trap!**



Kill 20 enemies with deployed Detonator mines. The mines need to deploy the laser; impact kills will not count. Given that the Detonator is very handy for rounds 2 and onwards (since enemy encounters remain the same), the weapon becomes very, very fun to use.

■ **Lawnmower Man**



Kill four enemies with the same Ripper blade. Improving the DUR nodes for the weapon as well as DMG, helps in this condition. Simply deploy a blade and let 'er rip.

■ **Lightspeed De Milo**



Destroy the Lightspeed Boy statue (SP only) in Chapter 3's shopping Concourse. The statue is found in the room after the necromorph children attack, and right before enter the Unitology Resource Center at the shopping concourse.

■ **Looking Good**



Purchase/equip the Advance Suit (SP only). The schematic for the Advance Suit is in chapter 11, behind a node-locked door.

■ **Mission Impossible**



Clear story mode on zealot. (SP only) For this difficulty level, you may use New Game (+).

■ **My Boom Stick**



Kill 6 enemies with one line gun shot (SP Only). More DMG and WID will help this out. Putting the game on Casual will do that as well. Locate a large group of enemies and fire. Enjoy the mess.

■ **Necro Flambe**



Kill 50 enemies using the flamer. The flamethrower is a handy weapon on Normal and Casual difficulties, but lacks power when enemies charge you. Ignited enemies continually take damage until they are dead.

■ **Peek A Boo**



Kill a Stalker with the Seeker Rifle while zoomed in. While you can do this in Chapter 4 (the first instance you meet Stalkers), you may have a height advantage in the Chapter 6 stock-room (run back to the stairs and set some detonator mines to prevent them from coming upstairs).

■ **Picking Favorites**



Completely upgrade one weapon.(SP only). This is self-explanatory.

■ **Romper Stomper**



Use the stomp on 10 containers. While you can TK-grab containers, simply drop them at Isaac's feet to do this. It is faster to use TK-push to destroy containers, but that action doesn't satisfy this condition.

■ **Shock Therapy**



Impale an enemy with the Javelin Gun and use the alternate fire mode to kill three other enemies (SP only). Finding a group of enemies to do this isn't hard. Try the crawling necromorphs in the TST Elementary School. Spear the head of the Crawler, and gather three enemies around.

You can also try doing this in the middle of Chapter 4, at the funeral parlor. Impale the Slasher to the ground and shock the parasites who congregate down the main aisle.

■ **Shoot the Limbs**



Sever 25 necromorph limbs (SP only).

■ **Skewered in Space**



Impale an enemy onto a breakable window to cause a vacuum blow out. The impaling weapon can be a constructed spike or a dead Slasher's claw. Locating the right window for this is the hard part. Try the window in Chapter 4 (the start of the resource center), or the one in Chapter 7 (bottom level of the workbench room). Both places have set spikes for this purpose.

■ **Taste of Your Own Medicine**



Use TK to impale a living Slasher necromorph with another Slasher's claw. The impalement must stick to a surface in order to count. Easily done if you remember to prepare in Chapter 4 (trash room) or 5 (the upper main chamber) by ripping the claws off, setting them down somewhere and causing a Slasher spawn.

■ **The Electrician**



Collect 10 semiconductors (SP only). These include the conductors from defeating mini-boss enemies. Basically, if it glows, pick it up.

■ **The Engineer**



Collect 10 schematics (SP only). Hard to miss unless you are not exploring. If it glows, pick it up. And be sure to open all node-locked doors for plans as well. There are considerably more schematics than this condition's limit.

■ **The Librarian**



Collect 100 logs (SP only). There are more logs (text and audio) to meet this criteria; this also includes audio logs of the mission events themselves (since they can be played again in subsequent rounds).

Basically, if things glow, pick it up.

■ **The Nanny**



Defeat 30 Crawlers without detonating them (SP only). Simply shoot the heads of the babies. The "I'm Squishing Your Head" tactic won't work since these enemies blow up on impact.

■ **The Sample Platter**



Make a kill with each weapon in the game (SP only). Easily done, even if the weapons aren't powered up. You just need to make one kill, then switch weapons.

■ **Think Fast**



Kill 30 necromorphs with TK thrown objects (these do not need impalement but they do need to kill). Explosive barrels may count (check the condition tracker on the pause menu).


■ **Vacuum Cleaner**



Decompress 20 necromorphs without being sucked out into space yourself. The pulse rifle is handy to save Isaac by shooting the shutter button (it fires rapidly). That or use the plasma cutter.



## Dead Space 2 Guide

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## Dead Space 2 Guide



How to Play

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### Basic Controls

Chapter 1 essentially walks you through the basic controls of the game, from movement, to sprinting, attacking, healing, etc. You will only get a few more training messages for zero-G and re-spec, but for the most part, the tutorials in chapter 1 are all you need.

#### ■ Where's my HUD?

Dead Space's game designers opted for the HUD-less HUD; all the information you need to know about Isaac (health, items, etc.) are displayed on his RIG and the holo-projector in his inventory.

Total ammunition is visible when selecting weapons, and the current number of shots in a magazine are visible on a weapon when it is brought up to be aimed.

#### ■ Quick heal | [« view RIG node path »](#) | [« achievement/trophy alert »](#)

Instead of using medkits from the inventory, you can opt to use the largest medkit in your current inventory by pressing the Quick Heal button. One of the extra accolades is to use the Quick Heal ten times.

#### ■ Defending yourself.

You can defend yourself by attacking by swinging your weapon by firing without aiming, or by stomping on the downed enemies. Aiming and firing will shoot your current weapon. Aiming and stomping will trigger the ALT-fire (or alternate fire mode).

Different weapons have different uses -- some have different applications and fare better or worse against different enemies.

#### ■ Stasis and Kinesis | [« view Stasis node path »](#) | [« achievement/trophy alert »](#)

Kinesis is sometimes abbreviated as TK (this is an error since the kinesis is mechanical, not psychic but whatever dude - space zombies). With it, you can lift spars of metal and shoot them out like harpoons or spears.

Stasis is handy because you can slow down an enemy until it is moving slow as molasses. Since stasis energy recharges (slowly) now, you can wait for the meter to recharge if you weather a fight. Stasis packs will refill the meter instantly and is handy for tough fights or boss fights.

### Powering Up

Isaac slowly becomes more powerful as he collects items and power-ups. In subsequent rounds, he can breeze through the game quickly and earn plenty of ammunition (to sell for Credits) so he can complete Zealot difficulty with little trouble.

#### ■ Schematics.

Plans for new weapons, ammunition, space suits and other items are the key to how you unlock them for later access in a Standtech™ store. Once a schematic is uploaded to a store, it can be purchased using credits. Schematics (glows dark blue) are easy to locate ... if you explore.

#### ■ Power nodes.

These items are found or purchased (once you uploaded the schematic) and are used to improve the abilities

of weapons, your RIG, and the Stasis Module. Buying power nodes isn't recommended unless you have a lot of spare credits, as you cannot sell excess nodes (unlike ammunition and other items).

Power nodes can be recycled from one item to another once you reach the workbench in chapter 7, round 1 for 5000 Credits. Exploiting this ability lets you "heal" Isaac to full life by manipulating the HP nodes on the RIG.

- **The workbench.**

To utilize the power nodes on your items, you need a workbench (much like you would in *Minecraft* ...). You can use your locator to find workbenches (as well as save points, stores, and objectives) by cycling through the locator window when you have it active (use the D-Pad or Arrow keys).

- **The Standtech™ store.**

The store doesn't do much until you bring schematics to unlock new items. Once you do, you can buy new items from the store, change space suits, and even (most importantly) store unused items and weapons there so you can retrieve them later. On the harder difficulties, this is important, as enemies relinquish fewer items on hard difficulty.

## Weapons of Dead Space 2

There are ten weapons in the default Dead Space 2 game. If you have extra weapons from DLC or modes, they are extraneous and likely, unnecessary. The weapons here are presented in the order you get them. So if you missed one, you forgot to pick up the schematic or didn't buy it in the store.

- **Plasma Cutter** | [« view node path »](#)

Weapon and ammo are available at the store. A good weapon since the shot is near instantaneous, and changing the orientation of the shot means you can sever limbs from different enemies effectively. Its special ability sets enemies on fire, damaging them slowly over time. All in all, a great weapon to have ... except it's too slow for some situations.

- **Javelin Gun** | [« view node path »](#) | [« achievement/trophy alert »](#)

Weapon available in the store. Ammo Schematic at the Unitology plaza, end of chapter 3.

The first store will offer this weapon for sale along with the Line Gun. Both are good buys, but both also require different mindsets in battle. The Javelin Gun does damage twice with one shot (first impales, then shocks) giving the weapon more damage potential.

With the shock-spears, you can also set up an ambush for enemies if you know where they appear, but you will be limited to using that one spear. Accuracy is an issue with the weapon as well -- if need to kill several enemies at once and in a hurry, use the Line Gun. Otherwise, the slow and methodical Javelin Gun is probably more your weapon.

Be careful with the Special Node on this weapon -- spears explode like grenades after delivering their shock once the ability is active.

- **Line Gun** | [« view node path »](#) | [« achievement/trophy alert »](#)

Weapon available in the store. Ammo Schematic in the Unitology storage area, the middle of chapter 5.

The old standby, the Line Gun (or space shotgun) is easily the best weapon to use against hoards of necromorphs you want to amputate. Essentially, it fires a horizontal band of energy that destroys everything in its path. The ALT-fire will place a timed mine on nearly any surface.

If you're not one for precision, the Line Gun is good choice. Another additional benefit -- you can fire the primary shot up close and not worry about splash damage (as you would with the shock-spears from the Javelin Gun).

- **Pulse Rifle** | [« view node path »](#)

Weapon Schematic at the start of chapter 3. Ammo Schematic in the middle of chapter 6.

The EarthGov Pulse Rifle is the standard military issue assault rifle in whatever century Isaac Clarke lives in. While its rapidfire ability and accuracy are good points, the weapon does little damage to necromorphs, unless the ALT-fire grenade launcher is used.

It is handy for shooting the emergency shutter buttons on blow-out windows, and its large reservoir of ammo lets you pick at parasites and enemy from a distance. Just don't expect to take down necromorphs quickly with this weapon.

■ Ripper | [« view node path »](#) | [« achievement/trophy alert »](#)

Weapon Schematic in the gravity shunt room in chapter 5. Ammo Schematic is at the bottom of the maintenance pod shaft in chapter 7.

The space chainsaw is a great weapon to "main" if you up the DUR and DMG nodes. This way, the weapon lets its blade spin longer and does more damage. Holding it ahead of you, you can literally walk forward and chop down enemies with ease.

The issue with this weapon is when you try to fire a ranged shot -- the blade is wide and doesn't fire too quickly, giving you problems if multiple necromorph Pukers are just beyond cutting range and need to be shot to prevent them from firing.

■ Detonator | [« view node path »](#) | [« achievement/trophy alert »](#)

Weapon Schematic is in the save room at the church executive's office (before meeting Daina) in chapter 5. Ammo Schematic is in the processing plant room with the workbench in chapter 8.

This is probably the best new weapon in Dead Space 2. Essentially a grenade launcher with the ability to fire sticky laser-mines, the detonator is good to have around once you replay the game several times and know when and where enemies appear.

Mines can be disarmed by using the weapon's ALT-fire. Once they are, you can retrieve and reuse them like any item. Note that you can only set a maximum of five lasermines. Any more will disarm the earliest placed mine.

The special node extends the blast radius of each mine, making the weapon more deadly.

■ Seeker Rifle | [« view node path »](#) | [« achievement/trophy alert »](#)

Weapon Schematic is in the start of chapter 6, the balcony "room" where the laundromat is. Ammo Schematic is in the Stalker cargo room (past the Guardian), after Isaac leaves the tram to check the track in chapter 9.

The sniper rifle gets little use since the weapon is essentially a charged Contact Beam with slightly zoomed in view. Unlike Weyland-Utani's M-42C Marksman Rifle, the scope-vision offers no benefit to the weapon, although it uses a different damage value when zoomed in.

The zoomed-in view is a toggle (like the Plasma Cutter's orientation); once zoomed-in, the weapon will always be zoomed-in when you aim, unless you untoggle the zoomed-in view.

■ Flamer | [« view node path »](#) | [« achievement/trophy alert »](#)

Weapon Schematic is in the last classroom before the school playground in chapter 6. Ammo Schematic is in chapter 9, where Ellie's old crew barricaded themselves on a balcony of the fuel tower. Look for laser tripmines that indicate their position.

The flamethrower, unlike last time aboard the *Ishimura*, is more useful on the Titan Moon Sprawl since there are fewer vacuum areas. In the air-filled environments on the colony, you can use the flamer easily and light up enemies in the dark (the fires are a light source).

Enemies who are on fire will try to put themselves out (or contort in pain). Compared to the Ripper though, the flamethrower is not as effective. The ammunition needed to destroy enemies is copious -- especially once you move on to hard difficulty or above.

■ **Force Gun** | [« view node path »](#)

Weapon Schematic is in a locker at the top of the maintenance pod ride in chapter 7. Ammo Schematic is in the ship's centrifuge chamber in chapter 10. Get it before activating the machinery, since you need to be in zero-G.

The Force Gun is essentially a charged space shotgun. It's handy for both short and long range distances (unlike the Line Gun), but the charging times are an issue. Using this weapon also nets you no new achievements or trophies (apart from The Sample Platter accolade). The Contact Beam is a more effective weapon.

■ **Contact Beam** | [« view node path »](#) | [« achievement/trophy alert »](#)

Weapon Schematic is in the node-locked room of chapter 7 (before going outside to align the solar arrays). Ammo Schematic is in the zero-G zone of chapter 11. Check the exit tunnel's exterior; the plan is floating in space where the tunnel connects to the rock.

The Contact Beam works as much as it did in the first game with one notable exception -- once fully upgraded, the weapon can put enemies into Stasis with its ALT-fire, making this weapon a great must-have on harder difficulties. With each Contact Beam shot being an extra shot of stasis (and doing damage), you're practically unkillable if you time your shots.

The primary shot is handy -- a charged shot that's capable of doing tremendous damage to one target. While slow, it is a good weapon to deploy against slower, tough enemies like "Tripods" and "Pregnants" (parasite carriers).

Note that for the achievement/trophy C-Section, you will want to de-power the ALT nodes (and Stasis node) since you only want to knock over enemies (not kill them).

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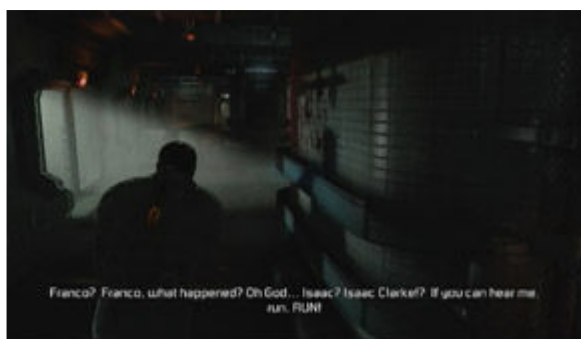
☰	<a href="#">How to Play</a>	<b>Walkthrough</b>	<a href="#">Trophies/Achievements</a>	<a href="#">Video Tips</a>
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■ Node-Locks — n/a

■ Power Nodes — 5

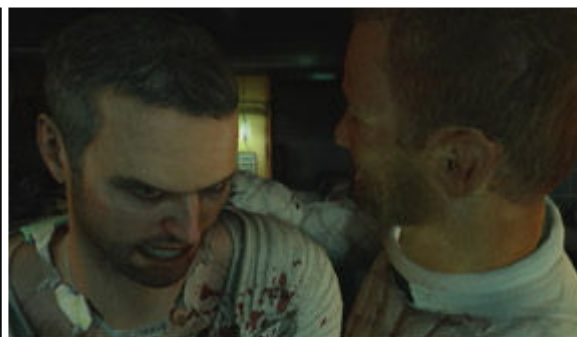
■ Schematics — Elite Engineer Suit (round 2+ only)



Run to the first save point. Clarke will still be in strait jacket until the end of the chapter (training chapter). Note on a New Game (+) the inventory medikits can be squandered when you press the Quick Heal after the medikit training session.



During the escape, aim for the lit spots. In many ways, this is just like *Left 4 Dead*. Be sure to hold the SPRINT button so you move quickly. Slowing down is death since the non-Love Boat Isaac starts off with very little life.



Head into Observation Room and encounter the interrogator. Follow his directions on interacting with items and using the medkit's shortcut (Quick Heal). Take the flashlight and know that you will be unable to fight back save

using your hands and feet for now.



After the medikit tutorial, you will need to use Kinesis/melee as weapon for a short while. Go through the maintenance tunnel and drop into the surgery room.



Take the kinesis module from the medical machine. Isaac can now grab and fling stuff at enemies. Stakes so thrown behave like spears and can impale enemies.



Check the cradle where the corpse was suspended, and drop (do not fire/throw) the stakes at a spot where you can easily grab new stakes (like in front of you). Use them as ammo against the two weak necromorphs who attack you after breaking the glass partition.



Un-used rods can be carried to the elevator where they can be brought upstairs. You can do this most of the time (unless a new map loads when you cross from one to another -- in these cases, the stakes you're carrying will suddenly vanish).

Use the stakes on the necromorphs who attack in the upper surgery theater. If you run of stakes, there are more rods on the ground (denoted by their glint); however, stumbling around in the dark will get you nowhere, and IGN says nothing builds skill faster than experiencing hardship.



After taking the tissue laser (a Plasma Cutter), the game goes to normal mode. Use the weapon to kill the necromorph blocking your path to the exit.

Naturally, you want to sever and neutralize the other necromorphs who appeared when the surgery patient was killed. Be sure to loot their bodies by hitting the torso after they are destroyed. An item from a dead enemy means it is no longer an active threat.



Follow the guideline (locator) to the next area, and be aware of dark corridors. Enemies can slip into the playfield from ceiling and wall vents (not all of them are destructable grating).

During this time, if you kill a Slasher necromorph (i.e., about 90% of them), you can use kinesis to rip off a claw and use it as a one-shot weapon.



After the dark hall of the medlab, you will enter the lobby where one Nolan Stross will engage you in conversation. Follow the NPC to the point where the gates close and start going back upstairs. Eyeball the walls and ceilings -- where there are vent-ducts, you will want to stay away as enemies come out from them.

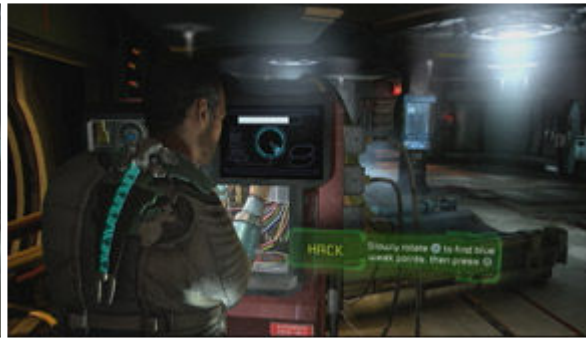
Notice the corner room in the above-left illustration. Head up the ramp and you can make a better stand against enemies in a secluded corner. Otherwise, you risk being swarmed (above-right). While you can (barely) survive on Normal, it's not a good idea for other difficulties.





### Power Node — The hospital's concierge/front desk.

After surviving the necromorph ambush, collect items and move on ahead. Remember to take everything that glows and you should be fine. In fact, you can even kinesis ammunition cannot carry to the next area. If you run out of room, lug along some ammo or other item. Once you shoot a few enemies, you can claim the ammo as your own.



Hacking is easy. Don't follow the circumference of the hacking circle unless you're close to the blue "safe" point; instead, "play Battleship" by darting to different spots on the circle. Touch the rim to see the color and then dart to another spot to quickly localize the safe spot. Remember that clicking one red "unsafe" spot, you need to restart the hacking puzzle all over again.



Once the stasis module is hacked and taken, use the one shot of stasis immediately on the incoming enemy. It will kill Isaac regardless of what difficulty level you have the game set to. Once "frozen", open fire on the enemy's legs and arms. When completely truncated, an enemy will cease to be a threat.

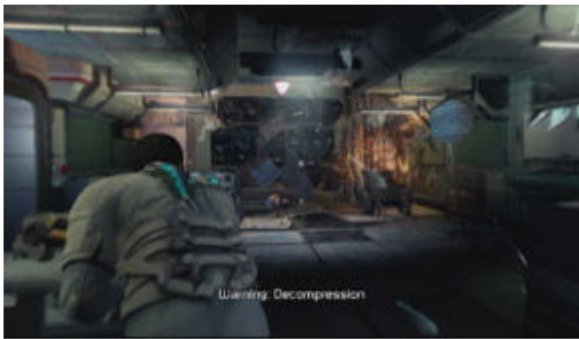


Use the stasis energy station and freeze the gate after you open it. Refill at the stasis energy station again (sure, why not) and go past the gate.



### Power Node — Morgue where you first encounter the Pukers.

You will likely want to use stasis if your plasma cutter doesn't finish off the two Pukers in the next medlab room. Loot the items in the room and don't miss the node.



### Power Node — Desk opposite the one with the party balloons.

A short while later, you will find a tutorial on blow-out windows. Shoot the red triangle button above the window to close the shutter. For blow-out windows, the draft only lasts temporarily before the shutter closes, but the time needed to do that generally exceeds that which you need to stay away from being sucked out.

A few accolades will be tied to sucking enemies out of a vacuum. Check the trophies/achievements page for details on that.



**Power Node — Next to the save station.**

**Schematic — Next to the save station (round 2 and on only).**

The save station and first store will have weapons and stuff for you to purchase. You will get the last suit you wore (if this is the first time, it will be the default Engineering Suit). For now, focus on hoarding plasma ammo for the boss.



**Power Node — Vacuum room between the store and the boss room.**

The boss is a brute necromorph, and if you are quick enough with stasis and the plasma cutter, you can beat it without being hit (on Normal, round 1). Use the stasis stations around the room to recharge your stasis and keep the thing frozen.



As the dead Hammond said before on the Ishimura, shoot that thing in the back. The glowing parts of its limbs will be easier to hit from the sides or back. Once all of its limbs are severed, the brute should not be moving much. Kinesis any object near its corpse to make it spasm one last time to avoid being damaged.

**Bonus Task » Brute Juke**

While you can avoid being damaged by a brute any other time in the game, this job is easy if you have

some patience and skill with the Stasis. Simply keep your distance, freeze the enemy, flank it and fire on the glowing bulbs. For all weapon related accolades, you can use the easiest setting on subsequent rounds (and use powered-up weapons).

After the brute is killed, head back to the store and sell the semi-conductor. Follow the guideline to the next level.

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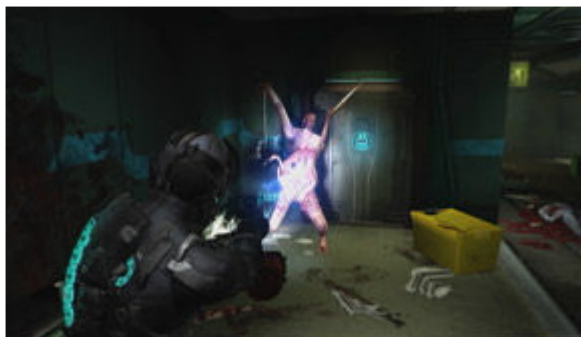
■ **Node-Locks** — Hallway with the first save station.

■ **Power Nodes** — 1

■ **Schematics** — Power Node, Stasis Pack



Proof of how seamless the chapters are, the end of chapter 1 occurs after falling into a Sprawl workshop. The workshop has a workbench (for node-welding) and a store. The save point however, is outside on the "street". Note that save points, workbenches, and stores are sometimes near places where enemies appear.

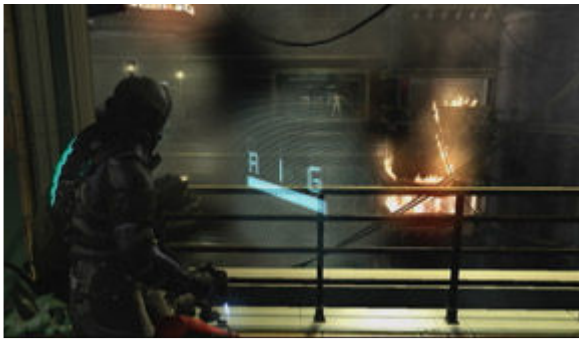


■ **Power Node** — Hallway just past the save point and node-locked door.

■ **Node-Lock** — Hallway where the save point is.

■ **Schematic** — Power node plans in the node-locked room.

Necromorphs start showing up after leaving the workshop. The Sprawl is mostly residential, meaning small, dark sleeping rooms where things crawl out and rip your face off. If you have trouble using the flashlight, up the Gamma correction (basically artificial night-vision) and you can see your surroundings.



Apart from the obvious Slasher, there's a Leaping necromorph who will attack right after Nolan Stross finishes his transmission. It appears at the balcony, and can be stasis'ed and shot as it clambers into the playfield. Follow the guideline to the next level.



It should be noted that you can never save/kill any NPC by accident in Dead Space. Hence everything you see is for dramatic purposes only. Ignore all cries for help, etc. and focus on preserving your items and life. Otherwise, you get surprised when you approach certain doors without steeling yourself for a battle.

In this instance, a necromorph pops through the left door as you approach the escaping Sprawl couple. If you inch forward slowly, you can trigger the enemy spawn, but not get knocked down. This gives you a one second head start to stasis or shred the limbs of the enemy, and thus preserve life.



Going out of the way in Dead Space yields variable results. For the most part, you do not want to wander around in order to preserve life and ammunition. However, not exploring means you lose out on credits, nodes, and schematics.

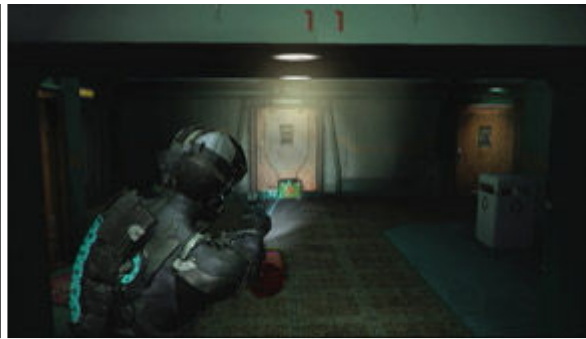
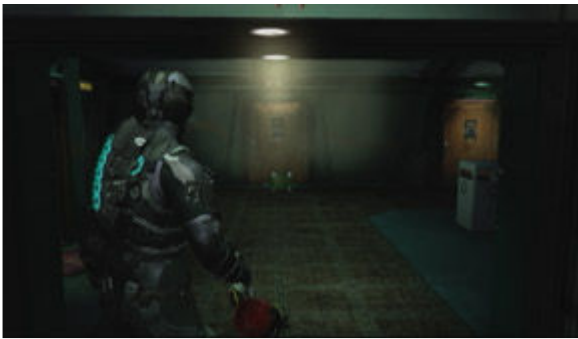
In the case of the woman's "mother", it is now a Puker (complete with its bare ass, if you're into that sort of thing). It will spawn and crawl out from the bathroom. The reward (apart from the enemy drop) are some credits you may find handy.

