

Dead Space 2023 Blind Accessibility Walkthrough v12

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This guide and all the work put into it is dedicated to Brandon “Superblindman” Cole.
Until next time, rest in peace.

Table of Contents (contains links and searchable letter codes for each section)

- [Overview](#) (OVRW)
- [A Note About Playing Blind](#) (ANAP)
- [So What Is Dead Space 2023](#) (WIDS)
- [About the author](#) (ZAMR)
- [Launching The Game and Reaching The In Game Menu Narrator](#) (LTGA)
- [Controls](#) (CTLS)
- [In Game Inventory](#) (INTY)
- [In Depth Gameplay Discussion](#) (IDGD)
- [Room Layout Communication Grid](#) (RLCG)
- Chapter Walkthroughs ([CPR1](#), CPR2, CPR3, ect.)
- [Common Glossary](#) (CMGL)
- [Audio Cue Glossary](#) (ACGL)
- [Spoiler Glossary](#) (SPGL)
- [Text Described Game Cutscenes](#) (TDGC)
- [New Game Plus Explanation](#) (NEWGP)
- [Completion Hall Of Fame](#) (CHOF)
- [Credits](#) (CDTS)

Overview: OVRW

Welcome to the Dead Space 2023 Blind Accessibility Walkthrough. Here, I will attempt to teach you the basic principles of the game, as well as things to consider while playing. In my attempt to make this feel like one of those old school strategy guides, I will provide tips and strategies for playing the game, as well as missing context that the game’s numerous built-in accessibility features don’t fully cover. There are many moments during this game that the built-in accessibility features don’t provide quite enough information or context, so with this guide I will try to cover as many of those moments as possible and squash any major progression blockers. I will, however, make a point to avoid backseat gaming, over-explaining understandable things, or spoiling story elements, because this game is really an incredible work of art and I want people to experience it for themselves!

A Note about Playing Blind: ANAP

As determined by Superblindman's accessibility review, Dead Space 2023 is moderately accessible to blind gamers, but not entirely. This game and my guide will attempt to push the boundaries of what is possible for blind playability utilizing a guide. Be warned though that this guide took a lot of grit and dedication to pull off, and the gameplay will demand that from you as well. I completely understand if this intense challenge is not for everybody.

This version of Dead Space is a remake of the 2008 title with the same name, with most of its original foundation, game design decisions, and technical limitations intact. There are many moments throughout the game that were not designed with accessibility in mind. This includes numerous sight based environmental puzzles and tricky zero gravity sections.

As previously stated, this title will be extremely demanding of its blind players. So, as such, I do not recommend it to people who are newer to learning video games, or unfamiliar to playing video games with limited accessibility features. Please keep this in mind before purchasing this title.

It is my goal with this walkthrough to cover each accessibility break moment on a case by case basis and provide any visual context needed, as well as reproducible setups you can perform to prevent any hard progression blockers for blind players during the entirety of the main story. I will rate these moments as either Minor, Major, or Epic accessibility breaks based on the complexity of the setup we need to perform them.

My goal for this guide is to be as comprehensible and thorough as possible to provide a solo blind player the tools they need to complete this game on their own. Currently, my scope for this project is to do all the Main Story objectives, or the "Golden Path" of the game. This game does feature a series of side missions and loads of hidden content, but most of that is currently outside the scope of this walkthrough.

The main reason we believe this walkthrough is possible is because this game features an incredibly helpful in-game navigation assist system called the Locator. It also has an Accessibility menu with options such as an in-game menu narrator and single button quick time events. While quite helpful most of the time, both the Locator and the menu narrator have their limits, as you'll discover. The Locator is a spline, which will get you around corners and through doorways, but struggles with nuance such as elevation and especially elevators. The menu narrator has many different things it does not read such as what specific items you pick up, weapons, quick time event prompts, several various sub menus, or displayed in game tutorials.

Thankfully, there are a lot of small variations to different audio cues to signify different things. Some of the important ones I would recommend you learn are showcased in the Audio Cue Glossary of this guide. Utilizing OCR screenshots, (Optical Character Recognition), is recommended for filling in the gaps when needed and reading extra narrative content such as Quest Objective entries and text logs found throughout the world. We recommend NVDA's OCR solution here, as it is the best out there in most people's opinion and totally free.

Throughout this walkthrough, I will be instructing directions by using estimates, such as “pan Isaac’s focus right for about half a second.” I feel that the imprecise nature of these directions is unfortunately necessary to this walkthrough, but I’ll try my best to use them consistently. I’ll be playing with default camera sensitivity and controls. Furthermore, I hope to use these estimated directions consistently enough for them to be able to be learned by my readers and for us to get in sync with them. I will also try my best to regularly call out anchor points where we can resync our positioning, either utilizing doorways, intractable locations, or environmental audio cues.

Nearly every door in Dead Space 2023 must be approached and interacted with to be opened, and all of those things make audio cues. The old school game design of how the doors work is actually incredibly valuable for us, as it makes it possible for me to easily quantify individual rooms!

This is perhaps the most important tip I have for you going into this game; you should never be using the right joystick, except during combat, when it’s explicitly called for in setup instructions, or when doing a quick tap of R3 to use the Locator.

Adjusting Isaac’s focus by using the right joystick outside these situations will cause many navigation problems! I navigate this entire game by holding straight 12 o’clock on the left joystick, tapping R3 to realign Isaac’s focus to the Locator’s path, and occasionally adjusting the left joystick left, right, or backwards to the 6 o’clock position to wiggle him out of getting stuck on the environment.

For best navigation, hold forwards on the left stick to move, and tap R3 to use the Locator every few seconds, or after every two or three paces. When stuck, strafe left and right to avoid and wiggle out of obstacles. Think of the R3 Locator as our in game white cane! :]

I highly recommend playing this title while wearing headphones, as the superior directionality of them over speakers will give you a significant edge in this game.

Please note that as of writing, the Menu Narration is sadly only available in English.

So what is Dead Space 2023: WIDS

Dead Space 2023 is a 3rd person action survival horror sci-fi game. The story follows a space repair engineer named Isaac Clarke who is a crewman on a small repair vessel assigned to the USG Ishimura. The Ishimura is a massive planetary mining ship that has mysteriously gone radio silent above the planet Aegis Seven and has sent out a major distress signal. Isaac’s crewmates include computer specialist Kendra Daniels, chief security officer Zach Hammond, co-pilot Hailey Johnston, and security personnel Aiden Chen. The story that plays out follows Isaac’s very bad few days aboard the Ishimura.

Dead Space 2023 is developed by Motive Studio and published by Electronic Arts. Motive Studio has about a hundred developers and their first game was Star Wars Battlefront 2

released in 2017, not the original but also the reboot of that series. Dead Space 2023 is a remake of the 2008 game of the same name developed by EA Redwood Shores studio which shut down in 2017. The game retains the same story and structure as the original but features redesigned assets, character models, environments, new game mechanics, weapons, Side Quests, and most importantly, accessibility features such as the menu narrator! The original Dead Space was highly praised for its incredibly detailed sound design and is still to this day referenced as one of the best sounding modern video games. Note from the author: One of my sound design classes in college spent a couple of weeks discussing the different audio systems of this game. It's no joke how great this game sounds!

The Motive Studio team intended to stay true to the original atmosphere, while improving and modifying where necessary. Gunner Wright has reprised his role as main protagonist Isaac Clarke, who in the remake is now fully voiced, similar to his appearances in Dead Space 2 and Dead Space 3. Dead Space 2023 was released on January 27th, 2023 and is available on PC via Steam and the Epic Games store, on Xbox Series X and S consoles, and Playstation 5. As of writing, the game is on Microsoft's Game Pass. According to its Steam page, the game supports full controller support and since launch has been updated to be fully compatible with the Steam Deck.

About the author:

Hello! My screen name is Z a m a r (like "ham are" with a Z), I'm a sighted game developer based out of Seattle with a passion for making and playing games. I've been doing sound design for about a decade and have my real name credited on multiple shipped games, including a very accessible triple A title most of you reading this have probably heard of or played! After meeting Superblindman through work I've realized that I can utilize my skills with sound design and my passion for gaming to help others experience some of the incredible and unique titles I've been able to enjoy over the years, such as Dead Space! Admittedly, I'm still pretty new at understanding the needs of the blind gaming community, but it's my hope that I can continue to listen and learn from members of the community to become a valuable ally. If you're using this guide, please please please feel free to reach out to me on Discord, especially if you get stuck! Zamar. Knowing there's active interest in this guide helps make it better and fills me with determination! :]

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Launching The Game and Reaching The In Game Menu Narrator: LTGA

For the purpose of this walkthrough I am playing Dead Space 2023 on PC through Steam, using the NVDA screen reader with OCR snapshots, and a Playstation 5 controller.

When I launched with Steam for the first time there was a loading wheel with no audio that read Building Shaders. This took my PC about 4 minutes to complete before proceeding to the User Agreement screen. The game recognized my controller at this point and pressing the Cross button accepted the User Agreement. Then an EA Account Link window appeared, which I

closed with the Circle button. A seizure warning, followed by a content warning, followed by a title card reading Dead Space appeared, which then led to the Initial Settings menu.

The Initial Settings menu is a vertical wrapping menu, for clarification, that means if you continue to press down it will loop back up to the top, all with audio navigation pings. All menus and sub menus in Dead Space 2023 are wrapping menus in that way. The top and default option is Continue. The order of this menu goes Continue, Menu Narration, Voice Language, Subtitles, Select Difficulty, Invert Camera Y Axis, Show Content Warning, More Settings. The arrow keys and Enter key also work while navigating this menu. Pressing the Square button or T key resets all options to Default and makes an audio cue. Going down one selection to highlight Menu Narration and pressing Right on the D Pad will instantly enable the in-game Menu Narrator. If that didn't work, you can safely use the D Pad to press down then right repeatedly until you hear it activate.

At this point you should be able to select the rest of your preferred settings. I would highly recommend selecting the difficulty of Story, that is what I will be playing on for this walkthrough. Story difficulty allows us extra features to utilize and believe me, this game is hard enough as is. Dead Space 2023 also features a New Game Plus system, and allows the player to change difficulty at anytime from the options menu if that is relevant to your decision. Each difficulty has a description, which the in-game Menu Narrator sadly does not read aloud. The difficulty description for Story is "Isaac deals much more damage, takes much less damage, and his oxygen tank lasts much longer. Isaac also heals automatically, and enemy grappling attacks are much easier to escape.". Also under More Settings and then Gameplay there is an option called Recenter View. The un-narrated description of it reads "When enabled, after moving for a few seconds without moving the camera, the camera, or Isaac's focus, will be automatically recentered." I highly recommend enabling this, as it will help keep your aim center and prevent looking at the ceiling or floor after intense moving sequences. I will also be sometimes utilizing this feature to perform setups for completing hard to do tasks and puzzles which often contain inaccessible sighted elements.

Sadly, the Controller Layout menu displays a picture graph of a controller and none of the controls are narrated. For Controls information, search this walkthrough for the controls section or just read onwards, it's up next.

Under the Accessibility menu, I also recommend disabling Subtitles and Show Content Warning, as they can and will interfere with OCR snapshots for reading menus and such. Although it sounds helpful, especially for streamers and their audience, the reason why I recommend disabling Content Warnings is that the warnings are a visual banner of text that becomes superimposed onto the top right part of the screen frequently during gameplay, are not even read by the in game narrator, and can potentially interfere with OCR snapshots. Most of them are early warnings for upcoming violent moments, which are very frequent in this game.

Under the Accessibility and Gameplay menu is an option for Single Press Quick Time Events. I believe that if you have selected Story difficulty this option will be locked due to no quick time events.

Also under the Accessibility menu by default Aim Assist is disabled, I highly recommend enabling it as well as Aim Assist Friction and Aim Assist Magnetism.

