

Dead Space Guide

Wandering around loosely on the U.S.G. Ishimura? Wondering what to do or just curious about certain quirks about the easy path to escape? IGN's starter guide will get your logistical house in order so you can prepare yourself for the trials ahead.

In this Dead Space strategy guide, you'll find:

- **BASICS** // Basic tips and strategy for surviving the horrors of space exploration.
- **UPGRADING WEAPONS** // Info on upgrading your arsenal, including graphical upgrade maps.
- **WALKTHROUGH** // Our Dead Space walkthrough to guide you through the (literal) darkness



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Dead Space Guide

The Basics

This section will cover the basics of the game, just in case you rented Dead Space from a friend or rental service company, and only have the game disc. If you have the manual, it is recommended you refer to it, as the in-game tutorial may occasionally gloss over other details.

The armored spacesuit your character wears is not "The RIG", but the actual suit. When you upgrade the RIG (later) you will keep those circuit upgrades. Any modifications done to your suit is done to the suit itself. The suit provides armor protection (visible in your holographic HUD as a percentage).

The non-Love Boat Isaac will be able to move (using his suit) in 3D in zero-Gravity environments, and sprint quickly in any direction (forward sprinting is fastest however). Otherwise, he jogs -- and if he has his weapon readied -- walk.

Hold the **Left Bumper** or **L1** button to move quickly (sprint) when moving.

In a zero-gravity environment, you do not need to adjust your ground motion controls since your magnetic boots will keep you grounded. However, you can push off from a surface, drift to a new surface and cling on using the "space jump".

Hold the **Left Trigger** or **L2** button to aim at the surface you wish to jump to (in zero-G), then press the **Yellow** or **Triangle** button to jump off from the surface you are magnetized to. Isaac will automatically magnetize his boots to the new surface upon arriving.

Despite being able to travel through space and having plasma / pulse weapons, Isaac's technology does not allow him the ability to go over low lying objects like sofas and desks. If there are vertical obstacles in his path, you will need to use the kinesis module (a special ability) to move the object out of the way. If the obstacle cannot be moved or destroyed, you must have Isaac go around the obstacle.

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Attacking is done by pressing the **Right Trigger, Right Bumper, R1** or **R2** buttons. However, you cannot initially attack when you begin the game. This is because you require a hand weapon to attack with your hands (the armored space suit is not enough).

The 1/bumper attack is for the mighty space stomp. While this attack only hits downwards, you can do this attack any time after the elevator escape (from the Flight Lounge) regardless if you have a weapon equipped or not.

Since attacking is tied so much into your available (carried) weapons, you need to practice managing your supplies (logistics). Picking the wrong weapon for a section can result in your untimely death as Necromorphs smash in your squishy head and use it to mop up the blood on the ship's greasy Martian-manufactured floor.

Why Martian? Because you know those guys never do a good job. If they did, the ship wouldn't have this infestation.

That's why we say *Yes on Regional Proposition 210-2200-A*. Say, "No" to extra-terrestrial workmanship.

Check out the weapons section for each individual weapon and remember that all weapons have a secondary fire function (usable immediately when you equip the weapon) when you ready the weapon and press **R1/RB**.

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DeadSpace was billed as one of those "all flash, no substance" games with a sweet way to relay your game information. The holographic HUD is brought up using the **Yellow** or **Triangle** buttons. You leave the menu using the **Red** or **Circle** button (and don't use turbo, or we'll know).

You can access different tabs (like a computer O/S or web browser) by using the 1/bumper buttons. You can also access the map quickly using **Back** or **Select**.

The map can be moved using the **D-Pad** and zoomed in and out with the prompted buttons (on the HUD). Additionally, moving the right stick will move your game camera closer to the HUD.

Defeated enemies drop credits, ammunition (for weapons you currently carry/own), and other items. These items may be used, sold, stored/stocked at the company store. When you can afford to relieve yourself of extra items, you can sell them to the company store (just like in M.U.L.E.) for credits. The price of items will not fluctuate.

Schematics are templates used by the company store to create items you can purchase. They are found throughout the ship. If you replay the game and bring a schematic back to the company store, nothing spectacular will happen.

You can save any time there is a save point (check your map). Sometimes, it is best to **save first then proceed**. That way, if you are caught in some situation where you need to reload, you have a safety net.

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The game advances in 12 chapters (evident from the trophy/achievements in your game), each with four different difficulties. Note that once you start a game on a particular difficulty level, you cannot change the difficulty level for "round 2" (or the New Game Plus). You must start a new game for a different difficulty level.

Each chapter has various tasks that are behind the events aboard the U.S.G. Ishimura (Stone Village). While 99% of the time, you can hold **R3** (both Xbox 360 and PS3) for the objective line, there is one instance when the object you are looking for is not along the line you've been relying on for most of the game (it is in the final chapter).

Generally speaking, you need to do everything (and visit 90%) of all the rooms in a chapter/area before moving on. When the line leads to and you have the option to go elsewhere, you should try and do that, since you will be able to clean sweep the area for items and loot.

With the sole exception of Chapters 11 and 12, you will end each chapter previous by going back to the ship's Tram. Before leaving an area, you may want to explore the rest of the areas you've missed (items) and modify your weapons and RIG. Once you enter the tram and activate it, you may arrive in a new chapter devoid of saves, benches, and shops.

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The Unlockables

This section will cover the unlockables in this game, if you plan on re-playing DeadSpace and amassing money to make Isaac into a bad-ass kill-all space marine freak. Note that cheats for this game do not de-activate your trophy/achievements (might happen later if the game is patched), so you might as well start cheating now.

New items in the shop (ammunition, weapons, larger medical kits, air tanks, stasis packs, etc.) are unlocked by the proper schematic. These are blue light cards found through the ship and are listed in the walkthrough.

Completing the game will unlock the Impossible Difficulty (start a new game to access it), some background text and audio logs, as well as add some items/credits to your current item and money stash.

On a **Cleared Game**, Isaac keeps all of his current weapons, items, ammunition, money, power nodes, suits, and upgrades. This goes for everything in the company store and the safe. Additionally, the game adds 50,000 credits and 10 power nodes to your inventory. Since it is highly unlikely that you will have a full inventory (even on the easier difficulties), the Level 6 suit schematic will be added to your inventory as well.

The level 6 suit will require 99,000 credits to purchase (compare to 50,000 for the level 5 suit).

For the most up to date cheats for DeadSpace, refer to [IGN's Cheats Site](#).

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The Arsenal

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Note if you put weapons into storage and end a chapter, it will only have 1 unit of ammunition when you pull it out of storage in the next chapter.



The plasma cutter is effectively a handheld shotgun, shooting out a hand-wide stretch of plasma that cuts most matter. Used for mining at close quarters, this handy tool has become the screwdriver / kitchen knife murder tool of the current century.

The ability to rotate the beam by 90° means you can cut limbs off attached to Necromorphs in different spots. The problem is that the weapon is fairly weak and at 25 units of ammo per RIG slot, you run out of ammo quickly in the final few chapters. However, you can get the trophy achievement of beating the game using just the Plasma Cutter on any difficulty, and you will find Normal and Easy much better to do your achievement on.

Despite it being the first weapon you find, upgrade the weapon so it fires faster, harder, and for it to hold more ammunition. Against the mutant tentacles that grab Isaac, this weapon is very handy. Only the Line Gun is perhaps more widely destructive (or any weapon that's highly powered up).

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The bizarrely named Line Gun is another mining tool. In general, it is the horizontal version of the Plasma Cutter, but it cannot rotate its cutting emitter. Despite this lack of ability, the line gun is a monstrously powerful weapon you can upgrade quickly early in your first round. While other weapons are available later, you will need to find their schematics in later chapters. The line gun is available initially from the store.

The mines the line gun spews are somewhat effective, but only if you can manage to lob them over railing. The line gun is held low to the ground, so mines tend to stick to walls and railings, wasting your shots.

Use the line gun to clear out large crowds of Necromorphs -- however, keep in mind that you can only hold very few line gun rounds in your slots. You will run out of space quickly if you accumulate items like a squirrel. Luckily, the mines and the general utility of the linegun means you will rely on it more and more as you go up the chapter ladder.

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The military pulse rifle here is great -- on Easy (or even Normal) but once you get into the harder difficulties, the weapon's lack of power explains why all those space marines got turned into dog poop. Yes, there is also poop in space -- and when it flies around in space at a million miles an hour, space poop is more dangerous than planet poop, as NASA found out after the Columbia Shuttle "incident".

Regardless of the technology involved, the pulse rifle in this game is only helpful against the little spider Necromorphs that facehug Isaac. The gun is too weak to do enough damage to a single enemy unless they are very far away, and the spinning fire mode is an ample waste of ammo unless you happen to be earnestly surrounded (in that case, use the Contact Gun's secondary).

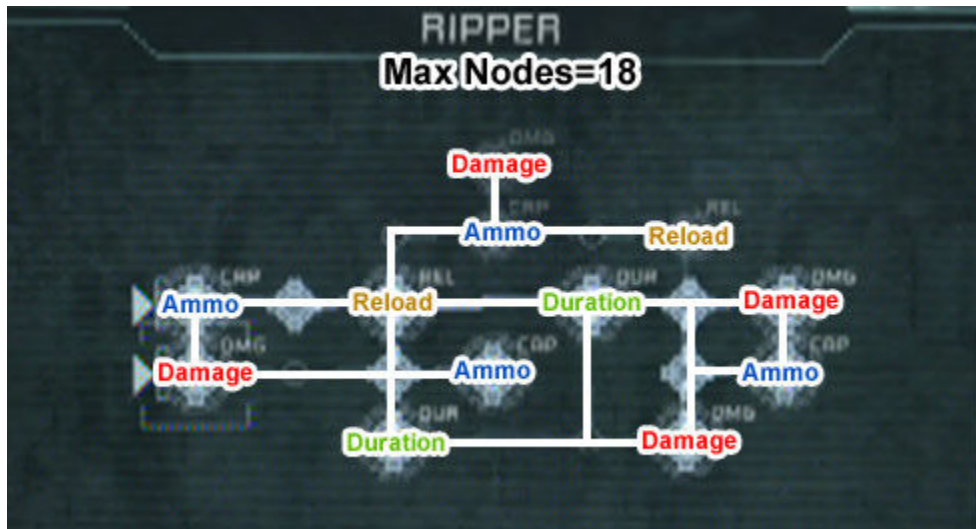
The one good thing about the weapon is its large capacity. If you are nervous about ammunition, and need the space for it, the pulse rifle's ammo will take up the least amount of space. However, unless you have a powered up version of the weapon, and aiming carefully at the limbs, you will need to expend a lot of ammunition on a necromorph to take it down.

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The ripper is an upgraded version of the Doom 3 Chainsaw. The ripper is actually a rotary saw (not a chainsaw, which requires a track) but the effect is more or less the same. The low damage (check the weapon on a nano-bench) is actually the damage done per second the blade is in contact with the Necromorph, so firing the blade (secondary fire) is really a last resort.

Of course the downside is you need to get close to a monster to kill it. And the blade fires out the length of the guiding laser, so any monster under the minimum distance won't be hurt. Learn to shorten the blade's travel by aiming the saw towards the ground once you need the distance. The saw's teeth will hit ground, monster, or obstacles without complaint.

Against a singular enemy, the ripper's blade is very handy and can amputate the enemy's limbs effectively (more so once the duration of the blade is improved). It is handy against the single wall necromorph (the one that decapitates you if you get close), once you stasis it. If there are two of them, you may want to use the linegun's mine instead.

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The Force Gun is on par with the ripper in ammunition consumption and treated more or less as a shotgun in terms of fire rate and power. It has a narrow focus like the pulse rifle, but fires slower and its mines are similar to the Line Gun's but not as large.

Using Stasis is mandatory with the Force Gun because of its slow rate of fire. Against the military necromorphs or small enemies, you're better off using the Line Gun, despite having half the ammo per RIG slot.

The Force Gun is useful in chapter 4 and 9, when you encounter the broken gravity panels. Use the Force Gun to push Necromorphs into the tiles and splatter them. You will earn an achievement/trophy for letting gravity panels kill the monsters.

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The Contact Gun is possibly the most powerful annihilation weapon you have. Charging the weapon will only make enemies die faster. However its offered late in the game and you need the power nodes to buff it up.

The Contact Beam is your ripper replacement and you have perhaps half the amount of ammo. If you've been using a Plasma Cutter, Ripper, and Line Gun combination, adding the Contact Beam to your 4-gun arsenal means you will likely kill anything that's brute-sized and smaller easily.

The problem is that the ammo is hard to come by, expensive, and bulky. You won't be carrying too much ammunition if you stick to the above mentioned weapons. However, anything short of a big rush of necromorphs will overwhelm a Contact Gun using maniac. Against single foes, you pretty much can fire and forget at the maximum level of damage (and charge).

