

**there is a dedicated bind for rig vids (L) by default but recommend putting it on an easier button for mashing**

## **Dead Space Rig Skips**

### **Chapter 1**

Call after fixing tram (last enemy needs to be dead before call trigger) [triggers on last enemy death OR when animation is finished, whichever is last]

Call with hammond and kendra in tram [triggers on tram pulling away]

Call with hammond and kendra after ship blowing up [triggers between the 2 doors between hanger and lobby]

### **Chapter 2**

Call when first entering security station that locks all the doors [triggers near the middle of the room]

Call with hammond after picking up captains rig [triggers on rig pickup]

### **Chapter 3**

Call with hammond when checking the console. To get this one, you need to pick up temples log 01 on the chair to the right to have a log to mash into and its pretty tight [triggers on console interact]

### **Chapter 4**

Call with hammond after exiting tram right at chapter start [trigger after exiting tram]

Call with hammond after powering the last ADS cannon [triggers on switching power for last cannon]

Call with kendra and hammond/nicole after ADS calibration. This is a double skip so you need to skip when kendra calls, press escape only once, then mash into the video again to skip the nicole part [triggers a bit before the turn in the hallway]

## **Chapter 5**

Call that happens when youre trapped in the room with the brute big monster thing, just hold open a call and wait til she starts talking, makes the door open faster [triggers at some point during the survival section, assuming its on a fixed timer]

Call from kenda after running from the big dude. this one is really weird to time your call opening because it happens on a timer maybe? not sure, i had it trigger earlier in the hallway sometimes when i was killing enemies. very weird but def saves time either way [trigger unknown]

Call at the start of poison skip <https://www.youtube.com/watch?v=Hi1FZT1vTMY> poison skip should still be done in the same way, and you need to move after the robot voice like normal [triggers after guy in the room stops talking]

Call at the end of poison skip, after you interact with the panel that turns the poison off [triggers after turning off poison]

Call from kendra after cryo freezing brute [triggers shortly after freezing]

## **Chapter 6**

Call from kendra on the way to hydro [trigger after the door after tram repair room]

Call from lady telling you about leviathan after getting the enzyme. needs to be timed but i think getting enzyme first is faster because that dialogue is faster if you do it first [trigger near the end of the tunnel on the way to food storage]

Call in airlock right before leviathan fight [triggers after pressing airlock button]

Call right after leviathan fight before opening door out of the fight [triggers shortly after fight is done]

Call right after the previous one, which you need to hug the 2nd airlock door to get [triggers when touching the 2nd airlock door on the way out of the fight]

## **Chapter 7**

Call after the first elevator in ch7 with hammond in the vent [trigger is a little bit before the 'welcome to the mining deck' sign]

Call after going to the launch room for the first time [triggers on interacting with the panel]

Calls on the big elevator on the way down after getting the rig you need. not sure if its a double or triple skip but you skip the marker stagger thing entirely [triggers at some point on the elevator, you get thru all calls way before you get to the bottom]

Call after trying to launch the SOS beacon, before you head down to put it on the asteroid.

*Calls during quarantine after launching beacon might save time? needs to be timed*

## **Chapter 8**

Call right after the tram when you arrive at the Bridge.

Call directly after placing the last dish in the puzzle [triggers shortly after finishing puzzle]

Call after fixing Comms array. You have to menu quickly, saves 50-52 seconds, needs to be more accurately timed.

Call after you open the blast doors to reveal the Leviathan

Call after you go out of the door after activating the long range antenna [triggers outside of the door]

## **Chapter 9**

Call with Hammond in Warhead room.

Call at the very end of ch9 when you return to the Comms Array

## **Chapter 10**

Call right when you get to the Crew Deck tram station

Call right after drag tentacle at the end of the chapter. You can pull up the RIG before Isaac finishes standing up

## **Chapter 11**

Call right at the start of the level as you take the tram to the Hangar Bay. You need to mash quickly for this one

Call right after the first time you move the marker where the 2 tentacles pop up

Can skip two calls after the quarantine fight right as you walk onto the flight deck to meet Kyne. It's two audio calls with a delay in between so you need to pull up a log twice.

Two calls after the marker hits the ship. One is immediately as the marker gets under the ship, the other is a bit delayed after restoring gravity.

Two video calls after you drag the marker. One is after Kyne gets shot and the other is a little later.

You can cancel the log right after you call the shuttle but still need to check if it saves time.

## **Chapter 12**

Call right after big quarantine fight. After you press the next marker button pull up a log to skip Nicole's dialogue.

Big reveal with Nicole RIG video.