Entering this Puker's bathroom will also trigger some Slasher necromorphs to attack from down the hall. Again, whether or not it's worth it is up to you (and the difficulty level you're playing on).



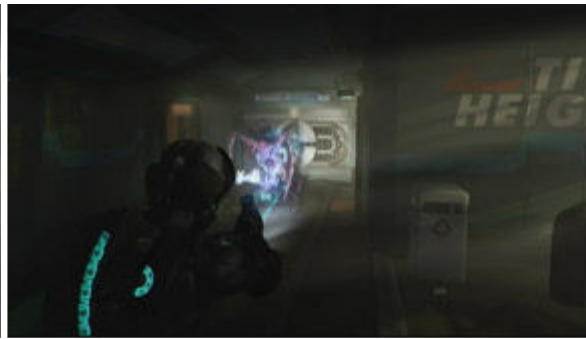
Hit the laundro mat and stop. Look at the ceiling. If you've been jacking around in multiplayer, you should notice the wall and ceiling vents necromorphs can crawl through. For the story mode, these are the vents where most enemies appear (although some simply invis-spawn).

Locate a section of the laundry where these vents are directly above you. The glass partitions are actually a good obstacle, as necromorphs need to walk around them to get to you (the A.I. doesn't break them). Kill the ambush and go through the door.



Before moving on, note that the kinesis ability lets you avoid certain ambushes. The game tries to trick you into moving into areas by placing lucrative items on floorplates (invisible) that are tied to enemy spawns. Using kinesis, you can bring the items to Isaac where you can break them from where you stand.

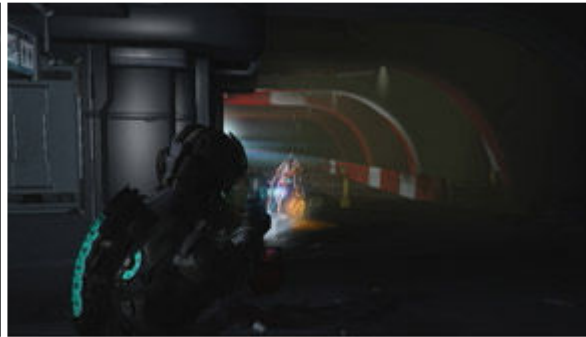
Naturally, the trick is to get close enough to kinesis an item without triggering the enemies. Another thing to keep in mind is that you can only kinesis one item at a time, so this can be a tedious process. However, during this time, your stasis energy slowly recharges; in this case, it's a win-win situation.



At the luggage-barricaded door, there's a necromorph who appears from the monster closet on the right. Approach it slowly, and like before, the door explodes, but will not touch Isaac. Use this chance to blast the sucker while it is stasis'ed.

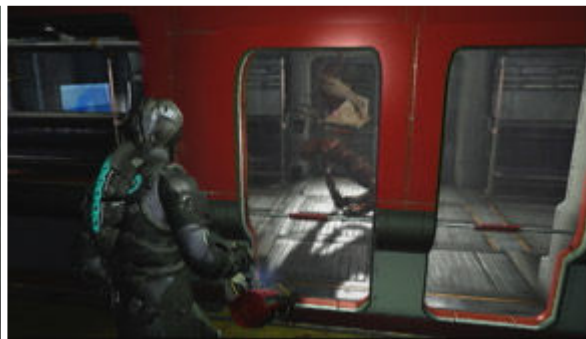


The tram station conveyor area has some more ambushes; blast the Leaper and Slasher on the conveyor belt, then head towards the exit. Don't forget to check around for glowing items, especially on the sides.



Once on the other side of the conveyor belt, watch for exploding necromorphs (Exploders/Suiciders/Detonators) coming from the vents on the walls. A Javelin Gun's spear can help you "trap" a spot, but a better idea (on round 2 and on) is the Detonator.

For now, use fast trigger fingers and blast the glowing portion of the enemy to insure a kill. Clean up the items afterwards. You're about to hit the end of the chapter.



The tram station has some enemies. Prepare by destroying the limbs of all the corpses you see (you can use Kinesis to drag bodies close to Isaac). This is because of the necromorph Infector who can turn corpses into elite (black) necromorphs that are tougher to take down. When the door opens, kill the Infector quickly, then the elite Slasher (stasis helps), otherwise you will have more enemies to fight.





## Schematic — Stasis Pack plans on the empty tram track (not shown).

Don't stick around the station too long, or another Slashing bastard will spawn to urge you on the way (as well as a second Infector, hence the preparation before). If you can, take the stasis schematic back to the store in the beginning (not always possible, but something to think about). Otherwise, take it early and head into the train.



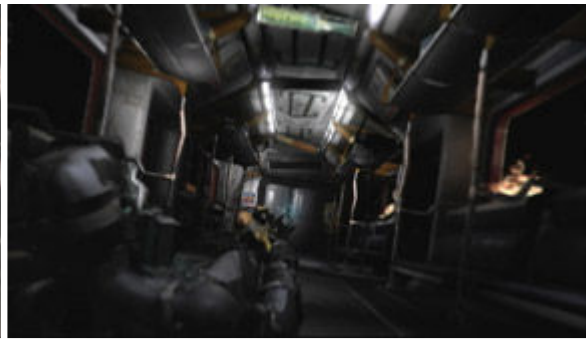
Hack the tram's control panel, then head towards the start of the train. A few necromorphs will appear in the car you're on. Destroy them in order to unlock the door to the next car (same exercise).



The train is chiefly a straight up fight, so use enemy claws (the Slasher's two claws) and other objects to injure or impale enemies. While Isaac can melee more quickly this time in Dead Space 2, it's probably not a good idea to go toe-to-toe with necromorphs while wildly flailing his arms. Enjoy the kill-fest and head for the next door.



A short free-fall section is next. Avoid the debris and enter the next car. While the flying debris here only damages Isaac, later such sections will instantly kill him. Use this as a practice run, and remember you can still dash during freefall. Finish the quick time event (QTE) and move on.



After a few steps, you will proceed to slide down the floor of the train while evading (or shooting) necromorphs. For the most part, you can ignore them (they have horrible accuracy), and opt to save ammunition for the "boss" fight that's about to come.



Dead Space 2 is less about "boss fights" than it is about preset encounters. Here, you are stuck hanging upside down while a small hoard of necromorphs congregate around dinner (i.e., you). Use the stakes on the ground and the ammo drops to fend off the enemies.

Aside from the Exploding necromorphs, Pukers (crawling on the ground) and upright Slashers will approach from three directions -- from the vent past the cargo container "ahead" of Isaac, and from the sides (off the screen) to your left and to your right.

Unless you absolutely remember the enemy appearances, you're likely going to have to use stasis to slow down one pack of enemies while you deal with another. Hopefully, you will have at least a couple shots in your weapons left, as the final event requires you to shoot (no kinesis objects available).



The game's main mini-antagonist (the Tormentor) will attempt to kill your ass. Shoot the glowing yellow spots on the enemy appendages to escape. If you are out of ammo, you are pretty much out of luck. Better luck next time. Isaac auto-escapes the tram after this sequence.

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- **Node-Locks** — Past the zero-G garbage intake, near the battery.

- **Power Nodes** — 4

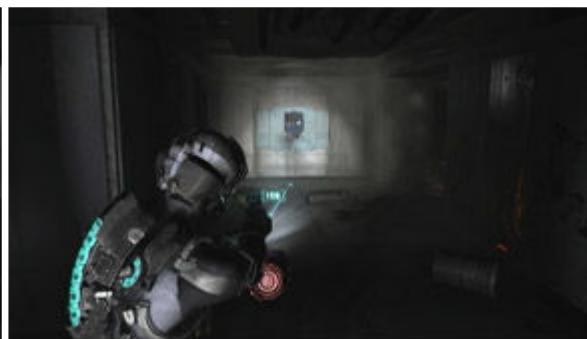
- **Schematics** — Pulse Rifle, Javelin Gun (ammo)



**Power Node** — In the corner of the starting storage area.

**Schematic** — Pulse Rifle plans on the shelf in the storeroom.

Begin by taking an assessment of your inventory. Spend some time in the (enemy free) storeroom to restock on items and ammo. Explore a bit here before saving -- there are some goodies in the corners and in the shelves and boxes.



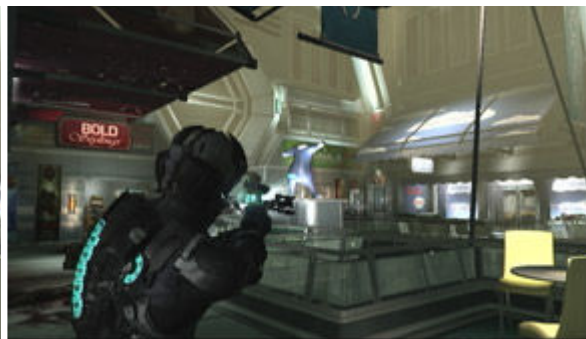
**Power Node** — Hallway end past the save station.

Head past the save station and get ready for enemy encounters. The light encounter (Slasher) in the dark T-shaped hallway just gives you a glimpse of the necromorph children (dubbed 'The Pack' by the official site -- we're going to go with necro-kids).



Up the lift and head to the Concourse. The pack of rabid, undead children will assault you now. The best thing to do is head left (from where you start) towards the save station and go around the corner of the conveyor. Break the glass (so the enemies get hung up on the side instead of going around the glass, then going straight for Isaac) and shoot them down at your leisure.

Out video for the Lawnmower Man and Shock Therapy achievements/trophies shows you how to do this (albeit with an up-gunned Ripper, which you don't have on round 1).



Visit the store and head out into the shopping concourse. There aren't enemies here, (there will be) so loot the place. Be sure to check over the railing for a semiconductor. If you cannot aim over the railing to kinesis the item, you may need the Pulse Rifle (aims higher). Before hacking (and then taking) the next lift, clear out your item slots and take only one slot of ammo and a healing item.

### Bonus Task » Lightspeed DeMilo

Wreck the Lightspeed Boy statue in the concourse for this accolade.



Enemies appear in the hallway of the resource center. Trigger the first wave and blow them out the window. During the lull, you will want to enter the maintenance hatch, as a second wave of necro-kids will appear. If you're feeling lucky or brave, you can proceed to smash them with a diagonally downwards-aimed melee flurry. It's otherwise better to shock the whole group with electric spears.

### Bonus Task » Skewered in Space

If you have the Javelin Gun, you can impale an enemy to the blow-out window to nab this accolade.

### Bonus Task » Shock Therapy

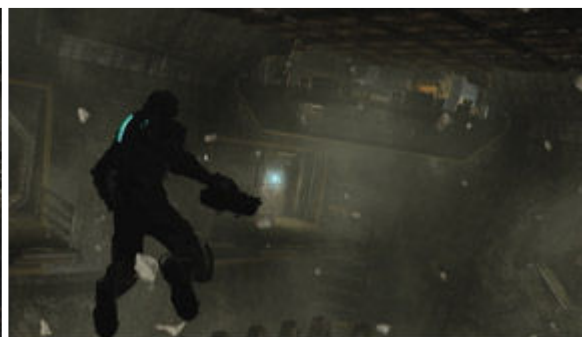
A Javelin Gun to impale a necro-kid to a wall, followed by a shock can net you this accolade as well. You can simply restart from last checkpoint to do this task (any difficulty except Hard Core will restart you at the elevator checkpoint).



You can also deal with the wave in the small offices. If you somehow get to a corner office and break the blow-out window, you should be safe from the vacuum effect (which only affects the hallway). If you are willing to restart from a checkpoint after getting the Skewered in Space trophy/achievement, you can use this exploit to suck out more necromorphs instead of just the initial few in the first wave.

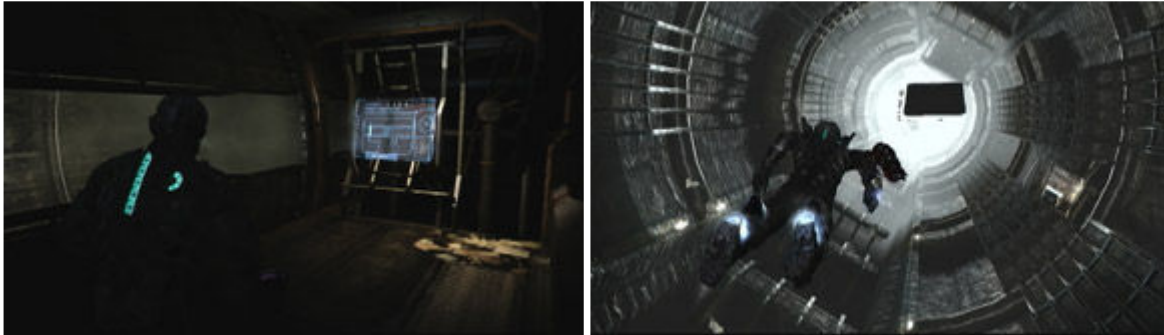


Get to the waste management chamber. An impaled Slasher and a video will tell you how to kinesis the claw of a dead necromorph and use it as a one-shot weapon. It's a clue that you will be using it very soon when you're done with the next puzzle. Go to the booth and deactivate the compacter. Once that occurs, you can go through to the next zone.



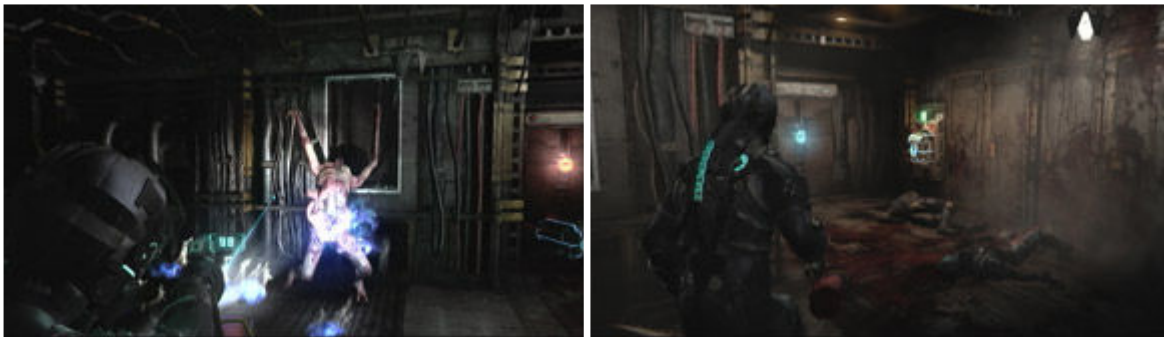
**Power Node — Corner room under the compacter's control booth.**

Enemies galore appear in the room you were previously in. Do your best to sever their limbs (you can kinesis-catch the Puker's acid spit if you're quick). Take out the enemies (use the turn in the hall to set up a killzone) and move on.



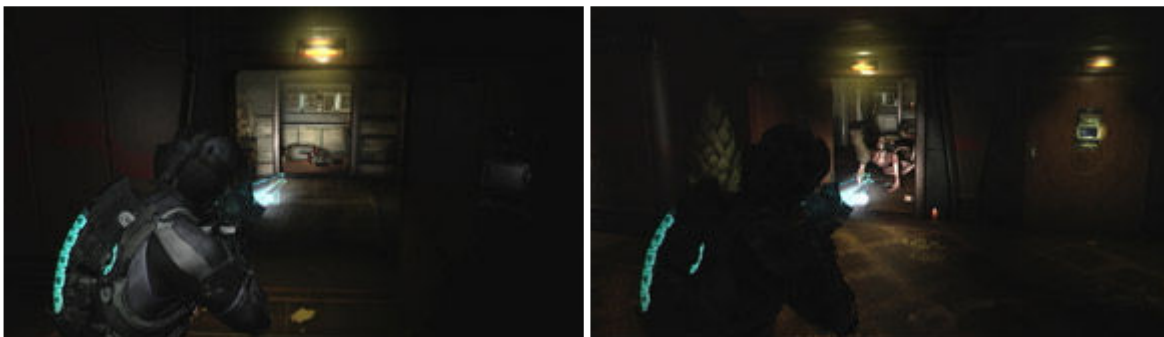
When in the zero-G room, don't miss the goodies in the corner room (the one under the control booth). After you get the items there, move to the tunnel next to the garbage intake. Open the intake and you will have a way out.

Just like in free-fall, Isaac can sprint in "all-range" zero-G mode (if you don't get the *StarFox* reference, GTHO). Use sprint to propel Isaac past the garbage (none of the chunks will injure you) and head for the exit.



### Node-Lock — Near the battery-operated lift past the trash tunnel.

There is a Slasher ambush near the battery. Deal with it (it appears after a set amount of time after you approach the battery), and you can examine the battery in peace. Once the battery is put back into its slot, the lights will help you in exploring. Take the lift when you are ready.



At the top of the lift, some parasites will greet you as you near the corpse in the residence ahead of you. You can either time your Line Gun's mine or have a Javelin's spear electrocute the door to take them out.

A crawling Slasher will also approach from the second room (and more parasites), making things interesting if you choose to explore this area of the habitat.



Right after the enemy gunship shines its lights into the Sprawl, there's more quick encounters with the necromorphs. Try to hoard some ammo -- there's a tough/large encounter coming up in about 5 minutes.



Okay, less than five minutes. Slashers, Infectors, Exploders, Pukers, and Leapers will gang up at the plaza outside the Church of Unitology. Use the area you have to sprint, turn, and fire on the enemies. If you must, the dead-end hallways are sufficiently narrow to battle everything except the nimble Leapers (legless necromorphs).

If something gets behind you, it will be a tough fight to get away without serious injury. Depending on what you have (Line Gun or Javelin Gun), you will find different spots are more suited to different weapons.



**Schematic — Javelin Gun ammo is near a sofa by the plaza's observation window.**

After the battle, take up cleaning the area of all items. If there are some items you cannot carry with you, try to bring it back to the last store (not the next one) and keep it.

Going through the next few sets of doors is a one way trip to the next stage. While you can locate the next store/workbench/save station easily, any items left in the plaza cannot be fetched.

Escape the gunship by sprinting through the rooms to the next available exit. Easy.

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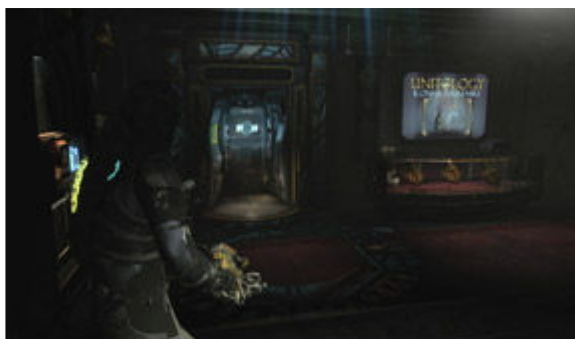
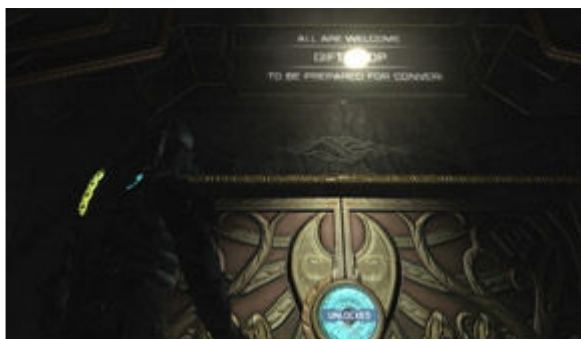
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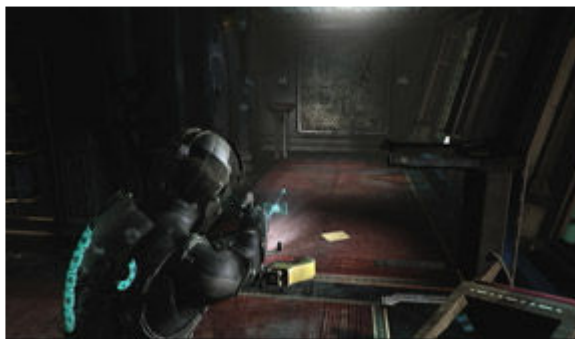
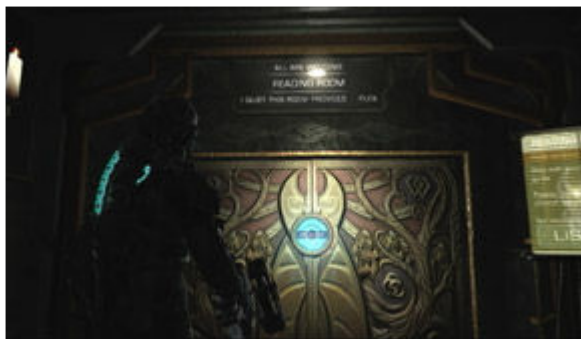
■ Node-Locks — n/a

■ Power Nodes — 3

■ Schematics — Security Suit



The first thing to do upon enter the Church of Unitology is to locate the gift shop. The gift shop is the "safe room" where Isaac can save, shop, and upgrade weapons. After each jaunt into the church, you will be able to open doors that lead back to the gift shop so you can save, etc.



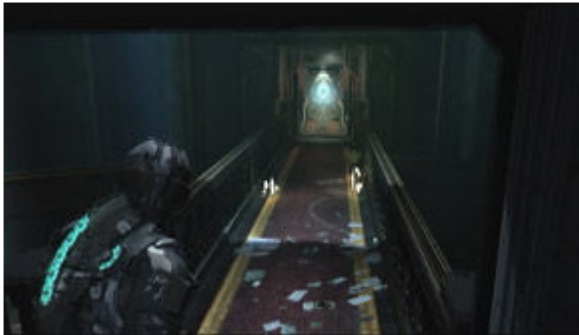
**Power Node — Reading room near the gift shop.**

Remember the kinesis trick to bring items to Isaac to avoid being ambushed. Yank the node to you from the corner, and you avoid fighting the elite Slasher that appears above the desk.

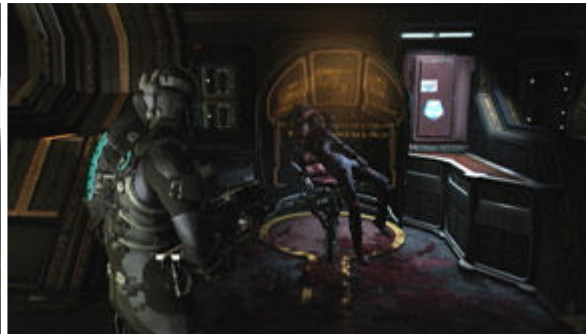




Head across the church lobby to the other wing of the facility. Go upstairs and through the stacks. Necromorph infectors will animate some corpses and march them upstairs; you can trigger the spawn and use the long curve of the walkway to delay them; this lets you shred some upper limbs.



Smash through the enemies down to the ground floor and ride the elevator up to exit. Note you can break the fuse to unlock the door back to the church lobby (and hence the enemy free gift shop) to save, shop and upgrade.



Proceed to the brain-washing center and note the very large blow-out window in the room. There's a reason for this, as two elite Slashers will drop in and attack soon after Isaac solves the puzzle to the locked door. You can either use a Javelin Gun to put down a spear (right under a vent or in the middle of the rooms is good) or simply juke/Line Gun or Plasma Cutter the suckers with some stasis.



Solve the door puzzle by pulling open the panel near the dead guy in the mind-wipe machine and taking the circuit module to the circuit panel by the door. Insert the circuit to unlock the door across the room. The

necromorphs will appear once you step outside.



**Schematic — Security Suit in the office storeroom near the hatch.**

Stasis the slamming door and get into the security office. There's a save station (due to the QTE death-scene), so save if you like. Take all the items you can carry, as you will get back into the hallway adjacent to the church lobby (and hence, the gift shop) shortly.

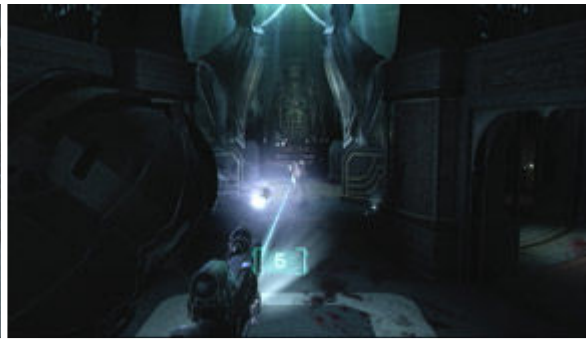
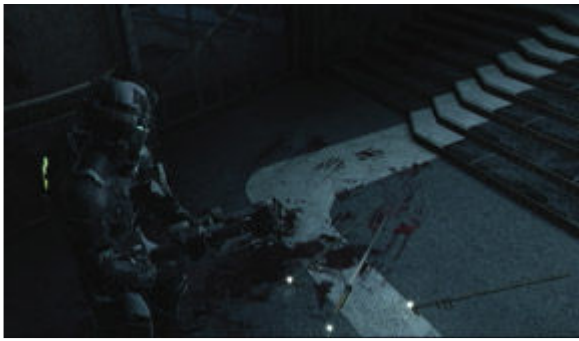


**Power Node — The admin office past the maintenance tunnel and slamming door.**

Once you go past the maintenance tunnel, you will engage in a quick time event (QTE). Win it to live. Lose it to die. Pick up the node and break the fuse to get back to the save room.



At the gift shop, load up on ammo and, if you want, take the Line Gun if you want more firepower. The enemies are necromorph Stalkers, which can climb over low obstacles and charge/ram you.



The Stalker arena has some stakes on the ground; you may want to group all that at the bottom of the stairs and use them as extra ammo when the enemies charge Isaac. Basically, you want to be in a cul-de-sac with a very powerful weapon to down them as they charge you. Since this battle is so straight-forward, you can also do the extra accolade.