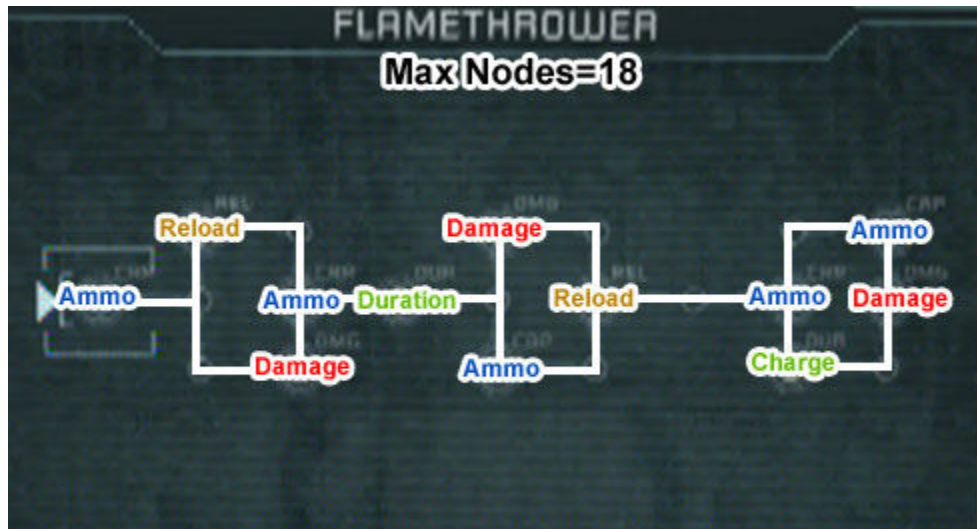
Note that the Contact Gun does not have splash damage (even if you use the 360° secondary fire). Against the brute (stasis'ed) and fat aliens, the weapon does well (less on the latter, since it will spawn facehuggers). Generally speaking, the cheaper Line Gun is more effective.

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IGN would like to take time out now to remind the sole reason Ellen Ripley could use a flamethrower in Alien 2 (James Cameron's *Aliens*) is because she was on a planet. In a spaceship, a flamethrower is effectively a suffocation weapon (like poison gas) since it can burn up more oxygen than what O² cyclers or plants can replenish.

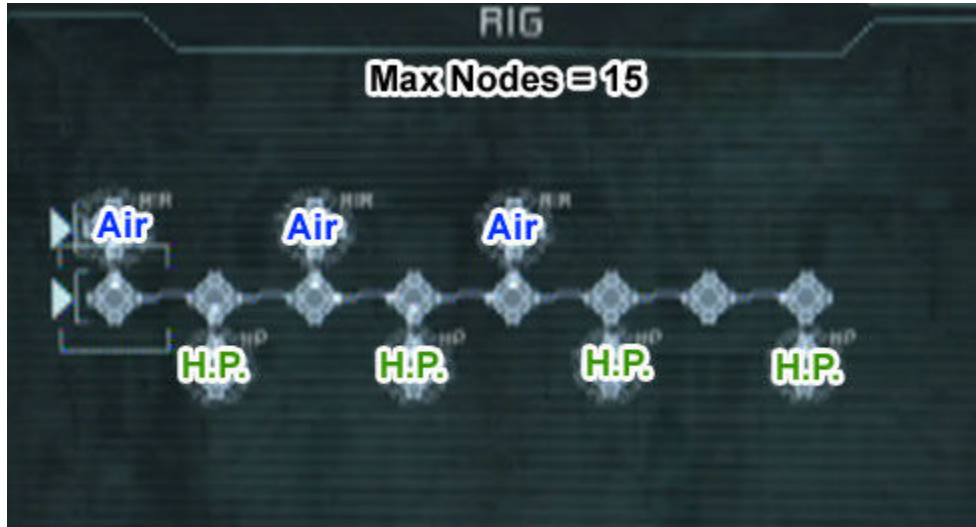
In Deadspace, the flamer is a makeshift weapon used for welding. The fuel is cheap but the weapon is limited to an atmosphere -- if you take Isaac out into a vacuum, the flamethrower -- and the ammunition it uses -- becomes the largest piece of un-used crap in your inventory.

The saving grace about the flamer is its ability to lay down several fire traps in a narrow corridor and let Necromorphs suck up fire damage until they explode. However, this is less likely on harder difficulties (enemies are tougher and have more armor), so you should focus on more effective weapons.

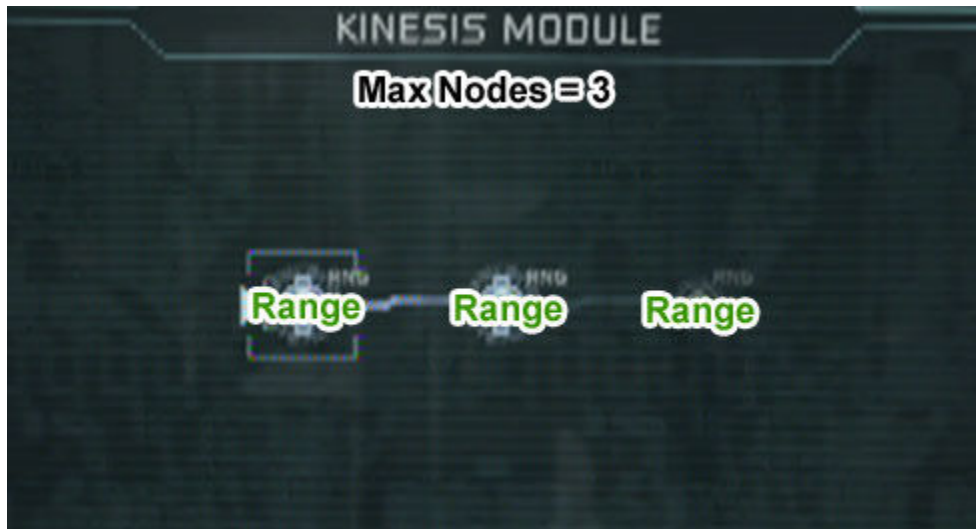
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Other Equipment

This page is for the kinesis and stasis modules, as well as the RIG built into Isaac's spine. Although listed as other equipment, the abilities that Isaac has makes him rather dangerous, and why there are no marines with stasis modules and kinesis apps on their suits is beyond anyone's guess.



The RIG is what increases Isaac's life. The suit upgrades will only increase his defence (and ability to take less damage) from enemies. Additionally, it will increase the amount of time Isaac can stay outside in a vacuum by a whole minute. Not exactly NASA-safe, but this isn't a spacewalk on the International Space Station.

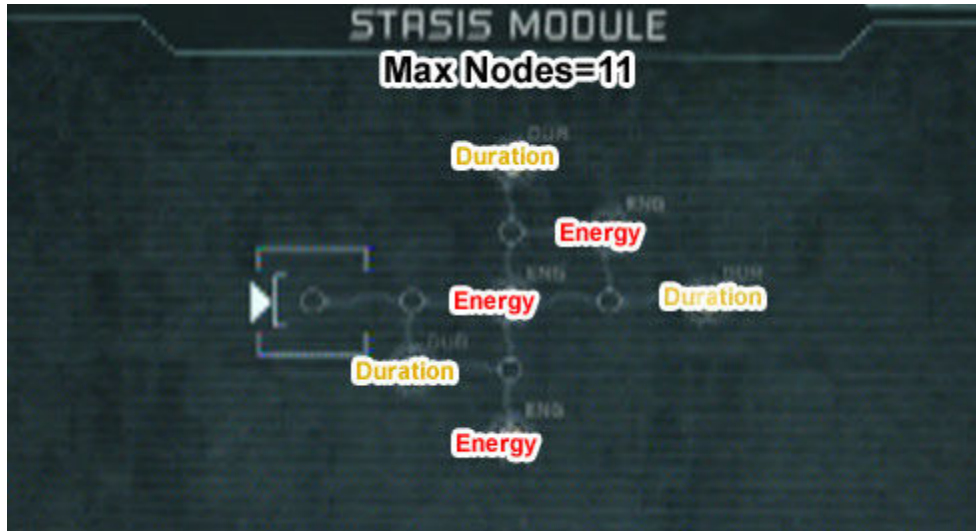


The kinesis module (chapter 2) fires a white energy bullet that lets you tractor beam objects you grapple. You can tractor in items, ammo, and corpses.

It is a good idea to tractor over corpses on the ground when you enter a new room. Once you have the corpses in range, destroy their limbs with the space stomp so any potential squid Necromorphs cannot inhabit the corpses and make them into the tougher zombies.

Kinesis also helps when you can grapple and throw explosive tanks and cannisters at enemies. They act like free bombs provided you have the mind to use what you have to destroy the enemy.

Extending the range of the kinesis module lets you grapple the Marker artifact further in chapter 11 (so you can avoid fighting all the tentacles), but that's about it. Note that the farther your white kinesis bullet travels, the longer you wait in Isaac's summon animation before he can shoot back. If you miss with a long range kinesis grab, you should be ready to run if enemies are nearby.



The stasis module (chapter 1) fires a blue energy bullet that slows down enemies, objects and other debris. It will not affect you but the bullet has a small area affect that can hit several objects clustered together. While the power seems to be used mostly of puzzles, stasis has a very deadly combat application.

Slowed enemies can be shot at approximately five to seven times more than normal, and makes aiming for the monster's limbs far easier than if they moved at full speed.

The downside of course is that stasis energy is limited -- unlike kinesis. To refill stasis energy, you use stasis energy packs, or the cheat code. If you opt to use the cheat code, you can sell your stasis packs for the extra cash.

When large mini-boss enemies are too tough to take down, try using stasis on them so you can get the extra hits you need. Despite the first few slots being empties, upgrading the Stasis Module is probably right after upgrading your RIG and weapons.

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New Arrivals

The game will run you through the tutorial (even on a Cleared/Continue Game), so go ahead and get used to the controls. There is a small medikit in the Kellion (your ship) in one of the side bays. If you have a sharp eye (and have been reading message boards about Dead Space), you will be able to see the **"There is always Peng!"** figurine over the side of the hangar's walkway, although you cannot get to it until much later in the game.

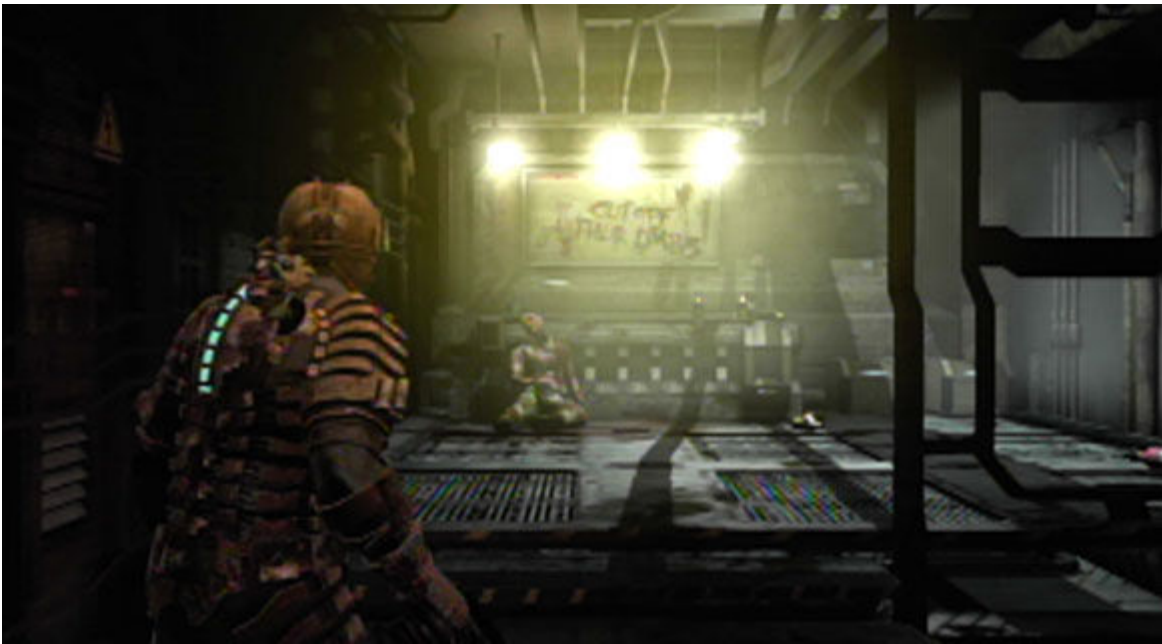


Follow Hammond, Kendra and the rest of the red shirts into the Flight Lounge. Once you head inside the booth to access the damage report, you should get ready to get out of Dodge. Notice how the security guy dies? This is also why you should stand with your back to something solid when fighting Necromorphs -- so none of them can get behind you in the first place.