Under Audio I also recommend reducing your Music Volume from the default 100 to something lower, perhaps to about 55. The music cues do actually help us in some ways later on, but can also commonly cover up the sound of Isaac's footsteps which we frequently use to count our paces.

Important note, although I highly encourage the use of Headphones while playing this title for enhanced audio directly, ensure that your Audio Channels setting is set to Stereo and not 3D Audio. As of this writing, the menu narrator unfortunately becomes disabled while 3D Audio is selected.

Once your settings are to your liking, select Continue and then start game. Selecting start game will proceed you to the opening cutscene, which I provide an audio description of in the Chapter one section of this walkthrough.

Controls: CTLS

Below, you will find a complete list of controls for Dead Space 2023. Please note, this list assumes you're playing Dead Space 2023 with a controller using default control customization, which is the method I recommend. Throughout this guide I will provide controller definitions using the Playstation 5 controller. The Xbox and Playstation controller schemes should be pretty interchangeable for this game except the PS5 Touchpad left and Share button will be the Options button on an Xbox controller.

The Controller Layout screen has four tabs each with visual picture graphs explaining the controls for unique situations. Let's go through them one by one!

Exploration Tab. This is the main gameplay tab.

Left Stick. Basic movement and menu navigation. This moves Isaac. Isaac moves slower than you might expect. Beginning to move from a standing position takes Isaac about half a second to really start moving. Fully changing direction while moving causes almost a 2 second delay in movement as Isaac stops and shifts the other direction. Isaac's walking is pretty realistic in that if he is taking a step with his left leg, and you suddenly have him walk left, it will take him about a second to shift in that direction. When Isaac takes a step, your controller will do a slight rumble. This is incredibly useful for us when counting the number of paces we need to take.

Left Stick Click or L3. Sprint. Pressing this while moving will make Isaac run at about double his full walking speed. There is an option to have this be either a held press or a toggle press. It defaults as Toggle. Sprinting is not unlocked until a small amount of progression in the game. Note that Isaac can begin sprinting while moving sideways or backwards as well as forwards.

D pad up, right, down, left. Select Weapon 1, 2, 3, and 4 in corresponding order. This is a quick swap menu in game that allows Isaac to quickly swap weapons mid-fight. The D Pad can also be used for menu navigation in place of the Left Stick.

The Touchpad button right side and the Menu button. This opens up the Pause menu. This can be performed even during cutscenes. This fully and safely pauses the game.

The Touchpad button left side and the PS5 Share button. This opens up your R.I.G. System inventory screen while in active gameplay. Proceed to the next section labeled Inventory for more information. Important note: opening this menu does not in any way pause the game. In fact, Isaac can even still move and control the camera with the Left and Right sticks while it's open. Most importantly, opening this menu will always reset the camera and Isaac's focus direction to center it and match the direction that Isaac is currently facing. We will frequently utilize that camera reset throughout this walkthrough. I'll refer to the act of opening and closing this menu to get that camera reset as "double tapping the RIGs menu".

Right Stick. Controls the camera direction in game. If you are familiar with how third person video games work, this is the same. I will refer to this camera manipulation as Isaac's current direction of focus, since I feel that is more tangible for us. Note that Isaac's body does not always face the direction the camera or his focus is currently facing. Manipulating the camera is very important in Dead Space as the camera needs to be pointing in the correct direction in order to interact with anything. So try thinking of this camera as what direction Isaac is currently focusing his attention on. Isaac is always on the left side of the screen, and the camera is positioned about a meter behind him looking over his right shoulder. Remember that opening the R.I.G. System inventory screen will reset the camera to the direction that Isaac is currently facing and recenter it to be about eye level height. With enough practice, that nifty little trick could even be used during combat to assist with aiming since many enemies are eye level with Isaac.

Right Stick Click or R3. Locator. The Locator is our in-game navigation assist. Pressing R3 during active gameplay will stop Isaac's movement, even while sprinting, and have him outstretch a hand, palm side to the floor, to release a pulse of light from his palm which creates a path of light leading to his current objective. This process takes about 2 seconds to perform, and during it, you do not have to hold R3. Just a quick tap of R3 will do the whole process. We'll be using a combination of this and quest objectives to navigate Isaac through the world. Many more explanations of how the Locator works and its various quirks will be covered later in this walkthrough.

By default, we will typically want to take about 2-3 paces forwards between every use of the Locator.

Cross button. Interact. Picks up items off the ground, opens doors, mashing it while grappled by an enemy to shake them off you, opens sub menus and more.

Square button. Reload. Reloads your currently equipped weapon. Spare ammo will automatically be used from your inventory. Unused ammo from an ejected clip will be automatically added to the next clip not lost. Note that the ammo in your weapon's clip and the ammo in your inventory are two separate things, meaning you can store a full clip worth of ammo in your weapon without using an inventory slot. This makes magazine size upgrades for your weapons extra valuable.

Triangle button. Use Stasis Pack. Quickly uses a Stasis Pack from your inventory to refill your stasis meter. As a neat but inaccessible mechanic, Isaac's right back shoulder has a visual meter displaying how much Stasis charge he has remaining. I believe there is no current way to make this sighted information accessible. However, a full gauge when you first receive this power has three uses.

Circle button. Use Med Pack. Quickly uses a Med Pack from your inventory to refill your Health. Again, as a neat but inaccessible mechanic, Isaac's current HP is displayed by a series of lights on his suit starting at his neck and running down his spine. I believe there is no current way to make this sighted information accessible, but that's all the more reason to play on Story difficulty so that your HP will regenerate to full after not taking damage for a short time.

R1 button. Melee. This causes Isaac to swing a series of high horizontal punches at eye level. Great for taking out tall, weaker enemies and pushing them off you. Performing this attack will always cause Isaac to take a step forward, unless stuck on a wall or something.

R2 button. Stomp. This causes Isaac to shout and do a low vertical stomp. Great for taking out shorter, very close enemies and opening breakable boxes on the ground. Performing this attack will attempt to turn Isaac in the direction of the camera or his focus, which will sometimes not succeed if he is stuck on a wall or something. If done in quick succession, this attack will cause Isaac to slowly move forward in the direction he is facing. Note that enemies may drop additional loot upon their bodies being stomped on after being killed.

L1 button is unused in Exploration mode.

L2 button. Aim. Holding L2 aims Isaac's currently equipped weapon. This causes an aiming audio cue and changes the controls to the Aim tab. Important note: When first pressing L2, Aim Assist will activate, helping us line up our shots at our target. But it will not continue assisting while holding L2. So oftentimes in combat it may actually be best to Hold L2 to aim, press R2 to shoot, release L2, then press L2 again to reactivate Aim Assist, press R2 to shoot, release L2, repeat.

Aiming Tab. These are the control changes that happen during active gameplay while holding the L2 button.

Triangle Button while aiming. Stasis. Shortly after beginning the game, you will find a Stasis power. This button combination shoots a stasis ball, where Isaac is aiming to massively slow

down the environment object or enemy that it hits for a few seconds. After gaining this power, Isaac has three uses of this ability before needing to recharge with either a Stasis Pack from his inventory, or a Stasis Recharge station found in the world. It is very important that we conserve our Stasis charges as much as possible, as they are required to complete many different environment puzzles. Although powerful in combat, I highly recommend saving stasis charges primarily for use in the environment puzzles.

Circle Button while aiming. Kinesis. Early on in the game, you will receive a Kinesis power. This allows Isaac to pick up and move specific environmental elements, as well as enemy body parts. This power is frequently used in puzzle solving but can also be used in combat to pick up an object from the environment or say, a leg from a dead enemy, and Kinesis toss it at another enemy. This trick can be useful if you're trying to conserve ammo or as a stylish kill. You can also use Kinesis to lift destructible boxes. Most items you can pick up in the game can also be lifted with Kinesis, which will bring them close enough to Isaac to then be able to be interacted with by pressing the Cross button to add them to your inventory.

R1 button while aiming. Alternate Fire. Every weapon in the game has two different firing modes. I'll detail more of those later, but for the beginning weapon the Plasma Cutter, pressing the Alt Fire button changes the orientation at which the gun fires from being a tall vertical shot to a long horizontal shot. The default vertical shot is useful for dismembering enemies arms, the alternate horizontal shot is for dismembering enemies legs. Dismembering enemies deals significant damage to them and is much more crucial to surviving on higher gameplay difficulties.

R2 button while aiming. Fire Weapon or Kinesis Throw. In Dead Space you must aim your weapon to be able to fire it, there's no shooting from the hip. Holding L2 and Pressing R2 will do that. This combination is also used to throw the object you're currently holding in Kinesis. A thrown object will very quickly launch straight where Isaac is aiming, with no flight drop, until hitting something.

Flight (Zero Gravity) Tab. Later on in the game, you will discover Zero Gravity areas. These are the control changes that occur while in a Zero Gravity area.

Left Stick press or L3. Boost. Replaces sprint while in Zero Gravity, but functionally is similar.

R1 button Roll Right. This causes Isaac to spin clockwise to the right while in midair. I purposely avoid using this control in this walkthrough.

R2 button Zero-G Align. Holding this button causes Isaac to reset his orientation and direction midair. It can even be performed while moving to keep him stabilized. This tool is incredibly helpful to us. More on this later.

L1 button Roll Left. This causes Isaac to spin counterclockwise to the left while in midair. I purposely avoid using this control in this walkthrough.

L1 and R1 buttons together. Take off and land. Pressing the L1 and R1 buttons while in a Zero Gravity area will cause Isaac to take off and begin floating, allowing for a new axis of movement. Pressing these buttons again while hovering over a surface he can land onto will cause Isaac to land. More on this later.

The fourth tab in the Controller Layout screen is an All tab. Which just displays all the controls from the previous three tabs on one cluttered, hard to read, visual picture graph together.

In Game Inventory: (INTY)

During active gameplay, pressing either the Touchpad button left side or the PS5 Share button (on Steam) will open Isaac's R.I.G. System inventory, and cause an audio cue. This is our in game inventory and canonically an in universe system function of Isaac's engineering suit. There are a few quirks to this menu that I'd first like to point out. This menu is displayed as a screen being projected in front of Isaac from his helmet. As a result of this, opening this screen does not pause the game at all, and in fact Isaac can even still move and look around with the Left and Right sticks while it's open. That means this menu must be navigated with the D Pad arrows and other buttons. A second quirk to this menu is that it is transparent. Just for clarification, that means a sighted person can see the world or enemies behind the menu while it's open. A repercussion of this design for us means that if you have this menu open but Isaac's focus currently happens to be facing a bright light source such as a flashing computer monitor on the Ishimura, that light could blend with this menu and can potentially make OCR less capable of reading this menu. A third and very useful quirk is that opening this menu will actually turn Isaac to face the direction the camera is currently facing or in the direction of Isaac's focus, as well as cause the camera to recenter at Isaac's eye level at the same time. It does so immediately upon pressing the menu button. Doing a very quick open and close of this menu will be very useful for us during segments of the game where we need to perform complex setups to solve a puzzle. Double tapping this menu could even help with recentering your aim during the middle of combat!

In my testing, OCR snapshots actually handle this R.I.G. System menu pretty decently. Between the in game narrator and occasional OCR snapshots, we should be able to extract nearly all the important information from it.

In the R.I.G.S. menu there are four wrapping horizontal tabs containing wrapping vertical choices, let's go through them one by one.

The Inventory tab. This is the first tab that will always be displayed when you press the Touchpad left or Share button (on Steam). On this tab there are five segments in two columns. The top left segment is the misleadingly named Weapon Wheel. It's not actually a wheel, but instead four directions, up down left and right. This corresponds with the D Pad directions and is what you will set multiple weapons to, which will allow you to quick swap to those weapons during active gameplay.

Below that is the second segment, the Currencies segment. There are two currencies in Dead Space 2023, your credits and your Power Nodes. Credits are found as pickups in the world and

are used at predetermined shops to buy all sorts of goodies. Examples being spare ammo, single use health and oxygen packs, as well as expensive permanent suit upgrades and even Power Nodes.