### Bonus Task » Peek-A-Boo

Use the Seeker Rifle to kill a Stalker while zoomed in. Easily done on round 2 and onwards here (your ability to Re-Spec nodes can help you do more damage as well). Unlike some of the other Stalker arenas, this one has few surprises and just one way to get to you.

To activate the stalkers, go to the center of the room after the door is destroyed and Isaac contacts Daina about an alternate route. Camp near the broken door, and wait with a weapon and a stake. Wait til the charge, then stake (or stasis) and fire.



### Power Node — Balcony near the corpse in the Stalker arena (after the battle).

Kill all four (or five -- too many body parts to count) stalkers and head upstairs. Take out the fuse and re-load at the gift shop once more. Once you take the lift down to the morgue right after, you won't be coming back to the gift shop at all.




Kill the two elite Slashers and the parasites that appear from the coffin. Line Gun mines or the Javelin Gun work well against the parasites.

### Bonus Task » Shock Therapy

A Javelin Gun shot to a Slasher followed by an electrocution (of the parasites) will satisfy this challenge. The trick is to impale the enemy at a spot where the parasites will travel through.

One last prick (playing dead) is near the lift to the next chapter. IGN used this enemy for the C-Section accolade (subsequent round), but you can get rid of this 'possum with a well placed shock dart.

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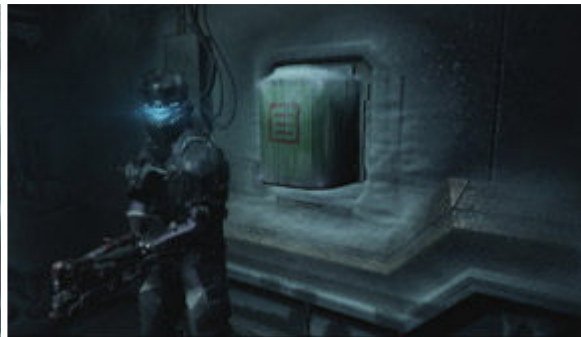
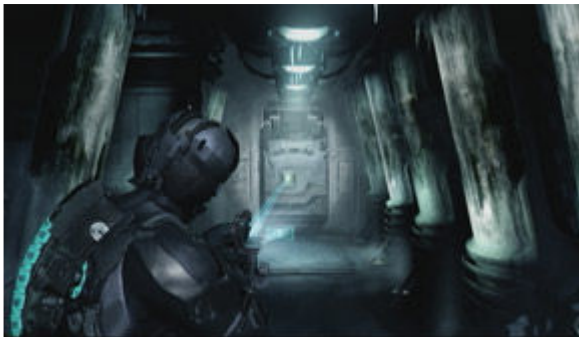
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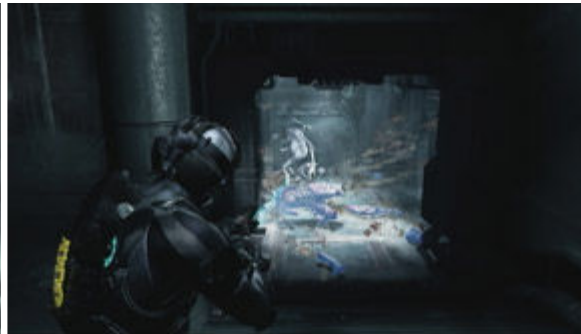
■ Node-Locks — n/a

■ Power Nodes — 2

■ Schematics — Ripper, Medium Medkit, Line Gun (ammo), Detonator



The cryo-morgue has no enemies until you reach the 4th and 5th rooms in the morgue. Until then, get used to looking for items in embedded item boxes on the wall. Break them open and collect the items.



A Puker appears in room 4 and a mass of enemies in room 5. Stasis will be necessary for locking down the enemies so you can gather them into a bunch to kill them. The Line Gun is probably overkill in the corridor (the Plasma Cutter is more efficient), but the Line Gun mines may be handy (or the Detonator).



**Power Node — In the gravity module room, by the hacking panel.**

**Schematic — Ripper plans in the gravity generator room's perimeter, bottom floor.**

Get to the mortuary shunt and shut down the artificial gravity. You can use the lift to reach the gravity generator. Hack the panel and note the stasis energy stations.

To solve this puzzle, you basically put the gravity generator in stasis, and (having hacked the panel for diagnostic mode), use kinesis to lower the six restraining arms to hold the generator's spinning rings in place (check the opposite side for the next arm after lowering one; they operate in pairs).

Use stasis to keep the spinning generator from moving, and refill from the stations as needed. Once the gravity generator is locked-down, zero-G is in effect.



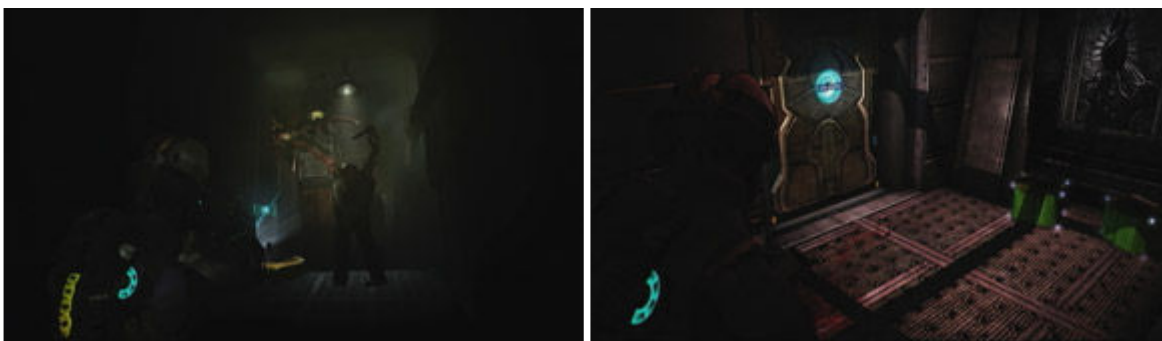
Refill on stasis energy and freeze the spinning fan. Go past it and then slip past the emerging coffin to get to the upper area of the shunt. Before re-activating the gravity, explore the room. You can pick up more schematics and items before you do.



**Schematic — Medium Medkit plans where you re-engage gravity in the shunt.**

Activating the gravity will make items floating in the middle of the shunt to drop; be sure to nudge all items to the sides where you can get them if your inventory is maximized.

Use the store and then head for the workbench and save station. Move the partitions aside so you can use the maintenance hatch. Note that the trip through the hatch is a one-way journey. Equip a healing item and fill up on ammunition before leaving. If you have a Line Gun or Javelin Gun for killing groups, take one. Either can get more achievements/trophies for the next section. They also help in the mass-murder of necromorphs.

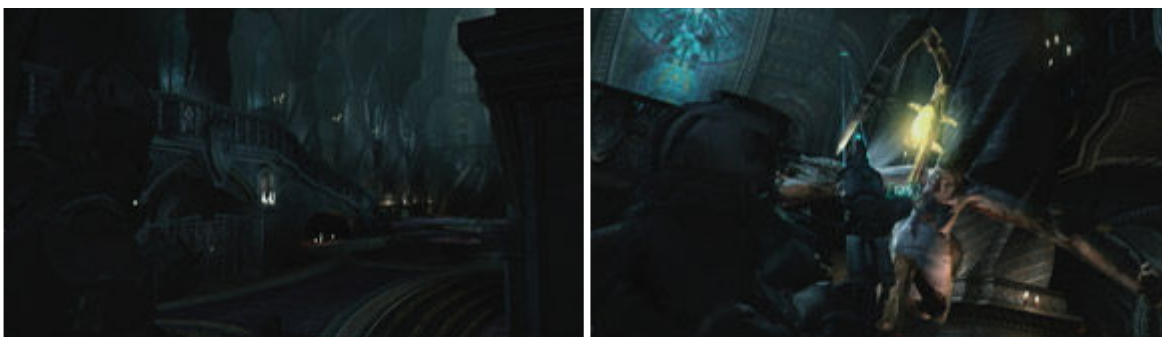


### Schematic — Line Gun ammo plan is in a storage room & behind a Unitology statue.

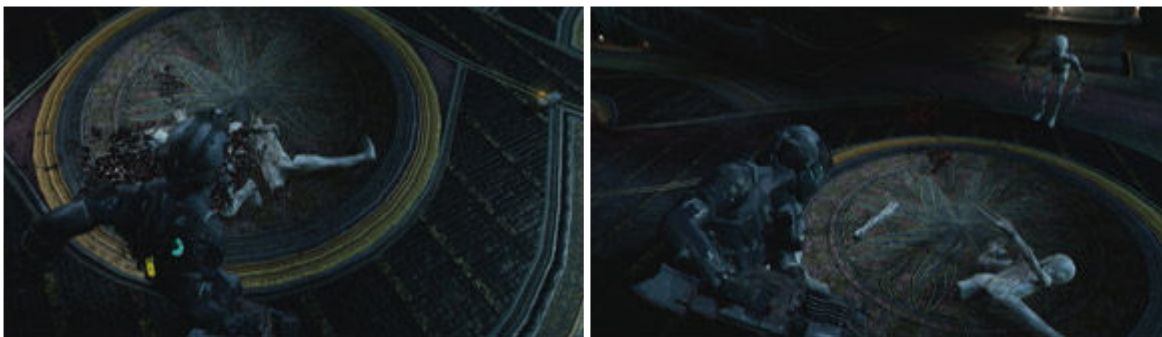
Kill the Stalker and the Lurkers (small dog-like necromorphs with three tentacles from their backs) and get ready for a massive battle (as evidenced by the placement of item boxes). You will want a fully loaded Plasma Cutter (or something similarly fast-firing).

#### Bonus Task » Clean Cut

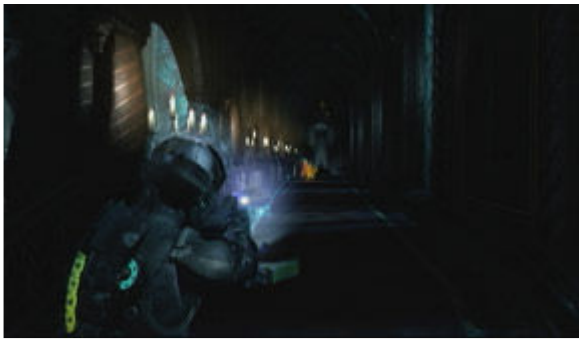
If you have a Line Gun, use one shot from the primary fire to sever/kill the three tentacles from a ground-based Lurker to satisfy this condition. You can do it elsewhere, but Lurkers tend to prowl in zero-G areas, making it hard to get the shot. Chapter 12 would be the other spot where you can try and do this with some ease.



The necromorph Tormentor will seize Isaac once he steps out into the main nave. Shoot the glowing spot on the claw appendage, or get staked. Immediately after this short cinematic sequence, the all-around fight occurs.



Back up to the stairs or someplace "safe" (more enemies appear if you go up the stairs, so you may want to back to a different corner on the lower level) and start the massacre. Remember you can use stasis, fall back, and start shooting with the Line Gun. Melee is a last resort.



Finish off the enemies by going upstairs (Pukers, exploders and more slashers appear); exit any time by going through the center door. A crawling necromorph will be in the last room of this area (it's an elite Slasher); kill it and you will reach the next lift.

### Bonus Task » Going for the Distance

The Javelin Gun or a stake with maxxed out DMG nodes on the RIG (increases the distance of the stake thrown with kinesis) will accomplish this. Start by getting an enemy close to Isaac (preferably at one end of the balcony looking down/up to the opposite side). Fire the Javelin Gun or throw the stake when you have a good shot and the enemy should stick.



This lift has a surprise. Ready your stasis or weapon and be ready to fire once the Slasher breaks into the lift. Note that this is the one *and only* time an enemy attacks in the elevator (DLC and updates notwithstanding), so you can rest from here on out.

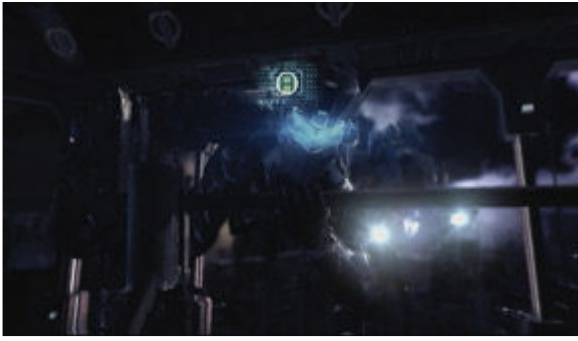


**Power Node — Church executive office with the save station.**

**Schematic — Detonator in the save station room.**

Take everything with you; the boss fight is more of a sequence of preset actions but one which you need to destroy some appendages with hefty damage.





Once you meet Daina, prepare to spam the displayed button to stay alive. This starts off a sequence of events that you will need sharpshooting and a good eye to survive. Shoot the glowing parts of the Tormentor when it grabs Isaac after escaping the gunship. After destroying the main appendage with repeated shots, Isaac will be thrown.



The game shows the door you need to use Kinesis to move, but unhelpfully starts you off facing away from it. Turn around and quickly use Kinesis to move the door, and quickly head for the window (reload if needed). For the next shot, no ammunition will be used (we checked), so you can fire away.



Upon being sucked out of the station, Isaac has one chance to survive (... make his time ...). Shoot the red fuel tanks on the bottom of the gunship to finish the chapter successfully (see above shot).

## Dead Space 2 Guide

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■ **Node-Locks** — In the cyst-filled hallway

■ **Power Nodes** — 4

■ **Schematics** — Seeker Rifle, Pulse Rifle (ammo), Flamethrower, Elite Vintage Suit (round 2+ only)



**Power Node** — One of two dormitories near the starting point.

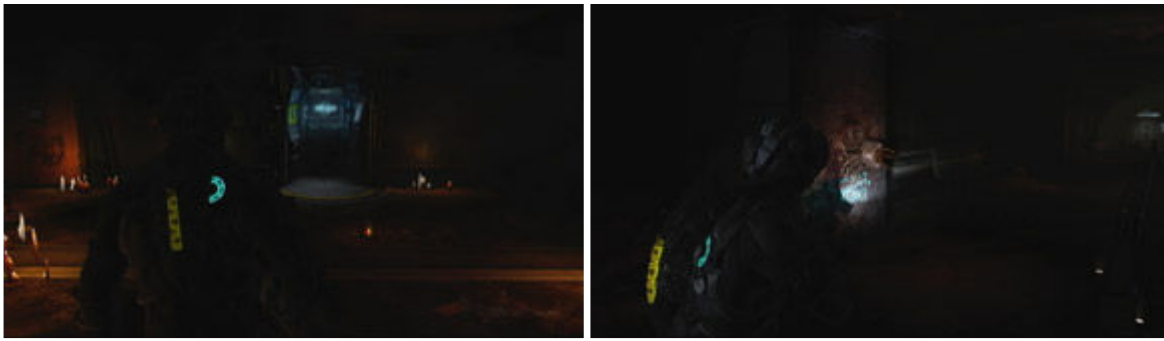
**Schematic** — Seeker Rifle on the balcony across from the laundromat.

There are no enemies until you take the lift to the next floor (basically the plaza outside the Church of Unitology from earlier). Your goal is to locate Nolan Stross now that Daina's option is no longer valid.



Go up the lift and hit the save station. Enemies will attack you in the plaza (again), but there will be parasite carriers (or "Pregnant" necromorphs according to the official site -- a misnomer, since the parasites may not be gestating/incubating in the bouk necromorphs, just being carried).

If you manage to shred the legs of the parasite carriers, place a Line Gun mine or a Javelin spear (and shock) the remnants to kill the little undead chiggers before they swarm Isaac and start draining life. Remember that while spamming the Action Button to take off the parasites, other enemies can attack and take off more HP.



Visit the store after the attack. If you cleared the plaza and approach the store, there should be one more parasite carrier who spawns and attacks from the other side of the zone (and if one of the Leapers hung back, it may attack along with the carrier). There are a few mobile necromorphs in the next section, but it's primarily stationary cysts you can easily spook and destroy.



### Node-Lock — End of the cyst-filled hallway (by the workbench).

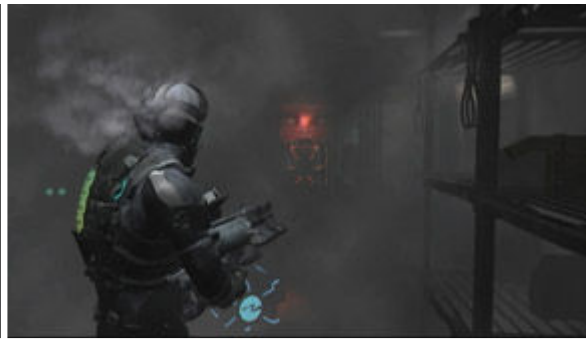
#### Bonus Task » Bouncy Betty

Use a cyst's explosive seed to kill it (or another cyst). The best thing to do is approach a ground-based cyst with a seed and kinesis-grab the seed when it pops out (using stasis on the cyst makes this task easier). Once you have the quivering seed, use it as a one-shot bomb on anything you like, but only cysts count for this condition.



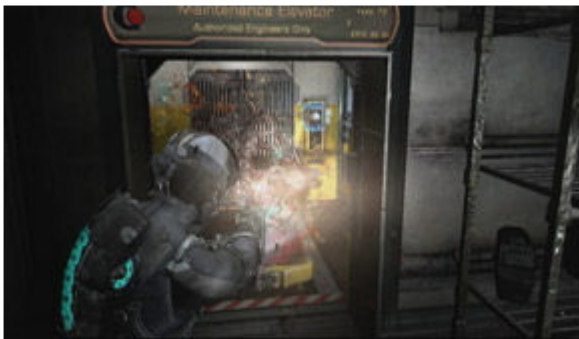
In the fiery zero-G hallway (notice the fire adheres to the surface and not any floating fuel 🤪 just like in a real space fire) Isaac needs to disable the three atmos (atmosphere generators). Two of them are on the ground, and one in the air.

If your air supply (the starting default being 2 minutes -- you only upgrade one more minute with three nodes) gives you worries, don't worry. Pull out the battery from the upper atmo and bring it down near the fire (you're going to use this battery later). For the two other atmos on ground level, pull out their batteries but leave them near the sockets.



When you take out the third battery, stop and watch the fire. Once it's out, plug the battery back into the atmo to restore some air (all CEC suits have internal CO<sub>2</sub> scrubbers which provide breathable air if just one atmo is in operation). Having an air supply relieves you of any time constraints when dealing with the two Lurkers who spawn after the fire is extinguished.

Kill the lurkers and bring one operational battery to the next room. Naturally, you can explore the zero-G room for items (mostly ammo) before leaving.



Plug the battery into the lift socket and get ready for a Puker in the elevator. Once the door opens, fire (or stasis) and shred the loitering enemy. Suck that EA Redwood Shores enemy encounter design team. Take the lift to the next level.



The save station and sparking-fuse mark the start of a dangerous encounter in the next room. If you want, you can start using the Detonator (an excellent weapon) now. If you didn't get the Peek-A-Boo achievement, you can bring the Seeker Rifle from the store for a quick kill (you can reload the game after getting the accolade) on a Stalker.



The detonator mines at the bottom of the stairs gives you a hint at the potency of the Detonator. You can deploy up to five active laser mines and wait for the stalkers to trip them. Remember that you cancel the last mine you fired (not the earliest one, unless you deploy more than five mines) using the Detonator's ALT-fire.

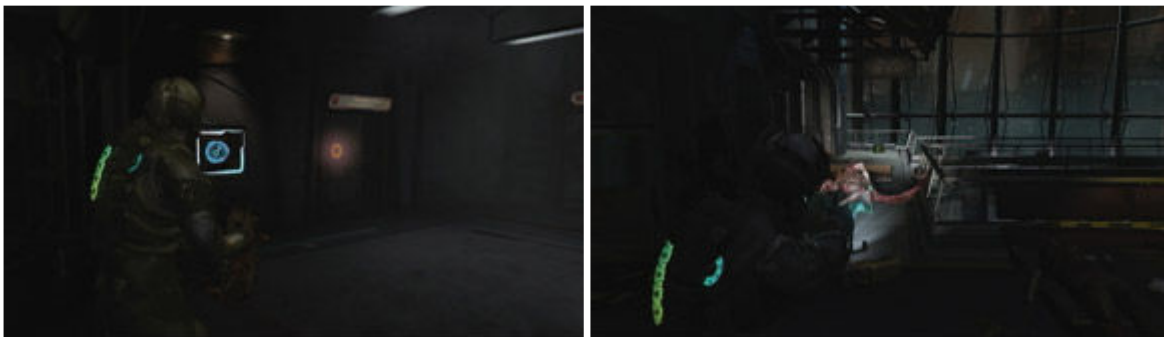
#### Bonus Task » Peek-A-Boo

Use the Seeker Rifle to kill a Stalker while zoomed in. If you want to expend the Detonator mines to keep the stalkers in this room at bay (or outright kill them), you can go back up the stairs and use the landing as a sniping spot.



#### Power Node — One of the lockers in the large container room with the stalkers.

If you're not into the Detonator like IGN, you can use stasis and hunt down the stalkers one by one (no count -- the Detonator pretty much makes a mess of the place). Make use of the stasis station in the room and do your best to broker the battle while camping in a defensible corner.



Actually, the corner with the hacking panel is defensible if you upgraded your stasis module (shots or duration). Down the stalkers, hack the panel and head back to the shopping concourse (the same one from chapter 3).

On the concourse, Isaac encounters a new NPC. Fend off the attack from the Leaper near the Unitology Resource Center's entrance and approach the survivor.



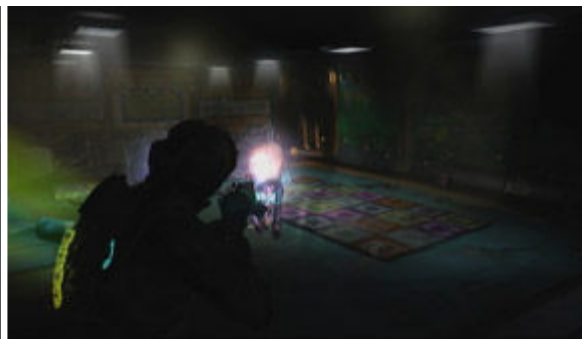
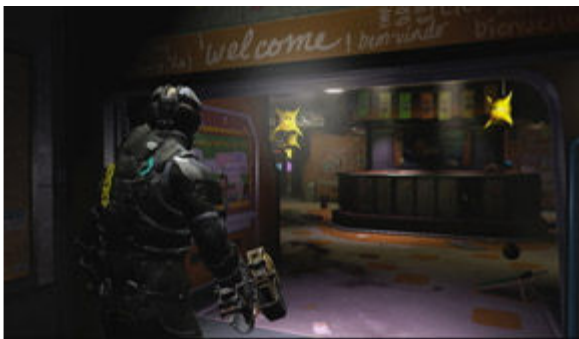
### Schematic — Pulse Rifle ammo is near the Lightspeed Boy statue.

Talk with the NPC, Ellie Langsford, and then follow her in the lift after you loot the place (ammo and items).



### Power Node — At the Fashion Kid store's front door.

The Concourse's annex to the Titan Elementary School is now cyst infested. Use them as bombs/mines to blast the incoming Slashers, Pukers, Exploders and Parasite Carriers. Once the hall is cleared to the school, you can use the save station and store without fear of being molested.

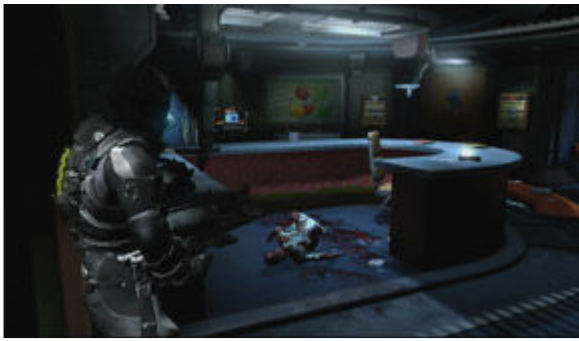


Depending on your arsenal (Javelin or Line Gun; the Detonator is a good bonus for round 1 although the Ripper is also a good option if the DUR and DMG are upgraded) you may not be able start on the bonus task "The Nanny".

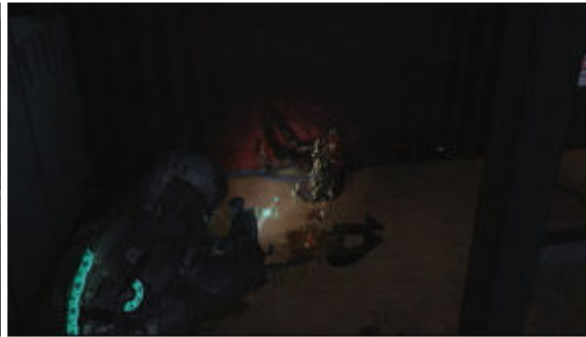
For that, you need good aim with the Plasma Cutter or the ever handy Pulse Rifle. If you're not worried about that, then simply take the Plasma Cutter and blast the exploding zombie babies at the school.

### Bonus Task » The Nanny

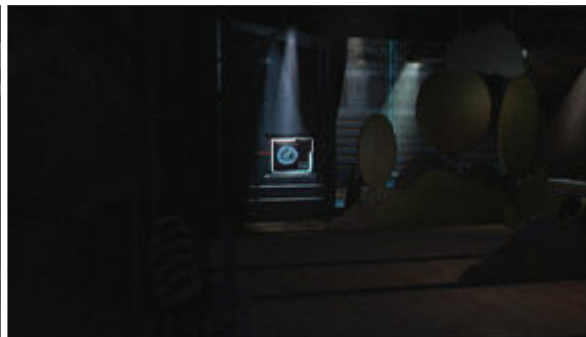
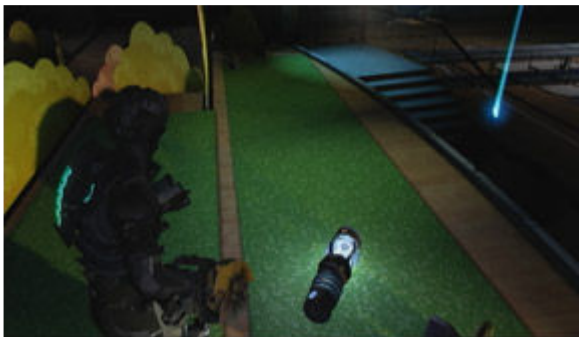
Neutralize 30 crawlers (undead space babies) without detonating them. For this long-term accolade, shoot the heads of the babies; once they stop moving towards Isaac, they are gone. While you can use their corpses as bombs, do so against other crawlers only after you get your 30 kills.



