

cheat happens

featured guide

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Dead Space

PC Games, Xbox 360, Playstation 3

Developer: Electronic Arts

Publisher: Electronic Arts

Rated: "M" for Mature

Strategy Guide & Walkthrough

made by Berserker

INTRODUCTION

Welcome to my *Dead Space* **Featured Guide**, fellow horror fan.

The crew aboard the Kellion shuttle has just been dispatched to investigate a blackout and lack of communication aboard the USG Ishimura. After making a crash landing on the ship due to a guidance tether malfunction aboard the Ishimura, the crew, along with engineer Isaac Clarke, set out to investigate the vessel and seek repair for their damaged shuttle. What they find aboard the shuttle places them in a fight for survival against hordes of alien creatures known as "necromorphs". Before long, the crew becomes stranded aboard the USG Ishimura.

-- There's no help coming. --

With an incredibly creepy atmosphere and RE4-style gameplay, EA has graced horror fans with a fantastic horror experience set in space. *Dead Space* emphasizes the removal of limbs through "strategic dismemberment" in order to defeat an enemy. Going directly for an enemy's head won't exactly finish it this time because it may continue to slash violently toward your direction. *Dead Space* wants you to completely strip your enemies down to the torso in order to finish them.

If you've read any of the my survival horror guides then you'll know that horror is my favorite genre in gaming and therefore it will receive as detailed of a coverage as I can deliver. In this guide, the basics section provides information that one will need to survive this nightmare, the walkthrough contains a full detailed guide that will take you through each room in the game and point out every item therein, and the list section provides a list of important collectibles found throughout the game along with a few of the game's unlockables.

There's most likely no help coming for Mr. Isaac Clarke and his team, so we'll have to grab the nearest plasma cutter and slaughter some alien lifeforms until someone notices us. Like bread crumbs to a destination, surely someone will see our fine trail of limbs out in space...

-- Tear them apart! --

SPECIAL NOTE: Throughout this guide, whenever I list a button tap, I will always have one button in parentheses. The button outside the parentheses refers to the PS3 button command while the button in parentheses refers to the Xbox 360 command.

Tap X (or A)

BASICS

Default Control Setups

PS3

[] - Use med pack/Use stasis while aiming
^ - Pull up inventory/Zero-G jump while aiming in zero gravity
O - Use kinesis while aiming
X - Reload weapon while aiming/Interact/Shake off
R1 - Melee punch attack/Primary fire gun attack while holding L1
L1 - Aim firearm
R2 - Stomp attack/Secondary fire gun attack while holding L1
L2 - Hold to run while moving
L3 - N/A
R3 - Objective finder
Start - Pause menu
Select - Pull up map
Left Analog - Move character
Right Analog - Move camera (while standing still)/Turn Isaac (while moving)
D-pad up - Cycle through menus
D-pad down - Cycle through menus
D-pad right - Cycle through menus
D-pad left - Cycle through menus

* D-pad = Directional Pad, L3 = Push in on left analog, R3 = Push in on right analog

Xbox 360

X - Use med pack/Use stasis while aiming
Y - Pull up inventory/Zero-G jump while aiming in zero gravity
B - Use kinesis while aiming
A - Reload weapon while aiming/Interact/Shake off
RB - Stomp attack/Secondary fire gun attack while holding LT
LB - Hold to run while moving
RT - Melee fist attack/Primary fire gun attack while holding LT
LT - Aim firearm
LS - N/A
RS - Objective finder
Start - Pause menu
Back - Pull up map
Left Stick - Move character
Right Stick - Move camera (while standing still)/Turn Isaac (while moving)
D-pad up - Cycle through menus
D-pad down - Cycle through menus
D-pad right - Cycle through menus
D-pad left - Cycle through menus

* D-pad = Directional Pad, LS = Push in on left stick, RS = Push in on right stick

Information about Special Armor

If you have a broadband connection and a PlayStation Network account or Xbox LIVE account, a special armor for each console may be downloaded for free (for now) from the PlayStation store and Xbox LIVE marketplace. These provide upgraded armor and a total of 25 inventory slots. There are also a few other armors and weapons skins that are available for purchase through both stores.

Saving the Game

The game may be saved at Save Stations found on the walls of the ship throughout the game. Find rectangular metal boxes on the wall that sticks out a bit from the rest of the wall and have a white holographic image in front of them. Be sure to keep about two or three separate save files.

Running

Hold down L2 (or LT) while moving to run. Isaac can run in ANY direction, whether that is forward, sidestepping to either side or moving backward. One should ALWAYS keep in mind that Isaac can actually dash while moving backward since this is not all that common in a third person action game. This kind of technique might just save your throat one day, along with your leg, arm, and many other vital appendages that you surely don't want to lose.

Stores

Stores look much like an ATM machine with a blue screen on them marked "Store". Various items may be bought from a Store including weapons and other materials. Some items require Schematics in order to make them available for purchase. Isaac can access

his full inventory while at the Store and place it into the Store's safe. The safe allows him to place an infinite number of items for safekeeping and these items may be retrieved at any time from any Store safe.

- Schematics

Schematics may be collected throughout the various areas of the game and they are automatically used upon your next arrival at a Store. Until then, they remain in your inventory filling one slot of inventory space. For a certain price, they will provide Isaac with whatever item is listed on the Schematic. Most weapons, items and all ammo are unlockable only through a schematic.

- Semiconductors

Any semiconductor items found in the game (Gold, Ruby, etc) can be sold to a Store for a certain amount of credits. Being sold to a Store is the only purpose that these items have, so be sure to sell them once they have been collected, otherwise they simply take up valuable inventory space.

Upgrade Benches

Upgrade Benches are basically workstations (with "Bench" marked below them) that will fold out upon interacting with them. Through the use of Power Nodes, Isaac's current gear stats for weapons, abilities and his RIG (suit) can be upgraded. The display for each gear lists several small circles (slots) - some consisting of colors while others are blank. Power Nodes placed in colored slots will give the corresponding equipment whatever upgrade is listed. Blank slots will not give any sort of upgrade. In order to place a Power Node into a slot, it must connect to a slot where a Power Node already lies, which means that you will have to place Power Nodes into blank slots in order to place another Power Node in an upgrade slot at times.

- Power Nodes

Power Nodes are sometimes found around the various areas of the game, usually lying in blue containers and they may also be bought from a Store for a total of 10,000 credits each. Power Nodes allow Isaac to upgrade his gear at an Upgrade Bench.

Vacuums (Hull Breach)

Vacuums are parts of the ship that are free of air. Either a portion of the ship has been breached and left uncontained, the area is simply outside of the ship or all the air has been sucked out of the area through other means. Whenever Isaac enters a vacuum area, he must breathe through an oxygen tank. The tank's oxygen amount will appear on the back of his suit whenever he steps into a vacuum. Isaac already comes equipped with an oxygen tank from the beginning of the game.