Escape the flight lounge's control booth through the opened door. You have no weapon (first round - if this is the second round or later, you shouldn't even be reading this). Hold the sprint button and run down the hallway. The enemies will drop in from three ceiling vents and startle your character (he will pause briefly before giving control to you again).

The enemies here won't be terribly aggressive, but don't stick around since their intention is to injure you. At the end of the hall, there is a well deserved exit. Take the lift down to the next area.

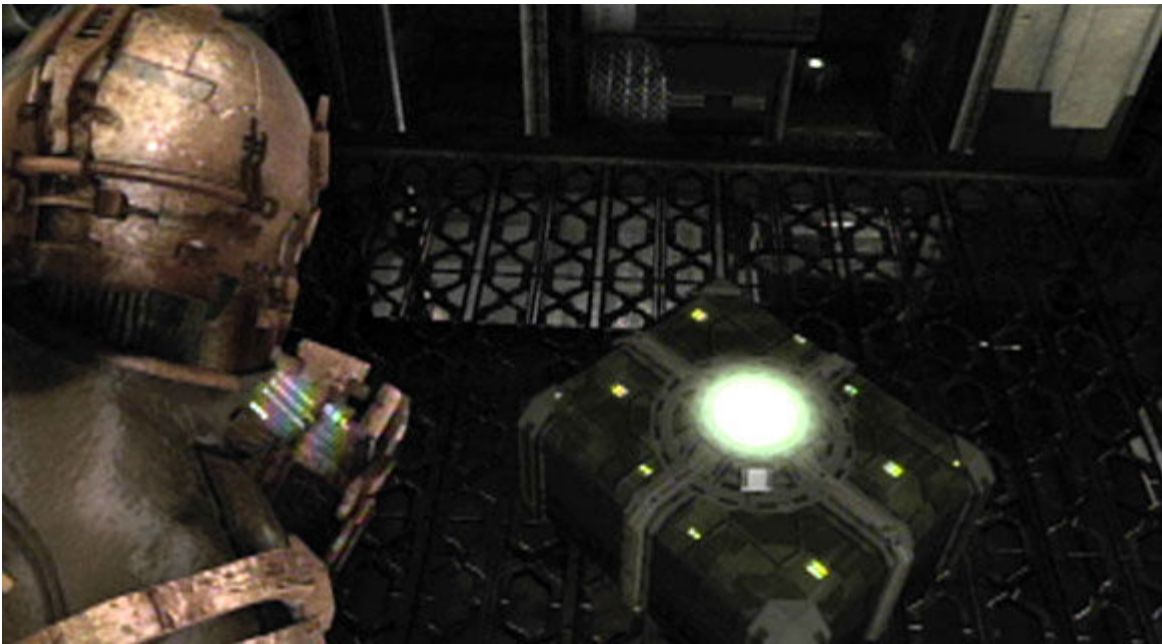
The only weapon you will get for free -- the very handy **Plasma Torch** -- is in the mess over at the tool shed. The hint written on the wall of the shed (*Cut off their limbs*) is not random graffiti.



Unlike older zombie games that reward you for doing noggin shots (head shots), the necromorphs in Dead Space are devoid of brain activity and need to have their limbs shredded to immobilize them. Shred enough limbs (generally two or three) and the monster will stop attacking and "drop dead".



Explore the room for items -- the lockers and footlockers with blue lamps are item cannisters. The black Xboxes with green lamps are also item cannisters (they can be moved and fall into crevasses). When you're ready to move on, head over to the door with the guy begging to be let in (he always dies). Smash open the sparking energy capsule to release the power lock on the door.



If you've been paying attention to the controls, you know you can smash the capsule easily by pressing the fire/attack button without aiming (this saves ammunition).

Once you've got yourself something of a weapon, hop through the short hallway to the tram control room. Isaac will meet with Hammond and Kendra and you will have a mission to repair the tram. This essentially extends the game by another 9 hours.

Explore the room for blue lamps and other items. The lockers with orange/red lamps are locked (possibly activated with downloadable content). For the purposes of those of us without the time, money, and inclination to spend it online (or socially), ignore red lamp lockers.

Head outside the other door after saving the game.

Go through the maintenance tunnels to the tram tunnel. Explore the tunnel for items and take the stasis module from the dead tech. If you were thorough, you will have read about the combat abilities of the stasis module in the Weapons section of the guide.



For this immediate puzzle though, cast a stasis bullet at the door and run past it when it opens. Touching the door when it is moving quickly results in your head being snapped off.

If you're blindly following the blue objective line, you may occasionally miss a side room (or bathroom). Be sure to clear all the rooms you come across, since you never know what you might find. And of course, refer to the in-game map for your best direction.



Head into the tram repair room for a **free power node (1 of 2)**. Power nodes will cost you 10,000 credits so any time you have the option to collect one for free, do so (of course, you cannot sell any extra power nodes once you buy or find them).



To replace the tram car, activate the crane arms on the platform. The first crane arm will latch onto the damaged car, but the second arm will catch briefly and then retract. Use stasis on the quick-retracting arm to give you enough time to hit the crane arm activation panel (between both arms).

Once that's done, play out the expected enemy ambush, collect your winnings and leave.

Head back the way you came (follow the blue line) and you'll be in the Ishimura's tram maintenance bay, a multi-tiered room with small elevators, monsters and a lot of fighting. Your plasma cutter will be put to the test, so be sure to orient your cutting arc's orientation (90° vertical or horizontal) by aiming the weapon and pressing the stomp button (this is secondary fire).



Go to the maintenance room and locate the lift going up. Grab the maintenance key from the dead tech and fight the predictable battle back downstairs. Unlock the maintenance room, grab the datacard and the **free power node (2 of 2)** inside. The work bench here can let you modify your existing items (Plasma Cutter, Stasis module, RIG), but try and hold off on doing that for now.

Head back to the tram control room, replace the datacard and activate the tram. Hammond and Kendra will head for the bridge while you need to go back to your ship. Head through the flight lounge and collect the items from the Xbox cannisters you passed by earlier.

Reload the Plasma Cutter before going aboard the Kellion (your ship). There are a half-dozen or so necromorphs who will ambush you once you load the damage report. Naturally, you should have the presence of mind to evacuate a ship that's volatile and about to explode.

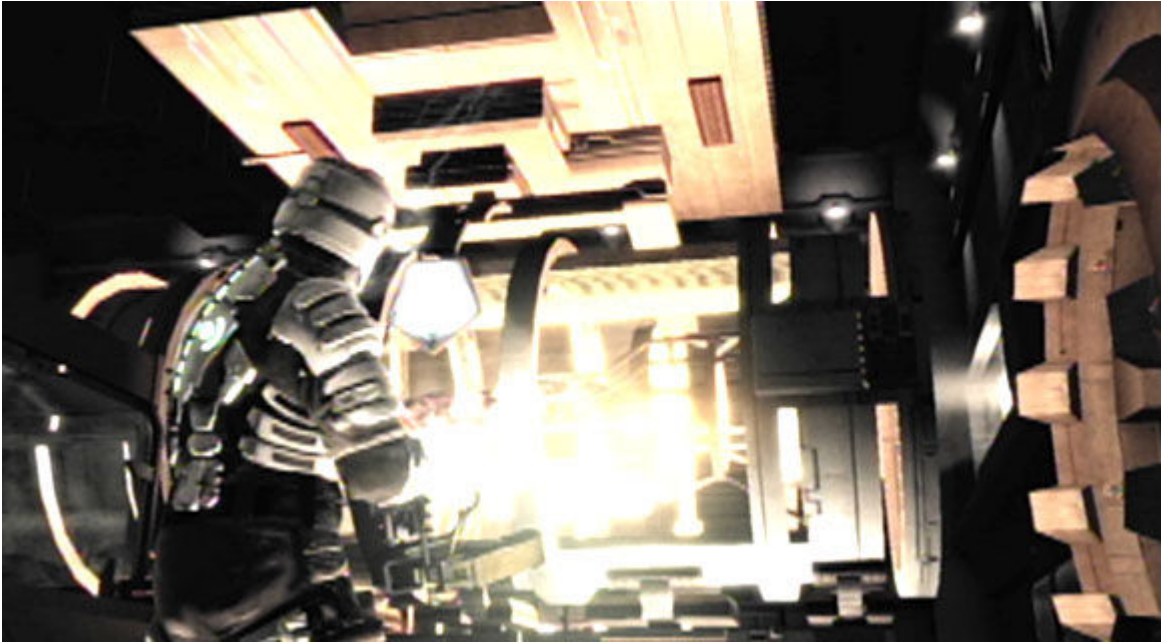
Once you're done with all that, head for the tram. It's time to explore the next chapter.

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Intensive Care

When you arrive at the new chapter, take the Kinesis Module. If you are replaying the game (and have collected all seven weapons), your inventory is now complete. There is a work bench in the Zero G Therapy area if you need to upgrade your items. Otherwise (for your first round), enter the security station for the medlab and make a save. There are two fetch quests to get to your third fetch stick (and the resulting exit).

Head into the zero gravity therapy section. Use kinesis to move the large treatment unit aside. Notice there is a node locked secret room and **free power node (1 of 3)** on the lower level of the first room. Watch out for the pulse ammo schematic you find in the office with the twitching corpse -- there will be an ambush.



Use the kinesis bullet on the battery near the dead lift and insert the cell into the battery slot. If you are having difficulty fitting the battery in (as you will shortly in Zero Gravity), move the battery straight into the hole. You will see the battery "flick" into the port. Once that occurs, release the kinetic hold you have and the battery will automatically activate in its respective slot.



Take the lift upstairs and use kinesis to move the treatment unit on the track to make your path obvious. Whack enemies and smash the energy capsule to unlock the next door.

Reality Vs. Simulation

Vacuum is possibly one of the most alien environments known to man. It is a medium (or lack of one) that is chiefly devoid of matter. The air which surrounds you is absent in vacuum. When solar radiation hits interstellar objects, their surfaces heat up rapidly and vice versa due to this lack of insulation.

Since there is an absence of a medium in vacuum, liquids, gasses, and plasmas behave without the benefit of an environment. In Dead Space, the noticeable absence of sound (except the audio vibrations picked up through Isaac's magnetic boots) simulates the eccentricities of vacuum. Objects do not necessarily "freeze" in a vacuum, although the weightlessness that often occurs with vacuum gives one the impression an object is "frozen" in the vacuum of space.

Of note though -- when Isaac is wounded by an enemy, notice the sharp spray of blood (presumably Isaac's)? This is one instance where the designers use dramatic license -- if an environmental suit is punctured to the point of causing an arterial spray in a vacuum, the occupant will most likely die from depressurization before any medical aid can be rendered.

Shoot past the vacuum in the hallway and into the the zero gravity room. Deactivate the gravity controls, shoot to the platform on the other side and enter the small storage room for the portable defibrillator (shockpad). Take it and return to the security room (whence you came).

The initial blue lines actually leads this way, but the game is small enough you can track almost each individual path you take, hence the operation to sweep all doors clear from one side of the security room to the other. Head into the medical lab with at least 30 or 40 units of ammunition (on Normal at least) for the plasma cutter.

While you earn some ammunition from defeated enemies, you will generally earn credits used to buy ammo from the store instead. Take one or two small medikits too, as there will be a large fight in the med-lab.



Go past the door with stasis. Head into the two level laboratory and fight the zombies coming in and out of the air vents. If you need to, use the broken objects around the lab to weaken enemies with the kinesis bullet before you waste ammunition on them. That will save you a few shots.