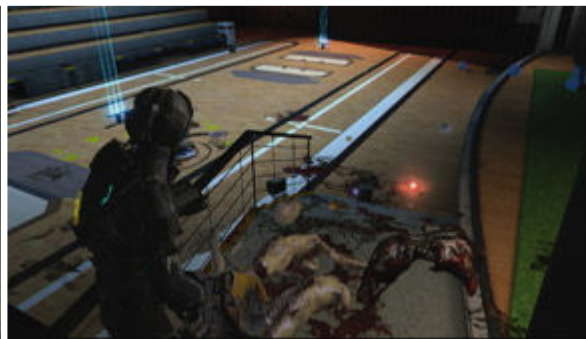
Hit the nurses' station at the school and get the save point. The next encounter is with some necro-kids and a Slasher at the gym. That starts off a smorgasbord of slaughter (and laughter, esp. if you have an upgraded Ripper) once you hack the stage's sets at the theater.



For now, when you go under the bleachers, ready a stake and fire on the elite Slasher who drops down at the end of the walk. The next encounter starts when you hack the pieces in the play.



Place the stasis cannister in the open where you can shoot (or kinesis and throw) it to freeze enemies. Before hacking the panel, you can make some preparations.



IGN's preference for the Detonator is obvious, as you can use it and the Ripper to conserve ammo (the Ripper's blade kills multiple enemies at once, the mines for the Detonator can be recovered if not used).

The results of such a combination is "lots of lulz". If you don't have these weapons, the Javelin or Line Gun and Plasma Cutter can be used as well to create a similar slaughter, but you will need to rely more on stasis to

group enemies into kill-groups.



**Schematic — Flamer is in the final classroom before the playground and exit lift.**

Remember the rule that if it glows, take it. After the auditorium, there are no more enemies until you take the lift to leave the school.



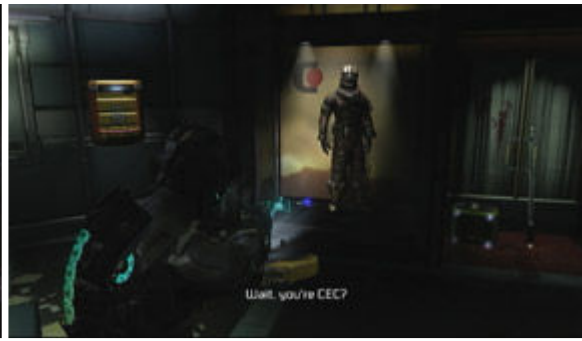
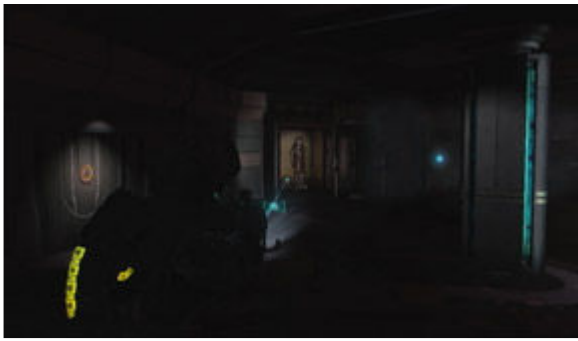
**Power Node — In the rocket by the merry-go-round at the playground.**

Check in at the save station, take the ammo and re-stock. Wait for the stasis energy to recharge to full (go stretch or something). You will need the stasis for the next fight.



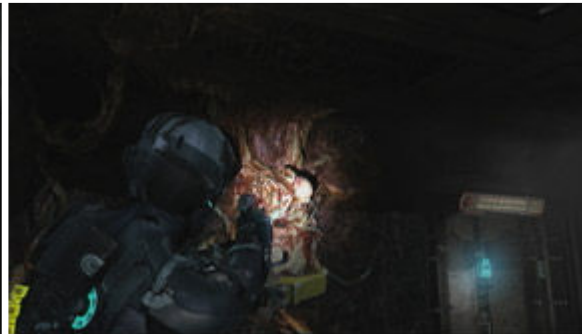
The enemy brute shows up between the Transport Hub marquee and the butt-ugly spindle sculpture in the middle of the area. It starts facing the sculpture, so if you're smart, you will stand under the marquee and face the center. When the brute jumps down, freeze it and shred the glowing parts of the arms.





### Schematic — Elite Vintage Suit near the spacesuit statue (round 2 and later only).

Kill the brute fast enough and you won't need to deal with other necromorphs. Loot the hub and consider going back to save again -- the final enemy in this chapter is a Guardian necromorph, and it kills Isaac with one hit if you get too close.



Trip the enemy laser-mines with thrown objects. The Guardian necromorph (wall-mounted bastard) will continually spit out seedlings that fire shots; getting close to melee or hacking it is a bad idea, since the enemy has a sickle tentacle that decapitates Isaac instantly.

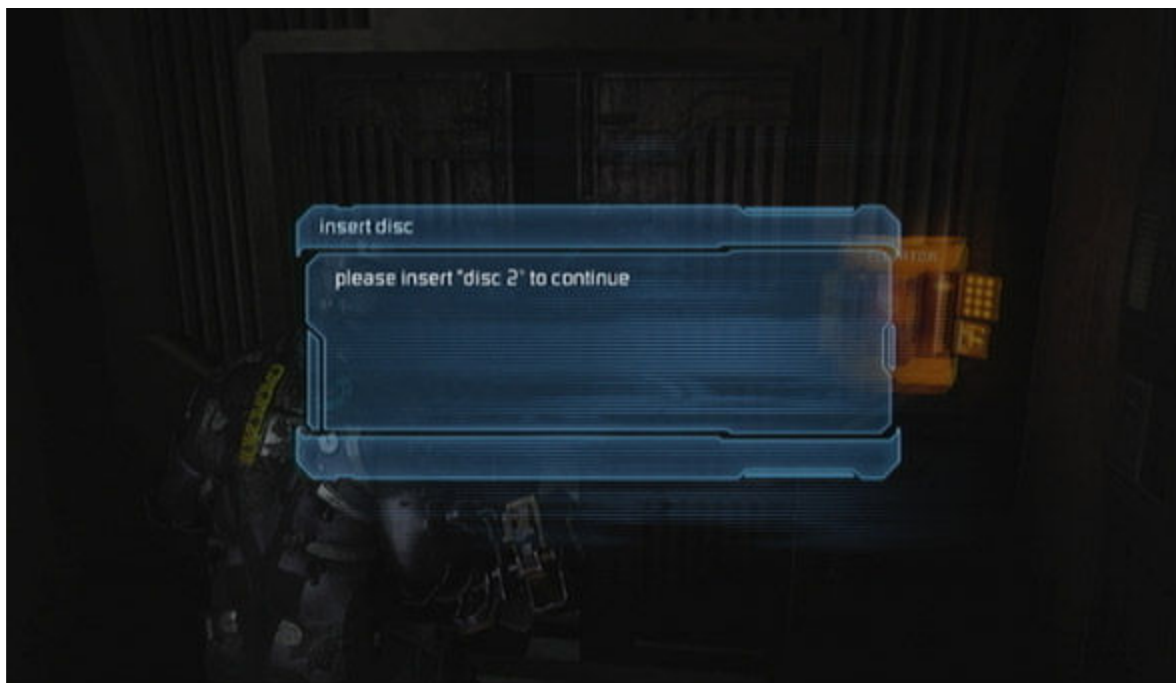
To kill one, you can do either of the following:

Use stasis when its main tentacle emerges; you proceed to shred it with what puny CEC tools you have or ...

... employ a Line Gun or Detontator mines. Both are great since the explosion hits the whole creature at once. Max the DMG nodes (or have a lot of ammo) and that thing will puke a semiconductor quick.

Go down the lift to end the chapter.

### Disc Change — This part is for PC and Xbox 360 players only.



For Xbox 360 and PC players playing the game on DVD, you will need to wait for the disc change prompt to appear before swapping discs. If you don't, you de-synch the game (or reset your Xbox 360).

When loading saved games for chapters 1 to 6, you need disc 1. For saved games in chapters 7 to 15, you need to put in disc 2.

Playstation 3 owners PC players playing the game on BluRay Disc (BRD or BD) will simply move to the next chapter without this extra step.

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- **Node-Locks** — The balcony above Watchman Phillips' room (before going out the airlock).

- **Power Nodes** — 6

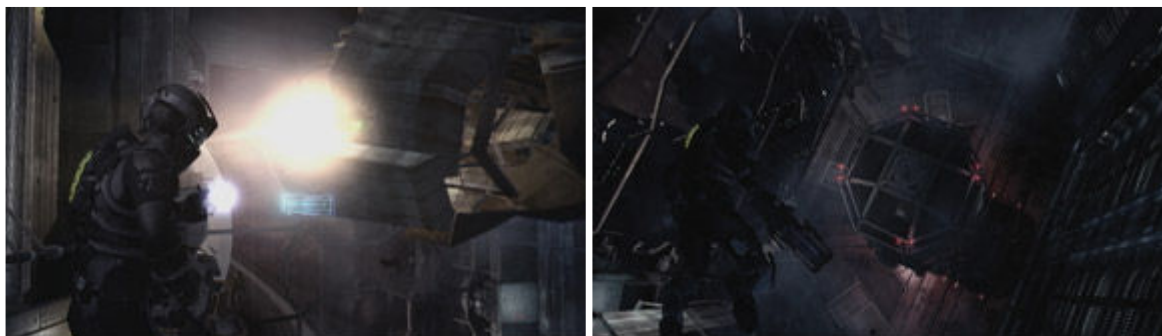
- **Schematics** — Ripper ammo, Force Gun, Contact Beam



A Slasher and Puker (one is crawling) will attack once your lift ride ends from the Transit Hub. The room has a save station and workbench, but it is certainly far from safe. Destroy the two necromorphs and you can save/upgrade in relative peace.



Another nasty surprise is in the body at the door. When the corpse is disturbed, a small pack of parasites come out. If you want, a Line Gun mine or Javelin spear can fry or blow them all. Once you place the shot, kinesis the corpse (disturbing it, hence creating the spawns). Fry or time the movement of the corpse with the Line Gun mine's detonation.



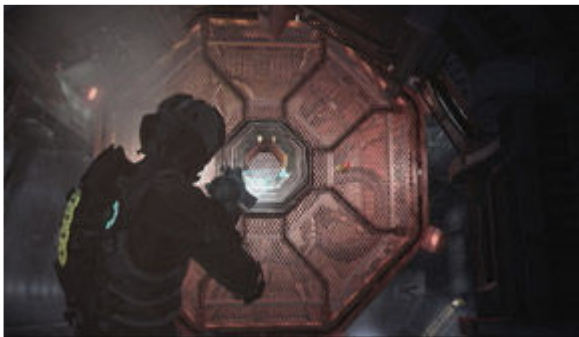
There will only be a Leaper after solving the maintenance pod puzzle. Get into the zero-G area and shoot the rockets attached to the objects to make them move.



**Power Node — In the pod's recessed pit.**

**Schematic — Ripper ammo near the pit edge.**

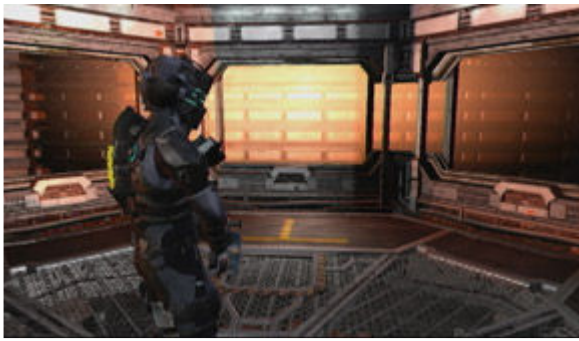
With no enemies, explore and take items. Aside from the schematic and node, there's some ammo and other items.



To move the pod into place, go on its underside and fire on the booster rockets attached to the elevator. With everything in zero-G, even one booster is sufficient to move the pod into place.



A Leaper will surprise you after you enter the gantry to the maintenance pod; if you placed Detonator Mines previously, you can kill it without effort. Otherwise, it's just a stasis and stomp away. Consider saving once more before taking the pod to the solar array.



You can do this without resorting to the extremely ammo-wasteful method below; in that case, use stasis and preserve your shots to hit just the glowing part of the enemy necromorph.

### Bonus Task » Elevator Action

During the long maintenance pod ride (it's approximately 100 seconds long) use any weapon to knock off the necromorph Tripods congregating on the solar array pod.

For round 2 and onwards, IGN found the easiest way is to upgrade the Contact Beam's ALT nodes, along with CAP and REL to make the process obscenely easy.

The ALT-fire blast kills the tripods and nets you items. Stand in the middle of the lift and expend 30 to 40 shots through the ride, and you will easily knock-out/kill all tripods.



### Schematic — Force Gun in a locker at the top of the pod ride.

There are only cysts at the top of the pod ride; some more cysts are in Watchman Phillips' quarters and no enemies will start attacking until you slip past the next save station. Use this time to earn the Bouncing Betty accolade (if you haven't done so already) and take items.



### Power Node — The soda vending machine next to the store.

Generously use the store. The workbench is a few rooms down (and in enemy infested territory) so plan ahead (and plan to come back, if you have the credits and inclination, for more upgrading).



### Power Node — Backhall where ANTI asks for voice verification.

How's this for awesome? Look up when standing next to the station hologram -- you can see the node-locked door with the Contact Beam schematic, but you won't be able to do anything until you get there.

To get past the locked door, locate Watchman Phillips' corpse in the bedroom and drag the corpse (and hence its RIG) to the security scanner. Remember this "trick" as you will need to do it twice more before the end of the game. Head into the hallway and use the corpse to detonate the laser-mines in the hallway. Take down the second hallway of enemies (mix of cysts and mobiles) and go to the next room.



The large room here has a blow-out window (kill the crawling Slasher first), a workbench on the upper level, a small puzzle and a lot of enemy ambushes. Begin by destroying the crawling bastard.

Explosive babies and a Leaper appear when you cross into the middle of the room. Blow them out, or wait for them to trip ANTI's laser-mines (you can use something else to detonate them later).



To access the next zone, you hack the panel near the stasis energy station. Place a stasis cannister in the middle of the room, and get ready to deal with a few enemies after the lift is operational. If you're using the Ripper, you can back through the doorway to the hacking panel and let the enemy come to you.



Head up the lift, kill the Leaper and exploder who appear from the vent. Use the workbench if you like. Use kinesis to move the solar panel and lower the bridge to the save station.



### **Power Node — In a locker in the large workbench room.**

There's a necromorph (exploder) ambush if you go towards the lockers near the save station. Place a mine or be ready for it if you opt to fetch the node. Once you go past this save station, you cannot go back to Watchman Phillip's room.

If you want to have some fun with the Detonator, bring it along. It can help you deal with some enemies in the mainframe room.



Past the workbench room, a Stalker and a Puker attack after ANTI shuts off the air supply. Be patient with the Stalker and stasis/kill it during the charge. The Puker should pose little trouble. Hack the panel to restore life support (and unlock the door).



At the mainframe, your goal is to enter the two circuit rooms and plug in the circuits until they are all green (see below). A secret room is here though (the Peng statue) if you manage to arrange the circuits in one room into a blue color.

If you brought along the Detonator, place two laser-mines on each side of the curved, dipping path around the mainframe. Spaced apart, each mine should kill one necromorph once you solve the two circuit rooms and exposed the mainframe's fuses.



Parasites are hidden behind one of the panels in the right circuit room. Ready a Line Gun mine, or a Javelin spear shock once you kinesis the panel loose. Should be an easy encounter.



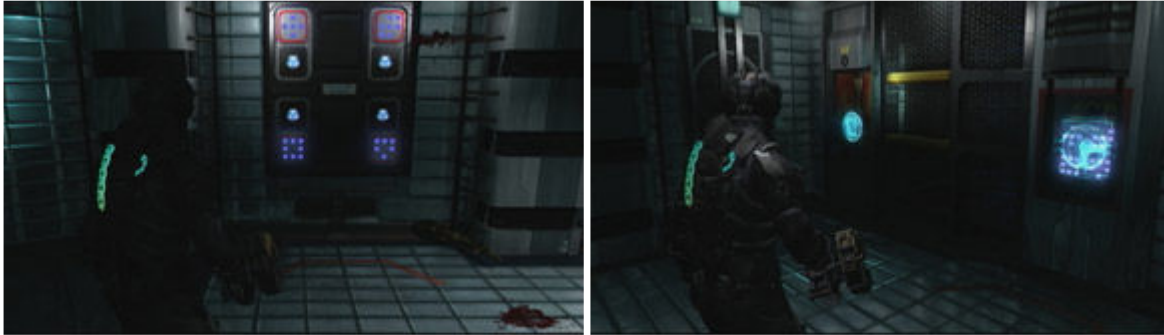
Use kinesis to move the circuits from their original spots to the quad-panel until they are green. Operate the panel that appears in the circuit room and head back outside.



Do the same for the left circuit room; this is the one with the elite Slasher who drops in from the ceiling. Shred



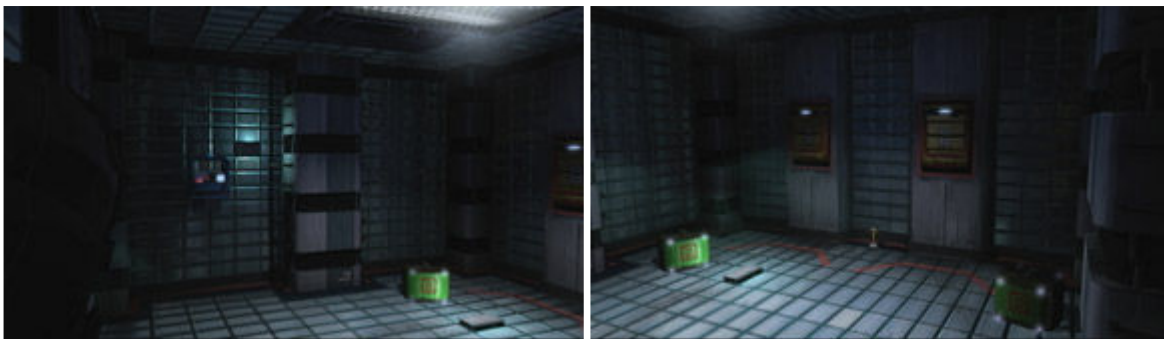
the sucker and fiddle with the circuit panels.



Even if you don't want the Peng treasure (sells for 10,000 Credits), you can still pick up two nodes and a large medical kit in the hidden room. That alone is worth the extra effort.

### Bonus Task » Collect Peng

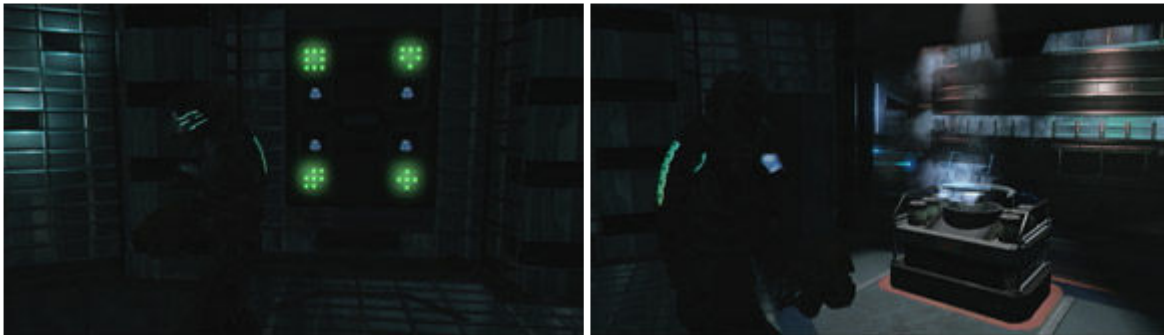
In the left circuit room (the one with the Slasher, not the parasites), fit the circuits so they turn blue. This reveals a switch to rotate the cylinder to the secret room with Peng, power nodes, and a large medkit.



**Power Node — One of two nodes in Peng's secret room.**

**Power Node — Second of two nodes in Peng's secret room.**

Nice room. But it's otherwise bland and boring. Take what you can carry and leave.



After turning the second circuit room's circuits green, operate the second control panel and remove the last defences of the mainframe. Leaving the tunnel to the mainframe room now will trigger the first wave of necromorphs.



With the cores exposed, take account of your laser-mines. Disarm and replace them if you need to (same pattern, two on each side). Once you start breaking CPU cores, the enemies start pouring in.



Take out the cysts and parasites in the hallway after destroying the mainframe. A heavy fight with Lurkers, Leapers, Slashers and Pukers is up ahead, and you need stasis to stay alive.



Isaac will appear in the room above where Watchman Phillips' was; the same room with the node-locked door. Take down the two Lurkers and other enemies who appear. A good spot would be to bury yourself in a corner, or back away so the Lurkers cannot target you.



**Node-Lock** — The area above Watchman Phillips' room, before stepping out into space.

## Schematic — Contact Beam plans in the node-locked room.

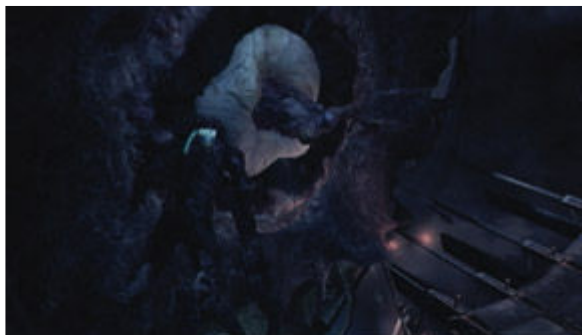
A few more ambushes will occur as you approach the node-locked door (mostly from behind). Be ready with stasis to slow or stop enemies so you can deal with them.



Hack the airlock and leave to fix the solar array when you are ready. If you have a Plasma Cutter and full stasis, you are equipped to deal with the Lobber outside.



Walk forward, detach, and look back -- there's an air station on the pedestal where you exit/enter the array assembly. The more immediate threat is the Lobber infesting the array. Its mines can home-in and destroy your lifebar.



Wait till the glowing parts protrude from the Lobber's skin before locking it in stasis. Once you have, fire and destroy it (preferably with the most damaging weapon; if not, try explosives but they travel slowly compared to primary fire of most weapons).



Once the Lobber is dead, there are no more enemies in this zone. Use this time to explore the array's vast structure and snap up the ammo and items. Use the air stations (dispersed through the solar array's expanse) to refill your tanks.



To align the two solar panels, locate them using the guideline (R3). The targeting window of each solar arm should be bracketing the solar panel of the Sprawl (not the sun) for proper alignment.



With both mis-aligned solar panels lined-up, head back into the pod. Time for some free-fall fun.



Unlike the free-fall in chapter 2, impacting any object here will kill Isaac instantly. Use the boot-jets of Isaac's suit to gauge where he needs to be (somewhat) for the objects in order from left to right:

**Object 1:** Dodge right.

**Object 2:** Dodge left.



**Object 2:** Dodge left. What can we say. We needed an extra image for the guide.

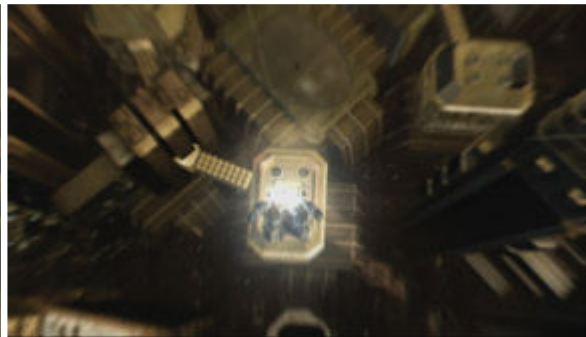
**Object 3:** Dodge right.



For object 4, center Isaac laterally, but keep him clear of the walls as he barrels through the circular opening.



On object 5, aim for the green colored surface, but keep Isaac clear of touching any surfaces while falling through the obstacle.



**Object 6:** Dodge right.

Aim for the lit space for the final section. Nothing to worry about -- you'll be colliding back into the station via a blow-out window.



Take stock of your weapons and ammo, and buy some if you need to. The next fight is against a bunch of necromorphs (not never-ending, but a lot to handle on anything except the easiest two settings).

Simply locate the large CEC door and put your back against it. After enough time passes (close to 2 minutes), the doors open and you can escape. Until then, you hold position, kill enemies, and scarf up items.



Back Isaac's ass up through the CEC door once Langsford opens it -- there are no items in the room save those dropped by enemies. Once you are safe past the CEC door, you move to the next chapter.

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- **Node-Locks** — Ops Center past the wrecked hallway.

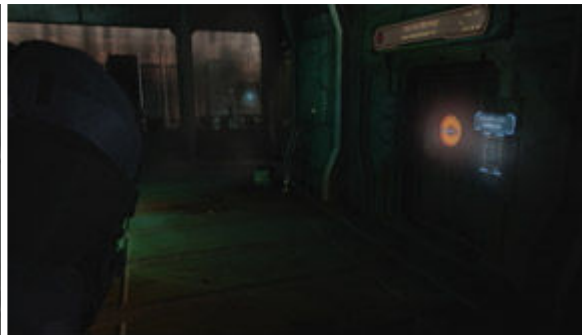
- **Power Nodes** — 5

- **Schematics** — Vintage Suit, Detonator ammo, Large Medkit



**Power Node** — In the dark wrecked hall just past the save station and store.

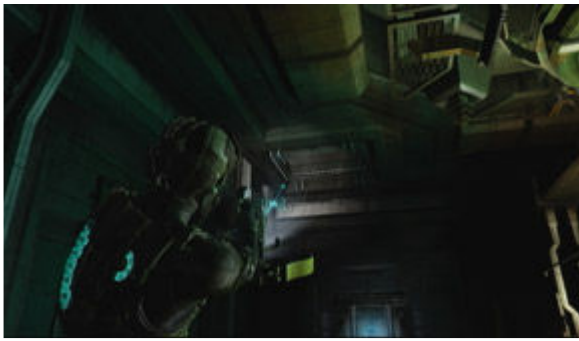
No enemies in the save and store room ... but there will be a few in the upcoming rooms. Until you meet Langsford and Stross outside the processing center, you can come back to this save/store with no problems.