Get through the vacuum area quickly to avoid running out of oxygen. Isaac will begin to take shorter breaths as his oxygen supply runs out and the gauge on the back of his suit will turn red to warn you of his impending fate. Exiting a vacuum and reentering to an area with air will fully replenish Isaac's oxygen level. Air can items and oxygen recharger stations can also be used to refill Isaac's oxygen gauge. If all of Isaac's oxygen runs out then he is automatically killed. Isaac's oxygen tank may be upgraded by placing Power Nodes on his RIG to upgrade his "Air" attribute on the suit.

Vacuums are basically silent except for really loud impacts. Isaac's weapon and the slight thump of footsteps are about all that can be heard in a vacuum. Enemies sometimes roam vacuum areas and they can easily get the drop on Isaac thanks to the near complete silence, so always be aware of your surroundings while in these airless portions of the ship. Vacuums are sometimes free of gravity (zero gravity).

Zero Gravity

Zero gravity rooms are completely free of gravity and Isaac is free to move just about anywhere while in these type of rooms. Zero gravity rooms usually contain oxygen but they are sometimes in airless (a vacuum). Isaac's magnetic boots will automatically turn on in these rooms to keep him attached to the floor. Objects that are not attached to the floor will float in mid-air - even enemies. Enemies can attack from a variety of directions while a room is in zero gravity.

Isaac can walk on walls and ceilings while in zero gravity rooms. Aim with L1 (or LT) then target an area and press the ^ (or Y) button to make Isaac jump to the targeted area. If Isaac cannot jump to an area then the ammo display on the currently equipped weapon will flash red.

Abilities

- Stasis

Once the Stasis module has been obtained in Chapter 1, it can be used by holding down L1 (or LT) then tapping [] (or X). Stasis will slow down any object that it hits dramatically. It can be shot at enemies to slow them down to a crawl and leave them wide open to an attack making precision aiming extremely easy. Stasis can also be used against certain objects to slow them down in order to accomplish a certain objective or stasis can be used to simply move by a hazardous object.

Isaac's stasis energy is showcased in the half circle on the right portion of his back. The light blue color that appears in the half circle is the remaining amount of stasis energy. The energy will turn red when stasis energy is extremely low. Recharge stasis by using stasis packs or by interacting with stasis recharger stations found around the ship. Upgrade stasis at Upgrade benches to lower the amount of energy that is used and also prolong its effect.

- Kinesis

Once the kinesis module has been obtained at the beginning of Chapter 2, hold the L1 (or LT) button then tap the O (or B) button to make Isaac shoot a transparent energy beam forward to grapple an object. Many inanimate objects such as crates, fan blades,

explosive canisters and other types of environmental objects can be grappled. Press the R1 (or RT) button while holding an object to shoot the object forward. At any time, an object can be dropped by letting go of the L1 (or LT) button.

When an object lies in Isaac's path, Isaac may have the option of moving it with kinesis. Kinesis can be used to pick up dead enemies and dead enemy appendages as well. Kinesis can also be used to bring items to Isaac. Some items can only be obtained through the use of kinesis. Target far away objects and shoot them with kinesis then press X (or A) to collect them. Kinesis really shines in zero gravity areas since just about any object on the screen is weightless allowing Isaac to grapple bigger than normal objects.

All objects tossed with kinesis can damage enemies. Some objects such as fan blades or saws can cut appendages off an enemy when shot toward them. Upgrade kinesis at an Upgrade Bench to increase the distance that an object can be grappled from.

- Zero-G (Zero Gravity) Jump

Isaac's gravity boots will automatically magnetize him to floors in zero gravity rooms, and he can jump to a different section of a zero gravity room by holding the L1 (or LT) button then tapping the ^ (or Y) button. Isaac can jump to walls and ceilings while in an area with zero gravity by using this zero-g jump. If an area cannot be jumped to, Isaac's ammo display on his gun will flash red. Isaac begins the game with his gravity boots but they are only magnetized when he enters a zero gravity area.

Weapons

Plasma Cutter

-- Primary Fire:

Accurate, long rang energy blast A single straight line of energy is fired either vertically or horizontally depending on how the front portion of the gun is set through secondary fire.

-- Secondary Fire:

Blade orientation changes 90 degrees, either vertical or horizontal (default is always vertical) The front of the guns swivels between vertical and horizontal angles. The default placement is always vertical.

Ammo per pickup: 6

Ammo per inventory slot: 25

Strengths

- + Accurate, especially with the rotation of the front portion through secondary fire, which can help for aiming at different types of appendages on enemies
- + Precise aiming can cut off appendages from average enemies easily
- + Good long range or short range weapon
- + Ammo is usually common

Weaknesses

- Require precision to be useful against stronger enemies

Line Gun

-- Primary Fire:

Wide, powerful, long range energy blast A wide horizontal energy blast is fired. This can easily go through multiple objects, enemies, appendages and dead bodies.

-- Secondary Fire:

Timed Mine, radial damage An energy mine is shot toward the targeted area. The mine explodes after a few seconds damaging all objects around it.

Ammo per pickup: 2

Ammo per inventory slot: 6

Strengths

- + Intense cutting damage from primary fire can cut through multiple appendages at once
- + Cripples enemies quickly when aimed at lower appendages

Weaknesses

- Cannot hold much ammo at once
- Secondary fire takes quite a while to take effect

Pulse Rifle

-- Primary Fire:

Rapid-fire, long-range, accurate energy blast A rapid fire blast is shot toward the targeted area. Hold the button for rapid fire. A quick tap o the button will always fire two shots.

-- Secondary Fire:

Overhead 360-degree sweep (hold the button for maximum effect) Isaac raises the gun up above his head as the front portion slides down and rotates then sweeps the whole 360 degree area around him with rapid fire. This weapon only fires toward objects that are across from Isaac and not below or above him.

Ammo per pickup: 25
Ammo per inventory slot: 100

Strengths

- + Primary fire rapid fire
- + Accurate
- + Long range

Weaknesses

- Minimal damage per shot
- Eats up ammo fast (especially secondary fire)

Flamethrower

-- Primary Fire:

Narrow cone, short range fire damage The Flamethrower spews forth a short distance flame that can set an object or enemy on fire.

-- Secondary Fire:

Napalm ballistic projectile with radial damage over time The Flamethrower shoots a long distance burst of flames that can set an object or enemy on fire.