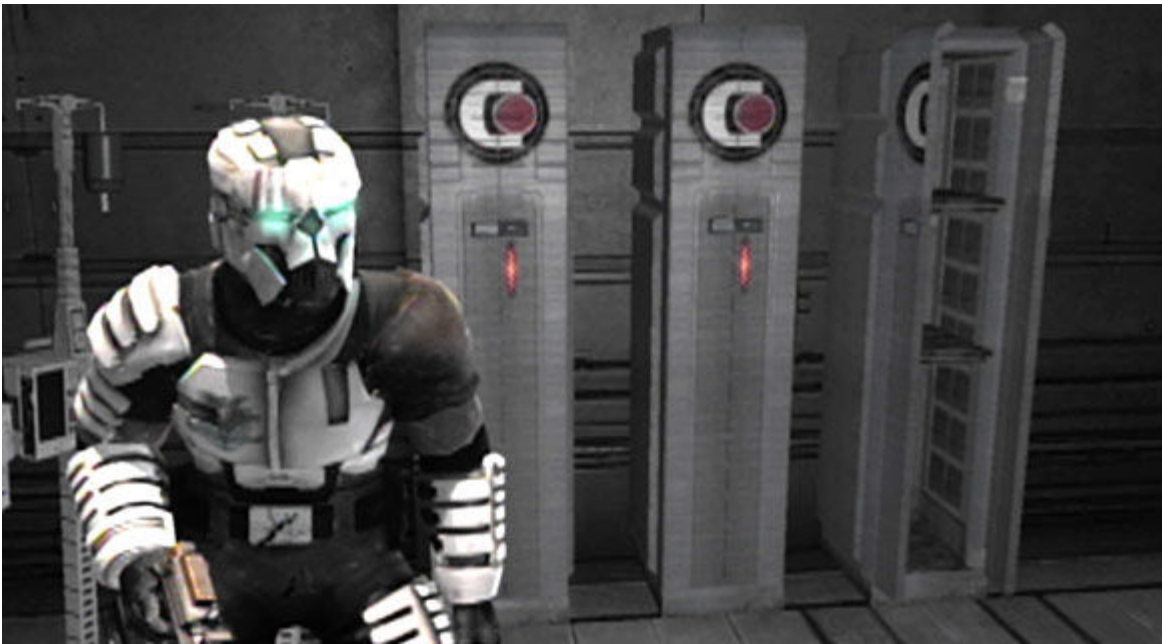
Naturally, before leaving, you should check all the rooms in the big lab for items. In one of the rooms, there should a very obvious bookcase you can move using kinesis to grab some more money items.



Head into the nursery corridor and kill the mutated babies. Shear off the three tentacles with the plasma cutter and you should be in the head doctor's office. Take the thermite and **free power node (2 of 3)**. Return to the security room now.

Use the makeshift explosive device on the barricade and head into the next section (morgue and triage). Fight off the dead babies in the dark room and move the battery into the slot to turn the lights back on.

There is a node-locked secret room in the next corridor which has the schematics for the Line Gun's ammo (very important). This is the last node-lock in this chapter, so any extra nodes you have now can be applied (or hoarded for later). Take the lift down to the morgue.



What kind of ammunition do you have? If you have ample (50 or more) plasma shots, you should be fine. If you want to experiment with the Line Gun, you can do that as well (not recommended). It is recommended that you use the money you've accumulated and upgrade your suit to Level 2 (this lets you carry more items) before you fight the mini-boss.



When you approach the captain's body, a necromorph will take over the corpse and animate it (the original monster will jump off and then attack you along with the new zombie). Blast the strong zombie and its creator, then loot all the pretty colored lights on the ground. One of the items will be a **free power node (3 of 3)**.

Afterwards, return to the tram but use caution as there are more monster ambushes to prick your patience.

Dead Space Guide

Course Correction

When arriving in the engineering section head into the control booth and desecrate the corpse in the chair. This prevents against any future infection by necromorphs. Although you can go through either side of the room to start the process, it is better to start by re-fueling the main engines by going through the door next to the save station -- chiefly because there is a work bench there.

There is a zombie near the broken door to the bench. Grab the schematic for flamethrower ammo in the locker room (you should dump the plan into the shop before moving on to save space).



Use kinesis to move the trolley to the station and activate it normally. Travel to the far side of the chasm (refueling bay) and use kinesis to bring down the fuel switch and don't miss the schematic for the very awesome Ripper.



Ride the trolley back across and throw the second fuel switch. Head back upstairs and kill the newly spawned necromorph.

The next area may be hazardous to your air supply. If you have some air tanks you are not selling (or if you cheat with the air-resupply code), bring them along. Stock up on ammunition for your weapon (about 50 shots again) and two small medical kits. Head into the decontamination chamber and fight off the zombies. Use the central obstacle to buy yourself time to reload and to get distance on enemies.

Leave decontamination and go into the next section.

There is a **free power node (1 of 3)** in the circular area before the centrifuge area. Enter the zero gravity centrifuge area, kill the enemies inside and use stasis to keep the centrifuge plugs from detaching. It's much easier to shoot a stasis bullet on the centrifuge plugs first, then use kinesis to drag them into the the center mass (don't worry as the units do not de-couple once attached).



When both the centrifuge couplers are attached, jump over to the control panel on the other side of the room. Once you activate the centrifuge, you have to escape back to the room's entrance to avoid dying. Take the elevator down and avoid the centrifuge mass as it spins on the track. There are two monsters you have to fight (both sizeable), so expend some ammo to kill or incapacitate.



Unlike most other puzzles, the centrifuge is too large to slow down with Stasis, so you need to do some old fashioned running. Reach the centrifuge entrance and you'll have to make ready for an ambush on your way back.

Big hint about the tentacle -- shoot the yellow bulb on its stalk with the plasma cutter (and nothing else). You still have to ready/aim the weapon despite your orientation (and you can change weapons using the D-Pad if you have more than one weapon).

Stock up on ammunition (about 25 to 40 units of plasma cutter) and a few medikits. There will be more supplies to replenish you after. Head through the circular door to the engine shaft. Before you can get there, you have to do some spacewalking to get where you need to go. Jump to the sheet of metal directly in front of your airlock, then again to the airlock to the engine room. You can walk the curved surface to the exit easily.

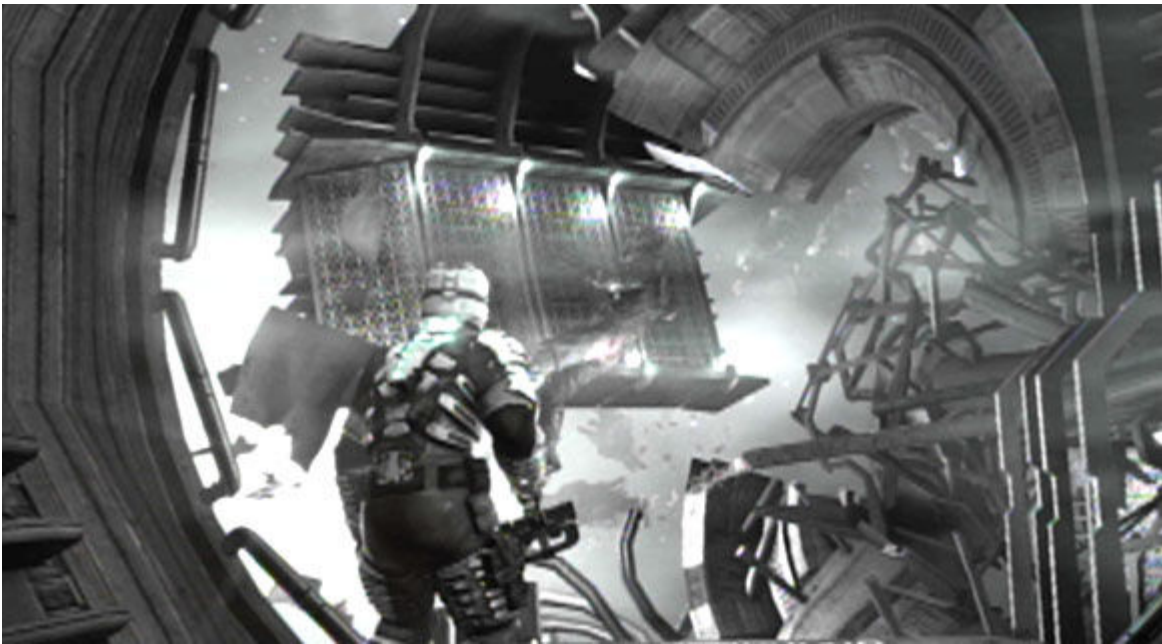
Reality Vs. Simulation

Technically, there is no such thing as "zero gravity" although there can be a sense of weightlessness. Gravity is (still) a mysterious phenomenon that is considered a weak force (as opposed to 'strong' forces like covalent bonds in molecules).

Gravity is not an easily detectable force since the only way to know there is gravity is to see it act on (and react to) pieces of mass. Although gravity is easily "defied" by hot air balloons, helicopters and rockets, it is a very omnipresent force that helps NASA accelerate planetary probes and such.

Despite its ubiquity, there is still much to be discovered about gravity and how it affects our existence in the universe.

Pick up the medium medikit schematic (it's advised you head back to the store and dump the schematic to free up room before returning here). There are two free nodes here (and a node lock on the bottom floor). One **free power node (2 of 3)** is on the top floor of the engine shaft room. Waste enemies, not ammunition and take the lifts to the ground floor.



The node locked room in the engine shaft's bottom floor has schematics for the Ripper ammo -- if you need the room, dump the schematic in the middle of the shaft so you can get it on your way back out. Stock up on usable ammo and medikits instead.

Head into the main engine room. The second **free power node (3 of 3)** in this area is in the engine room; if you do not activate the engines yet, you can explore all the items before enemies drop in.

Once you fire the engines the enemies drop in. It's advisable to wait on a catwalk with one ramp leading to the ground. This way, most of the enemies have to come up the ramp -- the ones who can jump you can deal with. In any case, if you use stasis on those who are really fast, you effectively cut your attackers' numbers considerably by siting a good defence.



When everyone is dead, head back to the engineering control booth and kill the final enemy (it will hit you when you are surfing the shop). Once everything is quiet, you can spend time sorting your inventory. If you can, save 20,000 credits (sell some unused ammo or items if you need to). You will be upgrading quickly to a new suit in the next chapter.

Dead Space Guide

Obliteration Imminent

This chapter will be easy until the end, where you will have the most retarded sequence in rail shooting in a console game. If you felt the sensitivity of the sticks are too fast, you will quickly change your opinion after this chapter.

We also have some more good news for you -- there will be another such sequence later in the game (against a boss) so get used to the continue screen now.

Go around the bridge and take items. Put in 50 shots for your plasma cutter (if you have a Line Gun and about 12 line racks, you can cut things down to 35 rounds, but that's dangerous if you miss with your Line Gun).



Go past the save station to the escape pod lift. There is a schematic for the Level 3 suit. Bring it back to the shop so you can buy the improved suit for the next fight.

Once you go and meet Hammond at the Captain's Nest, heading back out will pit you against the only mini-boss in the game that is fully mobile (the brute necromorph).



Use Stasis on the enemy and sprint around its back and fire into its back. Repeatedly fire into the monster's flesh (if it bleeds, you can kill it) and don't stop until you chunk off a few of its major limbs (or an item drops out).

Activate the elevators and in the control area, locate the **free power node (1 of 3)**. You can also use the bench to upgrade any items if you think you can afford it.

The elevator nearest the work bench is one floor only. It leads down to Ship Systems. There is a schematic for the Contact Beam on that floor (first room). Take it back upstairs to free up your slots. Navigate through the gravity plates and avoid them at all costs.

Note that enemies will avoid the gravity plates, so you will have to use the Force Gun to get your achievement with trapping enemies on gravity traps.



The second brute is in the next room (no gravity traps). However, the flimsy barriers are enough to block you (but not the brute). Activate the brute, then use the doorway of the room to cause the monster to retreat. Lure the brute in close, back out (sprint backwards) and then fire on the enemy when it turns around. You should be able to kill the brute without

taking damage.



The brute will drop a **free power node (2 of 3)**. Go to the back of the room and use stasis to slow down the electrified wires. Hit the ADS switch and head back to the bridge.

This is the elevator nearest the save station on the bridge. You will have the choice to go up or down in this elevator. It is recommended you go down to level 1 first.

Level 1: Mining Administration - The hull will breach near that level's work bench, but it is a short section, so don't worry about it. Some enemies will be in the administrative room. Use the gravity panels to corral enemies into an area your Line Gun or Plasma Cutter can damage them out in one shot. There is a node locked door with some handy dandy items (nothing special). Activate the ADS conduit and head topside.



Level 3: Ship Exterior, Dorsal Facing - There is a schematic for the Force Gun in the first room (the lounge). Take back down to the store if you can (frees slots). Activate the final ADS conduit and head to the door marked "Ship Exterior". Time for a space walk.

The vacuum area runs along the ship's spine. Use the raised obstacles to shield Isaac from the incoming meteorites. When you feel the controller shaking (or see the screen jiggle from a quake), take cover. If you even expose one part of Isaac to the shower, he explodes in a bloodbath (which in itself is quite hilarious in the vein of Mortal Kombat fatalities).



There are no enemies going in (coming back is a different story, have 10 to 15 plasma shots ready) -- your chief enemy is lack of air. If you need more than 70 seconds to go across, use the air tanks or the air-replenishing cheat code. Timing this, it seems you need about 3 or 4 stops before you reach the safety of the turret room.

Reality Vs. Simulation

If rocks of that size and magnitude actually hit the Ishimura, chances are the entire ship would be destroyed. Somehow, Hollywood and popular culture has equated meteor showers with very large hailstones.