**Node-Lock** — In the first half of the Ops Center.

**Schematic** — Vintage Suit in the node-locked room.

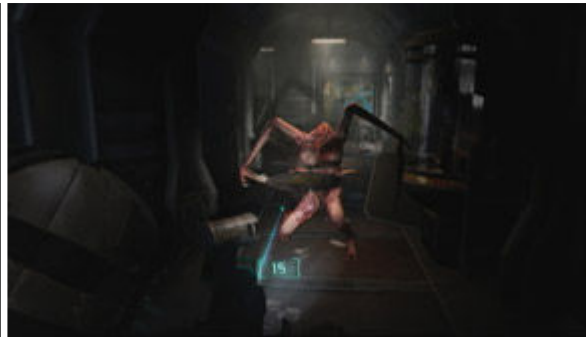
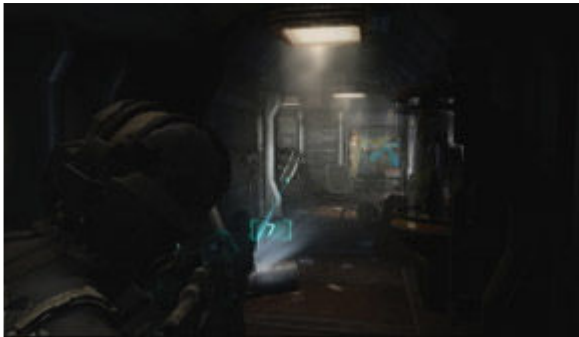
If you have the Ripper or a lot of stasis and a tricked-out Plasma Cutter, use a power node to enter the supply room once you see the Infector. You cannot shoot past the window, but you can limit the enemy advance by remaining in the supply room.



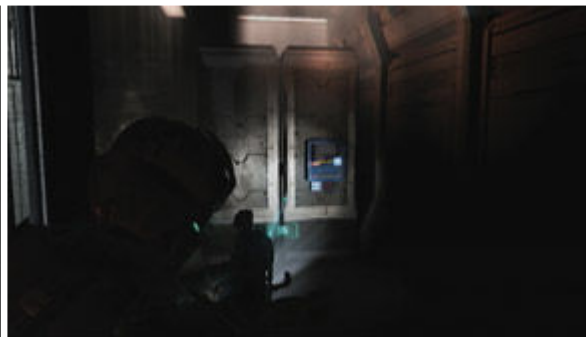
**Power Node — One of two nodes in the node-locked room.**

**Power Node — Second of two nodes in the node-locked room.**

Once the supply room's door closes, the only way for necromorphs to enter is via the vent, and you can easily Ripper blade, or stasis the whole mess as they land.



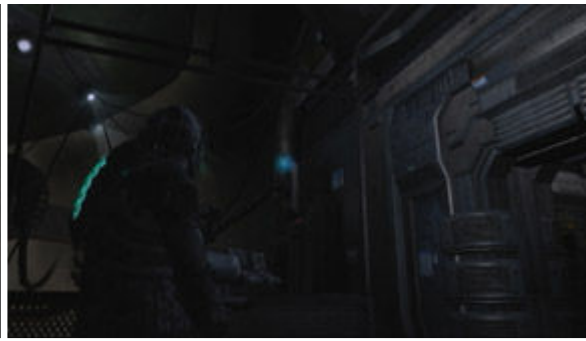
The short hallway between the Ops Center's two halves is infested by a Slasher and a Parasite Carrier. Explosives are handy for the carrier by the junk by the door, but switch to something else for the Slasher or you risk splash damage.



**Power Node — In the Ops Center with the Marker hallucination.**

In the second half of the Ops Center, there's a hallucination, but nothing else except items.





One room past the Ops Center is the loading room (loads two adjacent maps). Stop by the bend in the catwalk, then look up and behind Isaac to find a semiconductor. If you can't stomach the walk back to the store/save, go on ahead.

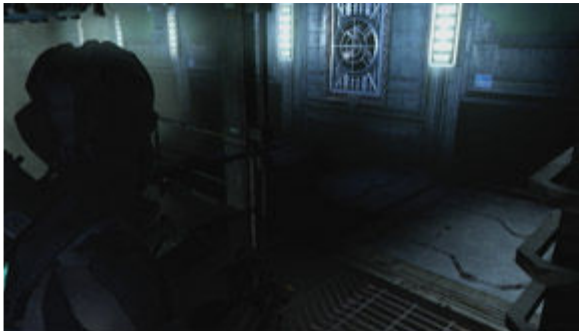


Talk to the NPCs about a new plan, then take a close look at the left window of the control booth (where the bloodspot is). If you have any items you want to take with you, leave them on the window sill to the left of the bloodspot. You will come back here later.

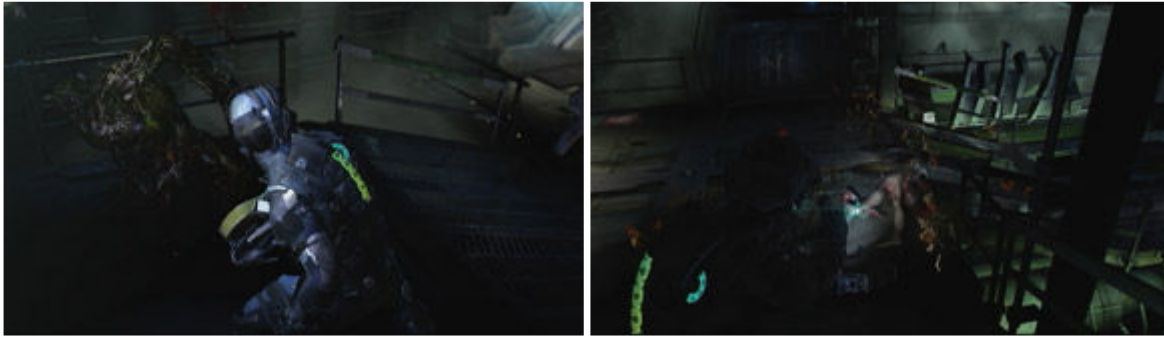


### Schematic — Detonator ammo plans in the workbench room.

Items you can't carry can be brought back to the previous control room and left on the window sill by the bloodspot. The workbench here is surrounded by enemies; the Line Gun is good, but the Detonator is better.

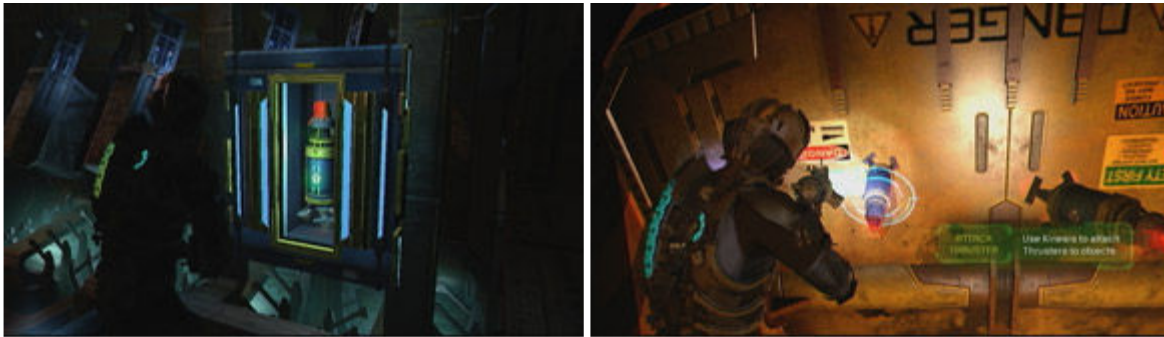


Place laser-mines just past the vents and let them take out the enemies. You can also use the stakes near the exit door.

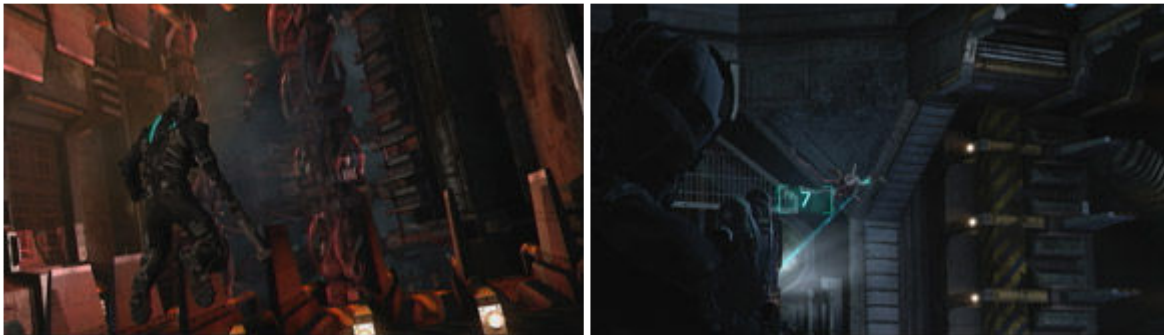


Enemies come in once you step past the corners of the walkway (let alone approach the workbench). Deal with them and head into the processing facility.

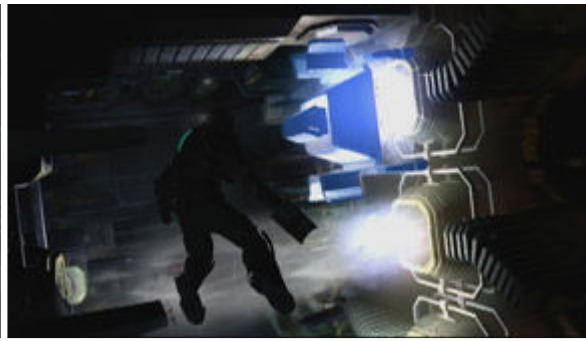
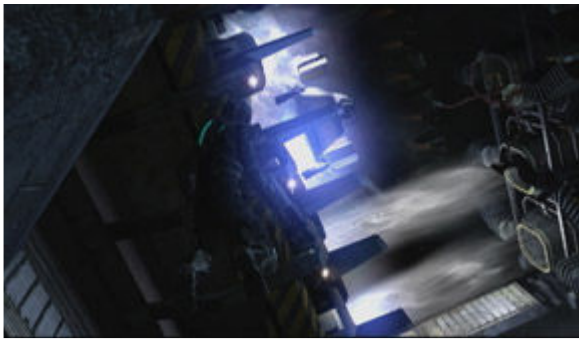
If you have the inclination to power-up the Contact Beam's ALT-fire so it get stasis, do that. With re-spec, you only need to spend the credits.



Use the booster dispensers to get more thrusters. Attach them to the door by moving them close to the door surface. Release kinesis and fire. Easy,



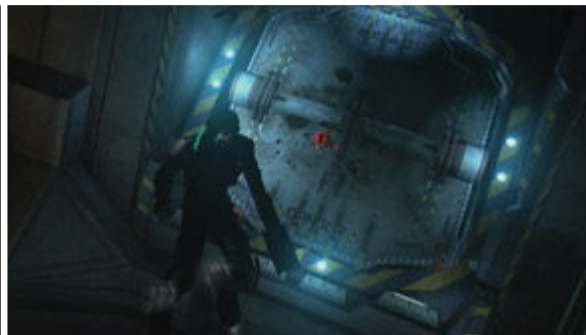
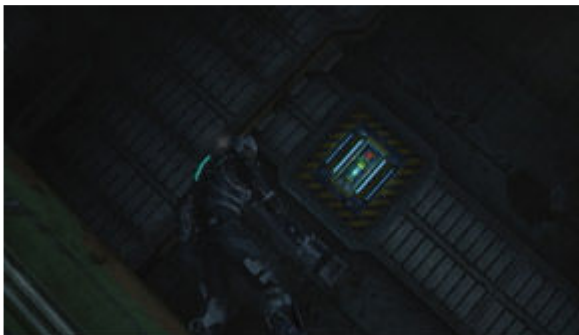
Once the machinery starts moving, you just need to move more carefully. The Seeker Rifle is handy, but not necessary here. Move between the spinning death and kill the Lurkers with direct shots to their bodies or tentacles.



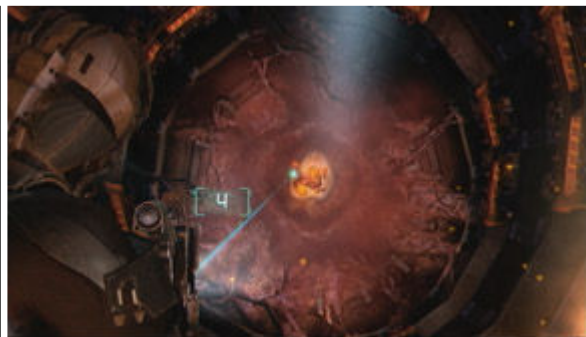
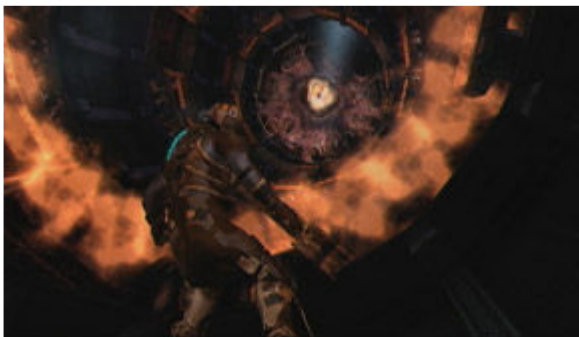
The sliding walls are easily passed by with stasis and some jetting. If you feel daring, you can sprint past as the wall is *closing* (meaning you're at or passing the gap when the wall is receding ... unless you're already at the gap).



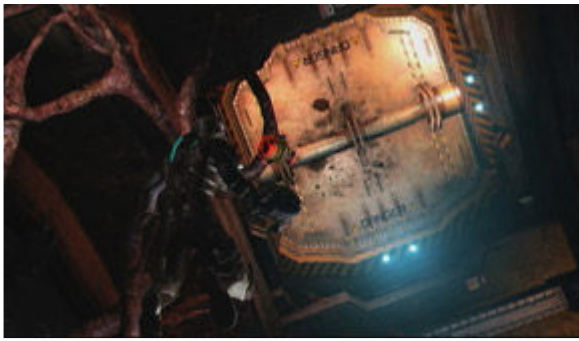
Use stasis on the spinning blades to pass by the final set of obnoxiousness. Save some energy for stasis-use on the Lurkers ahead.



Past the sliding walls and spinning grinders is a door. Use a booster from a dispenser and move it out of the way.



If you still have that Seeker Rifle, the time to use it is now. Blast the Lobber necromorph at the far end of the fire-tunnel. If you don't do it here, you will have a hard time getting close while avoiding its mines and the fire from the tunnel.



### **Power Node — In the control room where Langsford and Stross were before.**

Grab a booster from the dispenser and move the final door to exit zero-G. You will be back in the control room where Langsford and Stross were. Kill the last necromorph, but don't follow the guideline and go through the door -- explore.


The items you left before on the window sill can be grabbed through the hole in the glass. Don't miss the node either.



### **Schematic — Large Medkit plans in the save room at the end of chapter 8.**

In the final room of chapter 8, take the items and save if you like. Going outside to the fuel tower will start the next mission.

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■ **Node-Locks** — n/a

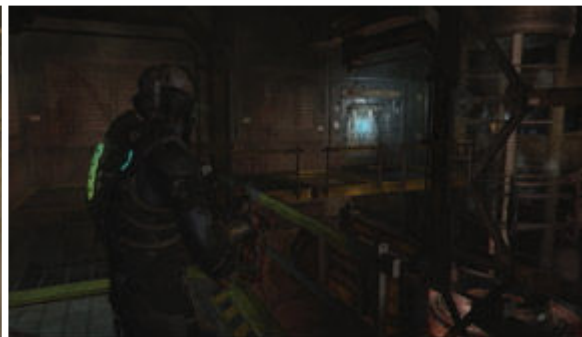
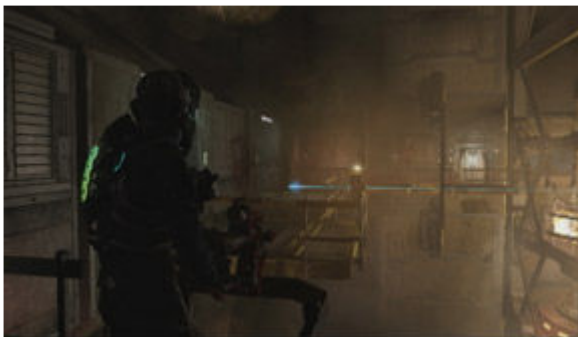
■ **Power Nodes** — 2

■ **Schematics** — Flamethrower ammo, Seeker Rifle ammo, Security Elite Suit (round 2+ only)



The fuel tower is infested as usual, but because of the vertical displacement of the level, you will have a hard time aiming at enemies until they drop down to your floor. Stasis is handy, and if you have the Contact Beam upgraded with stasis, the stage is a breeze. Otherwise, you will need to watch yourself.

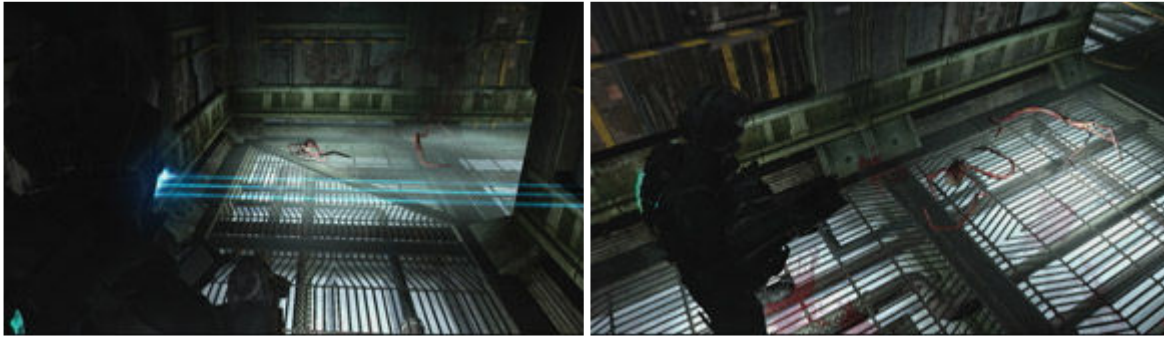
Pukers, Slashers, Leapers and exploders attack on the first catwalk, before the first lift.



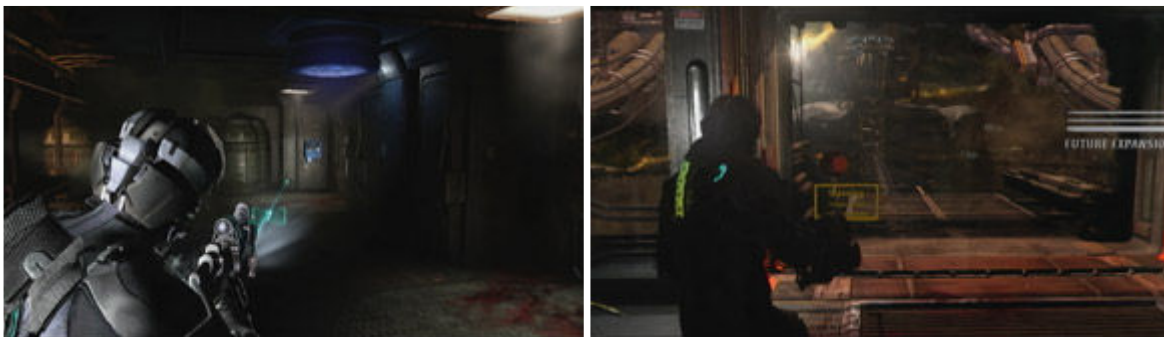
On the second level, mutant space babies drop from the far wall. Detonator mines are a good back-up (overkill), and you can also shoot from across the gap if you trigger the spawn and run back.



A Lurker and Puker are in the room with the store. IGN prefers laser-mines to blast the enemies before entering. It's fairly effective. Stock up on ammunition (or swap weapons) at store if you need to.



The room past the store will pit you against the parasite gestalt -- basically a bunch of parasites bunched together and fall apart when shot. Nothing that explosives can't take out. Set the laser mines low, or be prepared to aim low with the Line Gun. Javelin spears (electrocution) also work.



### **Power Node — In the blow-out room past the Parasitic Gestalt.**

An elite slasher drops in with the exploder if you go for the power node. Now that you know, you can prepare to freeze and kill it.

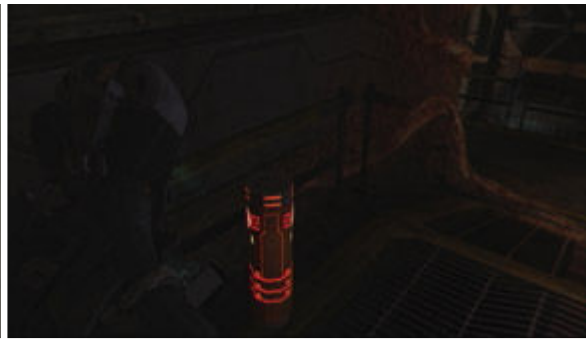
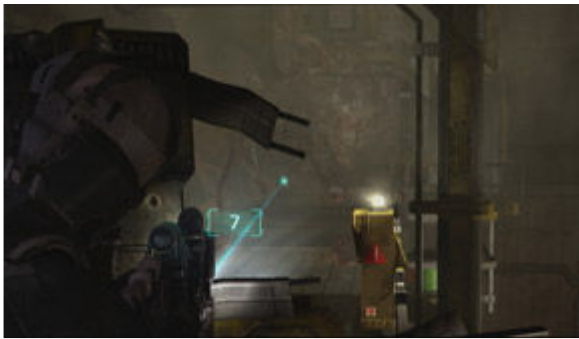


Look into the pit in the blow-out room for a semi-conductor. Being so close to the store, you may want to head back and sell it.

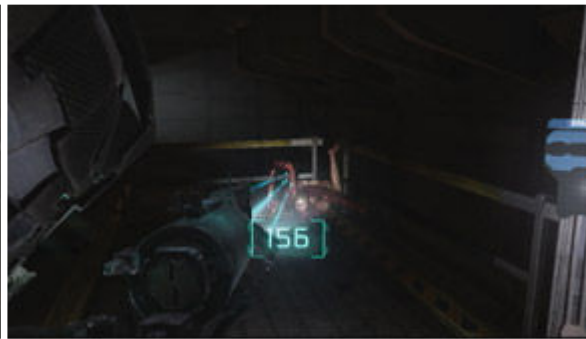
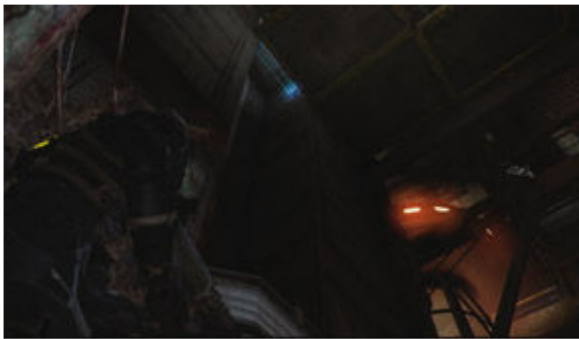


## Schematic — Flamer ammo

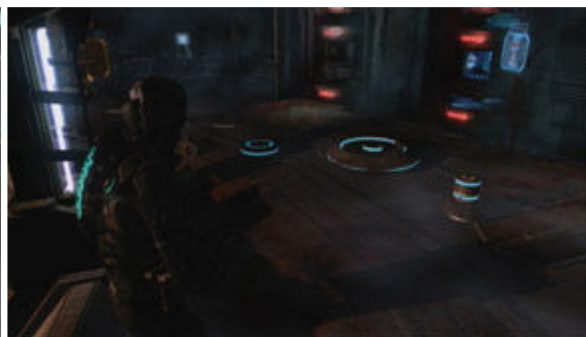
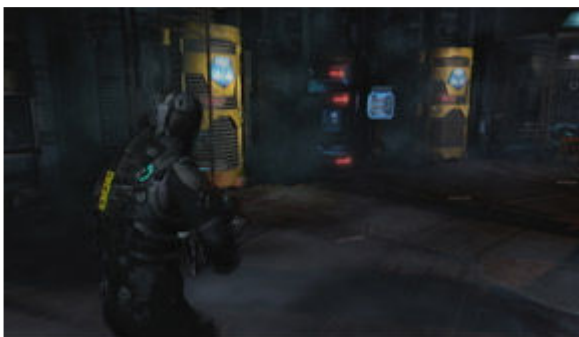
Some survivors (well, dead survivors) barricaded themselves past their own laser-mines. Check out their barricade for items.



From the barricade, you can lob explosives on the Guardian ahead, or you can stasis it then use the explosive cannister to take out the whole thing with little trouble.



Have a full meter of stasis and some mines before boarding the lift. Enemies appear from the vent and attack with a parasite carrier at the top. You can head back downstairs, but the necromorphs that don't fit into vents will not follow you.



The final room has an elite slasher or two before the puzzle and two more after the puzzle is solved (and the

tram is operable). Between these slasher encounters, there's a parasite hidden under the large wheel.

To solve the puzzle, locate the three pieces shown in the above right illustration. The left generator has one (kinesis its cover upwards). The right generator has another part -- you just use stasis to keep the cover raised while you pull out the part.



The large wheel is the one with the parasite. Once you move the wheel, the enemy invis-spawns. A laser-mine won't work (the wheel will trip the laser). Try using kinesis on the wheel and quickly throwing it right back -- sometimes you kill the parasite, sometimes not; if you don't, a stasis shot insures that you freeze the thing so you can stomp it.



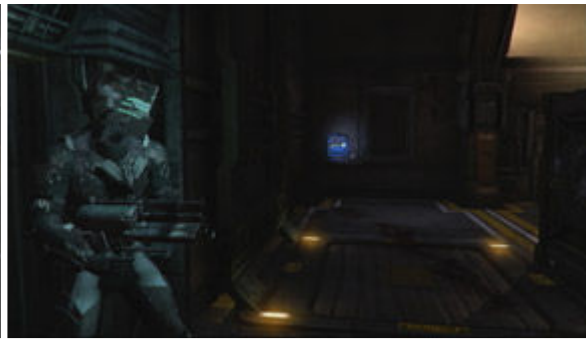
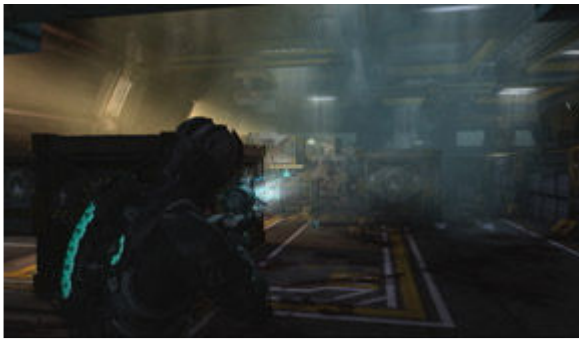
Insert the three parts into the center cylinder, then activate the tram. Deal with the final two slashers and ride the train down to meet Langsford and Stross.