Ammo per pickup: 25
Ammo per inventory slot: 150

Strengths

- + Burning damage follows either type of fire for a few seconds
- + Long range secondary fire

Weaknesses

- Primary fire eats through ammo extremely quick
- Does not work in vacuums

Ripper

-- Primary Fire:

Medium-range, remote-controlled circular saw-blade A circular blade is shot out of the gun and remains suspended to an energy extension on the gun allowing Isaac to sweep the blade around the area in front of him. Aim for enemy appendages for the best results.

-- Secondary Fire:

Single, straight shot with circular saw-blade A circular blade is fired directly toward the targeted area.

Ammo per pickup: 4
Ammo per inventory slot: 15

Strengths

- + Intense cutting damage against targeted area of an enemy
- + Ammo is not used up very quickly with primary fire and the primary fire has the ability to take down an enemy per shot
- + While fully upgraded, this can be a truly devastating weapon when primary fire is used

Weakness

- Primary fire does not stagger an enemy all the time
- Secondary fire requires precision aiming to be useful

Contact Beam

-- Primary Fire:

Very powerful build-up, single-shot energy blast The Contact Beam gathers energy while Isaac charges the gun and then it lets loose a beam blast that can penetrate multiple enemies.

-- Secondary Fire:

Short-range, 360-degrees energy blast from feet Isaac places the front end of the Contact Beam on the floor and the gun emits a blast that spreads like a shockwave in a circular pattern around him.

Ammo per pickup: 1
Ammo per inventory slot: 4

Strengths:

- + Major damage from charged primary fire
- + Knock-back effect that is more guaranteed than Force Gun knock-back
- + Can kill multiple enemies with one hit
- + Secondary fire can knock down surrounding groups of enemies

Weaknesses

- Slightly long wait for each charge with primary fire
- Ammo tends to crowd inventory space since only 4 units can occupy one block

Force Gun

-- Primary Fire:

Wide cone, short-range, high-knockback/damage force blast. The Force Gun sends out a blast of force energy that takes off quite a bit of damage from up close and is capable of knocking down a foe and removing multiple appendages with one shot. The wide shot allows it to shoot multiple enemies while they are close. Don't always rely on the knockback effect of this weapon. Against very strong enemies such as Dark Slashers, the force blast will not always knock them down.

-- Secondary Fire:

Timed/proximity grenade, radial force blast The Force Gun fires out a force grenade that explodes upon contact or falls to the ground and detonates within a few seconds. This works well for a group of enemies or distant enemies. Keep in mind that the force blast from the grenade can hit Isaac if he is too close when the grenade goes off.

Ammo per pickup: 3

Ammo per inventory slot: 15

Strengths

- + Heavy damage from close range
- + Spread damage with both types of fire
- + Knock-back effect

Weaknesses

- Short primary fire range
- Slight pause in between shots and long reload from beginning
- Knock-back is not always guaranteed against strong enemies

Necromorph Types

This portion of the basics section provides an overview of each necromorph along with methods to finish them easily. Focusing all fire on an appendage and then cutting off the targeted appendage always does more damage rather than simply shooting a necromorph in its body.

Slasher

The most humanlike of the necromorphs, the Slasher is a mutation of a human that has recently been infected. These necromorphs start out simple enough in their attacks, literally standing back and allowing one to shoot them but later in the game they become increasingly violent and there are some that will actually spit acid and dash forward to attack. A later form has a darker look and a much tougher overall skin layer. Some of the them will start out crawling along the ground with no legs. The Slasher is the most common of all necromorphs.

-- Main Appendages

Head
Left Arm
Right Arm
Left Leg
Right Leg

-- Recommended Weapon

Plasma Cutter - Aim for each appendage and shoot the appendage until it flies off. It is best to aim for the legs first.

Line Gun - Aim for the legs and fire to make the Slasher fall. Aim for its head and fire to possibly cut off its head and both arms. This gun works extremely well for multiple Slashers and Dark Slashers. With good aiming, you can also aim directly upwards toward their neck and shoot them to cut off their head and both arms.

Pulse Rifle - Fire rapidly at each appendage until it falls off. The Pulse Rifle is good for spamming multiple Slashers with damage in an effort to keep them at bay.

Really any weapon can work well against these enemies, but as they get tougher later in the game, the Line Gun and Plasma Cutter become much more important for crippling them.

Lurker

Lurkers are infants that have been infected. They are quite agile and can move along walls and ceilings. They usually dash throughout an area until they suddenly stop and allow their three tentacle-like appendages to rise out of their back, which signals that they are about to perform some type of attack. Their tentacle appendages are their main three appendages so wait for them to attack and then shoot off each tentacle appendage to damage them greatly.

Their main form of attack is to shoot a projectile from each appendage while they are at a distance but whenever they stick out their tentacles to attack from up close then they will try to grab Isaac. Mash the X (or A) button to break free from this grapple and Isaac will throw the Lurker to the floor and kick it, killing it instantly.

Lurkers have a dark form later in the game that has a much greater defense, much like Dark Slashers. The same methods still apply for defeating them however.

-- Main Appendages

A Lurker's Appendages are showcased right before it performs its projectile attack. Three appendages protrude from its back. Left Tentacle Middle Tentacle Right Tentacle

-- Recommended Weapons

Flamethrower - Fire a flame burst secondary fire blast at a Lurker whenever it stops to attack and allow the shot to burn it and its appendages. Lurkers usually fall really fast to flames. The burning damage of the flames will make them stagger in place until the flame starts to die down, so simply shoot it with another flame burst before the first extinguishes - don't shoot too quickly though.

Plasma Cutter - Wait for it to showcase its appendages then shoot off each appendage until it is defeated.

Line Gun - Wait for it to showcase its appendages and aim for the middle appendages while trying to keep one of the side appendages in the line of fire then blast it to knock off more than one appendage - sometimes all three.

Force Gun - Wait for it to showcase its appendages then get close and blast it. The Force Gun is capable of blasting off all three appendages at once. The grenade secondary fire can usually knock off all appendages at once if timed correctly.

Stinger

Besides their wide-open mouths with long teeth and tail on their back end, Stingers look much like fallen Slashers that have lost their legs but they have a much different setup for attack. They remain on their on the ground most of the time and they attack with their hands and back stinger tail. Their stinger is mainly used for close attacks, watch for them to lean their stinger tail back. They can also perform a long-range jump and can use their arms to run really fast toward a destination. These enemies are capable of latching onto walls with their hands. Much like the Lurker and Slasher, Stingers also have a dark form with much greater armor.

-- Main Appendages

Head
Left Arm
Right Arm
Stinger Tail

-- Recommended Weapons

Line Gun - Since these enemies are already crawling, one Line Gun shot aimed at their head will most likely cut off their head and both arms with one shot, killing them.

Plasma Cutter - Shoot off its head then both arms.

Stasis + Isaac's Boot - Shoot one with stasis while it is on the ground then run up and stomp its head and arms off. This works very well when one is by itself.