Nothing is further from the truth -- the destructive force generated by the impact of an object is given in the equation:

$$\text{Momentum} = (\text{mass}) \times (\text{velocity}) \times (\text{velocity})$$

Simply put, if sufficient mass (greater than zero) moves at an ever increasing velocity, the energy generated is far more than simply increasing the mass of the moving object. The rocks hurtling towards the Ishimura from a "planet crack" would like hit with the force of an airliner diving full speed towards the earth.

This is of course, one aspect of the destructive nature of momentum (there is also one of time, as demonstrated by the follow-through of a golf swing or a boxer's punch).

Examples of this formula's application is present in the 5.556 mm NATO ammunition (smaller bullets at higher speed, although the technology of rifling destroys the mass hence reducing the killing power of a rifled bullet), the theory of rail guns (the theory of accelerating a small mass at extremely high speeds to deliver killing power), and the destruction of the space shuttle Columbia (where a piece of styrofoam smashed open a TV-sized hole in the heat shielding and doomed the shuttle on re-entry).

I was reading your guide for the game and came across your "Reality vs. Simulation" bit and I was rather intrigued that you would put something like that in a guide, very informative, but upon reading, I have found several mistakes in a particular article, it follows as such:

First of all when you state that the force of impact is given by "momentum = mass X velocity X velocity".

That physical relation is not defined as momentum, but as energy since energy is defined by the

units $\text{kg}\cdot\text{m}/\text{s}\cdot\text{m}/\text{s}$ or $\text{N}\cdot\text{m}$. Another thing, using "x" would denote a vector cross-product, where as energy is not a vector, but a scalar, and would be derived as the dot product of force along a direction. Again though using " $m \times v \times v$ " is wrong because the proper form for kinetic energy is actually " $K = .5 m(v^2)$ ".

In the case of the golf swing (and follow through), that is not momentum again, that is actually called impulse, impulse is what you want for follow through, which is defined generally as the integral of f with respect to time along a certain time interval from a to b , or $f\cdot t$, which says more impulse will be transferred to a ball if the force is carried through a longer period of time.

Though momentum and impulse have the same units of $(\text{mass}\cdot\text{distance})/\text{time}$ their principles and fundamental concepts are entirely different. It is like torque/moments of force and energy they are both $\text{N}\cdot\text{m}$ but where energy is a scalar is the dot product of f along a distance, torque/moments are a cross product which leads to a vector perpendicular to both the force and distance.

I hope this discrepancy is fixed simply for the sake that someone else may read this and get confused or learn the concepts of physics in the wrong manner, thank you for your time,

--Luis Enrique Gasca

Awesome correction! Thanks Luis!

IGN Editorial

Once you reach the turret room, grab all the items and then save the game at the save station. While there is a checkpoint, you will need to re-grab all the items should you die in the next sequence.

For the turret, use either the right gun or left gun. Using both guns will quickly overheat the turret. The right stick aims your turret. Aim at the stone debris and tap a few rounds in its direction to completely destroy the debris.



Some debris will not hit the ship, but you will need to gauge the very shallow angle where the rocks will go. If the rocks even touches the sides of your playing field (just past the window's edge), the hull's percentage will be damaged. Honestly, the hardest thing (aside from the lack of stick sensitivity) is that the green aiming laser, since there's no real good way to tell where the laser ends (and hence where you are aiming at).

Once the turret is operated by the computer once more, leave and head back down to the tram. It's on to the next section.

Dead Space Guide

Lethal Devotion

This is the med-lab chapter but with tougher (and more numerous) enemies, and the first enemy that cannot be killed by mundane (anything you carry) means -- the regenerating necromorph. Check your stock and if you need to buy an air tank for later, do so (although you can also try and upgrade your RIG and increase your air supply by 20 to 40 seconds).

Check through your weapons too. If you are not going for the one-gun trophy, you will want to use the linegun and start collecting the ample amount of ammunition for it.

There is a dangerous wall mounted necromorph in the bottom level of the room leading to Zero G Therapy. This monster is dangerous, since it has the ability to kill Isaac in one hit (regardless of life remaining). The pods it generates will dock your life quickly, and while the plasma cutter is good for the pods, the wall necro itself is vulnerable to stasis and the ripper.



The time you take to change weapons will let enemies get in their licks. Try instead a mine (secondary fire) from the linegun on the wall necro and the linegun's primary fire on the pods. Although not wholly effective as the stasis and ripper, not changing weapons will let you deal with the threats more quickly.



Head up the lift into the chem lab. Use stasis on the fast moving platform and head into chemical research. Make sure your stasis meter is full -- once you take the chemical compound, freeze/stasis the regenerator, shear its legs off and wait for Kendra to unlock the door (it is on a timer). Stasis the monster again if it breaks free and simply unlock the door and get out. Naturally, before you activate the regenerator, get the **free power node (1 of 2)** in the same room.

In the room with the wall necro, there will be some facehugging enemies. Stasis them and use the linegun's mine or plasma cut them all. If they get on you, they will take out a hefty chunk of life, even on normal. Return to the med-lab's security room.

Refill on stasis before you leave the zero G area. You will need the stasis and ammunition/medical kits to weather the regenerator's return in the large surgical theater. Again, you have to wait for Kendra to open the door. The added challenge here is that there are many more enemies other than the regenerator attacking you. While tempting to clean out all the enemies but the regenerator, you may wind up using more than you get back.



If you decide to fight, clear out the legs first with the plasma cutter or linegun. You definitely need to spend some stasis packs for this (and after). Stasis the regenerator so it is locked up for a while. Hold back the enemies (pick up any items

while running) and exit the surgical theater near the broken battery when Kendra unlocks the door. There is a second wall necro near the ICU entrance. Use a stasis on the wall necro and shred it and its pods quickly.

Once you get the specimen, the air on the deck will decompress, leaving you with little time to get back to the security station. Use the air station at the end of the ICU hallway to out-last the enemies if you find going through them too tough. The linegun's mines are good for the swarming aliens, but keep in mind you have to deal with the fat aliens in the surgery. Use stasis and open the door. Here, fighting will only get you in trouble. Activate the air in the control booth and breathe easy.

Go back into the chem lab and mix the sample with the antigen. The door to cryogenics will open and it will be a "boss fight" of sorts. You cannot beat the regenerating alien by any means save environmental solutions, so lure it into the freezing chamber, shear off its legs, and stasis it.



Once the regenerator is frozen, sprint to the control room and flash freeze the regenerator in the room. It should lock up the monster and put it in cold storage. Don't miss the **free power node (2 of 2)** in the cryo control booth. With the poison readied, exit to the tram. Keep in mind that the flamethrower will be mostly useless in the next chapter, so buy (and upgrade) what's been working for you.

Dead Space Guide

Environmental Hazard

This stage can take a toll on your ammunition stock, no thanks to the ambushes you have to deal with, the brute, and the numerous enemies in the stage. If you've only been relying on the plasma cutter and linegun, your ammo drops will be totally focused on those weapons and you should have very little problems (just don't miss).

If you aren't carrying a weapon (even if you own it but have it stored), enemies will rarely (almost never) drop ammo for it. However, you will occasionally earn ammo for weapons you do not own from footlockers and lockers. If you aren't going to use any, you might as well sell them all for the credits. Use the credits to buy ammunition



There is a schematic for the Contact Gun ammo in the small room right before you meet the ailing Hammond. Lucky for Isaac he has that breathing mask eh? The save room with the red alarm is totally safe (there are no enemies here), so use that as your base of operations to attack the four poisonous zombies in the east and west greenhouses.

If you need to upgrade your weapons and such, there is an enemy free bench in the western growth tower. If you decide to fight through the western tower first, skip to that section first (you will start with poison zombies 5 through 8). Either tower will work, but it's either death by tentacle or death by self-immolation when going through each tower.

You can attack either tower first, but if you have maximum stasis energy (from a stasis pack or the Pause, Quick Heal, HUD, HUD, Quick Heal, HUD cheat), then you should seriously consider the east tower first since there is a wall necromorph at the end of the first hallway (next to the lift).



Stasis the wall necro and attack it quickly with the linegun's mines or the ripper's blades (you can also plasma cut its limbs). You may even be able to cut off the center limb (the one that decapitates you) if you're quick enough and the stasis effect keeps going. This will spare you a few more seconds of life to put the hurt on the necro.

There is a node locked door in the same hallway as the wall necro (hallway to east growth chamber). Loot it and watch for enemies inside rooms.

Head upstairs to the east growth chamber (greenhouse) and fight the brute who won't plow through the vegetable gardens (unlike the circuit boards in chapter 4). Use stasis and take out the brute from behind. You can also try using the same back-off trick from chapter 4 -- however, you need to find an unlocked room, take out the poisonous zombie (so you can breathe again) and carefully manipulate the door to your advantage. For defeating the brute, it drops a **free power node (1 of 3)**.

Reality Vs. Simulation

It's interesting to note the presence of the flamethrower in Isaac's futuristic arsenal. You'd figure for a civilization that has either hyperspace (or some kind of wormhole technology, as evidenced in the introduction), they'd have a more efficient method of heating mass instead of using an open flame.

The flamethrower's use (or lack of use) in Chapter 6 operates on the requirements required for an open flame. For some reason, the noxious aliens create enough poisoned air to change the oxygen levels in the immediate area to snuff out open flames.

However, there are other methods of generating heat (not through open flame), as demonstrated by the U.S. Army's newest toy, the Active Denial System (ADS -- not the ADS turrets on the Ishimura's gun deck). Using microwave technology, the weapon is able to direct (non-lethal) heat with a great degree of accuracy over very long distances.

There are eight of the poison zombies to whack, four in each of the towers:

- **Poison Zombie (1 of 8):** This one is in one of the corner rooms of the east growth chamber (first level). You might've even killed it to find a safe place to fight the brute.



- **Poison Zombie (2 of 8):** This is one in the east growth chamber, under the floor near the central lift. To get the time and opening to shoot it, activate the feeding cycle. When the feeding tank appears, stasis it so you have the time to go around and shoot the zombie to death.



- **Poison Zombie (3 of 8):** The east growth chamber's 3F has this zombie. Take the elevator up, step out like a Mafia hitman and "deal with the situation".



- **Poison Zombie (4 of 8):** This zombie is easy to locate in the zero G area of the east tower's refrigeration area. However, you have to survive a tentacle attack (past the save station -- it's suggested you use it before and after the attack) and zipping around the wayward power generator (via stasis, then shutting it off). For all the trouble you go through, there is a **free power node (2 of 3)** in the hallway to refrigeration.



Once you've dealt with all the poison zombies in the east sector, the blue line should lead you back to the west tower. Don't miss any item(s) and make several trips through to grab all the items you can.

Before entering the western growth tower, load up on linegun ammo (about 30 units) and plasma ammo (the standard 50 plus another 25 for missing). You may not need the medikits (enemies sometimes generate them) depending on your current life. You will be fighting a lot of enemies, many times (if a poison zombie is killed, more enemies are generally spawned into play).

You can try to stasis and fight all the enemies in the open, or try to corral them into a small area (also known as a killzone). Either of the unlocked corner rooms (with the poison zombies) are good for this. Head in (stasis or weapons can delay attackers), kill the poison zombie quickly (to breathe) and aim at the hole where the necromorphs all file

through into the room. Provided you have enough linegun ammo, you should make back a few line racks (or plasma cutter ammo) from your devilish murder.

The only enemies who cannot follow the man-type zombies through the vents are the babies (with the three snakes from its back) and the fat zombie. The former can be shot to death using the plasma cutter. The latter can be stasis'ed and laced with linegun mines. Deal with the next four poison zombies as you did in the eastern tower.

- **Poison Zombie (5 of 8):** This zombie is in the 1F side room of the western growth chamber, the one to the "left" as you enter the chamber from the acid spewing hallway.



- **Poison Zombie (6 of 8):** This zombie is in the second 1F side room of the western growth chamber, the one to the "right" as you enter the chamber from the acid spewing hallway. This zombie seems to trigger the appearance of two fat zombies (they could also have been triggered by the massacre of the previous wave of necromorphs).



- **Poison Zombie (7 of 8):** This zombie is in the 2F of the west growth chamber. Use kinesis on all the corpses in

the poison zombie's room and break their limbs; if you neglect to do so, the jellyfish necromorphs will animate the corpses into stronger zombies -- a completely unnecessary waste of ammo.



- **Poison Zombie (8 of 8):** Head past the refrigeration area in the west area and shoot the energy capsules to open the doors in the waste burning/air filtration area. YOU can't stasis the burners, so run through the doors when the fire tunnel is fire-free. The zombie is in the bottom of the air filtration room, and a **free power node (3 of 3)** is inside the filtration control booth.



Return to the west chamber via the cargo lift, fight off the smaller ambush of necromorphs and get ready to fight the boss. If you've left behind a lot of items due to the lack of space on your suit, consider making a quick item run (without losing more life and ammo) to get those items and get back.