### Schematic — Security Elite suit near where Isaac exits the tram (round 2+ only).

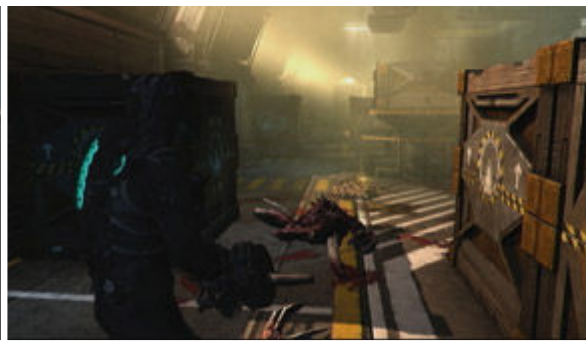
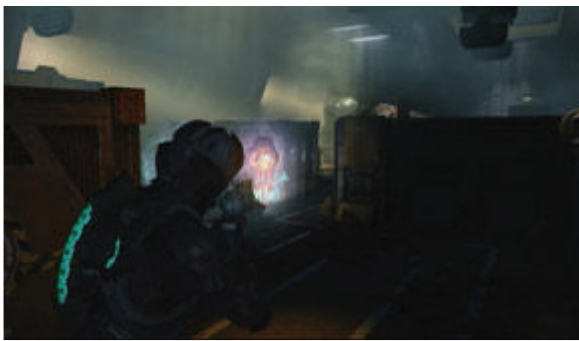
When Isaac steps out of the tram to check the track (and incidentally, sees a save station), there is a round 2 bonus in the dark. Otherwise, you will have a time trying to get through the next room full of stalkers. With the contact beam's stasis, it's no problem ... but without it, you need to plan with the Javelin Gun, or stasis/Plasma.



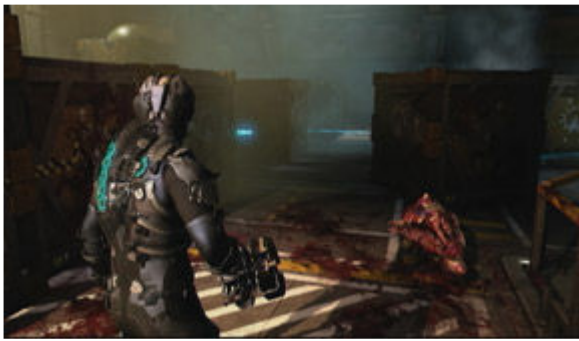


**Power Node — To the left when you enter the Stalker room from the tram.**

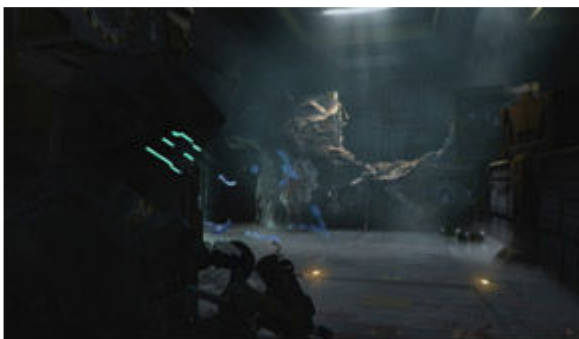
Matters are worse than just stalkers, as the room is filled with cysts. Occasionally, an exploder appears as well. Play cautiously, and kill all six (or eight - mines are messy) stalkers.



Using the cyst's seeds are viable for harder difficulties (i.e., Hard Core) but for the most part, they are too dangerous to leave around unless you are always aware of them.



The Detonator's mines are good here. Set up a killzone between the containers and you can wait for the inevitable explosion. The problem is the the non-stalker enemies are easier to take down with Plasma Cutter shots, so you need to constantly switch weapons and be on guard.



## Schematic — Seeker Rifle ammo past the Guardian by the exit.

A wall-mounted Guardian blocks the exit. Stasis and detonate the red cannister nearby, or saddle it with explosives until it pukes the semiconductor. Check the dark space past it for items.



Watch for cysts and enemies in the next hallway. While the "boss" isn't terribly difficult, the enemies accompanying it may be. Trigger the cysts to spew seeds and you can blast some of the enemies before they lurch out. Visit the store at the end of the hall.

If you aren't into lingering and fighting, pack a bunch of stasis packs (that or Contact Beam ammo if you have the stasis ability active). This is for the next fight.



Use the red cannister dispenser to chuck bombs at the fuel mega-storage tanks. Note that these large mega-storage bins explode one by one after the minimal three are destroyed; if Isaac cannot make it to the exit lift (opposite the lift he rides down) in time, he dies.



Ride the lift down and get ready to freeze-lock the brutes. All you need to do is yank out red cannisters and throw them onto the mega-storage tanks. Once both are destroyed, you can escape up the lift. The brutes are infinite, so fighting them is not cost-effective unless you are powered up and doing it on the easiest difficulties.



When the fuel depot starts blowing up, make an exit to the escape lift and enter the tram before the place blows up. You will go to the next chapter afterwards.

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- **Node-Locks** — Medlab stasis wing, near the workbench.

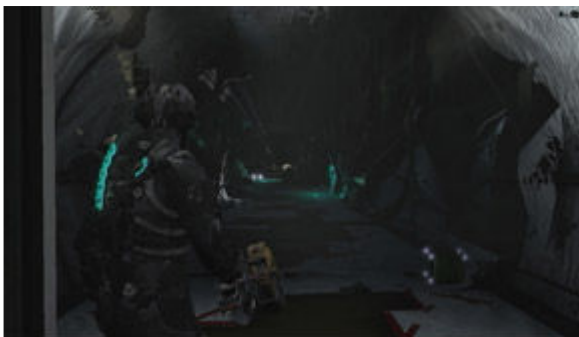
- **Power Nodes** — 7

- **Schematics** — Force Gun ammo



### **Power Node** — In the restroom near the Flight Lounge.

From the tram, collect items. There are no enemies until you drop into the tram trackway past the flight lounge. If you are familiar with the first game, you will have little issue navigating this map.



Stock up on stasis and stasis energy and get ready for the toughest fight so far. Two brutes will attack, along with a host of other little bastards; however, you can slow-trigger them (basically staging/staggering the spawns) so you only fight them when you have recovered stasis energy.



Trigger the first brute by approaching the mass of containers on the track. Stasis and blast the heck out of it with your Plasma Cutter (save your explosives for later).



Assuming you didn't stray far from where you spawned the brute, you should be safe -- no more necromorphs appear until you continue down the tram track. Use this time to assess your situation, recover stasis energy, and to lay Detonator mines.

The mines don't need to be attached to a wall; they can be placed on the floor with the laser aiming up. Just scatter the five mines you're allotted to cover the tram track behind Isaac (you're going to stasis the second brute and slip past it).



With your back somewhat covered and your stasis energy back to full, trigger the second brute (it comes at you from a distance after invisi-spawning in the dark). If you can slip by the brute and hit the stasis station, you can keep the enemies in lock-down while chucking out mines and what-not.

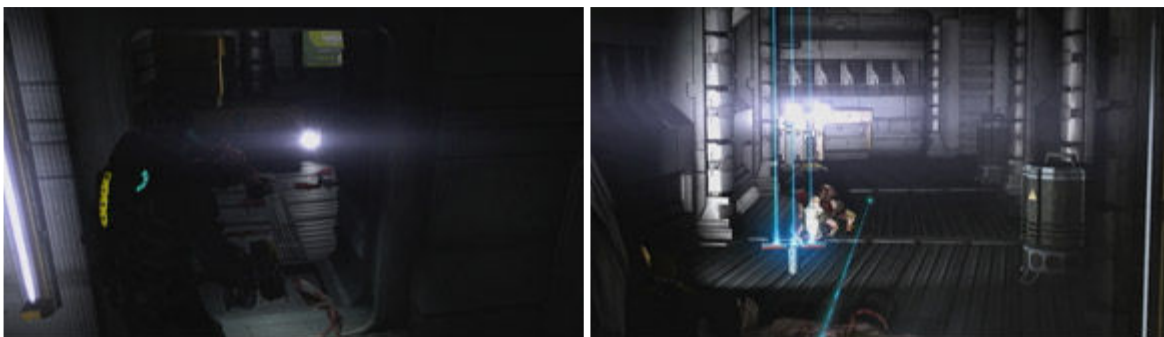


## Power Node — End of the tram trackway with the two brutes.

Slipping by the enemies and ignoring them may not be a terribly good idea as you need to spend time hacking the lift. And unless you are on Hard, Zealot, or Hard Core, you may be able to recover some items from slain enemies.



Head for the decontamination room in Engineering (note the save/store in the engineering control booth). There are no enemies until you go past DeCon and hit the next doorway. If you need to use the workbench near the DeCon room, do so and head back upstairs to the store. The fighting will be heavy and close (and explosive).

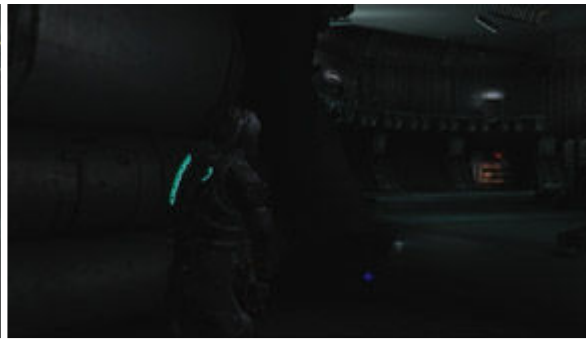


Pukers, Lurkers, Exploders, and Parasite carriers mix with the Slashers to give you a hard time. All of them are elite (black) so you need weapons that do the damage. Don't scrimp, and remember that if you have spare power nodes, you can upgrade a weapon's CAP to refill its internal ammunition (you can do the same with the RIG's HP nodes).



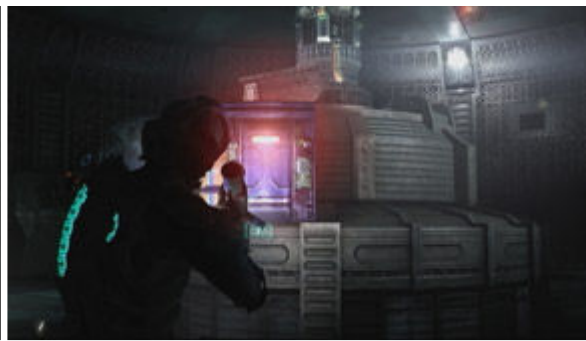
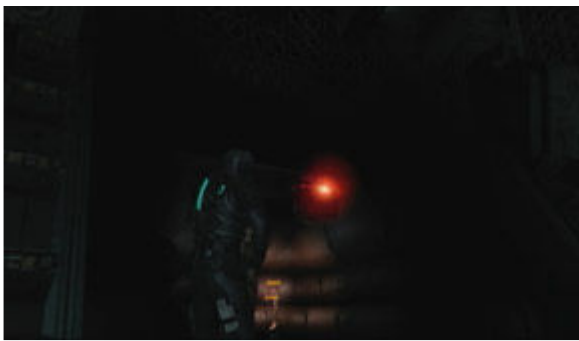
## Power Node — Dead-end past the decontamination room.

Unless you're dying for a node, head right instead of left past the DeCon area exit. Approaching the power node spawns about a half dozen more exploders and slashers. Go past the ripped metal wall and head for the centrifuge.



### Schematic — Force Gun ammo plans in the centrifuge. Zero-G required.

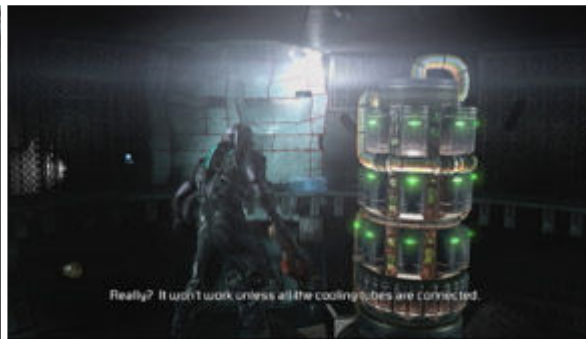
The centrifuge puzzle is easy. But when you solve it, you disable zero-G, which you need to locate some items in this room.



Start by locating the three missing parts of the center tower. They are scattered around the room. With no enemies and zero-G, explore the place.



Simply kinesis (don't throw, just move) the pieces onto the tower. Align the ducts so that fluid can go from one section of pipe to the other. That's the fit/orientation you're looking for.



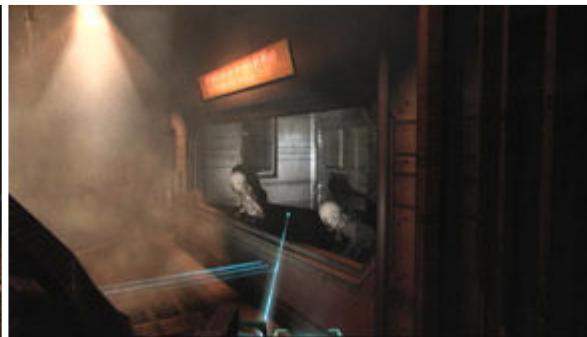
Some of the parts are in dark recesses of the room. Nudge every piece of junk and see if it's the one you're looking for. Once the pieces are correctly placed back into the tower, the lights should all be green.



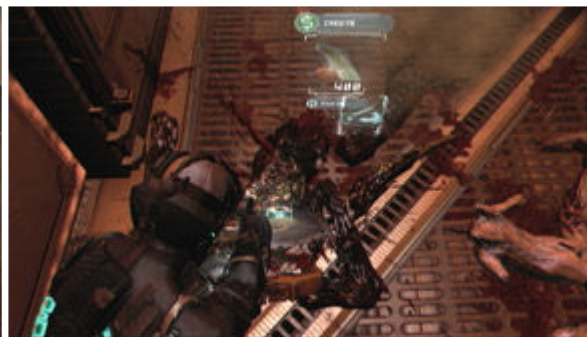
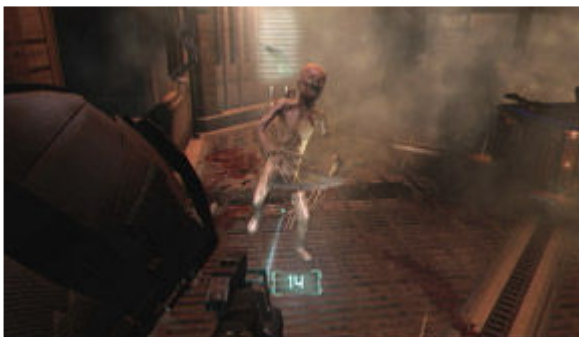
"Main screen turn on." Activate the gravity centrifuge once you've explored everything and are ready to head back to the top of Engineering. Just a word of caution -- if you're short on ammo or something from the post-DeCon room fight, buy or stock up on ammo before completing the centrifuge puzzle. There's a big-ass fight in the DeCon room once you have the centrifuge running.



The DeCon room (near the workbench) will be infested with necromorphs on your return trip (with the puzzle solved). Take note of the vents on the ceiling. You can guess where enemies will appear from. Start your mine placements.



IGN uses the center desk for a mine anchor (although the explosions sometimes detonates several mines). Note that the vents aren't your only problem -- you have to deal with the necro-kids coming in through the window. Joy.



The Ripper on max DMG and DUR is best. Just watch those necromorphs fly apart! The Line Gun also works, but since it's slow to reload and fire, you won't have the staying power of the Ripper.



Maddox said it best: *Aside from pirates, lumberjacks are the most awesome bad asses on the planet.* Space lumberjacks are no different, although you'd figure that with semi-conductor technology available, there's better building materials than wood.



Do a store inventory once more and fight your way back out from Engineering to the tram station. Board the tram after killing the elite slasher and head for an old area (Medical Deck).

IGN recommends the Detonator (laying traps), Plasma Cutter (general fire), Ripper (crowd control) and Contact Beam (extra stasis, crowd control, and mega-damage). Unless sniping a Lobber from afar, these four weapons are all you need.



Head into MedLab and deal with the necromorph greeting party in the first hallway. You can rip them apart with explosives or just stasis and shoot.



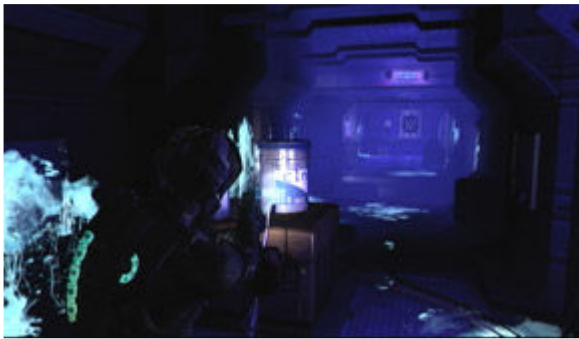
### **Power Node — In the UV medlab room, by the stasis pack.**

There are two waves of enemies in the hack-door room: the first wave (exploders and pukers) appears as you approach the door. Juke the exploders and use their bio-bombs on the pukers to save ammo. The second wave attacks after hacking the door. Detonator mines help (somewhat), as will the Contact Beam's all-around stasis.

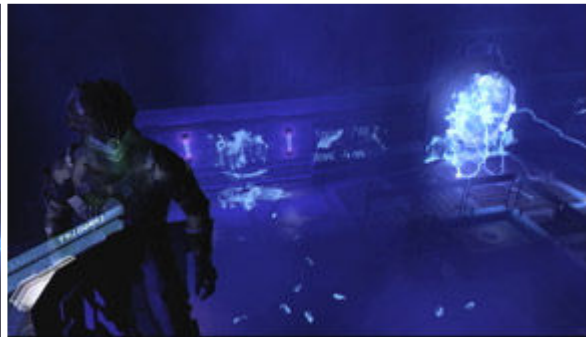
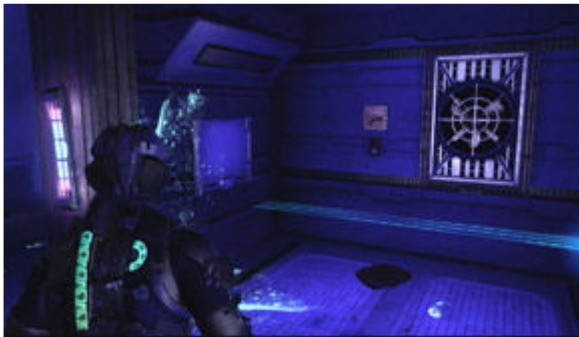


**Power Node — In the monitor room where Nicole's message is being looped.**

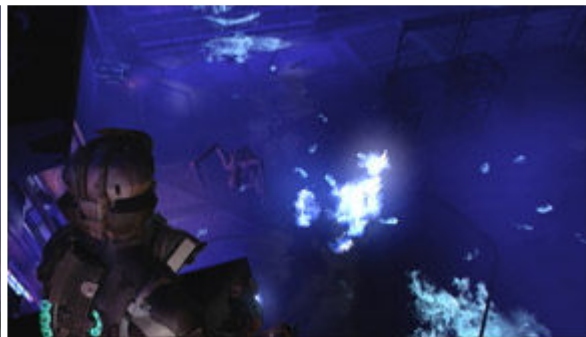
Sail through this office, take items, and use the lift. There's nothing to see here except dialogue.



In the upper area of the stasis bays, kinesis the platform to reach the other side. This should all be oddly familiar to Dead Space fans.



Enemies from the vent (not like that Lurker in the upper area should've spooked you at all) as well as from below once you go down the lift. Prepare by destroying the vent or shutter and placing a mine in the shaft, or you can be quick and stasis-lock enemies who appear.



Go down the lift (the objective is to yank out the battery, but don't do that yet) to trigger spawns. Once that happens, ride the lift back up. This should keep the enemies off you a slight bit so you can aim down and

waste them.

Watch for Leapers who pop through from the vents and clamber up the walls to get to you. There should be a couple mixed with Slashers who will use the vent by the lift to pursue you.



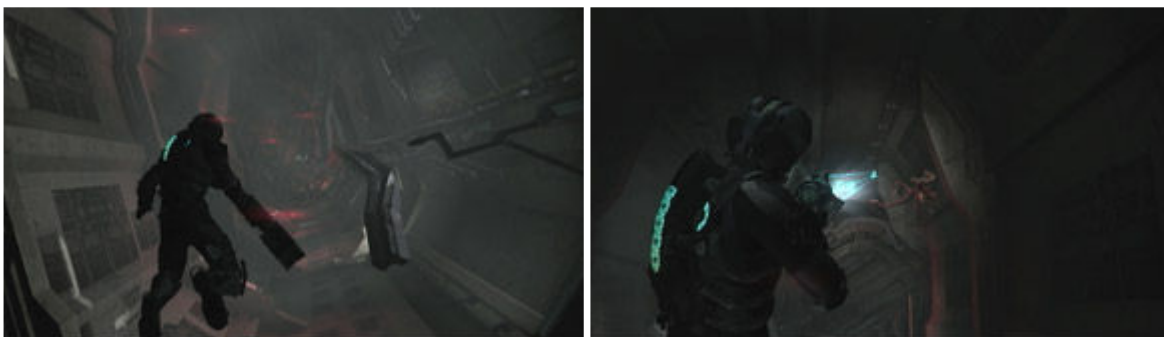
**Power Node — Room by the lift in the stasis bays.**

**Node-Lock — The door is by the workbench in the stasis bays.**

The room will be enemy-free once you approach the workbench (last spawn here). Don't miss the items in the glowing mess of blood of the main stasis bay and the node-locked door.

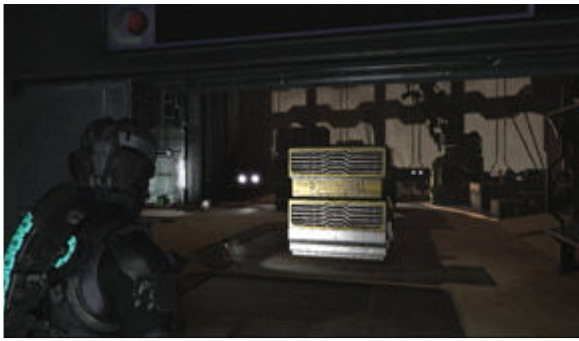


Medlab's save station and store should be as you remember it. Use it to restock on ammunition. Stock up on Detonator mines. 20 to 30 will be more than enough.



**Power Node — In the zero-G tram trackway with the Lurkers.**

The Plasma Cutter is for the floating Lurkers in the zero-G tram tunnel. Take them down (or just flee to save ammo) and get to the bridge.



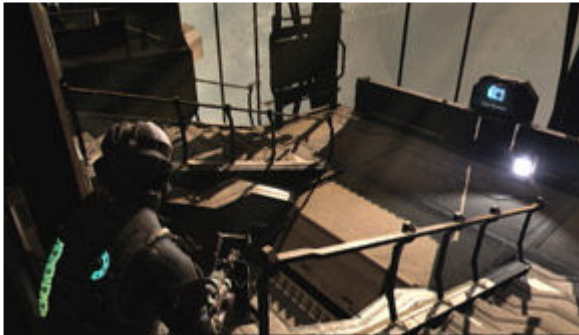
The bridge has elite Stalkers, Pukers, Slashers, and explosive babies. Detonator mines are great to lay out (and recover later) for this room. Just be sure to plan out where you place all five mines as you move forward.



There's a workbench here. If you don't have any medkits but have 5000 Credits to spare, you can easily refill your life (you may want to do this before activating the objective at the bridge) by re-specing your RIG.

The trick is to upgrade your RIG twice: after re-specing your RIG, you weld one node to the first HP spot and exit the workbench (you can also weld no nodes and exit). Notice your HP display is reset.

Re-enter the workbench a second time and re-weld all the nodes you had before. Your life will now reflect your new HP maximum. Considering Large Medkits cost 10,000 credits, this exploit costs considerably less.



After fighting through all the necromorphs, save if you like, and head to the bridge. Activate the gravity tethers by holding the action button. Once the dialogue starts, head for the escape pod.




Crash your escape - like a boss.

Take a power nap - like a boss.

Head into the next chapter with a steady hand, plenty of ammo, and a readiness to get swarmed by elite necromorphs (no more regular enemies appear unless it's the necro-kids, Infectors, Parasite Carriers, Parasite Gestalts, Exploders, and exploding babies).

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- **Node-Locks** — One room past the upper mining gantry after the zero-G ambush.

- **Power Nodes** — 4

- **Schematics** — Contact Beam ammo, Advance Suit, Advance Elite Suit (round 2+ only)



A workbench is here next to the save station. You can use the Re-Spec exploit to refill your life if you are so inclined.

The trick is to upgrade your RIG twice: after re-specing your RIG, you weld one node to the first HP spot and exit the workbench (you can also weld no nodes and exit). Notice your HP display is reset.

Re-enter the workbench a second time and re-weld all the nodes you had before. Your life will now reflect your new HP maximum. Considering Large Medkits cost 10,000 credits, this exploit costs considerably less.

Don't miss the item in the siderooms.



The ramp room features babies, stalkers, and Slashers. Stake them (the stakes are at the bottom of the ramp), or use Detonator mines and stasis/plasma. Work your way down -- you may have a safer spot to attack enemies from the dead-end rooms at the bottom than the top. Any way you do it, head through the door.



Hack the door and head into the wrecked mining tunnel. Watch for cysts in this section. Use their seeds if you manage to capture one, but that's not always an issue. It will save you a lot of ammunition though.