Brute

Brutes are the biggest and toughest type of normal necromorphs that Isaac will face. They have a tough armor on their front portion but their back portion is not covered with armor, making them vulnerable from behind. They attack from long range by running straight toward Isaac to punch him; this punch is very hard to sidestep if stasis is not used. Even with stasis, the punch can sometimes hit if you're not quick enough to react. Brutes attack from close range with short range punches. When they are at mid-distance, and more often, when a leg is wounded, the Brute will fire out an acid pod. The acid pod can be grappled with kinesis and shot back at the Brute.

Brutes can be damaged from their front side as well as their backside. Damage from the front side or back side will eventually make them lean over. At that point, Isaac is free to attack the Brute from its exposed backside and put some serious hurt on the creature.

-- Main Appendages

Left Arm
Right Arm
Left Leg
Right Leg

-- Recommended Weapons

Contact Beam - Get in the back of it and shoot it with a few charged shots from this weapon to damage it badly. As usual, aim for the appendages.

Flamethrower - Flame it from the back with the primary fire. This weapon takes it down really fast if you have enough ammo to keep it active for a while. It takes about a whole ammo gauge.

Line Gun - Get in the back of it and aim for its appendages then shoot them with the primary fire. This weapon will cut off its legs and other appendages within a few shots.

Infector

And here you thought that stomping on random dead bodies made you some kind of evil person or something. Well, there is actually a reason to mutilate dead corpses other than watching Isaac's pleasing stomping animation. You see, Infectors can jump on any nearby dead body that is not mutilated and infect the body to turn into a Dark Slasher.

Infectors have the appearance of a large bat-type creature. They hop to move and infect their prey from their bottom side. These enemies only have one appendage - their infecting tongue. Hitting this appendage is much easier said than done so it is best to simply blast them anywhere when fighting one. To actually hit the appendage on them, you have to wait until they are infecting a host (a dead body) then shoot their infecting appendage. Whenever these enemies jump on Isaac, mash the X (or A) button to make Isaac hammer away at them with punches and grab them then tear off their infecting appendage to kill them instantly.

To keep Infectors from infecting a dead body, Isaac must completely mutilate a dead body before an Infector can use it as a host. Most appendages must be removed by tearing the body apart (with stomps). An Infector can actually infect a headless body; so don't stop at just removing the head.

-- Main Appendages

Infecting Tongue

-- Recommended Weapon

Force Gun - Simply wait for an Infector to try to infect a body then shoot it with a primary fire blast from this and it will take some major damage since its appendages is out in the open. Sometimes this can be a one shot kill.

Plasma Cutter, Pulse Rifle - Just about any weapon will work fine on these enemies while they move about normally but the Plasma Cutter and Pulse Rifle have better accuracy for catching these quick enemies.

Spider

Spiders always attack in groups. They are small bug-like necromorphs that jump on their prey and bite. Tap the X (or A) button in order to shake them off. Be forewarned that they can damage Isaac quite a bit whenever an entire group attaches to him. It is best to defeat these enemies with a gun that has a rapid fire or wide shot in order to take down an entire group.

-- Main Appendages

N/A

-- Recommended Weapons

Pulse Rifle - This is the better weapon to use against a group of Spiders early in the game since it fires rapidly enough to finish off an entire group.

Contact Beam - Use the Contact Beam's secondary fire near a group and the energy shockwave will most likely defeat the whole group.

Force Gun - Shoot a whole group from a distance with one force grenade and the grenade will likely finish all of them. The primary fire shot from the Force Gun is another good option for when Isaac is close to a group of Spiders.

Pregnant

Pregnants might as well have a "Hit me here, lol" sign on their stomach since the stomach is the most obvious place to hit one at first, but it is also the most dangerous. Hitting their stomach one single time will result in it busting open to reveal a smaller enemy such as Spiders, Crawlers or Lurkers. The smaller necromorphs will only make the battle with the Pregnant that much harder since the Pregnant will most likely survive the stomach burst and still be ready to fight.

Try to aim for a Pregnant's top head and arms. While other enemies are around it may pay you to shoot off a leg to cripple it so it won't charge toward you. Shooting off a leg has its disadvantages when fighting a Pregnant however, since it is much easier to accidentally shoot its stomach while aiming for its remaining front appendages while it is in its grounded state.

-- Main Appendages

Head
Left Arm
Right Arm
Left Leg
Right Leg

-- Recommended Weapons

Ripper - Aim for the head area and saw off their head and arms.

Plasma Cutter - Shoot their head then both arms.

Pulse Rifle - Shoot their head then both arms.

Contact Beam - This can do some extreme damage to a Pregnant with its primary fire, sometimes killing it with one hit. The secondary fire works very well at defeating a whole group of its stomach Spiders all at once also.

Force Gun - Use either type of fire with this gun to defeat Spiders that might spawn from its stomach. Aiming directly up for a Pregnant's top appendages can sometimes do some major damage without destroying the stomach when primary fire is used. Aiming upwards with the force gun can be a good option when fighting multiple Pregnants.

Crawler

Crawlers are basically dead human heads with small tentacle-like appendages that helps them to move about. They are mainly fought once a Divider has separated, but they are sometimes found in groups inside various areas of the ship. They can move very quickly and basically only stop before they try to jump at their prey and latch on. It is best to use a gun with a wide spread attack in order to shoot a whole group of them and make sure that you hit one that keeps scampering away.

-- Main Appendages

N/A (they are basically walking appendages)

-- Recommended Weapons

Force Gun - Use the primary fire to shoot a whole group of them. The wide primary fire is sometimes good for single crawlers as well since trying to shoot them precisely with other weapons is hard at times.

Plasma Cutter, Pulse Rifle, Flamethrower - You'll need to use precise aiming with the Plasma Cutter and Pulse Rifle but the Flamethrower's primary fire is good for hitting a Crawler from up close. Allow it to burn once it has been ignited then get ready to flame it again if it survives.

Exploder

Exploders walk toward a foe with the most obvious of any weak point displayed on their left arm. These enemies are ready to die but they want to take Mr. Clarke with them or at least make a definite impact as they slap him with their glowing appendage and die in a sort of "kthxbai" kind of way. While they are close, they will slap you with their explosive arm to damage Isaac greatly with their exploding blast. Fighting these enemies in groups can be both a blessing and a curse. Hit their explosive arm while they are near a group of enemies to defeat the whole group or at least damage them badly. These enemies can easily get the drop on you while a group is present however. Make sure that you listen for their screams while fighting other enemies. Their left explosive arm can actually be cut off if you hit the top portion without blasting the yellow explosive portion of the arm. Once the explosive arm falls off, it can be grappled with kinesis and tossed at an enemy much like a red explosive canister.