Prepare by bringing in 30 to 40 plasma cutter shots. The Line Gun, despite being so useful earlier, is too slow for this boss. Your kinesis module is probably more helpful here, and it costs you nothing.

The plant boss is more or less a more pronounced version of the tentacles you've fought. If you see the yellow alien

bulbs, you know they are somehow critical to the alien lifeform's survival (possibly some sort of anaerobic process). Shooting it is like plunging a 12-inch knife into a mammal's heart -- it gets messy and it gets dead real quick.



Since you are fighting in zero G, use the space jump to avoid the boss' tentacles (note you can look at a more inclined angle once you are weapon aiming -- doesn't make sense, but this is only a videogame). Zap the bulbs on the three tentacles and it will cause the boss to eject explosive seeds from its mouth-slash-anus.

Use kinesis on these explosive seeds. They come out in odd numbers (3, 5, 7 ...) so you should be able to grapple and throw (use the weapon trigger to fire kinesis-held objects) back at the boss' mouth-slash-anus and damage the yellow alien bulb inside.



Weather the second phase of tentacles (they are faster, but the pattern is the same), and again play catch with the boss' explosive seeds. Once enough damage is done to the boss' inner bulb, it should die and the atmosphere on the Ishimura (Stone Village) should be saved.

Head back to the tram once you're done here. Don't worry about the shop or nodes or whatever. The next chapter has a

very good save room with all the amenities in easy reach.

Dead Space Guide

Into the Void

The area on deck A is cleared of enemies here, but unlike the previous safe zone, this area will have enemies later. Keep that in mind. Call up the elevator so you can get that dying guy's animation out of the way, but don't head down until you are totally ready. In the mean time, get a **free power node (1 of 4)** on this deck (before entering the all-in-one save room).



While you're at it, look at the track above the tram when you start. There is a small medikit you can bring down in case you didn't heal after fighting the plant boss in the previous chapter.

You already did start with Deck A. Now, the question is do you want to mess around with getting other items without upgrading your suit, or getting loaded up, braving one helluva tough fight on a rail, a large necromorph ambush, and them coming back up with the new suit schematic.

If you're a real tough guy (beat Gears of war on Insane -- alone), then let's do what's been mentioned.

Reality Vs. Simulation

The deck orientation of the Ishimura makes sense, if the ship was made for a wet-navy. The "artificial" gravity is chiefly to place players in a zone of familiarity (in earth's gravity).

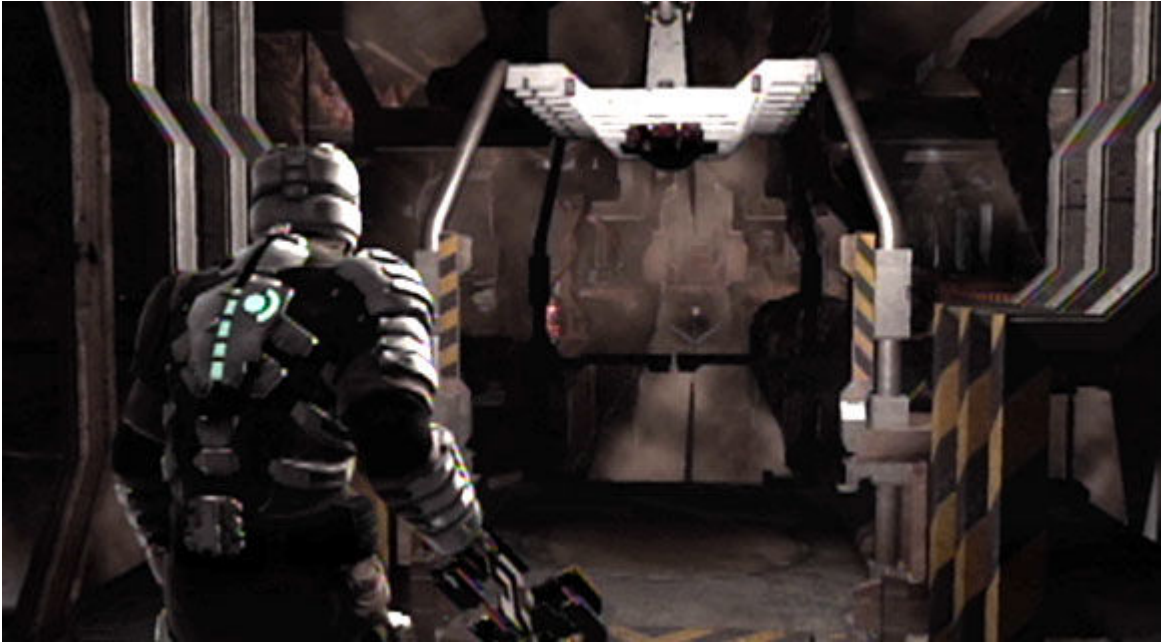
However, "artificial" gravity in the form of energy pads are still technological fiction. Artificial gravity for current (early 21st Century) spaceships would come from using centripetal force through spinning living modules on a central axis.

With that sort of method to create a sense of gravity, the layout of spaceships would resemble weights from wieght-lifting rather than the fanasy look of spacecraft in *Star Trek*, *Star Wars*, *Aliens*, *Babylon 5*, *StarGate*, *StarGate Atlantis*, *Battlestar Galactica*, *FireFly / Serenity*, *FarScape*, or *Cleopatra 2525*. The last show didn't have spaceships, but the plot was high-larious.

Take the plasma and line guns. Stock the ammo to 35 plasma and perhaps 24 line racks. The linegun you need to use later in a small space (the mines will come in handy if you get the timing right) and maybe a stasis pack. The plasma cutter you need on wide shot (as always) to kill enemies in a rail shooting sequence. Don't forget your standard two medical kits.

The schematic you want is on Deck D. Go down there with the main lift and back yourself into a corner. There should be four necromorphs who drop in one after another during your ride down. Laser 'em to pieces and pick up the items. At the

bottom of the area (deck D), take the tram across the chasm and kill the babies and pods on the side of the room. There are many (not infinite, just many) enemies, so if you can avoid the shots incoming without injury or firing back, you will be slightly ahead.



At the end of the tram ride, load up (and reload). Get ready to splurge a few shots of Line Gun (maybe size) and a heckuva lot of plasma cutter ammo. Nicole will work the controls and you need to keep enemies off of her. While her character can't really die, the necromorphs are the key to your escape. Meet the kill quota and the door to the S.O.S. Beacon will open. Inside the room, you find a **free power node (2 of 4)** and the schematic for the Level 4 suit. Return on the tram, avoid or kill the infected babies and head back to Deck A.



All things considered, you may want to sell some ammunition (and air tanks perhaps) to get the needed 35,000 credits for the Level 4 suit. Not only does the armor reduce the damage taken, but the inventory space means you can lug around more crap.

There is some sort of key for the mining processing room, but on deck B. You may not need as much plasma ammo (considering the ammo drops), but take along ample supplies. The linegun, when shearing off legs from many enemies,

is invaluable here. Back up into a corner on deck B and face off the ambush with superior firepower. Hopefully, you've taken note of the node paths of the line gun and plasma cutter in the basic section of this guide and shot for damage nodes (because if you can kill enemies with one shot, you only need one shot).



Stock up on ammo again (plasma and line racks) and head into the zero G area. Enemies are sparse in zero G, but once you get rid of the four rocks in the zero G zone, many enemies (including the fat zombies) will spawn and swarm the non-Love Boat's Bartender Isaac (after restoring gravity). Since there is no zero G for you to make quick escapes, you need to use the walkway around the perimeter of the area to put space between you and the explosive enemies (zombies with the large glowing arm).

Clear the zone of enemies and look for a node locked door in this area, which has plenty of ammunition to replenish your stocks. Don't worry too much about expending more than your fair share, since enemy drops will help you recoup some of your losses.

Pick up the key in the office, and the **free power node (3 of 4)** in the hallway past it. Return to the main elevator once you're done.

There are some enemies here, but plenty of ammo in the wall lockers to stock you up before hand. If you know what the heck you're doing, you can ignore some enemies and save your resources instead.



The dust in the first room on deck C hides two babies. It would be prudent to run out and head left (towards the bench on your map). Once you are in that room, the dust is gone, and the babies tend to follow you in so you can shoot them without visual penalty. Otherwise, shooting through the dust is a crap-shoot (and a waste of ammo).

Don't remove the lift's battery just yet. Head up to the mining office and check it out. Get **free power node (4 of 4)** in the office as well (you can go back to the bench now if you want to upgrade). You will be sealed inside later with three necromorphs at close quarters. Think linegun for later. For now, loot the items and head back downstairs. Take out the battery and on your way to the broken lift, take out the zombie.

Plug the battery into the broken lift, head down and watch for the leaping zombies and babies in zero G. YOU can place the beacon any where on the asteroid, so you may want to get outside into vacuum (and out of reach of the stabilizing rings that turn you into rose-colored bat guano), place the beacon, head back into the forcefield to replenish your air, then back out into space again to deal with the external gravity tethers.



There are four tethers to break. Use stasis to slow the spinning discs on the tethers and shoot/break the energy capsules. Two of the tethers are outside the ship's atmosphere while two are inside. All will trigger some small wave of

necromorphs, so use the space jump to run and gun the tethers. Do it quickly and you can head back indoors and up the lift without fighting more (or preferably, any) enemies.

In the dust room, the machines in the middle will now generate a lot of cyclic fire. Pull the battery from the broken lift (going down to the asteroid) to bring back with you to the mining office. Kill the enemies who appear and shove the battery back into its original slot.



Head upstairs, activate the asteroid and linegun the three sleazy undead bastards who pop through the vents. All that jazz should trigger more trouble -- essentially a statement that in the future, you can travel to the stars and find out that all your fancy machines break down all the time.

Get back to the tram for the next chapter.

Dead Space Guide

Search and Rescue

If you haven't been upgrading the stasis module's energy you might need it now (unless you're cheating). The dividing necromorphs practically ask for the stasis and linegun mine to deal with them quickly without things turning into a bloodbath.

The bridge will have plenty of enemies and no store, so pull out your ammo and medikits for a zombie-fest. Conserve ammo by using the detonating zombies as bombs. You should be able to get a few good kills from the explosions and enough ammo to stave off death in the footlockers.

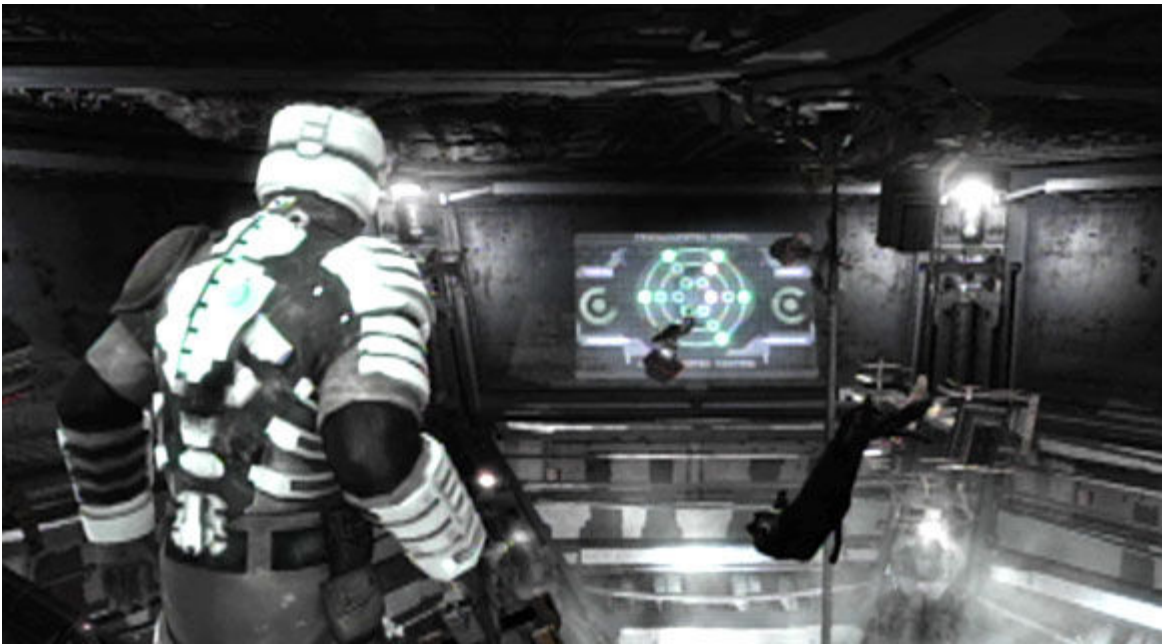


Restore your stasis (if you have a few shots left, don't use the packs yet). Head up the lift with the linegun in tow and stasis/mine the wall necromorphs quickly. Since there are two of them, you need to spend some time to slow/stop both before they overwhelm you with pods. The ripper's buzzsaw is good even if not powered up for the wall necro. Just be sure to slow it down so you can sever the limb that does the decapitation when it appears. If not, you die.