Power Nodes, or just Nodes, are also found as pickups in the world but much more rarely. Nodes are an incredibly valuable resource that allows you to permanently upgrade Isaac's weapons and even his suit. The number of Nodes you currently have is read by the game narrator whenever you visit a Workbench. Examples of these upgrades are making your weapons do more damage per shot, reload faster, increase Isaac's maximum health, increase the amount of stasis uses Isaac gets, or increases Isaac's oxygen tank capacity. I highly recommend prioritizing the Suit upgrades whenever possible.

Below that is the third segment, the Suit segment. This provides a status of Isaac's current suit upgrades. Isaac's suit begins at level one, with an air capacity of 120 seconds on Story difficulty, an armor percentage of zero percent, and a security clearance of zero. A higher security clearance allows Isaac to open certain locked chests, lockers, and even doors, which often lead to great rewards.

The next segment is the top one in the right column, This is the Inventory segment and is where the D Pad navigation of this menu tab takes place. While in the Inventory tab, pressing the Triangle button will Show Key Items. This toggles the menu between the items in your inventory and the Key Items you have collected. Pressing the Square button will sort this menu. The default sorting is called Default. The order of sorting goes Default, then Consumables, then Valuables, then Upgrades, then back to Default. If you close the R.I.G. system menu entirely and reopen it, it will retain your highlighted position in your inventory, as well as the current sort type. The highlighted position will reset upon closing and relaunching Dead Space 2023, but apparently the sorting type does not.

The fifth and final segment of this tab is the Key Items tab, which is toggled to become active upon pressing the Triangle button. Key items are story based items which usually permanently unlock some new function, or temporary keys or objects needed to advance the story.

Pressing the R1 or L1 buttons changes the displayed tab of the R.I.G. System menu. They are wrapping tabs.

Pressing the R1 button will bring you to the second tab, the Map tab. This tab has lots of cool different audio cues for mildly unhelpful things, as well as one incredible feature for us. Let me cover the less helpful things first. There are three segments within two columns in this tab. Two small segments on top and one big segment underneath. The top left segment is called Overview. It displays a small visual 3D model of the entire Ishimura ship and Isaac's approximate location on it, as well as a floor number. The top right segment is the Missions segment. This displays the current Main Objective and any potential Side Objectives. More on that in a second. The third and large bottom segment is a 3D map of your current location. Holding the R2 button and pressing Up and Down on the D Pad creates an audio cue while zooming in or zooming out the displayed map. Pressing the L3 button displays a legend for the map. Pressing the R3 button recenters the map on Isaac's location. Pressing the Triangle button will Change Floor, which opens a sub menu that allows you to change which floor of the

Ishimura the map is currently displaying. While this Maps tab has a lot of visual only information, it also contains one incredible feature. Pressing the Square button while in the Map tab will Change Mission. This causes the in game narrator to read the current objective!

Note: Dead Space 2023 plays different non-diegetic audio cues for major events, similar to the classic Legend of Zelda puzzle completion sound. One of these sounds occurs anytime you complete a major objective. Search this walkthrough for the Audio Cue Glossary to hear it. This Map tab as well as the next tab in our list, allows us to hear and even change which of those objectives is currently active.

Pressing the Square button on the Maps tab will Change Mission. This will select the Missions segment, allowing you to use the D Pad to navigate between your Objectives. While in this menu and highlighting an objective, you can press the Cross button for Actions. This will allow you to either Show On Map that objective, or Track Objective. This ability to Track Objective will prove to be incredibly valuable for us later on.

The next and third tab in the R.I.G. System menu is the Missions tab. This is essentially the same menu as the Objectives segment in the Map tab. There are three segments in this tab in two columns. The left segment is the Main Objectives tab. The Right segment is the Side Missions tab. The bottom larger segment is the Personal Journal tab which provides lore and context for the currently selected objectives, but is sadly not accessible by the in-game narrator. It is however accessible with OCR screenshots. While in this tab, pressing the Cross button will open the Actions submenu. This will allow you to select Track Objective or Show On Map for any objective. Pressing the Triangle button will toggle the Open Journal, which will expand the bottom Personal Journal segment to allow more text to be displayed for the current objective. This is potentially helpful for objectives with a very long Journal entry, so it can all be displayed and captured by an OCR snapshot at once. These Journal entries are entirely just extra writing and flavor to help build out the world.

The fourth and final tab of the R.I.G. System menu is the Database tab. Here is a long wrapping vertical list of various text and audio logs you can discover throughout the game as well as tutorial prompts. To navigate this tab select left or right to change your current sub tab, up and down to select the entries, and Cross button to confirm. You begin the game with the Chapter #1 sub tab and to the left of it, the Tutorials sub tab. As of writing, this menu appears to be bugged with the game narrator. Making any navigation within the Chapter #1 sub tab will have the game narrator read "Database" which is the first entry in the Tutorials sub tab. Making any navigation within the Tutorials sub tab will have the game narrator actually read what the selected item is. I assume that is how it should respond in the Chapter #1 sub tab as well, thus appearing to be an accessibility bug.

In-depth Gameplay Discussion: IDGD

Basic Gameplay Loop.

In Dead Space 2023, you navigate the stoic main protagonist Isaac through a series of increasingly unfortunate situations. This takes the form of Exploration, Combat, and Resource Management in a non-linear order. During the Exploration moments you will be navigating

creepy sounding hallways, solving environmental puzzles, finding hidden rooms with treasures, and repairing various parts of the Ishimura while progressing to the deeper and more dangerous levels of the space station. Combat can happen at any time and often when you least expect it. There is a wide range of enemies and boss fights in this game which demand the use of the various tools you will acquire. The Resource Management aspect of Dead Space is similar to other survival horror games where spare ammo is a scarcity, so be mindful of wasting it. Each weapon has an upgrade tree that increases its performance and efficiency in a number of ways.

Important note about save files! Dead Space 2023 retains the save file structure of the original 2008 game, but with an added Autosave feature on each difficulty except the hardest. The most reliable way to save your progress is at predetermined save points, which I will call out in this walkthrough as we encounter them. The game will however allow you to Continue playing from an autosave, but it might be tricky to know exactly at what point or which room it continues you from. If you meet with an unfortunate fate and Isaac dies, instead of returning all the way back to your previous save, you will instead return to one of these frequent but unpredictable checkpoints. Keep in mind that if this happens, it might make more sense for you to then just reload your previous manual save, which you can do at any time from the Pause menu. These checkpoints happen frequently, usually after completing an important task, and are not communicated to the player in any way when they happen. This system of hidden checkpoints avoids large losses of progress on death, but isn't exactly consistent enough for us to regularly utilize them with this walkthrough outside a few specific moments when we need to.

The next section will begin the Walkthrough of Chapter one.

CPR1

Chapter 01: New Arrivals

And with all the initial explanations and settings out of the way, let's begin!

Cutscene

For a text description of the opening cutscene, follow this link or search this document for code:

[C01NA](#)

Active gameplay.

Okay, so let's take a minute to go over a few things.

Upon gaining control of Isaac for the first time, a series of visual tutorial prompts will appear on-screen. They are just describing the basic controls outlined in the Controls section of this walkthrough. Your squad mates will repeat the same couple of dialogue lines trying to hurry you along, but just ignore them. There's no danger or form of time limit in this segment, Isaac moves

at his own pace dammit! Every visual tutorial can also be revisited by pressing the Touchpad Left or Share button and navigating to the Database Tab of the R.I.G. System menu, under the Tutorials sub tab. From now on, I'll just refer to this menu as the RIGs menu. Pressing the Right Stick or R3 button will activate the Locator, our main navigation assists tool. The first objective reads "Follow The Security Team". This information can be accessed by the in-game narrator in the Missions tab of the RIG menu.

Tapping the R3 button will use the Locator, which is a 2-second-long ping which will adjust Isaac's focus angle to face a path towards the current objective. You do not have to hold R3, just a quick tap of R3 will do the 2-second ping. While performing the 2-second navigation ping, Isaac is unable to move while his focus readjusts.

Perhaps the most important tip I have for you going into this game; you should never be using the right joystick, except during combat, when it's explicitly called for in setup instructions, or when doing a quick tap of R3 to use the Locator.

Adjusting Isaac's focus by using the right joystick outside these situations will cause many navigation problems! I navigate this entire game by holding straight 12 o'clock on the left joystick, tapping R3 to realign Isaac's focus to the Locator's path, and occasionally adjusting the left joystick left, right, or backwards to the 6 o'clock position to wiggle him out of getting stuck on the environment.

Hold forwards to move, tap R3 to realign every few seconds, and strafe left and right when needed to avoid obstacles! :]

Note: While standing still, changing the camera's angle or Isaac's focus doesn't move Isaac or cause him to take steps. Again, think of the R3 stick which controls the camera as controlling the direction Isaac is currently focused on. That direction is not always the same as he is facing. You can resync Isaac's direction and this focus direction by double tapping the RIGs menu button to quickly open and close that menu. This will cause Isaac to turn his body and face the direction he is currently focused on.

During this first tutorial segment, many controls will be locked until reaching certain points, including the ability to press L3 to run.

Important Exploration tip!

As you begin to move Isaac for the first time and get a feel for the Locator, you will likely begin to discover some of its shortcomings. The Locator does not navigate Isaac around obstacles in his way. It simply leads him to the shortest and most direct path towards his next objective, while respecting and using the walls of the room or the space you are in. An example of this is if there is a large crate in the room that is technically not a wall, the Locator will attempt to lead you directly through that crate as it will not account for it. You will frequently find yourself unable to proceed forwards towards where the Locator is leading you. When this happens, remember not to use the right joystick and instead try taking a few paces in other directions first, as you might just be stuck behind something!

Important Exploration tip!

Isaac is sometimes able to continue taking paces in a direction without actually moving anywhere. This commonly happens when walking into a wall or obstacle at a slight angle. When this happens, Isaac will continue taking audible paces but will not actually move due to being stuck. Listen to the voices and environment around you, if nothing seems to be changing even though you hear footsteps, you may be walking into something and not actually moving anywhere. The best way I have found to move Isaac is to just hold the Left Stick directly up, and let the Locator automatically turn Isaac's focus for you.

Important Exploration tip!

Dead Space is a very flat game. There is no climbing ladders, jumping, jumping over gaps, timed platforming, or any amount of parkour such as hopping over barriers. Elevation only changes by walking up and down ramps, and by taking elevators. Isaac will also not walk off or fall off of ledges. This makes the movement much simpler than other games. This is largely due to game design constraints of the original 2008 title, but I actually consider this a positive for this game's accessibility. If you can reach it, you can simply walk to it. (Except for the Zero Gravity segments)

After exiting your squad's small spacecraft and proceeding down the long straight hallway of the docking bay area with your squad mates, you will enter the first room and be instructed to "Sync your Rig". This just requires you to stand in front of a scanner for a few seconds. After a couple seconds you will hear a computerized voice say "Welcome Isaac Clark to the USG Ishimura" followed by a power up sound. That sound is the health regeneration audio cue. If you are playing on Story difficulty, this will occur anytime you're hurt but haven't taken damage for a set amount of time. Usually that means your health has returned to full.

After syncing your rig to the Ishimura, you will find your first door with an Open prompt. This door will lead you and your crewmates into a large room, and more notably it will briefly begin the first brief navigation section where the Locator does not have a target. While your squad mates are surveying the room and chatting, the Locator system won't have an active target. Pressing R3 at this time will make a quote on quote smaller sounding audio cue for the Locator and not lead you anywhere. These un-pathed moments will be rare, and usually they mean "explore the room you're in". Not ideal for us, but thankfully this first one only lasts for a few seconds until automatically updating to the next objective after some dialogue from your squad mates. An audio example of both types of sound cues the Locator makes exists within the Audio Glossary section of this walkthrough. I recommend getting familiar with those different audio cues as they will provide clarity and save you time.