-- Main Appendages

Head
Left Explosive Arm
Right Arm
Right Leg

-- Recommended Weapons

Plasma Cutter - Aim for the explosive arm. Shoot the right arm and right leg off to stun them if they get too close.

Pulse Rifle - Aim for the explosive arm.

Spawner

Spawners are a type of necromorph that attach themselves to walls while encased inside an outer layer of body tissue. Slender tentacles emerge from their stomach and attach to the wall around them to hold themselves in place while they shoot pods from their stomach in order to overwhelm their prey.

The pods that they shoot land on the ground and a tentacle emerges from the center portion of the pod then attacks by shooting acid balls. These pods may also explode while in close contact to a foe.

It is best to keep your distance from a Spawner as much as possible since they have an instant kill decapitation move from short to mid-range. Shooting them with a weapon that will spread across their body and damage their many tentacles is the best method of disposal. Using kinesis to grapple and launch a red explosive canister at them is the absolute best way to dispose of these enemies quickly. Shooting a Spawner with stasis will stop it from spreading tons of pods but this will NOT stop its decapitation attack - get close to it while it is under the effect of stasis and it will still decapitate Isaac very quickly.

A Spawner's pods can be defeated by cutting off the tentacle that protrudes from the pod. Any type of cutting weapon or gun that does not spread works well for finishing off a pod.

-- Recommended Weapons

Force Gun - Fire at a Spawner with the Force Gun's secondary fire force grenade and this will hit all of its tentacle appendages at once. Usually a few of these must be used to defeat one but every now and then one well-placed force grenade is enough to finish them off for good. Make sure to aim toward both sides; don't just aim toward the middle all the time.

Line Gun - The secondary fire timed mine from this gun can work well, but you'll have to stand back and wait for it to go off unlike the Force Gun's secondary fire.

Pulse Rifle/Plasma Cutter - Either of these weapons are a good choice for hitting a few appendages at one time if you don't have access to either of the guns above.

Tentacle Pod

Tentacle Pods are usually thrown out from Spawners although there is one room in the game where they are simply lying around without a Spawner. These globs of organic tissue lie on the floor then a tentacle sprouts up from the middle of the pod and fires projectiles. If Isaac steps too close to a pod then it will explode and damage him.

Wait for a pod to showcase its tentacle then cut off the tentacle to defeat the pod. A pod's dying explosion animation will not damage Isaac.

-- Main Appendages

Tentacle

-- Recommended Weapons

Plasma Cutter - Wait for the pod's tentacle to move upward then shoot the tentacle in the middle and this will usually finish it within one shot or two.

Ripper - It might be considered overkill, but the Ripper's primary fire will slice through a tentacle like a hot knife through butter.

Divider

A Divider is a group of several Crawlers that have bonded together into a human-like form. These enemies move toward Isaac incredibly fast when they catch sight of him. A Divider will fall and split apart into Crawlers the moment that one of its appendages has been shot off. It's best to hit them with stasis and shoot off a leg then take out the Force Gun and blast the many Crawlers that a Divider splits into when it separates.

Each appendage of theirs will turn into a Crawler once they fall to the ground after having one appendage removed. After shooting a Divider with stasis, if you're stasis is leveled up enough, you can actually aim at each individual appendage with the Plasma Cutter and shoot it off then shoot and kill the Crawler as it separates. This is very interesting to try and makes for a nice little crowd pleaser when your friends are over. This can be done with any weapon really. Keep in mind that the Divider remains whole until the body hits the ground.

-- Main Appendages

Head
Left Arm
Right Arm
Left Leg
Right Leg

-- Recommended Weapons

Line Gun, Plasma Cutter - Shoot it with stasis then aim for a leg and cut the leg off of a Divider and it will split into Crawlers instantly once the leg is gone.

Contact Beam - These are not always the best option for a Divider, but the Contact Beam is the only weapon that is guaranteed to knock a Divider down from a distance, which can help for when one of them is charging at Isaac.

Force Gun - Whenever a Divider splits into Crawlers, quickly switch to the Force Gun and blast all of the Crawlers at one time to finish them all off with little effort.

Stasis Slasher

Stasis Slashers show up much later in the game. They are soldiers that were previously aboard the USM Valor that have now been infected. Their stasis modules have combined with their bodies, which gives them heavily increased speed compared to that of a normal Slasher. It is almost as if they teleport at times with how quickly they can move.

They still have all the basic appendages much like a normal Slasher but cutting off a leg will not render them as helpless as one might think since they are still so incredibly fast in their wounded state. It is best to hit these enemies with stasis then slowly tear them apart limb by limb while they remain still. The Force Gun is the absolute best weapon to use if you want to take these enemies on without stasis since they always rush up close to Isaac, to which Isaac can have a Force Gun blast waiting to greet them.

-- Main Appendages

Head
Left Arm
Right Arm
Left Leg
Right Leg

-- Recommended Weapons

Force Gun - The Force Gun can really tear these enemies apart especially when they dart toward Isaac. You don't even need to use stasis when using a Force Gun. Just aim upwards and wait for the Stasis Slasher to attack then shoot. About three close range shots will defeat it. Sometimes one blast from the Force Gun will kill it with one shot. The best part about using a Force Gun is that you do

not have to hit a Stasis Slasher with stasis in order for it to hit him well.

Line Gun - Once a Stasis Slasher has been hit with stasis, it is completely open to a blast from this weapon, which can quickly cut off either the top or bottom appendages.

Ripper - I'd only recommend using this when the Ripper is at full power, but it really can do some damage to these enemies if you aim for the legs then continue to saw away at their remaining appendages while they are grounded.

Tentacle

Tentacles appear in one of two ways. Throughout the majority of the game, they will suddenly appear and then grab Isaac's leg and pull him toward a hole. If they manage to pull Isaac into the hole then he will automatically die. Later in the game, they will appear from the bottom of pits. The tentacles that appear from the pits attack with a ground smash whenever Isaac steps near them. In both cases, they can be defeated by shooting the glowing middle portion of the tentacle with any type of weapon. The Pulse Rifle works the best for both types of Tentacles but the Plasma Cutter isn't too bad either. Standing Tentacles that don't grab Isaac will take more hits than the Tentacles that do grab him.

-- Main Appendages

Top portion of tentacle

-- Recommended Weapons

Force Gun - Aim at the yellow portion of the Tentacle then fire rapid blasts at it to defeat it quickly.

Plasma Cutter - Aim for the yellow portion of the Tentacle and fire at it. It's risky to use this weapon against the Tentacles that grab Isaac since you'll have to defeat it within a certain amount of time before it drags Isaac too far.