Stasis and mine the dividing (thin, not fat) necromorph where the guy dies. The little squits that make up the divider enemy are vulnerable to mass kill effects if you don't feel like shooting them with the plasma cutter.

Take the **free power node (1 of 3)** at the start of the tram and the **free power node (2 of 3)** at the other end.

Repair the comms array by placing all the green comm units into a circle. It can be any size (small, medium, large), so if you're looking to do less work, find the diameter with the most working units and simply replace the broken units with working ones. Remember to release the kinesis lock when the units swivel into place. No pushing, throwing, or controller banging will get the units where they are.



When the dish is repaired, hit the panel in the comms control room (where the save station is). The schematic for the medium air tank can be picked up and carried back now.

Take the tram back, kill the predictable ambushing enemies, and avoid having your head ripped off mid-way down the tunnel by moving to the side.

The turret b.s. you were warned about earlier returns in boss form. Luckily, there's less crap being tossed at you this time (if you believe it). Since the items don't chunk when zapped by the turret, each hit will prevent the hull from breaking apart.

Take the **free power node (3 of 3)** in the turret room. Save and then ride the turret (to initiate the sequence).



Again, like before, use just one gun to zap the junk and tentacle bulbs. There are five tentacles, and the bulbs do seem to move erratically at first. However, there are particular spots where the bulbs will not waver much -- and only experience will let you know where that is. The tip off: the bulbs waver less when they are throwing objects at you. Pump a few shots into the bulb, then deal with the incoming objects.

Naturally, blast the red explosive tanks first (they do more damage to the hull -- and considering the slow soft-ball speed at which these objects are travelling, the game is correct this time). Waste all the bulbs and the creature should die. Sit in the chair and watch the fireworks, then get the hell back to the tram. Don't miss the node in the room.

Dead Space Guide

Dead On Arrival Xtreme Space Volleyball

A word of warning for this chapter -- you cannot really make a save once you take the singularity drive from the Valor. There are no node locked doors here (it seems) so save your money for ammo instead.

First thing's first in the zero G area between the Ishimura and the Valor: use the kinesis module to rope in all six space mines towards the airlock at the bottom of the area. Although you cannot eject them all immediately, having all six mines in range of your kinesis bullet makes the next part easier in vacuum.



When you have corralled all the mines just above the door to space, smash the energy capsules locking the door (use the space stomp to save ammo). Quickly catch and toss all the mines out into space. When the objective updates, you can immediately launch yourself to the Valor's airlock, walk in, and get on with your mission.

Inside the warship, use stasis on the military zombies to slow them down. Shear their legs otherwise, and deal with them like other enemies. Don't spend too much ammo, as you will need the ammo later for the barracks fight.



Move the cargo containers to get to the other side. Break corpses when you find them to prevent infection by the jellyfish necros, and of course, take the battery to replace the one that explodes in a pre-scripted event.

The firing range lets you fire at the targets with infinite ammo, so you might be able to activate the program and use it to help you roast the few enemies near the range. While there take the **free power node (1 of 3)**.

Before heading down to the infirmary and barracks, try the firing range. Beat level 6 for **free power node (2 of 3)**. You can use any weapon, although a fast plasma cutter on wide shot will pretty much be all you need. You need to hit all the red targets, but none of the blue ones to qualify. Note that you do not need to reload as the magazine of the weapon will have infinite shots.



In the infirmary, use stasis on the robotic laser (that weapon is awesome -- too bad you can't use it). Get by and take the **free power node (3 of 3)** in the hallway past the surgery laser. There is a schematic for the large medikit as well. You may want to bring that along with you to the barracks, drop the schematic (during the ambush) and pick it up afterwards.

Move into the barracks with a full load of health and ammo (there are plenty of lockers in the barracks with ammo as

well). The Line Gun, stasis packs, and plasma cutter are pretty much all you need. The enemies include the darker, stronger babies and the military zombies.



But the most dangerous (fat and dividers) are what's going to drain your stasis packs (or again, cheat and get yourself 2500 credits per stasis pack pop). Zap all the enemies and use the explosive zombies as extra munitions. Watch for the gravity panels -- sometimes you can kill yourself when just grazing by them.

Organize at the next shop, loot the rest of the barracks room and prepare for yet another brute fight by taking a stasis pack and the ammo of your most damaging weapon.

Get to the singularity (and stop the fire) by using kinesis on the afterburners in the engine bay. Move the engines to cover yourself from the fire and shoot out the energy capsules on both sides of the room.



Once you pick up the singularity, you will set forth a chain of events to make an escape, so you may want to head back and save if you feel more secure.

Take the singularity drive and head downstairs, looting all the way. Stasis the brute after it breaks through the glass and hammer its backside. Take the very expensive superconductor and get the hell out of the Valor. Sprint through the ship, insert the battery and flee from one airlock to the next. You cannot re-enter the Valor once you leave it.

The next chapter is longer than this one. Whether or not that's a good thing depends on how much supplies are stocked. Exit to the tram.

Dead Space Guide

Isaac Schwarzenegger's End Of Days

The save room in this chapter is very valuable, since there will only be one enemy (at the very end). However, it is also very far away from all the points in the chapter, so you need to constantly bring items back to the store/bench if you are scavenging successfully.

The elevator leads to the save station and work bench. The store is downstairs (near the executive shuttle hallway).

Reality Vs. Simulation

The U.S.G. Ishimura is billed as the "largest of her class of planet-crackers", but considering the amount of crew and passengers the vessel carried, open flames would likely not be tolerated aboard (the candles in chapter 10's lounge).

Electric heating blankets are far more efficient in warming up someone. And while burning fuel generates heat, it also generates waste (smoke) which can overwhelm inhabitants on board a space ship, no matter how great their recycling system is.

How much money do you have? If you have close to 50,000 credits or more (without selling your vital ammo and health, etc.), then consider getting the schematic for the level 5 suit early. This adds armor and maximizes your carrying capacity (the unlockable level 6 suit only adds armor).

Considering the 25,000 you got from the diamond superconductor (the brute last chapter), you should have enough money to get close to the goal. So, let's take a quick detour to the zero G basketball court.

Next to the store, there is a series of unlocked doors to the zero G basketball court. As soon as you pick up the nav-card (1 of 3) in the court, several babies will appear and attack. Unless you plan to play through the final round of zero G basketball for **free power node (1 of 4)**, you don't need to kill the enemies. If you do, sweep up afterwards by grabbing the body parts and ejecting them from the room. The parts will clog your playing field and make playing zero G b-ball harder when you can't locate the ball.

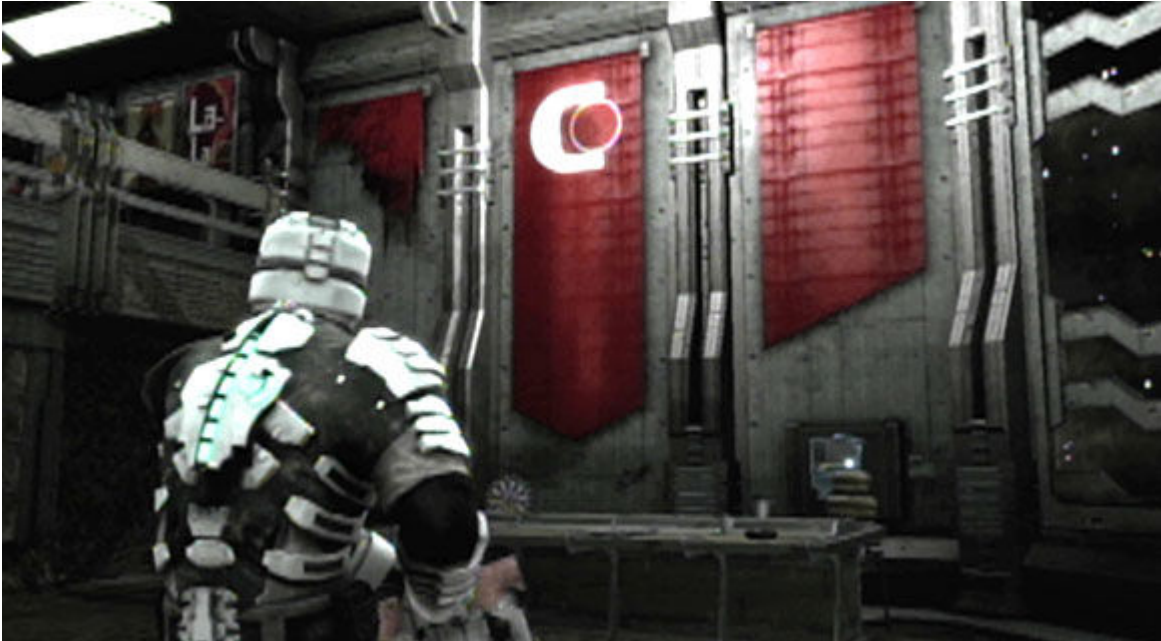


The schematic for the level 5 suit (the last normal suit in a first round play) is in the zero G basketball locker room.

Zero G basketball is actually fun, but harder to adjust to since you have to space jump, then use kinesis to grab the ball and dunk it into one of the four scoring holes at the end of the arena. As the rules state, you have a timer to reach as many of the panels as possible before your shot clock goes to zero. The more panels you touch before you shoot the ball, the higher your score multiplier is. You may want to avoid touching the ball (and have maximum kinesis range)

before you attempt the final round. The in-game instructions has the rest of the rules.

Head into the sleeping quarters A and B. Along the way, you will hit the Mess Hall and the religious prick who tried to kill you back in chapter 5. After he cacks the sucker, head inside the mess hall and get ready to use stasis and linegun mines to get rid of the dividing enemies downstairs.



You can take the lift back up (going down activates them), but you can barely shoot over the railing (which is what most people would do). Mines won't arc well, so stasis really is your best bet to avoid serious injury.

Take the crew key from the footlocker in the mess hall's 1F. Take the **free power node (2 of 4)** in the mess hall as well.

Head back out and get your stasis and linegun mines (or ripper blades) ready. Quickly slow and slaughter the wall necros outside bunkroom B.

Save in the red save room -- there is a tentacle attack in the storage room and you don't want to load from before the wall necro. Use the kinesis module to throw the lock switch in storage. Head back out of storage (ambush), and into the vacuum of sleeping bunkroom B.



There are quite a few enemies here (nothing the linegun can't hack). In addition to nav card (2 of 3) in the airless bunkroom, there is a **free power node (3 of 4)** inside the storage room of this area.

G.T.F.O. of residential blocks A & B once you have the nav-card you came for. Everything else is optional.

With the crew key (from the mess) and two of the three nav-cards, you only have one more nav-card left. It is critical now to have at least one stasis pack (or at least enough energy to fire it several times). A regenerator will be waiting for you at the third nav card, and you will need some time for Kendra to unlock the door for you to escape. Ammo and health won't hurt either.



In bunkroom C, the bunks are arranged into the cargo boxes you found aboard the Valor (except they move on pre-set tracks). Move the bunks on the wall to one side so you have the room to move the bunks blocking your path. This will let you through, but you must repeat the process with the wall-lined bunks once more. Naturally, this means you are trapped for about 5 to 10 seconds moving these damned bunks while military zombies rip you apart.



Head past the bunk maze and spot nav-card (3 of 3). Prepare all the bunks so you can lock out the zombies (note the middle space between the bunks has a vent that lets zombies drop in from the ceiling), so you can shred/stasis your way back out to the commons room as quickly as possible. Take the nav-card and run. Kill any zombie that's not the regenerator, and stasis the rest. Move the bunks and flee back to the save room where you started the chapter.

Enter the executive hallway with some ammo for the linegun and a stasis pack. Drop a stasis pack where you meet the insane Dr. Kynes, as well as a slot of Line Racks (two to four shots -- for the mines). You can opt to drop some ripper ammo if you prefer (although the linegun will work). A medikit may not be necessary, but handy (just in case). Head back to the store and haul out your stash again if you want to. This is to prepare for the last enemy later.



Go through the officers' quarters and stasis/mine the fat zombies. Note some of the Xbox item cannisters now have enemies inside, so get ready to smash them using just the space stomp (kills most of them when they spawn from the box), instead of shooting them or smashing them with kinesis.

Place the singularity drive in the shuttle's interior, then in the control booth, move the table near the door out of the way (it sometimes gets in the way). Chuck it into the chasm under the shuttle if possible. Activate the shuttle's test-firing

sequence, and immediately leave the control booth.

The regenerator will be in the booth with you. Lure it out to the back of the shuttle, shear its legs and put it in stasis. Head back into the booth and test-fire the bastard to death. Most likely, it was the same regenerator frozen from chapter 5. For all this trouble, you will earn a **free power node (4 of 4)** from the dead regenerator.