Shortly there will be more dialogue with your crew mates, Hammond will instruct you to check out a nearby security console, and the Locator will gain a new objective of "Activate The Security Console". Again, this information can be read by the game narrator in the Missions tab of the RIG menu. After Hammond instructs Isaac to try the security console, the Locator will lead you to a second door which you can interact with and open. Feel free to navigate to this door, but read onwards before opening that door!

Important Navigation tip!

After pressing R3 and using the Locator, listen for four pings. Those four pings after using the Locator are more navigation assists! The four pings are not always totally reliable, but can absolutely help us find our objectives. How they work is they are locator pings which signify the direction of the next object you need to interact with on your Locator's current path. In most cases, that is a door. Since the four locator pings are played from the object itself, they also pan in the direction the object is relative to Isaac, so this allows you to head towards the four pings to find the interactable object. The four pings will only begin playing for an object once you're within about seven paces distance from it. Remember that pressing R3 for the Locator will almost always turn both Isaac's focus and Isaac's body towards the object, thus centering the four pings. If time allows, it's good practice to use the Locator twice when time allows. Understanding how these four pings work will be very helpful in this next upcoming Escape segment, our first minor accessibility break moment.

In Game Cutscene

There are two types of cutscenes in Dead Space 2023. The ones where you have little or no control of Isaac, which I will refer to as Cutscenes, such as the opening Cutscene. The other type I will refer to as In-Game Cutscenes. In these scenes, you often retain full control over Isaac, but are not in combat and are expected to focus on what is currently happening. During In-Game cutscenes, I recommend panning Isaac's focus with R3 to keep the audio from the scene somewhat centered. If someone is speaking to Isaac from the right, try panning his focus to the right so that their speech is now centered. Doing this will oftentimes make understanding what is being said or what is happening more audible and or easier to follow along with.

Important Exploration tip!

Dead Space is a game that encourages exploration by having lots of pickups scattered everywhere. These pickups are usually credits or consumables such as spare ammo. Oftentimes while exploring it is beneficial to frequently press the Cross button, the interaction button, because you might just pick up a nearby item. Getting within range of these pickups will also play an interaction prompt. Note: Unlike most interactable objects such as doors and Save Stations, Isaac's focus does not need to be facing pickups in order to interact with them.

Once you are comfortable with movement and the controls and are ready to proceed, continue reading!

Very shortly after opening this door and interacting with the security terminal, Isaac's really bad day begins. For a text description of this first in-game cutscene, follow this link or search this document for code:

[C01FE](#)

When your crew mate tells you to run, a visual tutorial will appear, teaching you to press L3 to run and unlocking the ability to do so. I recommend pausing the game with the menu button at this point and reading onwards.

We've reached our first relatively large accessibility break!

For these larger accessibility breaks, I'm going to assign them three different tiers. Those tiers are going to be Minor, Major, and Epic.

Minor accessibility breaks are moments where the in-game accessibility features fail to provide enough feedback, context, and/or assists for blind players to be able to perform the required task. What makes these breaks Minor is that usually the task you need to perform is relatively simple in nature, only requiring a few different steps at most to complete. I will provide reproducible setups for each of these breaks in an attempt to navigate you through them.

Major accessibility breaks are moments which will require multiple complex steps, and may include us having to perform multiple different setups to complete them. These usually take place in large complex rooms, and potentially even require fighting enemies or facing other deadly dangers while performing the tasks.

Epic accessibility breaks are straight nightmare fuel moments. These moments will truly test my ability to author this walkthrough, as well as your abilities as a gamer to navigate them. I consider them to be the major boss battles of our walkthrough. The first of these moments arrives in Chapter 3...

Minor Accessibility Break. Escape.

This moment is our first minor accessibility break. The reason for this is that you are currently defenseless and must flee from these enemies down a series of hallways with the Locator. This is a unique moment in Dead Space where you are unable to fight back, and is an unfortunately tough barrier to entry into the game. As of writing, the Locator is slightly bugged in an upcoming hallway, and you need to push your way through some enemies who will be attacking you so that you can reach an elevator at the end of a long hallway. This segment is tough and can be frustrating due to easily being able to get stuck on the multiple enemies who you can't yet fight back against or shove off you. On top of that the Locator also does not work perfectly during the final stretch of this segment. It may take several tries to nail this segment, but don't get discouraged, this is a very rare moment of not being able to fight back. You just received an auto-save and will respawn at the start of this segment even if you close out of the game, and you only need to successfully pull this off once before reaching another auto save.

So let's get into what this segment is!

You will need to press the L3 button to sprint, after each time you stop Isaac by pressing the R3 button for the Locator to adjust your direction. Getting hit by an enemy while running may stagger Isaac but does not stop him from running. Remember that pressing the R3 button to use the Locator completely stops Isaac's movement, even while running. Getting hit by an enemy while using the Locator will also interrupt the Locator. This stops both the camera and Isaac from fully turning when this happens.

Combat tip!

Isaac cannot pass through enemies and most of these early enemies have long tall arms. If you feel like you are stuck with an enemy hitting you, they might be body blocking the doorway or your path to where the Locator is trying to take you. Remember, the Locator will not navigate you around them! Oftentimes, taking several steps backwards or strafing left or right can help wiggle you free from this, even while getting hit. These first enemies are what I will call Walkers.

These Walkers are slow moving enough that if Isaac is fully walking in a direction, he can dodge their attacks. If you are continuously getting hit by them, it is very likely that you are stuck and not actually moving. Note that it will be difficult to hear your footsteps when in combat with enemies, so if you feel like you're moving but are unable to escape them, try moving in other different directions to wiggle free!

Important Combat tip!

If Isaac is dealt damage during the 2 seconds he is using the Locator, he will then be unable to reuse the Locator for about a full second. This means, if you are continuously being hit, you will not be able to successfully use the Locator. When you find yourself in this state, try prioritizing moving away from the enemies in any other direction before trying to get the Locator to fully finish. You need about a full 2 seconds of not getting damaged for the Locator to reliably update your focus and positioning.

The trick to this segment is making your attempts as quick as possible. A total of five Walkers will spawn in these hallways, and your goal is to try to sprint as quickly as possible to get ahead of them. The reason for this is because if they fully surround you in this tiny hallway, it will be very difficult to break free from them since you are currently unable to melee shove them off you. If you find yourself completely surrounded and unable to move or use the Locator, I recommend just pressing the Pause button and reloading your most recent auto-save. Reset the attempt instead of painfully waiting like 45 whole seconds for them to pumle Isaac to a pulp.

So for this segment, you need to run away from these Walkers through a series of hallways. The Locator is leading you to an elevator which once you get inside it, you will be safe from these threats. After progressing and making a couple turns through these hallways, you will receive a brief call from Daniels telling you to keep running. Upon receiving that call, you have almost made it to the elevator but have also reached the bugged hallway. Immediately following that call you will turn a right corner and in front of you will be a long straight hallway with the elevator ahead of you. As of this writing, the Locator is unfortunately bugged in this hallway. If you are not far enough down the long straight hallway before using the Locator, it may place the current objective marker back at the start of the long hallway where you came from, and where the enemies are following you from. This will spin you around to face them with your back now to the elevator. In my testing, you need to make it roughly 60% of the way down this straight hallway before the Locator will change markers from the start of this hallway, to the elevator. To recap, after reaching the point in the hallway where you receive the call from Daniels, the Locator becomes bugged and is unreliable for a short moment.

When you reach this moment and receive that call from Daniels, try sprinting for about 8 seconds at a 2 o'clock angle to make it around that right corner and mostly down the long straight hallway before using the Locator again. What you want to listen for when using the Locator this time is the four locational pings of the elevator at the end of the hallway. If you hear them, they will likely be to your right, try to lead Isaac to them. If you don't hear them, you are likely not far enough down the hallway yet and have now turned Isaac's focus back towards the walkers chasing you. If that happens, the elevator will now be directly behind you, so continue

moving away from those Walkers at a 7 o'clock angle. If you have reached the location of those four pings and where the enemies back off and leave you alone, you have successfully made it in to the elevator. You now need to find the interaction prompt while within the elevator and press the button.

Once safe from the enemies and standing in the small square elevator, the Locator will continue not to work. That is because it is trying to lead you forwards, but it does not know that to progress you need to interact with the elevator button and take the elevator down to the next room. Additionally, the four location pings are centered on the elevator itself and will be unhelpful here. A recurring limitation of the Locator is that it struggles helping us with elevators.

If you are in the elevator and as far as the Locator can take you, you are likely facing the back of the elevator. This elevator is a small 2x2 square, that's 2 paces wide by 2 paces long. Try panning Isaac's focus to the left for about half a second to spin Isaac around, and taking a pace forwards and a pace to the right. You will hopefully hear a small interaction cue, if not, keep searching. Pressing the Cross button after hearing that cue should allow you to interact with the elevator button, and take the elevator downwards to the next room. If the enemies from before begin chasing you again then you have accidentally exited the elevator and have not yet taken it downwards. Reentering the elevator will cause the enemies to leave again. Note that you can accidentally press the elevator button, but quickly step out of the elevator before the doors close. If this happens, the elevator will automatically return after a few seconds.

After successfully interacting with the elevator button and hearing a quick spook of a Walker almost clawing its way into the elevator, and then getting ripped apart by the powerful closing elevator doors, you have defeated the escape segment!

You will enter a small room in the shape of a braille Y turned clockwise 90 degrees.

[Clicking on any word of this sentence is a link to a narrated gameplay recording of me performing this Escape segment. If you find yourself struggling with this segment, hopefully this will help!](#)

Important save note!

Completing the Escape segment does not award you an autosave checkpoint. The next autosave checkpoint is not obtained until reached after obtaining your first weapon, killing your first enemy, and reaching the room after that.

Minor Accessibility Break. Locked Door Room.

Our second minor accessibility break moment. The problem here is that the Locator is leading you to a door, which upon approaching, you'll hear is locked. If you're standing directly in front of the door, which is as far as the Locator will take you, you will be at an angle facing the left side of the door frame, not straight on. There is a small coil on the wall to the right of the locked door that needs to be destroyed so that the door can be opened. Currently, you don't have a weapon and cannot perform a melee attack, but the first weapon, called the Plasma Cutter, is in this room, behind a wall, to the left of the locked door. To reach it, we will need to navigate this room

without the help of the Locator, since the Locator is only leading us to the Locked door. We need to take several paces back away from the locked door, move left, and then again forwards to reach a table with the Plasma Cutter on it. We will then need to interact with the Plasma Cutter to pick it up.

A complication to this room is that there are large environmental props in the room which will block Isaac's movement that we need to navigate around as well. So let's perform our first setup together!

To begin, follow the Locator to the locked door and continue moving forward into the door as far as you can go. If you're at the correct angle again, you should be able to continuously walk forward into the locked door, hearing your footsteps but not actually moving anywhere. You should hear static electricity slightly to your right. If you are holding forwards, hear your footsteps, but are not getting any further away from that electricity sound, then you're in the right spot. If that's not the case, try shifting left or right a bit, then hold forward and tap R3 until it is true. From there, stop moving and take about twelve paces backwards directly backwards, or until Isaac can no longer move. You should hear water dripping on the metal floor around you and a new electrical sparking circuit to your right in the environment. From this position, take ten paces to the left. From here you should hear that water and electric sound to your far right now and a new flickering fluorescent light to your left. From there take about eight paces forwards, then two paces right, then three paces forwards, then about four paces to the right, and you should hear an interaction cue, pressing the Cross button should cause you to pick up the Plasma Cutter!

After finding your trusty new tool and a brief triumphant cutscene of Isaac assembling the Plasma Cutter into a working weapon, you will be standing in front of a table with a large sign behind it. The sign is written in large blood smears and reads "CUT OFF THEIR LIMBS". The Plasma Cutter will now appear in your RIGS Menu. Getting this weapon unlocks your ability to aim, shoot, and perform melee attacks. The gun will automatically be equipped when picked up.