#### **Power Node — Green item box across the chasm.**

Break the box across the chasm and kinesis this node if you like. Pictures turn written guides into a total caption-fest, amirite? 🤖

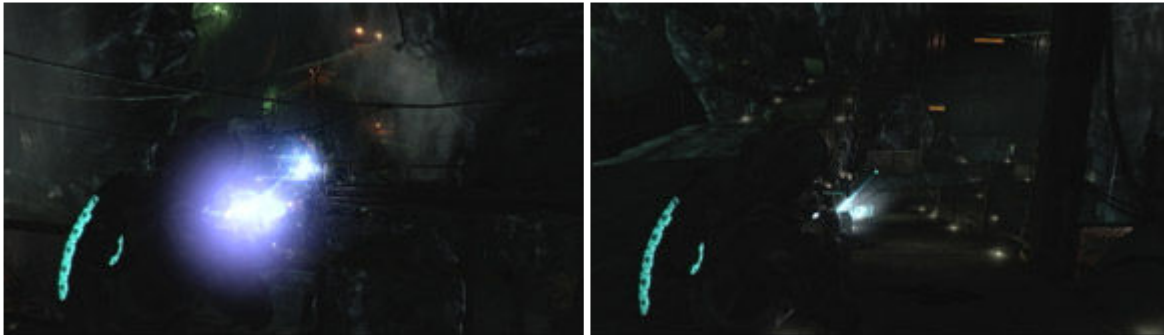


#### **Power Node — Near the exit in the mining gantry to the store room.**

Take the node by the exit and then head for the save/store. This will be the station you will save at before going to the next part of this chapter as well. Remember where it is.



This large mining room is a hub of sorts. It leads to the exit and the surrounding areas (like the upper mining gantry). It's also dark and heavily infested with enemies. Use the guideline to reveal the path to your exit (though not the puzzle locking it down).



Fire across the catwalks to nick enemies and start locating a good spot to hole up. The goal is to go down the ramp to locate the dead battery and spare battery dispenser.

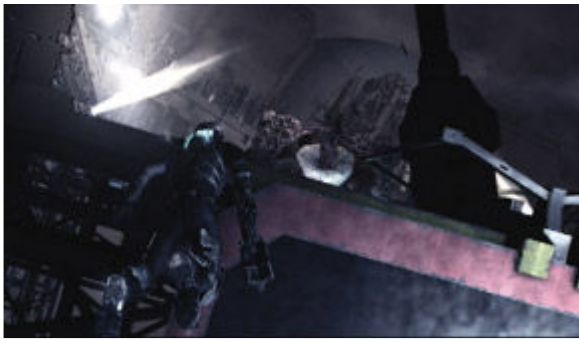


The spare battery is in this innocuous unmarked blue dispenser on the lower floor. Locate it and then locate the spent battery in the red-lit area. Swap batteries, deal with the Lurkers, and move to the next zone.

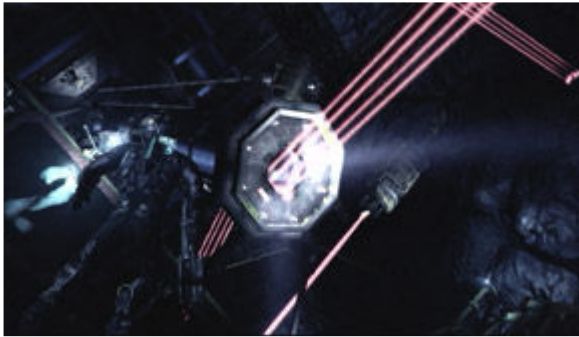


Stock some plasma ammo and stasis energy. Past the save station, you get sucked out into space and battle a Lobber. To get back in, you need to push aside some lasers using boosters, but that's hard with the Lobber throwing tracking mines at you.





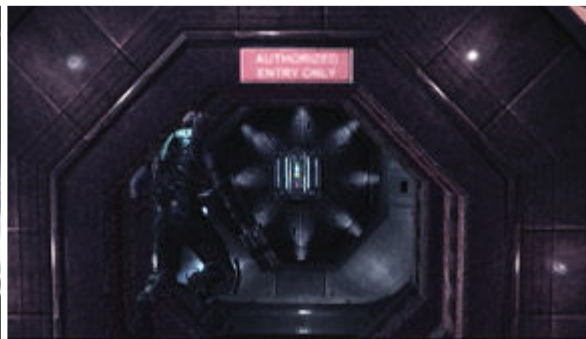
Use a little Gears of War/clever cover here and note where the air stations are (should be one behind Isaac in the above left illustration). The beam can block the incoming mines, and you can stasis/fire by popping up slightly and hitting the Lobber's weakspots. Unlike that time at the solar array or processing plant, you have some solid cover here.



**Power Node — Perimeter of the zero-G zone (from *emuthreat* / *ben4hearth*).**

**Schematic — Contact Beam ammo at the stem of the airlock tube going into the mines.**

Two lasers (one's been removed in these still-shots) block the exit airlock. Explore the area after the Lobber is dead though -- there are no other enemies and plenty of air stations to keep you alive.



Locate these booster dispensers hovering in space and take them up for your own use. Boosters are randomly attached to some of the lasers (sometimes, they do not appear), so you can visit the booster dispensers if you want to be sure you have a thruster you can shoot.



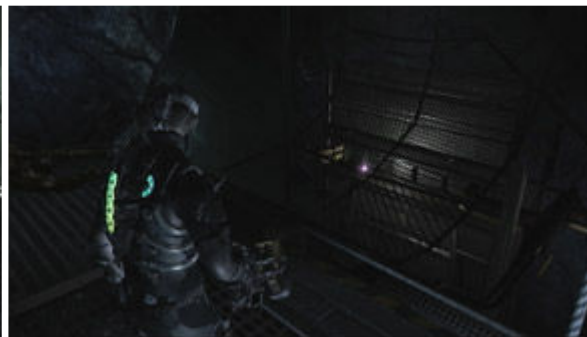
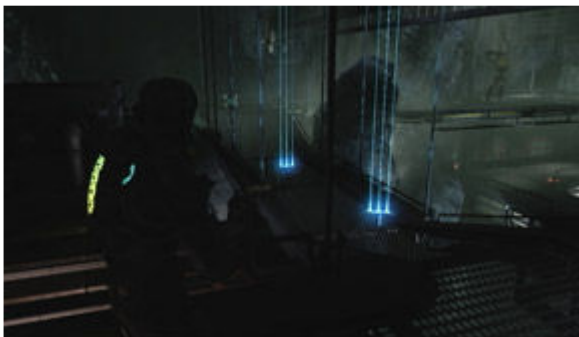
Shoot the booster once it's attached to the laser module you want to move. Stay out of the laser's way (it will take some ingenuity to use it as a weapon against the Lobber) and that's it.



The cysts in the airlock tunnel are not threatening, but remember that in zero-G, their seeds do not fall to any ground. They only travel straight forward once fired.



Re-enter the mines and you'll be in a control booth with a save station. Ride the lift to the upper mine gantry and prepare for a battle to the death. It's all elite slashers, lurkers, pukers, and exploding bastards. If you have the range, ammo, and inclination, provoke some enemies to come towards you and take them out as they waddle your way.



**Power Node — Upper mining gantry after the zero-G zone.**

Mines on the walkway are good, and there are some red cannisters on the level below you can use on enemies. Move slowly and carefully and you won't have too much trouble.



**Node-Lock — Past the upper mining gantry and before meeting Stross.**

**Schematic — Advance Suit plans in the node-locked room.**

Once you locate the node-locked door, you will be near a quick time event (QTE) where failing means death. Get ready to spam the action button and you will do fine. Don't forget to open the node-lock the first time -- you need that Advance Suit for the final few stages.



If you ever want to see what a 12-inch Craftsman™ screwdriver does to soft tissue, check out the QTE. Afterwards, some more necromorphs appear in the large mining room (you can save at the save/store from where you began this chapter - use the guideline to locate a store). Head for the hall leading to the lift room.

Prepare for the large lift fight by bringing Contact Beam ammo or the Javelin Gun/Line Gun (either works). You need to kill a lot of enemies quickly. IGN recommends the ALT-fire for the Contact Beam as a back-up to the Ripper. The Line Gun is directional (meaning enemies behind you are untouched) and the Javelin Gun's electrocution can injure Isaac at this range.



**Power Node — Across the chasm at the large elevator (before the ride up).**

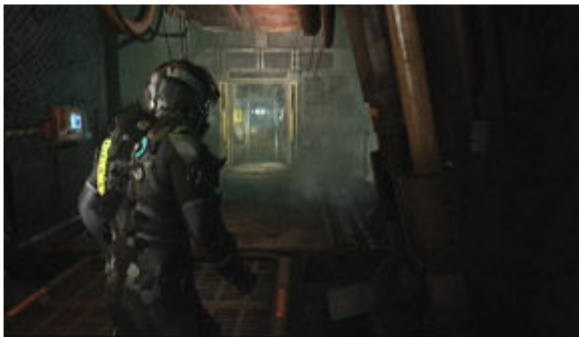
Detonator mines may not be a good idea as the shaking of the elevator will trigger them prematurely. The

Ripper and Contact Beam/Javelin Gun/Line Gun are best for this. The Ripper may be a bit overworked if it's not powered-up.




### Schematic — Advance Elite Suit (round 2+ only) at the top of the large lift ride.

At the end of the ride, take the time to explore (round 2 and on) for a new suit (there are no more schematics after this one on all subsequent rounds). Get ready for a quick time event (QTE) when you open the next door. Spam the action button, or you die.



The next save/store and workbench are used for the next chapter as well (keep that in mind). Going through now puts you in the next mission.

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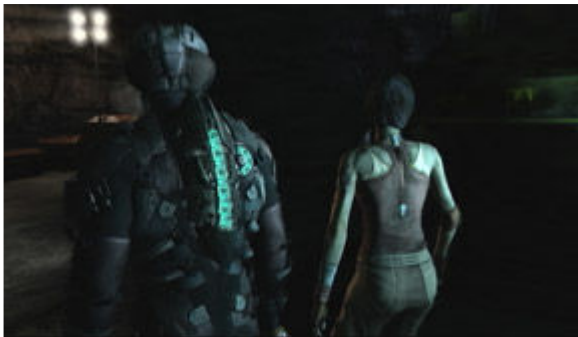
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■ Node-Locks — n/a

■ Power Nodes — 1

■ Schematics — n/a



Locate Langsford by the driller machine and then explore the area around the machine. Destroy the cysts and take the items you find. You need the spare battery in the dispenser in the back of the cave.



**Power Node1 — Behind the stationary drill machine. Take it before going aboard.**

Yank the spare battery and drop it by the drilling machine. Don't insert it yet, as you can do this together with the circuit board later. Turn around and look for the second ramp leading to the moving platform (mine-lift).



There will be enemies who appear once you cross the mine-lift -- essentially an elite Slasher. Kill it and locate the circuit board on the piece of equipment on the rocky rise.

Going back, you will spawn a Puker. You can easily ride the lift back to where the circuit board was and shoot across the chasm to kill the enemy without exposing yourself to return fire.



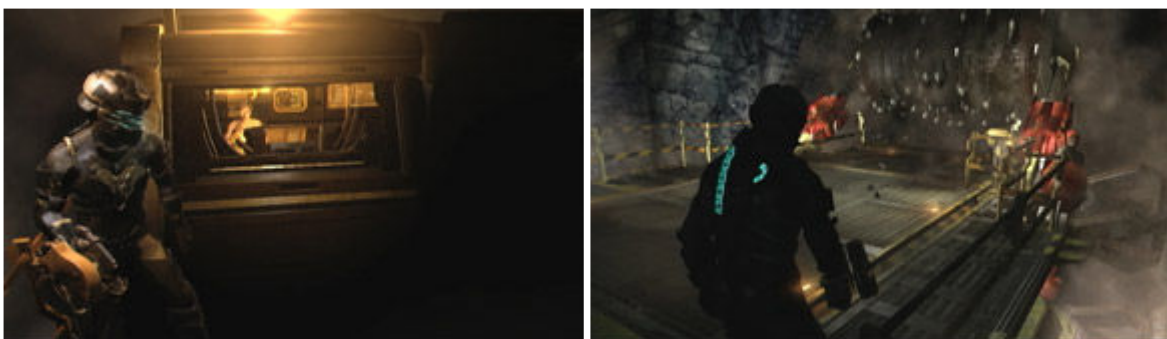
Now that you have the battery (still not inserted) and the spare circuit board, it's time prepare. The drilling machine will be your destination, but it will need to turn around so you can board it. During that time, enemies (all types and infinite) will appear and attack Isaac. The best place to wait seems to be the starting ramp to the save/store.

Speaking of the save/store, you may want to go back and save now. The chapter ends once the drill ride ends.

Start by placing Detonator mines (all five available slots) on the ramp to the mine-lift and the area surrounding the bottom of the ramp to the save/store. Once you have, load up your weapons, then insert the battery and hack the circuit for the drill machine.



When Langsford starts the machine up, back Isaac's ass to the starting ramp. Hold your position and wait for the boarding elevator to be lowered so you can make a quick sprint to the driller.



Once aboard, locate the pilot's cabin. Stand in the corner near it so you can avoid most of the Lurker shots as you pass by them in the mining tunnel. The necromorphs which climb over the railing you will have to deal with. Use the Ripper or Stasis/Plasma Cutter.


If you need to sever three tentacles of a Lurker with a single Line Gun shot (Clean Cut) you can do it here, but you will only have a few chances before you move on in this quasi-rail-ride.



Naturally, don't touch the crushing drum, or you will die. Use kinesis to seize what red cannisters from the sides and use them liberally on the Lurkers on the sides of the cave. For all use, Contact Beam, Line Gun, Javelin spears, and stasis/Plasma Cutter combos work.

The end of the ride will also end the chapter. You won't face any enemies until after the next chapter's save station, so you have something of a breather.

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- **Node-Locks** — The workbench in the Government Sector. Spawns a Parasite Gestalt.

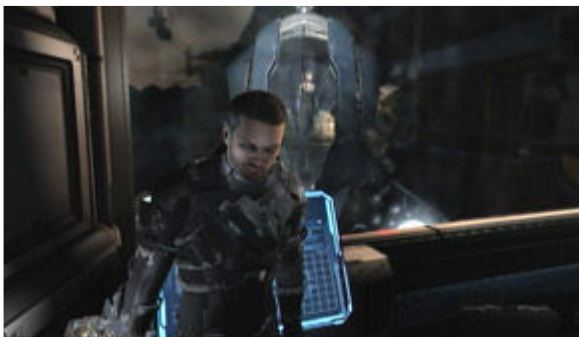
- **Power Nodes** — 4

- **Schematics** — n/a



### Power Node — Upper hallway, before going through the door to meet Ellie.

Ignore the guideline, but follow the upper hallway of the base to the other side of the large room. You can loot items in the wall cabinets. While you can go back to the walkway after the events at the gunship dock, this is mostly to save time.



Head for the gunship bay and meet Ellie Langsford. After some dialogue crap, head for the save/store and lift. Things are going to get hectic very, very quickly.





For the necromorph onslaught (all types except the parasite gestalt, tripods, and brutes), explosives and stasis will help thin the crowd. The ammo you need for the last fight will be principally plasma cutter (or anything that fires with rapidity) and the Contact Beam (stasis) or Line Gun (messy). Everything else now can be used up.



Demolish/use any stasis cannisters on the ground, and sticking to the (either) ramp in the plaza can cut down on being attacked from the sides. Just remember that if you can see and fire at enemies, they can fire right back.



### Power Node — Destroyed hallway near the crash site.

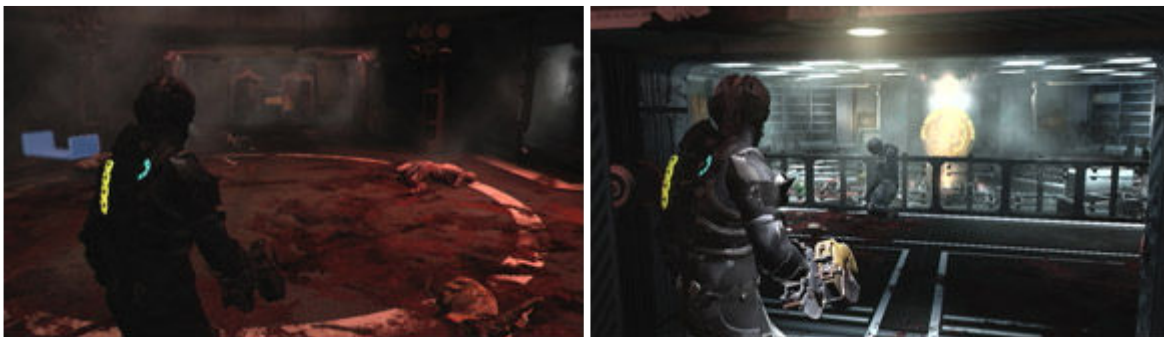
If you feel like you need to explore, check the otherside of the hall for a node. Otherwise, you can stasis the wave of enemies and hack the big door. Once you get through the big door, no enemies pursue until you incite further events.



Once you head through the large door and then down the stairs, you will be attacked by security forces. Head to the right and into a janitor's closet. Take the maintenance tunnel to the next control room.



Taking out the battery will deactivate the large door and pit you against necromorphs once more. There should be a stasis cannister you can carry out into the slaughterzone. Use it, as there are infectors along with parasites in the Slasher/Puker mix.



Destroy the necromorphs in the security foyer and move into the next room. You will get an objective update once you proceed inside.



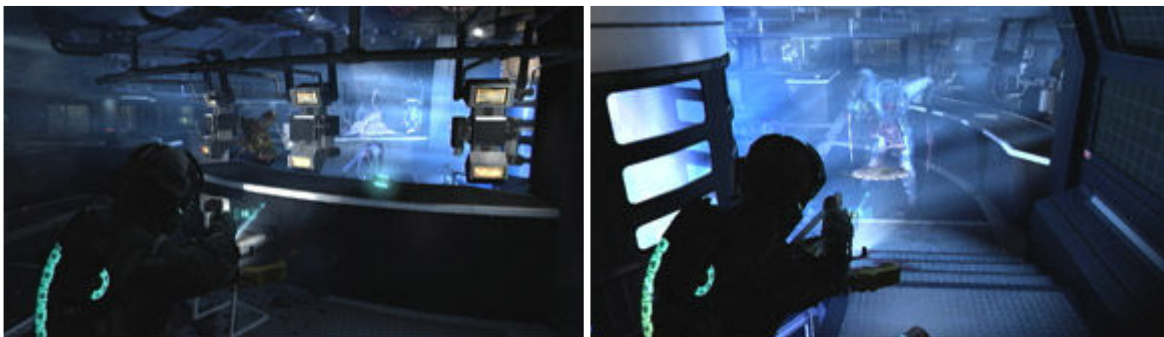
Once you have the guideline restored, locate the intact corpse in the security. Like in chapter 7, you need to use the RIG of another individual to pass by the security screening. Kinesis the corpse to the scanner and proceed.



It should be noted that for the RIG verification, you don't need to carry the body to the scanner. If you can shoot it into range, the scan occurs automatically. This will come in handy for chapter 14.



Save station at the round room just before the lab. Heading to the right path will trigger one more set of necromorphs than if you simply go for the exit. The extra credits/ammo is questionable at this stage in the game.



Another big fight occurs in the lab. Use stasis and back-up to a corner so enemies have to run around the counters to get you (Isaac can shoot over the counters). The mix here isn't any more lethal than before (Pukers, Lurkers, Exploders, and Slashers), but they are elite and hence, take time to whittle down.



### **Node-Lock — By the workbench in Government Sector. Spawns a parasite gestalt.**

Be aware that approaching the workbench sometimes triggers the parasite gestalt (from the direction of the locked door). Entering the locked supply room will certainly spawn it. Nonetheless, if you need the health and don't mind spending 5000 Credits for the re-spec RIG exploit, you can refill Isaac's health using the workbench.



Stalkers hold the next puzzle room hostage. Unlike previous stalker encounters, the floor here is sticky and slows down all movement. The Detonator is handy, as are the Line Gun or Javelin spears (electrocution only). Stasis and plasma cutter shots are more tedious and methodical, but that also works.

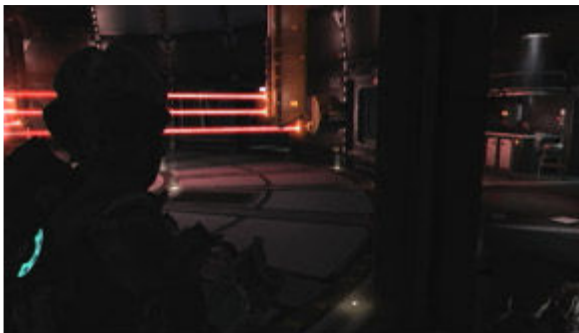


### Power Node — In the stalker room with the ceiling battery.

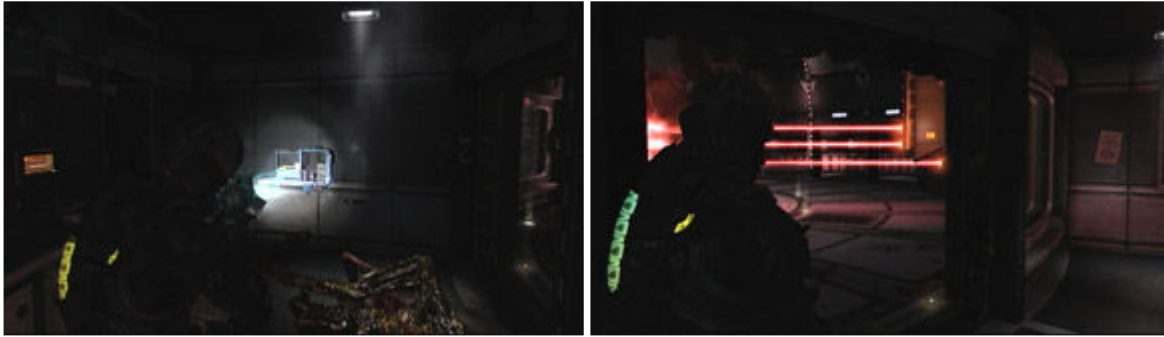
Grabbing cysts are not a good idea (it's best to let Stalkers trip them and kill themselves). Find a lit corner and wait out the enemies. You should be able to afford it, unless you want to yank the battery out in the ceiling, then toss it to the exit. Swapping batteries opens the exit from the stalker room.



A save station waits after the stalker room (and before the laser centrifuge). Take out the cysts with spare objects and head down the ramp.



The laser centrifuge is lethal to everything that's man-height or larger (meaning exploding babies, Lurkers, Leapers, and crawling enemies escape injury). Use stasis on the emitter tip to give yourself the time needed to move from one room to the other (counter-clockwise).



### Power Node — One "lab partition" over in the laser centrifuge zone.

Enemies are spawned after Isaac enters each room. Since you can see easily into the center chamber and hear the noises of spawned enemies, you can wait for them to come to you. Take them down and you can continue on the next leg of the trip.

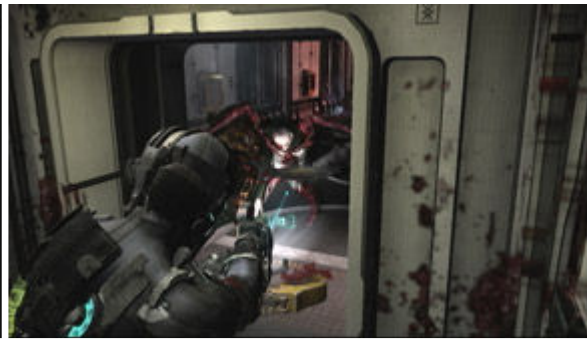
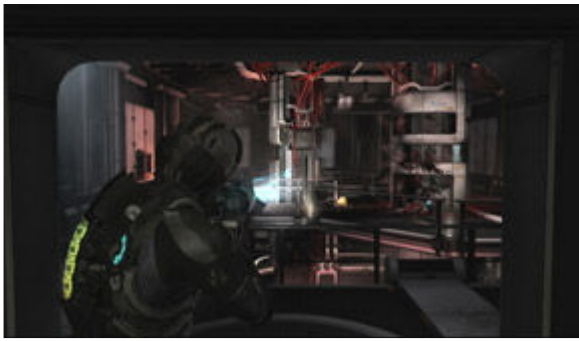
The exit is the room to the left of the one where you started (use the guideline in a safe spot to check). Not all that difficult. Just beware of the enemies who spawn closer than you expect; some are exploders, and need to be taken out without triggering their bio-bombs.



At the top of the laser centrifuge, lower the bridge and cross over the spinning chamber. A few necromorphs drop in (via vents) when Isaac ventures near items, but that's to be expected now.



Past the centrifuge is a save station in a large room (no store). The next couple rooms are infested with enemies. The best method to get by (and not fight) is to use stasis on enemies as you near the room exit, and flee when the door opens.



If you have the Ripper, you can trigger the spawns and use the doorway to narrow your killzone. Note that like the transit hub encounter, there are finite enemies, but just a heckuva lot of 'em. On normal difficulty or higher, it may not be beneficial to stick around to fight.

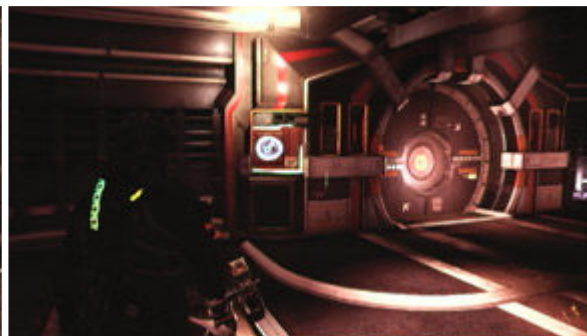
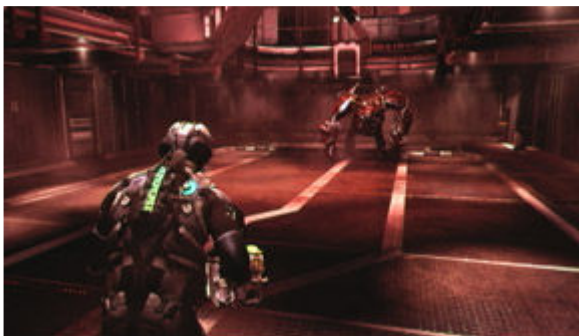


Fighting in the rooms is difficult due to the figure-8 layout. Enemies can flank and go behind you easily. Even in a corner, you are hard pressed to keep the enemy advance contained. Hence the recommendation to move past the rooms quickly.