Release the docking clamps for the idiot Kynes, and head back out. Keep in mind that there is one last zombie to fight, and if you're weakened, you might need that medikit you dropped off earlier. The enemy you're looking for isn't terribly hard, but it can be annoying since there are a lot of dead bodies in the save room. Stasis/buzzsaw the jellyfish and zombie necro as you step out from the narrow red hallway and you'll have cleared the chapter (mostly) of enemies.

Dead Space Guide

Alternate ~~Other~~ Solutions

This is not the final chapter, but there are enough necromorphs here to make it feel like it. The fight in the flight lounge is only dessert to the massacre in the cargo room. Ammunition will be hard to come by, but luckily the Peng statue you might've seen in chapter 1 can be finally grabbed (using kinesis) and sold for 30,000 credits. Helpful for replenishing your ammunition.

Use the shop at the tram station to grab the ammunition and medikits for the fight in the cargo bay. The linegun will definitely help but the plasma cutter is required to defeat the minor enemies and the tentacles. Stasis packs are helpful (unless, again, you're cheating to restore your energy).

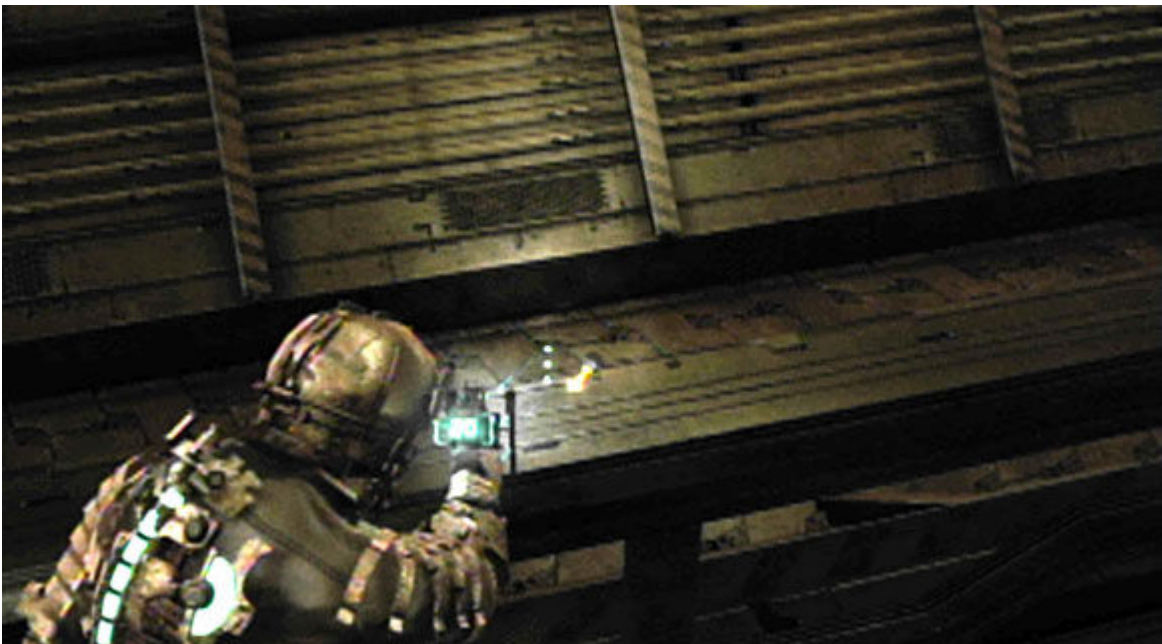


There is a **free power node (1 of 2)** in the cargo bay. Check the corners for items and ammo and start the cacking. Although there seems to be infinite enemies, there are not. It's simply a lot of enemies. You should be able to weather most of the attacks with the line gun and plasma cutter. Get rid of the tentacles and move the marker from one corner to the other. Be sure to sweep the place clean afterwards.

There will be a severely surprising ambush in the shuttle bay with fast moving zombies. Stay in the baggage area (narrows your in-coming attack vectors) and use the linegun or plasma cutter/stasis on the enemies.



The shuttle bay is far less populated. Don't miss the schematic for the large air tank in the shuttle area. The Peng statue is between the two walkways (with gravity still on). Use the aim look to look over the railing and you should be able to spot a very small figurine.



Before you do anything more, go back to the store by the tram and place a stasis pack and some line racks (or ripper ammo for your ripper) in the shuttle bay's entrance (right under the Ishimura sign).



Now put the place into zero G to explore the rest of the hangar (the floor has interesting items ... and enemies). Move the marker from noe spot to the other. The track-locks/guides cannot swivel if weight is put on them. Move the marker off and rotate the guides before shoving the marker into the shuttle.



Meet Kynes, then head back to the zero G control panel and use stasis on the wall necromorph (hence the stasis pack/ammo you were recommended to drop off before). Waste the wall necro and use the flight controls in the booth to bring the shuttle back to the Ishimura. Although you can further manage your resources, the next chapter has a complete save room with amenities once you land. You just need to avoid triggering the enemies before you sort your supplies.

Before leaving the ishigura (forever) via shuttle, pick up the **free power node (2 of 2)** in the flight control booth.

Dead Space Guide

Dead Space ... as seen in the Simpsons Game

*No schematics and low credits makes Isaac a dull boy.
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Exit the shuttle and use the empty cargo slider to load the marker. You cannot enter the building until you move the marker onto the electrified conveyor. At the shuttle pad, take the **free power node (1 of 4)** in the corner of the landing pad.

Once the marker is loaded on the conveyor, the door to the colony control booth will unlock. Take the time now to organize your supplies and take up some more plasma, line racks, and stasis pack ammo. You will need to fight two divider zombies outside once you have the battery, and nothing solves them faster than stasis and a linegun mine.



The battery to open the doors to the marker's original location is in the cold room in the control booth. Two jellyfish necros are inside -- be sure to smash the corpses nearby before releasing them, or you will have extra enemies to fight. Replace the battery and head back to the store for some ammo.



Take a stasis pack (one or two -- unless you cheat -- there are stasis stations in the rooms), three medium medical kits (or so), 100 plasma cutter ammo, and 36 line racks. You might think it's overkill until you realize you're fighting a load of babies, regular zombies, exploders, fat zombies, two wall necros (at least), and a brute (after the wall necros). There is no store in the chambers you're going to, so take all that crap out now.

Move the marker into the room and there will be a quarantine. The marker will trigger three waves of enemies (initially, at the second bridge, and at the third bridge/exit). When you move the marker and hear enemies, stop and get ready to fight. Use the exploders to blow up groups and shear off limbs for the damage. There are luckily no more dividers (until the end), so you only deal with the enemies you can shear off in parts. Only the fat zombies will be the problem if they spawn the facehuggers. Stasis and mines can handle that.



Before leaving the first room, there is a node lock in the corner. Visit it before you exit the room with the marker (you cannot go back). Replenish the ammo and if you must, manually transport the items from one room to the next using the kinesis or RIG/drop.

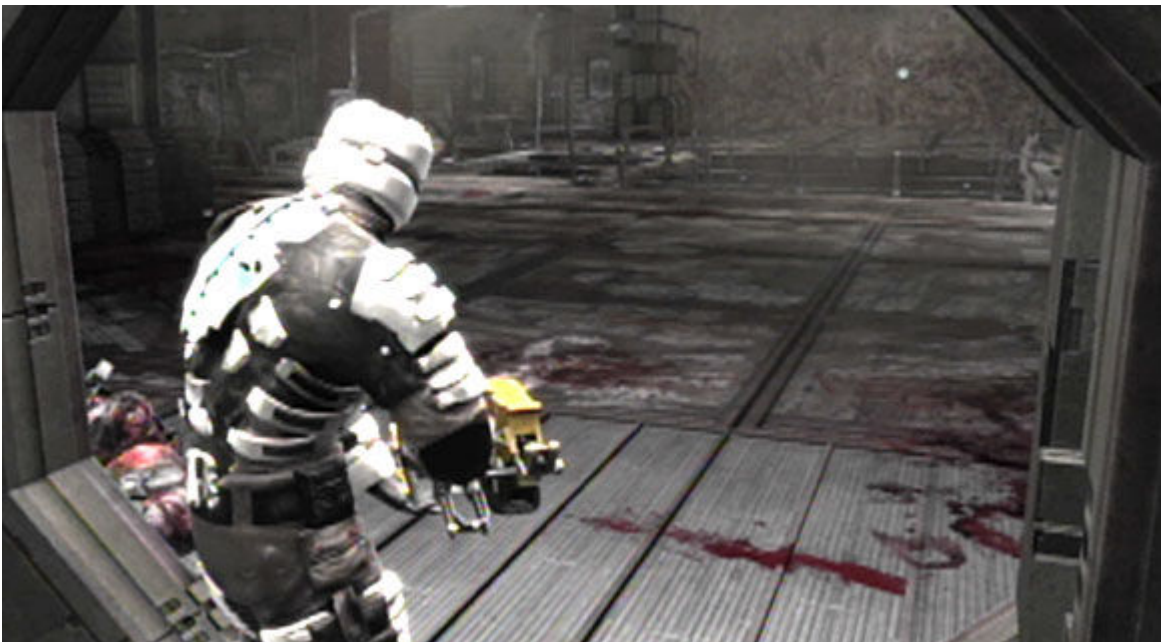
Room 2 is like room 1, but there are two wall necros in very close proximity to one another. Use stasis liberally and keep

the pod count low. Linegun mine or ripper the wall necros one by one. If you run out of stasis energy, there is a station across the bridge. Stasis the second wall necro and whack it. Deal with the pods using mines, linegun, or plasma.



To move the marker in room 2, you need to activate some power supply in the ventilation shaft. For some reason, there is zero G in the vent tunnel. Head in, kill enemies, and grab items. Return and kill the brute for the **free power node (2 of 4)**. Raise the bridges and move the marker to the third room.

Same deal as room 1 (more or less) but the enemy mix is slightly different. There is a **free power node (3 of 4)** in the corner of this room, so be sure to grab it before you exit the room completely with the marker.



In narrow areas where you cannot reach a stasis station, you will need to resort to a stasis pack to keep your stasis attacks up. Kill, collect, and move. Hopefully, the enemies have been dropping medical kits (or don't get hit too much) throughout the battle -- just enough for you to survive.

This room (out in the canyon) is different than the others. There are infinite enemies here, and they will spawn after a brief while from the vents on either side of the track. You need to work methodically by blasting the tentacles so you can

march across the bridge with the marker without being turned into something that looks like hand-caught-in-a-blender.



Once you move the marker onto the precipice, knock out any straggling enemies, although if you wait long enough for the burn-out, you will happily see all the bastard necromorphs die on screen. Collect any remaining ammo and head into the airlock. Move back through the exit tunnel and pick up **free power node (4 of 4)** back to the save room.

Before leaving the safety of the final save room to face the final boss, you should make some final preparations or Isaac will finalize his trip here on some crap-hole, no-name planet.

The key word here is final.

Use the bench and finalize any last minute modifications to your RIG and weapons (the kinesis and stasis won't be used much). Refill your stasis energy meter completely. You only need three or four shots of stasis, so that's about it.

You will want the plasma cutter to do as much damage as possible, and as much ammo for it as possible. There will be some items in the arena, but take along a few large medical kits just in case (three or four). Don't take too many line racks for the linegun (you only need it for the fat zombies -- the mines are too slow to hurt the boss). Fill up all your slots with plasma ammo.

When you are ready, step out to the shuttle and watch Kendra get hers. The boss is fought in several stages.

Initially, avoid the boss' tentacle attacks -- it will swipe twice and expose its five eye bulbs. Instead of concentrating one one bulb and rupturing them one by one, spread your damage across the bulbs as evenly as possible. Sprint to avoid the tentacles and repeat.

The reason for spreading the damage across all the bulbs is that once three of the bulbs are destroyed, the boss will seize Isaac and hang him upside down. You have a few shakes to destroy the boss before you are killed, so if you only need a shot or two to destroy the final two eye bulbs, you lucked out.



The boss will generate some zombies to attack you now or before all its eyes are destroyed. In either case, stasis, and linegun mine the bastards. Don't completely exhaust your supply, but fire enough to clear these peons from the boss fight.

For the next portion of the fight, the tentacles will smash down four times. Sprint across the arena once per smash to avoid damage. Once the fourth smash occurs, aim and destroy the stomach bulbs. Unlike the eye bulbs, you can destroy these bulbs in any order without fearing any weird reprisals. Exhaust the rest of your ammunition on the bulbs and once the final bulb breaks, get on the shuttle.

After the credits roll long enough, you can save your cleared game. Load this cleared game file for your New Game Plus.