The Plasma Cutter is the first of the four main weapons I recommend we utilize in our play through.

Follow the Locator back to the locked door. Note, If you have not yet enabled the Recenter View game option, yet, I highly recommend doing so now as it will help us perform aiming setups. To enable this option, press the Menu button to Pause the game, select Settings, then Gameplay, then enable Recenter View.

At this point, you should be hearing a screaming person behind the door we're trying to get through. Use the Locator to return to the locked door and get as close to it as possible, again like before. If you're at the correct angle again you should be able to continuously walk forward into the locked door, hearing your footsteps. If that's not the case, try shifting left or right a bit, then hold forward and tap R3 until it is true. From there, take three paces backwards and then one pace to the right. This should result in the small coil being centered in front of you. Tap the R1 button, this will do a quick horizontal melee swing and you should break the coil. If you didn't hear a small explosion, try pressing R1 a couple more times before resetting, as you might have

just been too far away. You will know it worked by hearing a small explosion. The door can now be opened!

New Enemy! Walker.

As far as I'm aware, all the enemies in Dead Space 2023 are canonically just referred to as Necro Morphs. So to help us specify them, I'm going to name them myself. The first ones you will encounter are going to be called Walkers. They're relatively slow moving humanoid creatures with tall long-bladed arms, the same as the ones you had escaped from previously. Walkers will eventually get faster and stronger as the game progresses, but these original ones move rather slowly. If Isaac is fully moving, not even sprinting, he can usually dodge their attacks due to how long it takes them to swing their arms. Cutting off their legs heavily cripples them but doesn't stop them. They are able to dash forward at Isaac when enraged, and do so at random intervals. They are also able to grapple you, which will require you to mash the Cross button to free yourself.

Very Important Combat tips!

If an enemy is behind or beside you, instead of trying to aim and find them while they're clobbering you, try instead backing up several paces. This will usually cause most enemies to walk after you in a straight line. Doing this maneuver makes it much easier to line up the shot. You can even quickly open and close the rig menu before or while walking backwards to ensure Isaac and his focus are facing the same way. Kite your enemies and make them do the aiming for you!

Another advanced combat technique that I'll refer to in this guide is what I'll call Quick Scoping. To Quick Scope, with Aim Assist enabled, if Isaac's focus is facing towards an enemy, pressing the L2 button to aim will snap Isaac's aim to the enemy. This is a one time snap that happens each time that L2 is pressed, so repeatedly pressing L2 while in combat, and firing between those presses, can actually help you track your enemy's movement in real time, even while moving yourself! This trick is also useful for melee combat as well. Between melee hits, try Quick Scoping to better track the enemies.

Additionally, I highly recommend being very deliberate with your shots and shooting slowly. You will be able to tell based off the audio if you hit a target with your shot or not. Especially in these early moments of the game when ammo is extra scarce, fire very slowly. If you fire any miss, make sure to readjust with Quick Scoping before trying to fire again. However, most of these early enemies can pretty easily be beaten down with multiple melee attacks.

Important Gameplay tip!

When approaching something that is interactable such as a door or a terminal, try adjusting Isaac's focus so you are facing it head on. Listen for the interaction audio which is positionally panned, and always try to get it centered in front of you. In Dead Space 2023 you can be standing right next to an interactable object, but if Isaac's focus is not on it, it will not be able to be interacted with. This is because the interaction is based off of the camera angle, not just Isaac's proximity or direction. You can experience this phenomenon by approaching a door head on, hearing the open audio prompt, and doing a hard camera pan. Observe how the deselect interaction audio cue plays. Now hard pan Isaac's focus back to the door. The

interaction audio cue will play again, and the door will be interactable, despite Isaac not moving at all. Getting a feel for how this works will be crucial for later portions of the game. Remember to think of using the right stick to control the direction that Isaac is currently focusing on. (as well as the camera!) The camera is positioned about a meter behind Isaac's right shoulder, meaning Isaac is always on the left side of the screen.

Important Exploration tip!

Dead Space is a game that is big on exploration and rewards players for doing so. Very often it is worth wandering off the locator's path and exploring a bit, as you will likely find some extra goodies to pick up such as extra ammo, credits, Nodes, and more. As long as you have an active Objective and are not currently in a room where the Locator isn't leading you anywhere, no matter how far you stray off the Locator's path, you can always use it to return to its path and reach its next target.

Important Exploration tip!

After being killed, all enemies may drop additional loot if their bodies are stomped on. After killing an enemy, approach its body and press the R2 button to stomp it. You might just find some extra loot! The Ishimura is absolutely littered with dead bodies, any of which can be stomped on for extra loot. If you hear yourself stepping over a body on the ground, give it a stomp!

After killing your first Walker and proceeding, you should enter a room and reconnect with your crewmates via radio communication. This will also cause the game to auto save. Before that conversation begins, you should hear the Objective Complete Cue. You can hear a sample of this cue in the Audio Glossary section of this walkthrough. When you hear this cue, a visual UI element appears on the screen describing the new objective. Be sure to open the RIGS menu to the Missions tab after the character dialogue to hear this updated objective from the game narrator. Remember that each objective of each mission also has a unique and unnarrated journal entry tied to it displayed in the Missions tab, so if you care about all the extra lore and story from those journal entries, be sure to use an OCR screenshot for each one. They are by no means required, though, just extra writing fluff and world building.

The First Save Station.

In the room where you hear the Objective Complete cue and have a conversation with your crewmates, there is our first Manual Save Station. A Save Station is a small terminal placed on a wall that you can walk up to and interact with. These are predetermined locations throughout Dead Space 2023 that allow you to manually save your game. The accessibility concern for them is that the Locator will never lead you to them, so they can be easily missed by us. In this walkthrough, I will call out each one that I encounter in my own play through and try to provide a reproducible way to find them. I'll do my best not to miss any for us. Additionally, as a reminder, this game does feature an auto save function. I would recommend utilizing the auto saves as a back-up through, and try to end your sessions at these manual save points. The reason for that is because the game makes no indication whatsoever of when the auto saves happen, so

utilizing the manual saves will help prevent progression loss, and you'll know where you load back into easier.

After hearing that radio conversation with your crewmates, you should now also have a new main objective "Get The Tram Running" active in the Missions tab. This main objective has two sub objectives which are "Replace the Damaged Tram" and "Find The Data Board" which can be tracked separately and completed in any order. Note that it is not possible to display previously completed objectives, so any of the objectives you find in your Missions tab are active. For this walkthrough, I will always be completing mission objectives in the default order they are given to you and recommend you do so as well.

Before opening a door and leaving this room, let's get to this first Save Station.

Follow the Locator to the next door but wait to open it. Keep stepping forwards until Isaac cannot move any further.

From that location, take seven paces backwards, then six paces to the right, then six paces backwards. You should now be standing with Isaac's back to the Save Station. But in order to interact with it, Isaac's focus or camera needs to be facing it. Lightly hold left on the R3 stick to slowly turn Isaac's focus to the left. You should then hear the narrator read Save Station. Press the Cross button to open that menu.

The top option will always be Empty Save Slot, where you can make a new save. I always recommend just making a new save to give you some flexibility later on. The newest saves will always be at the top of this list.

Once you've saved and are ready to leave this room, proceed onwards with the Locator.

Your Locator will lead you to an item on the ground right in front of a very noisy door. Once reaching this item on the ground and interacting with it, read on.

New Power! Stasis.

If you're standing in front of the very noisy door with your new Stasis module in hand (that's actually a pun, because the reason Isaac was disgusted when he found it was because he pulled it off a severed hand on the ground) then read on before moving.

You need to hit this door with a stasis ball to slow it down so that you can pass through it safely. After picking up the Stasis Module, a visual tutorial appears on the screen. It reads "Hold L2 to aim and press the Triangle button to use Stasis". Doing so will cause Isaac to shoot a ball of energy from his left hand that will travel continuously until hitting a surface or object at where he's aiming at. Note that Isaac currently can fire three stasis balls before needing to either use a stasis pack item from his inventory by pressing the Triangle button during active gameplay, or by the more common method of finding a stasis recharge station. One of these recharge stations is located directly opposite of the very noisy door close to where you picked up the stasis module. While facing the very noisy door, it is just a few paces behind Isaac.

Important Stasis tip!

Although Stasis can be very powerful in combat, I recommend that we save our Stasis charges almost exclusively for environmental puzzles. Stasis does not automatically recharge even at

Save Stations, which means we need to either locate Kinesis Recharge stations, or buy and use a Stasis Pack from the shop for the steep price of two thousand five hundred credits.

Once ready to proceed, double tap your RIGs menu to center Isaac's focus on the very noisy door. You want to hit it with Stasis during its double impact sound. From this location, you should be able to just aim and press Triangle during the double impact sound to shoot a stasis ball and hit the door. As soon as you do, sprint forwards for about five seconds to make it past the very noisy door. You will know you were successful if you are able to proceed with the locator and have the door get quieter behind you.

Save Station and Stasis Recharge station.

Shortly after you pass through the very noisy door, there is another save station. After passing through the very noisy door, it is about twenty-five full paces away, down the only corridor connecting the two. Keep proceeding with the Locator, we will come back to it very shortly.

Proceed until reaching a sudden jump scare where the power to the ship temporarily goes out. [Clicking on any word in this sentence is a link to an MP3 of this sound, and it is also included in the Audio Glossary and called Chapter01 Hallway Cue.](#) It is not clear at this moment exactly what or why this moment happens, but during it Isaac holds his head in pain, as if this is something happening in his mind. Immediately after this sound and short sequence, there will be the door the Locator is leading you to. This is the door to the Claw Room. Don't open the door yet. Let's use this point to reach that Save Station we just passed.

Follow the Locator as far as you can into this next door without opening the door. From there, take about twenty-two paces straight backwards to reach the Save Station. After interacting with the Save Station, take two paces left, then two paces backwards, then pan Isaac's focus slowly to the left to reach the Stasis Recharge station.

After saving and topping off your stasis, proceed with the Locator back to the Claw Room door, but read ahead before opening the door. We will need to use this door as our starting point for the next segment.

Major Accessibility Break. The Claw Room.

Stasis Requirement: 2 Charges, Recharge Station callout.

Welcome to what I'm going to call the Claw Room, our first major environment puzzle. Note that the Locator will be completely useless in this room. This is because this room itself is the Locator's target. The Locator will however still play the "Has Target" audio cue since the current objective is still "Replace the damaged tram" which takes place in this large room.

If you are where the Locator has taken you, in front of the door to this room, after the Chapter01 Hallway Cue has played, read on.

What we're going to do is step into the room far enough that the door in front of us closes behind us, manually swap our mission objective which will cause the Locator to lead us back to

this door, then utilize this door as our anchor point for this room. That sounds like a lot, but it should make sense in practice.

To begin, from the previously described door, open it and take four paces forwards. You should receive a brief call from Hammond and have the door close behind you. Wait until that call finishes. Then, open your RIGs menu, press R1 to go to the Map tab, then R1 again to go to the Missions tab. From here, press down on the D Pad twice to highlight Find The Data Board. Press the Cross button once to select it, then once again to Track Objective.

Now close out of the RIGs menu with a couple Circle buttons, and then use the Locator two times to turn Isaac completely around and face the door we just came from. Take three paces forwards into the door as far as you can move. This will be our anchor point for the Claw Room here! It will be even easier to find this anchor point due to the four Location pings from the Locator being attached to this door as well. Those four location pings should ideally be in your left channel for you to be at the best angle.

From the previously described location, take two paces backwards, then eleven paces left, then two paces forwards. You should hear an interact prompt, Interact twice to pick up a power node. Then take two paces left and interact twice again to get a pickup. From here, take two paces right, then seven paces back. You should hear a prompt to pick up a nearby audio log. After the audio log, take seventeen paces backwards and one pace right to reach the Tram Repair terminal, then interact with it.