WALKTHROUGH - INTRODUCTION

The walkthrough portion was written based on my second time through the game while playing the Xbox 360 version on normal mode (I played through the PS3 version on my first time through). If you've read a guide by me before then you'll notice that I use symbols around a word to showcase an important item pickup or area. Here is a description of how this works in this Dead Space walkthrough:

--ITEM-- = denotes an item, ammo pickup, or database file

++ITEM++ = denotes a key item

!!!ITEM!! = denotes a save point, store, or upgrade bench

*NOTE 1: All database files are usually received at key points throughout the main story but a few of them are placed in text or audio logs, which are placed in various rooms.

**NOTE 2: You might find a different item other than the one that I have listed in some areas. Some item pickups are random. Just about all ammo pickups are random and they are listed as such.

-- TIPS TO REMEMBER

- Keep the Plasma Cutter, Force Gun, Pulse Rifle, and either the Line Gun or Contact Beam with you at all times and you will not have any problems getting through this game. I would really recommend the Line Gun over the Contact Beam but the Contact Beam is still good if you have time enough to charge it.

- Aim precisely for the limbs of your enemies and the Plasma Cutter can be the ultimate weapon. Horizontal positioning is really the best, if you ask me.

- ALWAYS keep at least one Power Node in your inventory at all times. Isaac will sometimes run into doors that require one Power Node in order to open them and these Power Node rooms contain a really good assortment of items. Don't forget that you can buy Power Nodes from the Store.

- Drop off any spare items at a Store's safe. Horde! Horde! HORDE! Sometimes you'll need to resort to your backup reserve ammo later in the game, so try to drop off any spare ammo that you might have early in the game.

- Be sure to use any Schematics or sell any semiconductors to the store. These items will continue to take up valuable inventory space while they remain in your inventory.

- Learn to fight without stasis. Stasis is good, but it's limited. You only really need it when fighting a Brute or a pair of Spawners. Learn to only use it when you have to and always recharge at a stasis recharger.

- Music will play whenever an enemy is around, so be sure to listen for the music when in doubt if an enemy is in the area. During quarantines, if a quarantine remains active, then there is still an enemy in the current area.

- Objects shot with kinesis can damage enemies, especially in the case of sharp objects or explosive canisters. You can shoot out vents (fans) along the ship wall or ceiling and fire the blade at your enemies using kinesis.

- Keep at least one Large or Medium Med Pack in Isaac's inventory at all times.

- MAKE MULTIPLE SAVES. At least two saves. If you're a fan of horror games, then you should not have to be told this.

WALKTHROUGH - CHAPTER 05, LETHAL DEVOTION

== Tram Station ==

The --GO TO CHEMISTRY-- database file will play shortly after Isaac steps out of the tram.

ITEM LIST

[] --"Go to Chemistry" database file--

Objective Added:

[] Find the Chemicals

Kendra thinks she can create an agent that will poison and kill the creature on Hydroponics that contaminating the life support system. Bio chemistry is a little out of my field. I'll have to trust her.

There is a !!STORE!! on the wall to the left if you need to purchase any items or place anything in the safe. Walk down the hall ahead and enter the Security Station.

== Security Station ==

This room is now full of lanterns placed on the floor. The --SOMEONE ELSE-- database file will be received shortly after the intercom speech in this room and the door on the right will be unlocked shortly afterwards. There is a !!SAVE STATION!! next to the small room up ahead and a !!STORE!! on the right wall. Step behind the glass and open the --ITEM LOCKER--. Open the unlocked door on the right side of the room then continue into the next area.

ITEM LIST

[] --"Someone Else" database file--

[] Item Locker

== Imaging Diagnostics Hallway ==

Two Lurkers will appear as Isaac steps around the corner, so arm the Flamethrower and roast them with secondary fire flame bursts. Continue around the corner then open the next door. There is a stasis recharger to the right after moving under the doorway in the hall - be sure to recharge if needed before entering the next room.

== Imaging Diagnostics Room ==

There is an --ITEM LOCKER-- inside the room to the left and an !!UPGRADE BENCH!! off to the right. Move up the ramp on the right side of the room.

ITEM LIST

[] Item Locker

Before moving all the way across, look on the left wall up ahead and find the fleshy organic sac on the wall that looks much like a baby. Besides one other enemy, that is the most annoying enemy in the game right there my friend, but it has one weakness that will do it in with one hit. Walk back and kinesis grapple the red explosive canister near the ramp and bring it across the ramp with you. When you get to the other side, the Spawner (the wall creature) will begin to send out its appendages along the wall around it.

These annoying things shoot out pods that will stick to the ground and tentacle will surface from the pods and try to hit Isaac with projectiles. The pods can be destroyed, but the Spawner will continue to shoot out more. The pods are the most annoying factor in the battle with a Spawner since the pods will explode if Isaac is next to one and the tentacle will shoot acid balls at him. Don't ever get in close range to a Spawner or it will perform its instant kill attack on Isaac - a sharp appendage quickly cuts off hit head. In order to defeat one of these, all the appendages that it spreads along the wall around it must be destroyed, so any type of weapon that covers a wide area will work really well for these.

If you brought the red explosive canister with Isaac then simply wait for its appendages to attach to the wall around it then launch the explosive canister at it to kill it instantly! Always look for an explosive canister in the immediate area when facing one of these, otherwise, the Force Gun's secondary grenade fire sometimes works wonders for these enemies thanks to the wide area that it covers. This doesn't always work supremely well though. If you use a gun, then shoot it with stasis right off the bat to limit its pod shooting. Keep in mind that it will still perform its instant kill move just as quickly from short range even when under the influence of stasis!

Take the lift up to the top walkway in this room. Approach the moving platform up ahead and shoot the Lurker on the other side with flame bursts. Wait for the platform to move by then shoot it with stasis to slow it down so Isaac can run across it. It is very possible to make it across without using stasis for those risk takers out there!

Move to the other side and use the stasis recharger. Slow the platform with stasis once again then run across it. You could actually slow it with stasis then run back to the recharger and recharge then quickly run across the platform if want to. As Isaac moves toward the next door the --DNA NEEDED-- database file will play and a new objective will be initiated.

ITEM LIST

[] --"DNA Needed" database file--

Objective Added:

[] Find the DNA Sample

There is a sample of the necromorph DNA somewhere on this deck. Kendra needs me to find it to mix with the Chemical Capsule. In order to target the creature's pathology.

Save your game at the !!SAVE STATION!! on the left wall then open the door ahead.

== Zero G Therapy Area ==

Enter the Chemical Research Hallway through the unlocked door.

== Chemical Research Lab Hallway ==

Get on the lift off to the left then take it down. Pick up the --MERCER'S EXPERIMENT 1-- database file. Enter the room off to the left up ahead.