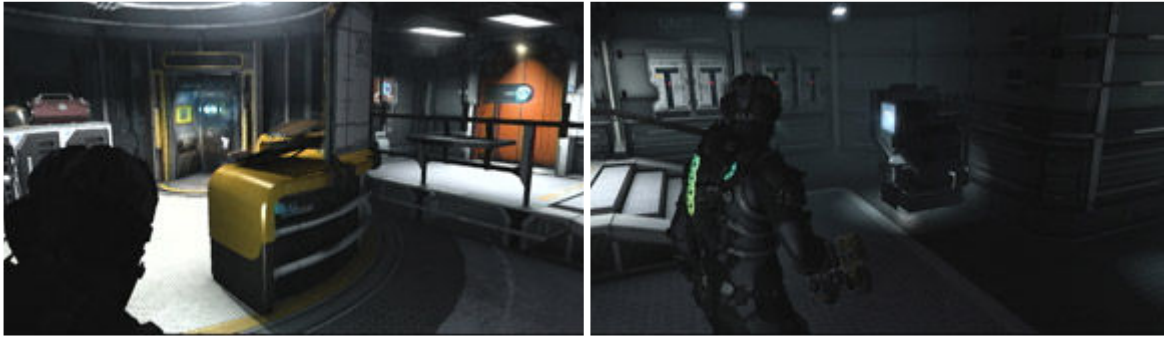


The second room is much like the first. Try and move past the enemies after hitting them with stasis. The reason for this is that you can recover stasis energy by waiting around, but ammo requires you to buy it or find it.

The boss here will a brute, so you want some stasis to freeze-lock it. Once you have the mini-boss in lockdown, you can sever the glowing bulbs on the creature's arms.

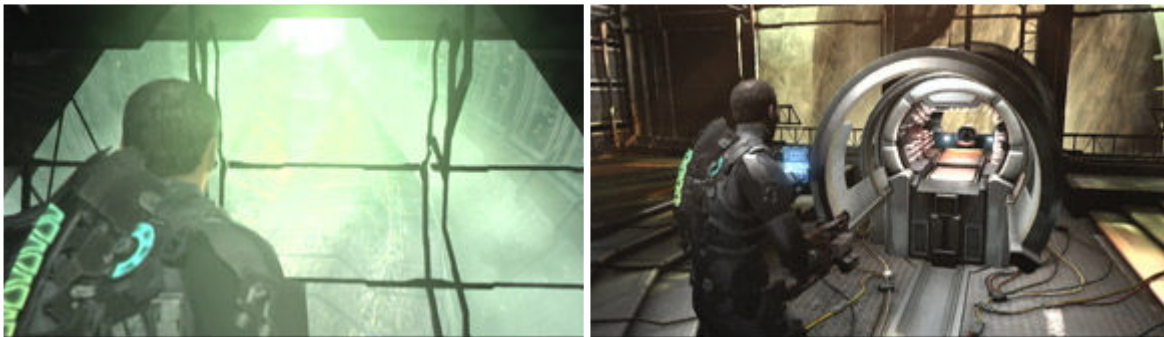


The brute drops in this room, its back facing the exit. If you sprint to the exit and turn quickly, you can hit the creature as it jumps down with stasis. Once locked down, you can spam the plasma shots to cut the arms off.



The last save and store just before the end of the chapter is here. For the next chapter, you want to have the Contact Beam's stasis (ALT-fire) or Line Gun (fast and messy) as well as a Plasma Cutter with plenty of ammo. Stasis packs and healing items are handy as well.

The Advance Suit (or Advance Elite suit for round 2 and on) is also very handy since it boosts your stasis recharge rate (Advance Suit) or the duration (Advance Elite Suit). If you can, use any means necessary to acquire the Advance Suit; if you bought the Vintage Suit, it will cheapen the cost of the Advance suit by 10%.



Locate the machine Stross was referring to but before using it, inspect the room. This room starts the next chapter, and you will have an indestructible regenerating necromorph chasing you for the whole of it.



Identify this hack panel and the stasis station next to it. You need to lock-down the enemy (after crippling it limbs far away from the hack panel) so you buy enough time to hack the door and escape. Any less and you may not have enough time to do your thing.



Now that you have an idea of what to do next immediately after the next chapter starts, lets start poking Isaac's eyeball. Head into the machine and use the stick and ACTION button to aim and lower the needle. You want a **BLUE LIGHT** for the laser before you jab it into Isaac's squishy eye.



Insert tasteless one-eye joke here. Note that failing results in more hilarity -- along the lines of a *Mortal Kombat* game. Once Isaac gets out of the bed, the next chapter will start.



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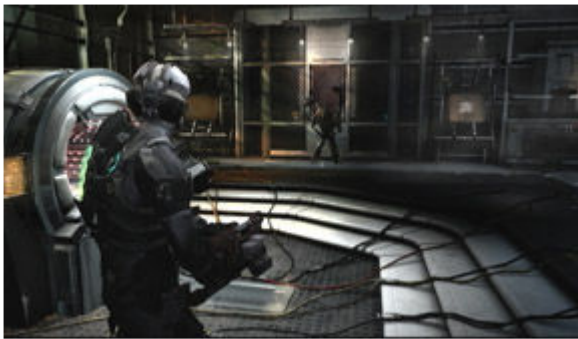
- Node-Locks — One room past the zero-G area.

- Power Nodes — 5

- Schematics — n/a



The hack panel that's dead in the previous stage is now activated. Get the regenerating undead bastard to one side of the room, shred its legs, and lock it down with stasis. Lock it down again from the hacking panel to keep it in stasis and proceed to hack.

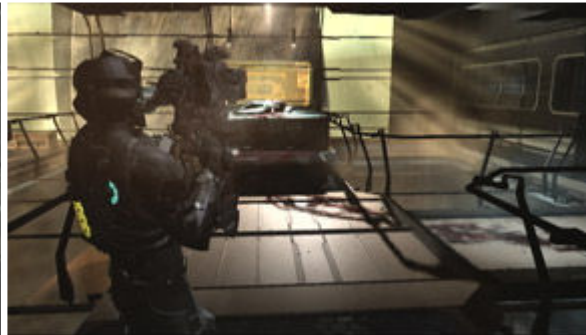
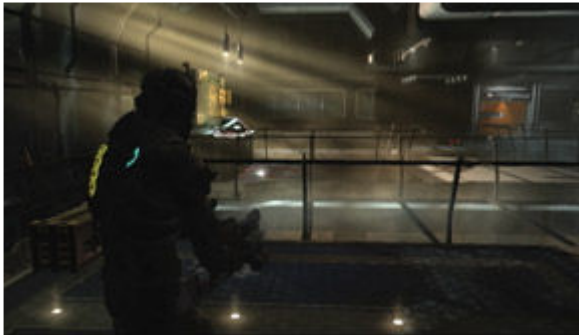


- Power Node — Once past the hacked door, turn right.

Note that if the enemy hits Isaac, or you f— up the hacking exercise, you will need to go through the whole three phases of the hack again. Knowing that, keep cool, locate the blue hacking point on the circuit circumference and get your hack over with as quickly as possible ... and with no errors.



For the whole chapter 14, the regenerating necromorph chases Isaac, so saving (unless it's on Hard Core mode and you're in a good, good spot) is not advised. Start your run to the exit. Remember - blue is good, and orange/red is bad.



### **Power Node — Back hallway of the room requiring the security RIG to unlock.**

The first room past the save station has a locked door that's opened by a security RIG. Take the corpse of the soldier on the security desk and chuck it to the scanner (near the red-locked door).

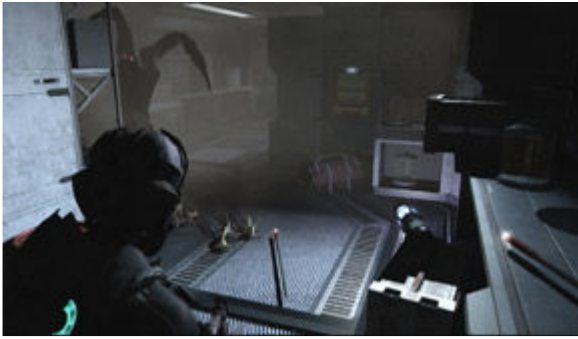
Note that apart from the regenerator, there are other necromorphs in the room. The Contact Beam's shots (with stasis activated) is the best solution here. It's not recommended to stick around (and waste ammo) looking for the power node.



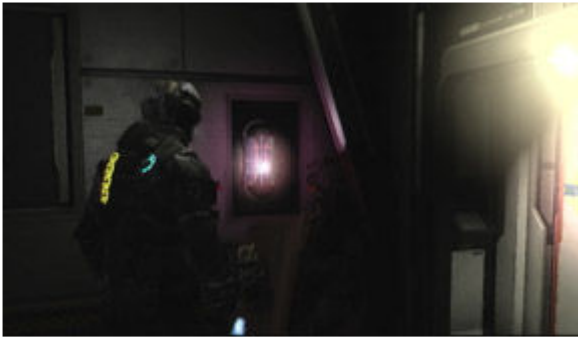
### **Power Node — One of two nodes by the locked door in the third hall.**

### **Power Node — Second of two nodes at the locked door in the third hall.**

Two power nodes are down at the dead-end of the next hallway (past the security-RIG locked door). If you don't risk grabbing these items, you can skip right to slipping into the maintenance space on the side of the hallway.

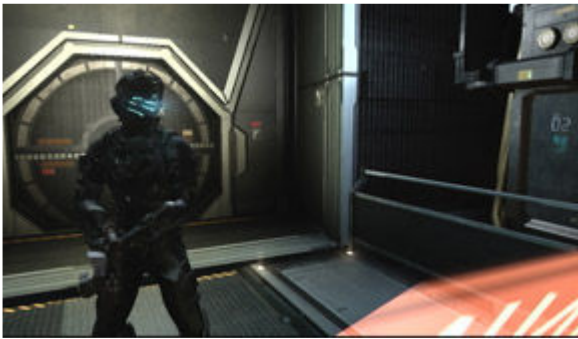


In the narrow confines of the maintenance hall, the Line Gun is handy -- even against the Regenerator. Once shredded, lock it down so it delays it from chasing you for a bit longer. Sprint to the elevator and get in. Once aboard, you have some breathing space for you to arrange your inventory.



Continue to lock-down the regenerator and smash the locks/fuses that bar your way. The hardest thing to do in this area is to beat off the enemies who are congregating around Isaac while waiting for a damn door to open.

Apart from installing the game (a full install, to make it run/load faster) there are few things you can do to hurry up this process. Just a bit more of squandering stasis and ammo and you will be safe.



Once you get into the area where you can de-activate gravity, you are safe from the regenerating necromorph. If you want to make sure nothing catches you, de-pressurize the room, then re-pressurize it. Let your stasis recharge before moving on.

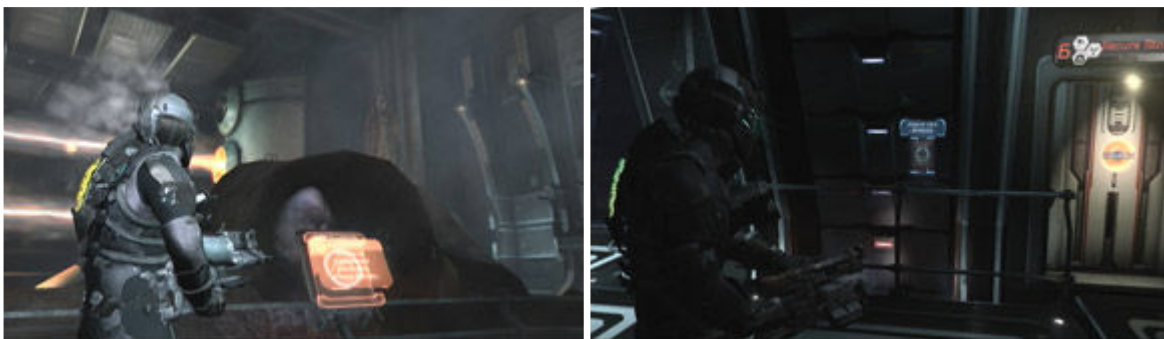


In zero-G, there is only one enemy -- a Lobber at the end of the hall. The only other hazards are moving walls

(easy) and some plasma streams you get by by using the sliding obstruction (probably a plasma flow regulator).

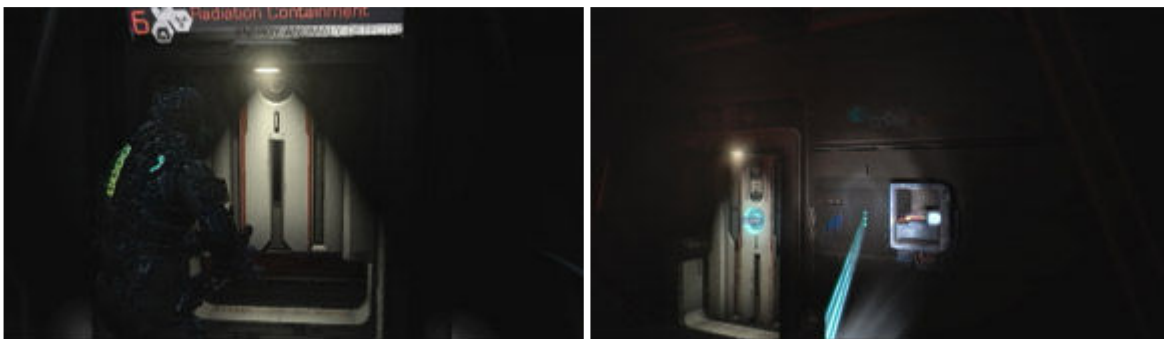


Stasis the obstruction and slip by. The Lobber is a nuisance, but it's something you can sprint past easily (conserves ammo). Land and activate the gravity once more to prevent the Lobber from shooting more mines. You will miss the semi-conductor as the reward, but you can save some ammunition for later.



### Node-Lock — Just past the zero-G zone.

The node-locked room past the zero-G area only has a medkit and a single unit of ammo -- likely not worth it, but if you have the node to spare, get the items.



### Power Node — One room past the node-lock (in radiation containment).



The final save/store/workbench combination before the final stage. Upgrade and buy ammunition. The weapons you (preferably) need will be a mix of mass-kill/quick-reaction and single-target/rapid-fire weapons.

Essentially, the Plasma Cutter is for the boss (empty the clip in the last boss) while the Contact Beam (or Line Gun) is for stopping (stasis) or killing the hordes of enemies in the final stage. Stasis shots with the Contact Beam are handy when surrounded, and the medkits are for muscling through the battle.

Remember -- the regenerating necromorph will continue to chase Isaac all the way up to the final walkway to the boss. Move fast, and move quickly.

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■ Node-Locks — n/a

■ Power Nodes — n/a

■ Schematics — n/a



The final save/store/workbench combination before the final stage. Upgrade and buy ammunition. The weapons you (preferably) need will be a mix of mass-kill/quick-reaction and single-target/rapid-fire weapons.

Essentially, the Plasma Cutter is for the boss (empty the clip in the last boss) while the Contact Beam (or Line Gun) is for stopping (stasis) or killing the hordes of enemies in the final stage. Stasis shots with the Contact Beam are handy when surrounded, and the medkits are for muscling through the battle. Remember the regenerating necromorph will continue to chase Isaac all the way up to the final walkway to the boss.

If you want to simplify logistics, just take the two or three weapons you need instead of all four.

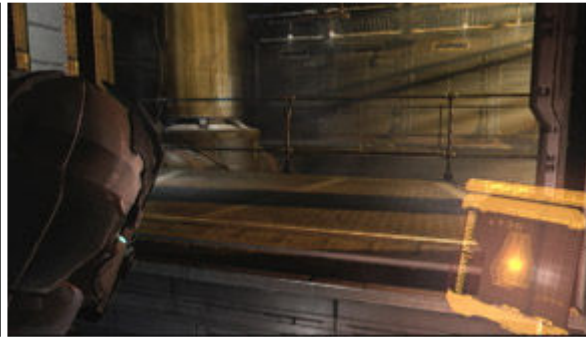


Enemies appear once you exit the doors to the Marker's base. Since you only need the Plasma Cutter's ammo (30 to 40 would be handy for the final battle, depending on your DMG nodes -- IGN prefers maximum for DMG), use the other ammo (line Gun or Contact Beam) for fighting off the hoard.

Your goal is to make it through the corridor to the next door. There's a lift that will take you to the Marker, but for now, you have to negotiate endless enemies in the trenches surrounding the Marker. Watch for Pukers who snipe you from atop. This is what medkits and stasis are for -- if you are caught, you need to keep enemies off you while waiting for the slow-motion effects to wear off.



Note that the interiors are not a good defence against Slashers and the other enemies, but it does provide cover from Pukers on the walkway. Just don't stay too long, as the regenerator slowly plods to come at you.



Locate the lift to the upper level of the stage -- at that point, all the enemies except the regenerator will leave Isaac alone.



There is one last save station right before the battle. If you are playing Hard Core and haven't used up all three of your saves, you might consider using it. Break the fuse and head through the left of the two doors (the right is a balcony, and may delay your progress, allowing the regenerator to catch up).



The regenerator chases you up to the walkway to the Marker. If you need to reload weapons and wait for the stasis meter to recharge fully. Stasis is optional for the final boss if you fire quickly enough.

Under no circumstances should you try to heal. It seems the game will fully Isaac just as the final battle begins, saving you the effort of using medkits -- and saving them for later use.



There are a few quick time events (QTEs) to deal with before you get into earnest killing. Spam the action button to get outta Dodge. Note that after Isaac wins the fight, he should aim (in third person) at the enemy and fire. If you miss, you can wait for the enemy to bleed out, or aim and fire again.



For the final battle, you are attacked by "necromorph shades", which are essentially demonic looking necro-kids (or 'The Pack'). They swipe Isaac, but they don't do much but stun him momentarily (they don't hang onto him as much). A Contact Beam's ALT-fire is great for blasting them all away.

Your main threat though, is the human shade that makes a slow approach to Isaac. If it touches Isaac, you die (instantly). Use all your firepower (hence the 30 to 40 shots) to blow it away. Once the shade destabilizes, the boss is vulnerable.



The boss is (you guessed it) the Marker. Once the primary shade is temporarily disrupted, expend ammo on the glowing spot on the Marker to "kill it". Since you have to rely on your rapid-fire weapon so much for the primary shade and the Marker, you will want to be careful with the aiming of your shots.

The little shades that attack Isaac are enemies, and do drop ammunition on occasion. Use them to replenish your ammo, and hope that you reload fast enough to shoot off the human shade who tries to touch you. So long as you keep it off you, you can distort it and attack the Marker without trouble.





Once the boss breaks, the game isn't over. There's one more free-fall section and a quick-time event. Survive both (remember, if you smash into something and die on Hard Core, you restart from the last save made) and you win.

Be sure to save the cleared game on a safe slot so you can load it as a New Game (+). This lets you start the next round with all your items in inventory and store. You also unlock some new equipment for round 2 and onwards.

# Dead Space 2 - We Bring You Swords

		<a href="#">How to Play</a>	<b>We Bring You Swords</b>	<a href="#">Video Tips</a>	
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Did you bring us the money?



We bring you no money. We bring you swords.

## Dead Space 2 Guide

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### Chapter 1 — Free Power Nodes

- Hospital front-desk where you first meet Nolan Stross & the lock-down happens.
- The autopsy room where you first meet the two Pukers.
- The clerical desk across from the balloon-tied desk.
- In the room with the first Standtech store.
- In the airless room between the save station and boss fight.

### Chapter 2 — Free Power Nodes

- One past the hallway with the save station.

### Chapter 3 — Free Power Nodes

- In the storage room where you start in. One of the corners near the train wreckage.
- The dark hall past the save station, where you saw the necro-kid.
- In the trash compacter, the corner room under the control booth.
- At the top of the lift past the node-locked door.

### Chapter 4 — Free Power Nodes

- The reading room near the Church of Unitology's gift shop.
- In the study with the syringe Quick Time Event.
- The Basilica's upper level, after defeating the Stalkers.

## Chapter 5 — Free Power Nodes

- In the coffin shunt with the gravity generator. Same level with the Ripper plans.
- By the save station in the office at the top of the church (before meeting Daina).

## Chapter 6 — Free Power Nodes

- In one of the residences at the start of the chapter.
- In a locker inside the large room with the Stalkers.
- The door to Fashion Kid on the shopping concourse to the school.
- On one of the toy rockets in the school's playground.

## Chapter 7 — Free Power Nodes

- At the bottom of the maintenance pod shaft.
- Between the save and store in the watchman's quarters.
- Side-path of the first hallway, when ANTI asks for verbal confirmation.
- In a locker by the save station in the workbench room.
- The secret Peng room (1/2).
- The secret Peng room (2/2).

## Chapter 8 — Free Power Nodes

- The dark hall just past the save station and store.
- In the node-locked room (1/2).
- In the node-locked room (2/2).
- In the control room where the cut-scene occurs.

- The control room where Ellie and Nolan were after going through the processing plant.

## Chapter 9 — Free Power Nodes

- In the room with the blow-out window past the store and Parasite Gestalt (Divider).
- The room with the Stalkers where Isaac gets off the tram to check the track obstruction.

## Chapter 10 — Free Power Nodes

- The bathroom adjacent to the Flight Lounge. Kinesis the blockage.
- End of the tram's track/pit with the Necromorph Brutes and lift that needs to be hacked.
- The dead-end past the decontamination chamber in the Engineering section.
- Med-lab, near the first stasis pack.
- Med-lab monitor room where Nicole Brennan's final message is played on loop.
- Med-lab stasis bay's first floor. In the room near the lift and battery.
- In the tram track/pit with zero-G and Lurkers, a node is near some train wreckage.

## Chapter 11 — Free Power Nodes

- The room after Nolan's radio message. Destroy the green box across the pit for this node.
- The same hallway, near the cyst-lined exit to the large mining pit.
- Perimeter of the zero-G zone (*from emuthreat / ben4hearth*).
- Upper mining gantry after the zero-G section. A node is on the side of the walkway.
- Other side of the large mining elevator shaft (before the ride).

## Chapter 12 — Free Power Nodes

- Behind the stationary drilling machine.

## Chapter 13 — Free Power Nodes

- End of the first hallway in the upper level, before activating Elie's gunship.
- Side corridor of the lower level of the crashsite. Enemies constantly come up the hole, so take it quickly.
- In the Stalker room with the battery on the ceiling.
- The first cubicle in the chamber with the laser centrifuge.

## Chapter 14 — Free Power Nodes

- Once past the hacked security door, go right.
- In the room where you need the RIG to open the exit; check the back-hall.
- In the third hall with the locked door (1/2).
- In the third hall with the locked door (2/2).
- Just past the node-locked door, in Radiation Containment.

## Chapter 15 — Free Power Nodes

- *n / a*

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### Chapter 1 — Node-Locked Door

*n / a*

### Chapter 2 — Node-Locked Door

In the hallway with the first save station.

### Chapter 3 — Node-Locked Door

Past the zero-G garbage chute, near the door requiring the battery.

### Chapter 4 — Node-Locked Door

*n / a*

### Chapter 5 — Node-Locked Door

*n / a*

### Chapter 6 — Node-Locked Door

Near the first save point in the cyst-lined hallway.

### Chapter 7 — Node-Locked Door

The room just before you exit into space to fix the solar arrays.



## **Chapter 8 — Node-Locked Door**

In the Ops Center, just past the dark, wrecked hallway.

## **Chapter 9 — Node-Locked Door**

*n / a*

## **Chapter 10 — Node-Locked Door**

Med-lab's stasis bays, by the workbench.

## **Chapter 11 — Node-Locked Door**

After fighting through the upper gantry but before locating Stross. A speaker will say something about work habits being a worker's responsibility.

## **Chapter 12 — Node-Locked Door**

*n / a*

## **Chapter 13 — Node-Locked Door**

Near the workbench in Government Sector. Entering this room will cause a Necromorph Gestalt (Divider) to appear in the room.

## **Chapter 14 — Node-Locked Door**

A room just after the zero-G and airless section with the moving walls and fire-traps.

## **Chapter 15 — Node-Locked Door**

*n/a*

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### Chapter 1 — Schematics

- R2+ — Elite Engineering Suit — In the room with the store.

### Chapter 2 — Schematics

- Power Node — In the node-locked room.
- Stasis Pack — On the tram's trackway.

### Chapter 3 — Schematics

- Pulse Rifle — In the store where the tram crashed.
- Javeline Gun ammo — The plaza before the long hallway to the church/decompression event.

### Chapter 4 — Schematics

- Security Suit — Store room with the maintenance tunnel to the syringe Quick Time Event.

### Chapter 5 — Schematics

- Ripper — Lower area of the shunt with the gravity generator.
- Medium Medkit — Upper area of the shunt, before turning gravity back on.
- Line Gun ammo — Behind a statue after falling from the ventilation duct.
- Detonator — Office with the save station at the top of the church (before meeting Daina).

### Chapter 6 — Schematics

- Seeker Rifle — Exterior balcony before reaching the laundromat.

- Pulse Rifle ammo — On the Concourse past where you meet Ellie Langsford.

- Flamethrower — Last classroom before the playground.

- R2+ — Vintage Elite Suit — Near the astronaut statue in the Transit Hub.

## Chapter 7 — Schematics

- Ripper ammo — Bottom of the maintenance pod shaft.

- Force Gun — One of the lockers at the end of the lift ride.

- Contact Beam — In the node-locked room.

## Chapter 8 — Schematics

- Vintage Suit — In the node-locked room.

- Detonator ammo — In the workbench room at the processing plant.

- Large Medkit — In the save room where Nolan and Ellie hang out after the processing plant.

## Chapter 9 — Schematics

- Flamethrower ammo — On the catwalk with the deployed laser-mines.

- R2+ — Security Elite Suit — Near the save station where Isaac exits the tram to check the track.

- Seeker Rifle ammo — In the Stalker room, past the Guardian by the room's exit.

## Chapter 10 — Schematics

- Force Gun ammo — In the Gravity Centrifuge room, before the gravity is activated.

## Chapter 11 — Schematics

- Contact Beam ammo — In the zero-G area, where the airlock tunnel meets the moon-rock (exterior side).

- Advanced Suit — In the node-locked room.

- R2+ — Advance Elite Suit — At the end of the large elevator ride. Check past the railing.

## Chapter 12 — 15

There are no more schematics to find in chapters 12 to 15.

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### [Dead Space Achievement & Trophy Videos](#)

- [Bouncing Betty](#)
- [Brute Juke](#)
- [C-Section](#)
- [Clean Cut](#)
- [Collect Peng](#)
- [Elevator Action \(Hidden Trophy / Secret Achievement\)](#)
- [Going for the Distance](#)
- [Lawnmower Man & Shock Therapy](#)
- [My Boom Stick](#)
- [Peek-A-Boo](#)
- [Skewered in Space](#)
- [Taste of Your Own Medicine](#)