After the Ishimura computer is done speaking, we will need to reach the Left, then the Right claw terminals.

After the computer is done speaking, take one pace left, then eleven paces forwards, then one pace right to reach the left most Claw Control terminal. You might need to rotate your focus to the left with the R3 stick in order to find it. Interact with this terminal, then fight off the new enemies.

After killing those enemies, proceed with the Locator back to the door of this room, our anchor point. Once again, get close enough to the door that holding forwards doesn't move Isaac, and get the four location pings of the door in your left channel.

From here take paces backwards until you can't or about five, then one pace forwards to get away from the wall, then eleven paces left, then six paces backwards, then one pace left, then about fourteen paces backwards till you reach the Stasis Recharge station. Interact with it to top off your stasis for this next part.

From here, take about fourteen more paces backwards at a 5 o'clock position until two more Walkers spawn. Kill them.

After killing those Walkers, let's reset back to our anchor point, just to be safe. Proceed with the Locator back to the door of this room, our anchor point. Once again, get close enough to the door that holding forwards doesn't move Isaac, and get the four location pings of the door in your left channel.

From here take paces backwards until you can't or about five, then one pace forwards to get away from the wall, then eleven paces left, then eighteen paces backwards, you should hear the Tram Repair narrator call out. If you need extra stasis, at this point take two paces to the left to

reach the Stasis Recharge station, if not skip this step. From here take another twelve paces backwards, then paces right until you can't move anymore or about four.

You should now be standing directly in front of the rightmost Claw Control terminal. Press the Interaction button to hear the claw extend out, spark, then retract. If you do, you're in the right spot.

The Right Claw setup.

Interacting with the Right Claw terminal will cause the right claw to approach the tram, spark out, and then retract itself, a loop that takes about five seconds to complete. Our goal is to hit the right claw arm with a stasis ball within the first three seconds to lock it into place. From the previously described location, open and close the RIGS menu to guarantee Isaac's focus is recentered.

Next, interact with the terminal again. You should ideally hear the ping of the terminal in your far left channel, then the claw should move from the center of your audio field to the far right of it, spark on the right, and then retract. If you are not close enough to the Claw Control terminal, your stasis ball may hit a guardrail in front of Isaac when you aim down at the claw.

From this position, open then close the RIGS menu to ensure Isaac's focus is again centered at eye level, then do two light taps of the right stick at a 6 o'clock position to pan Isaac's focus down to where the claw will be. You should now hopefully be looking in the correct place.

Next you will need to interact with the Claw Terminal, take a pace to the right, then aim and fire a stasis ball while the claw is extended.

To interact with the Claw Terminal, take one pace to the right to avoid hitting the guardrail in front of Isaac, hold the Aim button, wait for the claw to mostly extend, then press the Triangle button to fire your stasis ball. You'll know if it worked or not. I recommend reopening and closing the RIGS menu and re-aiming between each stasis attempt as you might have been too high or low to hit the claw, which is approximately six meters in front of Isaac. You have as many attempts as you need, but after 3 stasis shots you will need to simply reset to our anchor point and top off your stasis at the Stasis Recharge station on your way back to the right Claw Terminal.

[Clicking on any word in this sentence will display a link to my google drive with an MP3 of this setup being successfully performed with the ideal positioning.](#)

In the clip, I open and then close my RIGS menu, interact with the Claw Control terminal twice, then perform the setup successfully by using stasis on the third interaction.

After successfully hitting the Right Claw with stasis, return to the Tram Repair terminal in the center of the room. To do so, just follow the Locator back to our anchor point and repeat the steps.

After interacting with the Tram Repair terminal at this point, three more enemies will spawn, kill them.

After the terminal repairs the tram, you will receive a brief call from Daniels. After that, the door to this room will unlock! Goodbye wretched Claw room! Follow the Locator back to the door of this room but wait to open it.

Save Station.

On your way out, let's hit the Save Station again. From the previously described location, approach the door until Isaac can no longer move forwards, then open it. There will be a jump scare, but no enemy will spawn. Take eleven paces forwards to reach the Stasis Recharge Station. From there, take three more paces forwards and one left to reach that previous Save Station.

You are now tracking the "Find The Data Board" sub objective, and you will pass back through the Tram Control room. Proceed with the Locator forwards until reaching a door with no power.

Once reaching the door with no power read on.

The First Circuit Breaker.

This door needs to be powered by a nearby Circuit Breaker. To reach this Circuit Breaker from the unpowered door, follow the Locator as far as you can go, then take one pace backwards away from the wall, and five paces to your right.

I just want to take a quick minute and explain how Circuit Breakers work, as we will need to utilize them in complex environment puzzles. Circuit Breakers are interactable objects found on walls which contain a submenu. In this submenu, you can power and un-power different parts of the surrounding environment. When you approach a Circuit Breaker, you press the Cross button to interact with them. That opens a sub menu displayed on it which you can walk away, or turn your focus away from to close. While in this sub menu, you can navigate it in a wrapping menu by pressing left or right with the D Pad and enable or disable a power source with the Cross button. Usually Circuit Breakers will not be able to power everything at once, so you will have to choose what currently gets power and what does not with this sub menu. As of writing, these Circuit Breaker sub menus and their selections are not narrated with the game narrator. So we're adding them to this walkthrough as another callout!

This first Circuit Breaker has two available options to power, which I will refer to as Power Targets. It also only has one power charge available to power those targets, which I will refer to as Power Sources. The two Power Targets are Maintenance Bay which is currently not selected as a Power Target, and then to the right one option is the Cargo Hall Storage which is also a currently unpowered Power Target.

Let's power up that second option first, the Cargo Hall Storage. This is a small bonus room with a bunch of pickups which will help us kick off the game on a strong foot.

After powering the second option, follow the Locator back to the still unpowered door. While standing against the door and no longer able to move forwards into it, take four paces backwards or until you can no longer move, then six paces left or until you can no longer move, then one pace right to get off the wall, then eighteen paces backwards, then one pace left, then pan Isaac's focus to the left to hear an Open interaction prompt. Open that door to enter a small 4 by 3 pace square room with four different pickup items in it.

When you've got your loot, proceed back with the Locator to the unpowered door, then back to the nearby Circuit Breaker by taking one pace backwards away from the unpowered door, and five paces to your right. Choose to power the first option this time, and then proceed with the Locator back to the now powered door but wait to open it.

Save Station.

Right through this now powered up door will be another Save Station. After powering the door and while standing in front of it, open the door. Take six paces forwards and the one pace left to find the Save Station.

Important Combat tips!

When in a low threat combat situation of only one or two enemies, really try to reserve your ammo. An effective way to line up your shots is to let the Walkers approach you and hit you first. When they do so, try centering their audio, Quick Scoping on them, pressing R1 to melee shove them away from you, take a pace or two backwards so you don't shoot past them, Quick Scope again, and then fire. Learning this little combo can really help make each shot land.

On story difficulty, your life will automatically regenerate when out of combat, so letting these Walkers close the gap for you can be a helpful way to conserve precious ammo. This will also help keep the enemies front and center in front of you, which means after you kill them, their bodies should be easier to locate. That allows you to more easily be able to stomp on them and find pickups from that, further increasing your combat efficiency!

If an enemy's audio is centered, but pressing R1 doesn't hit them or only sometimes hits them, that likely means they are directly behind you. Panning your focus with the R3 stick and utilizing Quick Scoping will help you adjust when this happens. The R1 attack causes Isaac to swing a big round hook at eye level, which has some slight hit-box range behind him.

Exploration tip!

If you hear an interactable object narrated as "Call", that usually means it's an elevator. You will have to call it. Step into it. Turn around. And on the front right side of the elevator, interact with another terminal inside it to get it to move.

Proceed with the Locator until reaching the second Circuit Breaker.

This next Circuit Breaker has three available options to power, which I will refer to as Power Targets. It also only has two power available charges to power those targets, which I will refer to as Power Sources. The three Power Targets are Maintenance Room which is currently not selected as a Power Target, and then Lights and then Elevators which are both current Power Targets. By default, the Lights and Elevators are using the two Power Sources available on this Circuit Breaker. Disable the Lights power target and then enable the Maintenance Room power target.

After powering the Maintenance Room, proceed with the Locator back to the elevator, and then onwards until reaching the next door and wait before opening it.

Once true, you have reached a small room containing the Data Board, the first Workbench, and some pickup items, most notably a Power Node.

Once reaching this door, open it and take one pace to the right, then five paces forwards. You should hear an interaction prompt, pick up the Text log. Close out of the RIGs menu, then take two paces right for another couple interaction prompts to pick up the Power Node. From there, take four paces backwards to reach the first Workbench detailed below.

The First Workbench.

Workbenches are another callout I will do in this walkthrough. They are predetermined locations in Dead Space 2023 where you can spend your Nodes to permanently upgrade your weapons and Suit. You can also find Upgrade Parts within the world, which will allow you to access unique upgrades and expand a weapon's Upgrade Graph. You can also reset your upgrades, gaining all your invested Nodes back, for the cost of credits. Resetting your Power Nodes usually costs a large amount of Credits, so I recommend investing your Power Nodes as if they were permanent choices. When you first interact with the Workbench a tutorial window explaining these things will appear, press Cross to close it. Thankfully, the game narrator handles this menu surprisingly well! It does however not read the specific numbers which are displayed in this menu. For example, the first Health upgrade of Isaac's suit increases his health from one hundred to one hundred twenty-five. The first Damage upgrade for the Plasma Cutter increases its damage from one hundred to one hundred ten. An OCR screenshot should be able to assist with reading those values if needed.

Important note: Ammo in your inventory is just spare ammo, this does not include the ammo currently in your weapons. A result of this, is having higher capacity on your weapons allows you to not only have to reload less, but also allows you to carry more total ammo with you, since the amount of ammo stored in the weapon itself will be higher.

Important note: I highly recommend prioritizing the various suit upgrades, as they will provide you more Stasis uses and Air Capacity which will be very helpful in making these difficult accessibility breaks a bit more forgiving. However, this walkthrough will be written from the point of me playing on Story difficulty and not having any of those suit upgrades so they will not be required.

After interacting with the Workbench, take six paces backwards, then three paces to the right to reach the Data Board mission item. After a brief call with your squad mates, proceed with the Locator through the nearby door, until reaching the next door, then wait.

Combat tip!

I recommend keeping the Plasma Cutter in its Alt Fire mode when able. This causes it to do a long horizontal shot as opposed to the tall vertical shot of its default Fire mode. The horizontal shot of the Alt Fire mode is much better at shooting off legs of enemies, which cripples them and makes them crawl at you. That is usually much more helpful at the start of combat than shooting off their arms, especially when trying to fight multiple enemies at once. While holding the L2 button to Aim, tap the R1 button to swap fire modes. The Plasma Cutter makes a sort of "Up down. Down up. Up down. Down up." Sound when switching fire modes. If you hear the Up Down sound, that is the gun changing to horizontal. If you hear the Down Up sound, that is the gun changing back to Vertical.

Save Station.

After fighting a few enemies and reaching the next door, there is another Save Station. Follow the Locator as far as you can into the door without opening it. Then open the door and take five

paces forwards and four paces right to reach the Save Station.
Proceed with the Locator when finished.

After calling the tram for your crewmates, continue proceeding with the Locator through several doors and an elevator, backtracking through the whole first level back to the Hangar Bay.

Continue with the Locator until you arrive back to the Hangar Bay and hear Johnston's voice. Stepping aboard the ship will trigger another in-game cutscene and have Johnston say, "Did my best, but the singularity core could use an expert."

This is a brief segment where the Locator does not work. To progress, head to the front of the ship by taking three paces forwards, then eight paces left. Isaac and Johnston will have a conversation, just wait it out. After the mission update audio cue, take three paces forwards and then press the interaction prompt. This will trigger a full cutscene.

Game Cutscene.

For a text description of the next game cutscene, click the following link or search this document for code:

[C01HJ](#)

New Enemy. Stingers.