ITEM LIST

[] --"Mercer's Experiment 1" database file--

== Chemical Research Lab ==

Ah, in here we have test tubes full of creatures waiting to feel Isaac's wrath! Snatch the --FORCE ENERGY SCHEMATIC--, the --1000 CREDITS-- and --POWER NODE-- in between the test tubes on the left side of the room. Open the --ITEM CHEST-- and smash the --ITEM BOXES--. Walk over to the desk up ahead then choose to load the chemical agents. Pick up the ++CHEMICAL CAPSULE++ when it appears.

ITEM LIST

[] Force Energy Schematic
[] 1000 Credits
[] Power Node
[] Item Chest,
[] Item Box
[] Item Box
[] ++CHEMICAL CAPSULE++

Objective Complete:

[X] Find the Chemicals

Dr. Mercer will make his introduction behind glass to the right. Listen to the good doctor then the maniac will let loose his experimental creature from the test tube across from him.

Let me introduce you to the Regenerator. Its head, both arms and both legs can all be shot off, but there is one problem - it cannot die through weapon blasts. Isaac can only slow it down by crippling it. Stasis is the best option to slow these enemies in order to get away from them. So what do you do now since the door is now locked and Isaac is trapped? You run. It's very easy to keep the Regenerator at a distance since it is so slow, just make sure to turn the camera to keep up with it when Isaac dashes away from it. Remember that you can still run while backing away. You don't have to use stasis or fire any bullets at it to get through this part.

Isaac must circle around the room until the --INDESTRUCTIBLE-- database file is received (Kendra will contact him). Kendra will unlock the nearby door. When the door is unlocked, shoot the Regenerator with stasis to halt him then unlock the door - remember that these doors don't open instantly. Haul ass through the door and reenter the hallway.

ITEM LIST

[] --"Indestructible" database file--

Note: The Regenerator will not pass through the doorway into the outside hall. You can stand at a distance away from the door and watch him pace back and forth. I am sitting here typing this while waiting on him and he hasn't move through it yet! And he won't.

== Chemical Research Lab Hallway ==

Open the newly unlocked door leading to the Imaging Diagnostics Room then step inside.

== Imaging Diagnostics Room ==

Spiders will crawl out from the hole in the wall above the middle ramp as the --HAMMOND ON HYDROPONICS-- database file plays. Take out the Force Gun and shoot the group with a pulse grenade (secondary fire) or use a Contact Beam's secondary fire and blast them while they are near Isaac. More Spiders will appear from the other side of the ramp once Isaac moves toward the middle of it, so be prepared to blast them as well.

Any shot from the Force Gun works incredibly well for these Spider enemies. The Regenerator can be heard as he prowls the surrounding rooms while you move through this one. Step through the door that leads to the hallway on the other side.

ITEM LIST

[] --"Hammond on Hydroponics" database file--

== Hallway to Imaging Diagnostics ==

The Regenerator will make a slight cameo appearance as he reaches through the left vent in this room but he'll quickly retreat because he sees you're using Berserker's walkthrough. Use the stasis recharge up ahead then circle around the corridor ahead and reenter the Security Station. The Regenerator will stomp along the next floor but he won't attack.

== Security Station ==

The --CREATING THE POISON-- database file will play upon reentering the Security Station. Be sure to save your game then enter the Clinic Hallway on the far side of the room.

ITEM LIST

[] --"Creating the Poison" database file--

== Clinic Hallway ==

Walk to the Clinic at the end of the hall.

== Clinic ==

Dr. Mercer will appear in the room up ahead and blabber a bit then leave. The door to the right will unlock when he leaves. Seems like a trap to me...

== Emergency Room ==

The room is silent as Isaac enters, and there are quite a few pickups in here that need to be hoarded. Sadly, Slashers and the Regenerator from before will appear in this room. Lurkers will show up once many of the Slashers have been defeated. Your main goal for this room is to defeat all other enemies besides the Regenerator - he can't be defeated in here!

Shoot one of the Regenerator's legs off to slow him down considerably then slow the Regenerator down even more with stasis and focus all of your firepower on the Slashers and Lurkers. This can be a very dangerous room if you allow the Regenerator to run freely. If you run from him while he has all appendages, he will jump into a vent on the ceiling then fall down near Isaac eventually. Be sure to stun him with stasis and keep him stunned most of the time. Use the Line Gun to chop through groups of enemies at once and switch to the Force Gun to simply get them off of Isaac if they start to pile up. Switch to either the Flamethrower or Plasma Cutter to deal with the Lurkers.

For locations of item pickups, --RANDOM AMMO-- is on the floor to Isaac's right when you first enter, --RANDOM AMMO-- is on the next bed to the right as you walk forward, --RANDOM AMMO-- is near the far right corner on the other side of the room, --1,000 CREDITS-- is on a bed on the other side of the room and there are two --ITEM LOCKERS-- in the small room across from the locked door on the other side. I wouldn't recommend going into the room with the Item Lockers - it's risky since Isaac can get trapped easily.

Once the other enemies besides the Regenerator have all been defeated, the --DOOR OPENED-- database file will be received. This is your cue to run toward the door that leads to the ER Hallway and open it then quickly step inside. The Regenerator will not follow.

ITEM LIST

[] Random Ammo

[] Random Ammo

[] 1000 Credits

[] Random Ammo

[] Item Locker

[] Item Locker

[] --"Door Opened" database file

== Emergency Room Hallway ==

There is some --RANDOM AMMO-- to the left as soon as you enter this room. Enter the room through the door on the right side and open the two --ITEM LOCKERS-- inside.

ITEM LIST

[] Random Ammo

[] Item Locker

[] Item Locker

You see that red canister right at the turn up ahead? Grab the canister with kinesis and carry it down to the other end of the hall. A Spawner is on the left wall, near the door at the end of the hall. Launch the canister at him when his tentacles move out of his chest to finish him for good.

Pick up the --GOLD SEMICONDUCTOR-- on the floor to the left of the Spawner. Move down the hall further ahead instead of entering the next room for now. A laughing woman stands near a bed at the end of the hall. You can't interact with her in any way. What's so funny!? Creepy. Pick up the --RANDOM AMMO-- and --2500 CREDITS-- near her. Notice the oxygen recharger on the far wall - keep it in mind for later. Journey back to the door at the end of the hall and open it.

ITEM LIST

[] Gold Semiconductor

- 2500 Credits
- Random Ammo

== Intensive Care Unit ==

There is a --RANDOM AMMO-- pickup on the other side of the second large test tube on the left wall. Be sure to save your game at the !!SAVE STATION!! across from the unlocked door. Step into Dr. Mercer's Office.