Stingers. These nasty buggers are like if a human was cut in half at the stomach and a large spiky stinger grew out of the bottom of the torso. They crawl very quickly and can even do large jumps to land on the walls and ceilings. That's right, they can also climb around the room and approach Isaac from different angles. They really only have one main attack, which is to close the gap and spike Isaac with their massive tail. Because they crawl along the ground, they are usually very low to the ground, requiring you to aim downwards. Despite their mobility, cutting off their arms usually outright kills them.

After the following fight and a call with your still alive crewmates, proceed with the Locator until after you use an elevator.

After using that next elevator, we have now entered a Tram Station room with our first Store. Follow the Locator to the next door but wait to open it. From this door take paces backwards until you no longer can or about twelve, then five paces left, then paces backwards until you can't or about eight, then pan Isaac's focus to the right until you hear the store interaction prompt.

The First Store.

Stores are another interactable terminal on the walls. They are predetermined locations in Dead Space 2023 where you can buy, sell, or even store items from your inventory into a Storage that is shared between all Stores. Once again, the Locator will never lead you to one of these, so they will be something I call out in the walkthrough. From the elevator door where you entered this room, take eight paces forward and two to the right. If you are facing the Locked door and standing against it, take three paces backwards and three paces left.

Notes about the Store Menu. When you first interact with the Store a tutorial window will appear, press Cross to close it. Additionally, there may be bonus suit prompts, close those as well. Throughout the world you may find Schematics, these are rare items that if brought to a store will gain you access to buy new items. The store also allows you to access your Storage. The Store has three wrapping tabs which are navigated with the L1 and R1 buttons. Within those tabs, use the D Pad to navigate and the Cross button to confirm. The first tab is the Store tab, then the Inventory tab, followed by the Storage tab. Unfortunately, the game narrator does not list the price of items in the shop. The first available items are the Suit Level Two upgrade for ten thousand credits. This upgrade gives Isaac six more inventory slots as well as a 5% armor rating. A Small Med Pack for two thousand credits. A six-pack of Plasma Energy ammo for the Plasma Cutter for one thousand two hundred credits. And Power Nodes for ten thousand credits each. If you try to buy something and hear the narrator say Warning, the warning is a window that appears that just reads Insufficient Credits, press the Circle button to close it.

Note: When you successfully sell something, you will need to press the Cross button to close a small unnarrated prompt which reads Sale Successful.

Optional Cutscene. Suit Level Two.

If you happen to purchase the Suit Level Two upgrade now, search this document for the following code for a description of the short cutscene that plays upon purchase:

[SUIT2.1](#)

After finishing at the store, proceed with the Locator to the next door again but wait to open it again.

Workbench and Save Station.

The next small room contains a workbench, a Save Station, and an elevator forwards. Open the door to this room, then take one pace right, then nine paces forwards to reach the workbench. After using the Workbench, take two paces backwards, then three paces left, then pan Isaac's focus until you find the Save Station. After finishing, proceed with the Locator.

Proceed with the Locator until entering a room with a music swell. Congratulations, you have completed the first chapter of Dead Space 2023!

To continue to Chapter Two, read on through the next buffer zone of this guide to continue.

Buffer zone to avoid accidental spoilers. One of Five.

Buffer zone to avoid accidental spoilers. Two of Five.

Buffer zone to avoid accidental spoilers. Three of Five.

Buffer zone to avoid accidental spoilers. Four of Five.

Buffer zone to avoid accidental spoilers. Five of Five.

CPR2

Chapter 02: Intensive Care

Upon starting Chapter 02, the Locator will be taking you to a moveable wall. Follow it as far as you can, then take one pace backwards, and two paces left. You should hear an interaction prompt to pick up a new power up!

New Power. Kinesis.

Shortly after beginning Chapter Two, you will find a Kinesis Module on a dead crew member of the Ishimura. There is a brief cutscene after Isaac interacts with it, where he attaches the module to his left hand and then pulses it two times. Then another visual UI tutorial appears that reads "Use Kinesis to move objects". Hold L2 to Aim, and press the Circle button to use Kinesis.". Unlike the Stasis, Kinesis does not have any charge or ammo, it is unlimited use but can only affect specific targets. I'm going to refer to objects you can use Kinesis on as Kinetic Objects. Kinesis allows Isaac to pick up and or move specific environmental elements as well as enemy body parts. This power will be frequently used in puzzle solving, but can also be used in combat to pick up an object from the environment or, say, a leg from a dead enemy, and Kinesis toss it at another enemy. To do this, hold L2 to aim and a valid target, then press the Circle button to pick it up, then press the R2 button to Kinesis throw the object. The thrown object flies incredibly fast where Isaac is aiming, and does not have any form of bullet drop. This trick can be useful if you're trying to conserve ammo, as a way to knock enemies away from you, or as a stylish kill. The sound of Kinesis changes based on different objects you lift with it. Picking up larger objects causes Kinesis to sound "bigger". In my experience, picking up actual Kinetic Objects are prioritized to some degree over random environmental clutter or enemy body parts. Power Fuses are one of the most common Kinetic Objects, and they are relatively pretty big compared to most things, so it's usually pretty easy to tell you are holding one. While holding an object in Kinesis, Isaac's body will always match Isaac's focus. Isaac will hold the item in the air in front of him within a pace's distance. If Isaac is lifting an object and turns to face a wall, the object will try to force itself into the space in front of him, but it will never move Isaac or push him back. So if it is unable to force itself into the space in front of him, it will remain lifted but off to the side. A result of this is sometimes if you are trying to lift something to a wall, for example lifting a Power Fuse into a wall slot, you might be standing too close to that wall for the object you're lifting to force its way in front of you, so you may need to actually back up a pace or two to get the lifted object to fit.

In this first room where you get Kinesis, there are three sliding Kinetic Objects you will need to clear out of your way to continue following the Locator's path. These objects slide across tracks on the ground but are locked to just moving on their tracks.

After getting the Kinesis Module, take three paces backwards, then one pace to the right and use the Locator. Aim and press the Circle button to grab the moveable object in front of you, then take two paces to the left. That should cause it to lock in place and drop your kinetic grip. Proceed with the Locator as far as you can, so the four location pings are in your left channel. Aim and pan your focus slightly to the right, then use Kinesis again. While holding this second wall, take two paces to the right, then pan your focus to the right until your kinesis again drops. With your path now clear, proceed with the Locator through the next door.

The Locator will lead you to a door that says Stand By and a nearly dead soldier will see Isaac and say things to him. Isaac opens a door and in front of him is a soldier from the Ishimura! She is surrounded by a pool of blood and is holding a large machine gun in one hand and clutching her abdomen in the other. Her chest cavity has been ripped open, her ribcage is exposed. After her last breath follow the Locator to the next nearby door but wait to open it. While standing against it as far as Isaac can go and no longer move, take three paces backwards, then three paces to the right to hear an interaction prompt to pick up that soldier's weapon.

New Weapon! Pulse Rifle.

After a brief cutscene of Isaac triumphantly inspecting his new gun standing over the recently deceased corpse of it's previous owner, an unnarrated tutorial prompt appears and reads "Pulse Rifle added to Inventory. Assign it to the Weapon Wheel to use it.". To do so, open your RIGs menu and navigate to the Pulse Rifle in your inventory. With that highlighted press Cross to open a sub menu and have the narrator say Equip. Press cross again to open another sub menu to have the narrator read No Item, this is the weapon wheel submenu. From here press the Cross button again to assign the Pulse Rifle to the right slot on the D Pad. Close out of the RIGs menu. Now pressing up on the D Pad will switch you to the Plasma Cutter, and pressing Right on the D Pad will switch to the Pulse Rifle.

After equipping it for the first time an unnarrated tutorial prompt appears that reads "Hold L2 to Aim plus R2 for Primary fire. Hold L2 to Aim plus R1 for Proximity Mine. Costs twenty five rounds.". When the Pulse Rifle shoots the Proximity Mine, the mine ejects from the gun and launches far, but also has bullet drop on it. You can shoot the mine once it attaches to the floor or a wall to detonate it early. While aiming at a placed mine with the Pulse Rifle, you can also press R1 again to disable the mine, this however does not refund the twenty five ammo used to fire the mine. Isaac can be damaged by the mine if caught in the explosion. Isaac will not trip the mines by approaching them. You can place multiple mines at once. You can shoot the mines with a different weapon. Closely placed mines will detonate each other creating a massive explosion. Although rather expensive ammo wise, the mines appear to do a pretty large amount of damage.

Proceed with the Locator back to the nearby door but wait to open it again.

Save Station.

Directly behind you while facing this door where you picked up the Pulse Rifle is a Save Station. To reach it, follow the Locator back to the door, then take paces backwards until you cant anymore or about nine, then paces to the left until you cant anymore or about three.

Tip: Try Manually saving, then switching to your new Pulse Rifle and firing off some rounds to get a feel for it. You can then manually load your new save afterwards.

The First Tram Station.

Tram Station Medical. The first of a new walkthrough callout, Tram Stations. In the room where you received the Pulse Rifle and the Save station there is also a Tram Station terminal. Interacting with it once will lower a wall of nearby shutters. Shortly after that a Tram car will be summoned. You may enter this Tram car and use it to quickly travel to other sections of the

Ishimura. Currently the two stations available are the one you just unlocked Medical, and Hangar Cargo Tram Control from Chapter one.

To reach this first Tram Station, after interacting with the nearby Save Station, take two paces backwards and interact with the Tram Lockdown Override terminal. You may need to turn your focus to the left to face the terminal in order to interact with it.

After getting the Pulse Rifle, Saving, and overriding the Tram terminal, proceed with the Locator.

Locator tip!

If you are attempting to reach the Locator's position but feel you are not making progress, try using Kinesis to check if some grabable environmental object is blocking your way. Using a R1 melee strike is also a good way of clearing a path from environment clutter. The next room you enter will have several large boxes in your pathway which the Locator will not account for. You can move them around and out of your way using Kinesis. An easy way to do so will be by Aiming, picking one up, panning your focus left or right, pressing R2 to launch the box, using the Locator to recenter, then repeating. Do so until you are able to reach the next door.

Upon entering the next room, follow the Locator as far as you can, to a heavily barricaded door, then take six paces at a four o'clock position to step further into the room and receive a call from Hammond. Then you will receive a new Objective and your Locator will change targets.

Proceed with the Locator to the next door but wait to open it.

Shop and Save Station.

Also in this room, the room where you receive the main sub objective "Find The Hydrogen Tank" from your call with Hammond, is both a Shop and a Save Station. The Shop is in a corner of the room, the Save station is far across the room on a different wall. But if you follow the locator to the door it's leading you to, without opening it, take about six paces backwards, six paces to the right, and four paces forward to reach the store.

After interacting with the Store, take three paces backwards, then thirteen paces to the left to reach the Save Station.

Store tip!

While playing on Story difficulty with automatic health regen, Med packs are rarely helpful to us and take up inventory space. They are however worth a good amount of credits when sold! I recommend selling them for ammo and other big purchases such as Suit upgrades and Power Nodes!

Optional Cutscene. Suit Level Two.

If you happen to purchase the Suit Level Two upgrade now, search this document for code SUIT2.2 for a description of the short cutscene that plays upon purchase. This is the last time I'll include this cutscene code.

Proceed with the Locator through the next door and onwards.

Creepy Moment with sighted context.

As you enter an upcoming hallway you will begin to hear scary build up followed by a rhythmic banging. As Isaac turns a corner in front of him is a long hallway. At the end of the hallway is an open door frame with a very bloodied crew member of the Ishimura. They are facing the wall, back turned to Isaac and repeatedly slamming their head into the blood soaked window. As Isaac approaches this person, they lead their head way back, and do one final full force slam into the wall. Shattered glass lodges itself into their head and they fall over. Isaac's heart rate skyrockets.

Following that moment, proceed to the next door then wait to open it.