ITEM LIST

- Random Ammo

== Dr. Mercer's Office ==

Maybe Dr. Mercer isn't all that bad. He left behind a --MEDIUM AIR CAN--, --1000 CREDITS--, --GOLD SEMICONDUCTOR--, and two --ITEM BOXES-- on the left side of the room along with the --MERCER EXPERIMENT 2-- database file on the right side of the room. If I were truly evil, I sure as hell wouldn't leave all of that for you.

Walk over to the controls in this room and load the chemical agent onto the table mixer. The mixer will take the chemical then provide Isaac with the ++CHEMICAL CAPSULE DNA++

ITEM LIST

- Medium Air Can
- 1000 Credits
- Gold Semiconductor
- Item Box,
- Item Box
- "Mercer Experiment 2" database file--
- ++CHEMICAL CAPSULE DNA++

Objective Complete:

- Find the DNA Sample

Once the capsule has been taken, the --INTERRUPTED-- database file will be received. Dr. Mercer will turn off the air for the surrounding portion of the Ishimura and the whole area will enter a vacuum. It seems I was being too gentle with Dr. Mercer. He really does need a leg appendage shoved up his ass.

SPECIAL NOTE: To get a head start on leaving, you can move out of this area while the "Interrupted" database file plays and this will help out greatly in getting to the Security Station without losing much oxygen.

ITEM LIST

- "Interrupted" database file--

Objective Added:

- Restore Life Support

Mercer just flushed all the air out of the Medical Deck! I've got to get back to the Security Station to seal the breach!

Isaac needs to get back to the Security Station to turn on the Life Support and restore air to this entire area. Quickly move back outside.

== Intensive Car Unit ==

Reenter the ER Hallway.

== ER Hallway ==

If you move all the way down the left side, there is an oxygen recharger at the far end of the hall. While moving down the corridor to the Emergency Room, a group of Spiders will attack, so take out your Force Gun and fire a force grenade at the group to get rid of the majority of them or use the Contact Beam's secondary fire on the group. Run to the Emergency Room.

== Emergency Room ==

Oh, good lord. Two Pregnants have now joined the Regenerator in this room. Run inside and shoot whatever gets in your way with stasis. There is an oxygen recharger on the right wall toward the middle portion of this room. Run to the door on the opposite side and reenter the Clinic.

== Clinic ==

Enter the Clinic Hallway.

== Clinic Hallway ==

Lurkers will move through the hole in the wall in here but just ignore them and open the door to the Security Station at the end of the hall.

== Security Station ==

Run inside the room past the left wall and move over to the life support controls then activate the life support controls to restore air to this portion of the ship.

Objective Complete:

Restore Life Support

The --FINISH THE POISON-- database file will be received after air is restored and a new objective will be added.

ITEM LIST

--"Finish the Poison" database file--

Objective Added:

Create the Poison

With the DNA combined with Kendra's chemical mixture, I just need to run it through the chemical station again to create the poison.

After what all you just went through, I feel a visit to the nearest save station is in order. Enter the Imaging Diagnostics Hallway on the opposite side of the room.

== Imaging Diagnostics Hallway ==

Continue around the side of the hall then enter - oh, didn't see that coming! The door on the other side will slam shut then reopen as Isaac gets close to it. --THE LEVIATHAN-- database file will be received after the little startle at the end of the hall. Be sure to recharge your stasis at the nearby stasis recharger (you're going to need it before entering the next room).

ITEM LIST

--"The Leviathan" database file

== Imaging Diagnostics ==

Walk across the ramp to the right and reenter the Chemical Research Lab Hallway.

== Chemical Research Lab Hallway ==

Reenter the Chemical Research Lab where we first fought the Regenerator.

== Chemical Research Lab ==

Load the Chemical Capsule DNA onto the mixer and it will create the ++POISON CAPSULE++. The --POISON CAPSULE COMPLETE-- database file will be received after taking the capsule.

Objective Complete:

Create the Poison

ITEM LIST

++POISON CAPSULE++

--"Poison Complete" database file--

Objective Added:

Go to Hydroponics

Mercer got away. I can only hope one of his beloved necromorphs finds him before I do. Now that I've got the poison, it's time to go to the Hydroponics deck and kill that Leviathan creature before the air is totally contaminated.

The --SECRET LAB REVEALED-- database file will be received following the other file. The door to the side will now unlock, so enter the new side of the outside hallway.

ITEM LIST

--"Secret Lab Revealed" database file--

== Chemical Research Lab Hallway ==

Walk around the right side of this area and smash the --ITEM BOXES-- near the debris. Run back to the other side and keep moving down the corridor ahead. There are four --ITEM LOCKERS-- up ahead that can be opened and there is a !!SAVE STATION!! on the wall across from them. Enter the Cryogenics Lab up ahead.

ITEM LIST

Item Box

Item Box

Item Locker

- Item Locker
- Item Locker,
- Item Locker

== Cryogenics Lab ==

Dr. Mercer will be behind the glass window to the left as Isaac enters this area. He must really fear becoming victim to a good 'ole shoulder button stomping.

You can collect the --RANDOM AMMO-- and smash the three --ITEM BOXES-- found around the room right now, but I would wait until you finish the main problem in this room first. You can also collect the goodies while Dr. Mercer talks if you wish.

ITEM LIST

- Random Ammo
- Item Box
- Item Box
- Item Box

The Regenerator and a few Lurkers will attack after Dr. Mercer finishes talking. Isaac must defeat the Regenerator to leave this room. What in the world can you do with something that will not die? You contain it! But how?

There is a cryogenic freezing chamber in the middle of this room. The controls for the cryo chamber are in the control room where Dr. Mercer appeared. Right when the Regenerator first appears, stand on the opposite side of the freezing chamber and allow him to walk into the middle of the chamber then stun him with stasis - it wouldn't hurt to shoot off his leg also. Quickly run up either ramp on the other side of the room that leads to the control room where Mercer was then open the door at the top and approach the controls in the center then activate the freezing process. If you are fast enough then the chamber will freeze the Regenerator and he will be contained and defeated.

If you need more stasis then there is a stasis recharger in the area with the cryo chamber. If the Regenerator moves too fast for you then blast off one of his legs while he is in the cryo chamber or you might want to cripple him completely by blasting off his appendages until he is forced to regenerate.

The --GOT THE POISON-- database file will play after the Regenerator has been frozen and the door in the control room will unlock. Be sure to collect the nearby --1000 CREDITS--, --RANDOM AMMO-- and -- POWER NODE-- before leaving the control room.

ITEM LIST

- 1000 Credits
- Random Ammo
- Power Node
- "Got the Poison" database file--

== Tram Station ==

Run down the hallway ahead to get to the tram. Grab the --1800 CREDITS-- from the middle of the sitting area. Get on the tram and interact with the controls like usual to end this chapter.

ITEM LIST

- 1800 Credits

CREDITS

Walkthrough made by Berserker.

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