Stasis Recharge Station.

While standing at the door following that previous moment, take fifteen paces at a 5 o'clock angle, then pan your focus slowly to reach a Stasis Recharge station.

Proceed with the Locator once topped off.

You will enter the next room and be led to a barricade with four locational pings. Take five paces backwards from it, aim, kinesis lift, then take 4 paces to the left to lock it in place.

Kinesis tip!

When holding or moving an object, especially a Kinetic Environment Puzzle Object, you can often retain grip of it from a distance, and even temporarily through walls. If you need to grab something to move it, it's possible you might be standing too close to it to move it the full range you need to.

Proceed with the Locator until reaching an unpowered elevator with a Circuit Breaker right next to it.

Major Accessibility Break. Elevator Room.

Welcome to the Elevator room which, coincidentally is how far Superblindman got in his accessibility review stream of Dead Space 2023. In this room is a Locked door, an unpowered Circuit Breaker terminal, an unpowered elevator, and an openable door. The openable door is a small room with a Work bench in it. The accessibility issue here is that the Locator leads you to the elevator, which is unpowered. The circuit breaker directly to the right of it currently has zero Power Sources and two available Power Targets. Those two Power Targets are Door, and then Elevators. On the wall right next to the Circuit Breaker is a fuse slot, where a power fuse from the environment can be Kinesis lifted, and inserted into it to power whatever it's connected to, in this case, the circuit breaker. Furthering the issue with this room is that this power fuse is located on a table in this room.

We're going to first go to the Workbench room since there is a valuable Power Node inside it. Then we'll do the setup for this room.

First follow the Locator as far as it will take you, the move around in that general area, probably a few paces to the right of where you are, until you locate the Circuit breaker.

While standing in front of the Circuit Breaker you can alternate between pressing the Cross button to open its sub menu, and the Circle button to close its submenu, to get it to make its locational sounds.

Do this while panning your focus or camera to the left slowly, so that the sounds from the circuit breaker are as far panned right as you can get it to be while still being able to alternate Cross and Circle to open and close it.

From here let's head to the nearby door. Take six paces forwards, then two paces left, the one pace forwards to find an Open prompt of the nearby door. Open the door and then take paces forwards into this new room until you no longer can. You should hear the door behind you close and a man in the room coughing and bleeding out, if not true, take a few paces at a 1 o'clock angle to get more into the room. Kill the enemy that spawns.

After killing that enemy, use the Locator which will now lead you to the door you came through, and go as far as you can with it without opening the door. You should hear the four location pings on the door now.

From here take eight paces backwards and you will hear an interaction prompt requiring a level two security clearance. Ignore that for now.

Take two paces left and stop. You should hear a flickering fluorescent light to your hard left now. Slowly pan your focus to the left until that flickering light is centered in front of you. Then take one pace left and interact with the pickup on the ground. Then take two paces right and one pace forwards to interact twice with another pickup. That's our power node. From there take three paces backwards and five paces to the right to find the nearby workbench.

After finishing with the workbench proceed with the Locator back to the door of this room and wait to open it.

While standing as close to this door as possible, open it, then use the Locator one time. From here double tap the RIGs menu to ensure our focus is centered where it needs to be. The Power Fuse we need to solve this puzzle should now be on a table directly in front of us.

Take three paces forwards, aim, and use Kinesis Lift to pick up the Power Fuse.

While holding it, take seven paces to the right, and one pace forwards to slot it into the wall. You should now also be right next to the circuit breaker again.

Open the circuit breakers sub menu, press right on the D Pad, and then Cross to power up the Elevators.

Use the Locator twice to spin Isaac around, then take a couple paces forwards to reach the newly powered elevator and take it up. Fight the enemy that spawns without moving Isaac much.

After killing it, follow the Locator as far as it will take you. The Locator will try to lead you across a gap which you need to pull a sliding Kinetic object over to create a bridge. Follow the Locator as far as you can until you are no longer able to move. A Walker will spawn but will be unable to reach you until you make this bridge.

Move to the left as far as you can. You are at the ideal angle if you cannot move Isaac forwards or to the left anymore.

From here, Aim as far downwards as you can, and then slightly to the left and use Kinesis Lift. If you don't pick up anything aim slightly more to the left and Kinesis again. Repeat this until you grab something and then stand still holding it. The bridge will slowly move towards Isaac on its own and get into position. After holding it for about 3 seconds, take a couple paces backwards

and then drop you aim. You should now be able to follow the Locator across the bridge and into the loving embrace of this Walker who has been patiently waiting for you.

Proceed with the Locator to the next door then wait to open it.

Save Station.

Through this next door there will immediately be a Save Station on the wall to the left. After approaching the door as closely as you can, open it. Then take four paces forwards and one pace left to reach the Save Station.

Proceed with the Locator until you open a door and, well... something big happens. You'll know it.

First Vacuum room.

This is the first Vacuum room of Dead Space 2023. These moments will be tough and stressful, but are also very very cool sonically! This first one however, is just a simple introduction to the mechanics and only requires us to move through it. Off the bat, after opening the door and triggering the space vacuum, you can simply step backwards and allow the door to close to exit the vacuum. Your game difficulty determines Isaac's starting oxygen duration, on Story difficulty that is one hundred twenty seconds. As a warning, as soon as the oxygen timer hits zero, Isaac dies, there is no grace period. Also a reminder that opening the RIGs menu does not pause this oxygen timer, only pressing the Menu button to pause will. Exiting a vacuum state will always fully replenish Isaac's oxygen tank and usually occurs after you have opened a door, left the vacuum, and gotten far enough away from that door that it automatically closes.

There is a visual timer on Isaac's back with a countdown that is unfortunately not accessible similar to the other meters, but an audible beep will occur every second and Isaac's heart rate and breathing will intensify when it gets dangerously low, especially at the 30 seconds remaining mark.

Continue with the Locator out of the Vacuum room and to the next door then stop.

First Zero Gravity room.

Through the next door is the first Zero Gravity room of Dead Space 2023. These rooms are super cool and thankfully the Locator handles them pretty well! But before we get into how that all works, let's do a safe setup to ensure that you successfully take off for the first time. Courtesy of Superblindman for finding this, we have found a very simple to do and remarkably stupid softlock state with this room, where if you fall into the zero gravity room before doing the first scripted Take Off sequence, you will be stuck in the zero gravity room and forced to reload your save.

To avoid this, while standing against the previously described door, you should be able to hear a nearby light flickering to your left, open that door. From there take seven paces forwards then stop. A visual tutorial will appear with no audio cue that reads Press the L1 and R1 buttons to Take Off. Press those two buttons together. Isaac will press a button on his wrist, enable jet boosters out of the bottom of his boots and back of his shoulders, and will lift up off the ground.

You now have the ability to Take Off and Land, and are safe from that incredibly stupid softlock state in this room.

So let's talk Zero Gravity Movement! It can be really trippy as orienting yourself in mid air and on the floors, walls, and ceilings of the rooms may prove challenging. In Zero Gravity rooms while standing on any surface you can press the L1 and R1 buttons together to Take Off or Land. This causes boosters on the bottom of Isaac's boots as well as on each shoulder to activate and guide Isaac in air. Taking off also changes the controls a bit. Using R3 to control the focus or camera will now also turn Isaac in that direction, Isaac will always be facing the direction he is focusing on while in air. Pressing the L3 button will now cause you to boost instead of run. Holding R2 will reset Isaac's orientation, for clarification that means, it will rotate and spin Isaac from whatever orientation he is currently in, to right-side-up or how he would be outside of a Zero Gravity room. The R2 Button while in flight is incredibly important to us and can be held even while moving to keep Isaac stable. This stabilization is also necessary for landing on platforms, as Isaac cannot land if he is upside down over a landable surface. Hold R2 until the boosting audio cue stops playing and your orientation will be fully reset. You can move while holding R2 to keep yourself straightened out. I would recommend frequently holding R2 while floating as it really helps Isaac not get stuck on doorways and such. Not all surfaces are able to be landed on, only predetermined ones. There are often floating destroyable loot boxes in these rooms. They will be difficult for us to locate and call out since they are always floating around, but just a heads up that they are there. Isaac cannot use melee of any kind while in flight mode. Using the Locator while in flight mode will still stop all of Isaac's movement completely, but will not reorientate him. Isaac cannot reorientate with R2 and use the Locator simultaneously.

Once getting your space-legs, proceed with the Locator to find your objective.

Zero Gravity Combat tip!

Combat while in Zero Gravity is in some ways easier, and other ways harder. Only a small number of Necromorph types are able to exist in Zero Gravity or Vacuums. Walkers cannot, but Stingers can. While Isaac is in Flight mode, really the only option Stingers have for attacking him is by doing a huge leap and launching themselves at you. If they hit you they will hurt Isaac and cause him to tumble off course a bit and spin for a couple seconds. This can be disruptive to our movement which is never ideal. Additionally, with the ability to be on any floor, wall, or ceiling, it can be incredibly difficult to know which angle the Stingers are coming from. With that, on top of not being able to use melee attacks while in flight mode, it makes it much more difficult to dispatch them. There is however good news here. You have very limited options to damage them, but the same is true for them to you. Their pounces take a long time to execute, so usually between the time it takes to perform back to back pounces, Isaac's health will fully restore while in Story Mode. Stingers in Zero Gravity are usually little more than hard to kill cockroach pests, who can't really hurt you back.

Proceed with the Locator until you get a call from Hammond and then wait.

Exploration tip!

Although some Zero Gravity rooms will have air, like the first one, all Vacuum rooms will also be Zero Gravity rooms. Occasionally in Vacuum sections you may encounter Oxygen Recharge stations. They are free to use, have unlimited uses, and are meant to act as a lilypad during these sections. I will, however, not be calling them all out in this walkthrough unless they are important.

Exploration tip!

A computerized voice in Isaac's suit will always call out when you are entering, and exiting Vacuums and Zero Gravity areas. You might be inside, but still within a Zero Gravity area needing to fly to your Locator's current location!

After having a brief call with Hammond, you will need to re-enter the first vacuum room, and use your new flight capabilities to get through it. This room is a bit challenging since the Locator is not 100% reliable and we need to float through so narrow doorways while on a time limit. But let's do a small setup to help us through it.

After the call with Hammond, approach the next door but wait to open it. The door should have four Location pings attached to it. If you haven't already, press both L1 and R1 to land. Get as close to this door as possible while on the ground. When you're ready, open the door and enter the vacuum and zero gravity state.

Take four paces forwards into the room, then pan your focus as high up as you can.

From there press L1 and R1 to take off, then fly forwards for about three seconds, using your oxygen timer beeping as your counter.

From here hold the R2 button to stabilize Isaac, then fly forwards for two seconds.

Then press the R1 and L1 buttons to land.

You should now be able to easily follow the Locator out of this vacuum room.

Vacuum Exploration tip!

Vacuums will usually be difficult segments due to the very realistic nature of us losing almost all of our external audio cues while in outer space. The small consolation we get though, as shown in that previous small setup, is that we get an audible oxygen timer which chirps every second. We can utilize that timer as a metronome to help make our vacuum setups more consistent!

After exiting the vacuum room, proceed with the Locator as far as you can go. You are still in a zero gravity state currently. The Locator will bring you to an open elevator shaft which is as far as you can currently walk. Once you reach this point and can no longer move forwards, aim your focus all the way down, and then press the R1 and L1 buttons to take off again, fly forwards for about three seconds, receive a call from Hammond, and then continue with the Locator until reaching the next door but wait to open it.

First Schematic.

While floating in front of the previously described door, press the R1 and L1 buttons to land, and then use the Locator to get as close to the door as possible.

From here, double tap the RIGs menu to reset Isaac's focus to eye level, then open the door.

Take five paces forwards, then three paces to the left to find our first Schematic.

Schematics are incredibly rare and helpful collectables which when brought back to a Store, permanently allow you to purchase new items from all Stores. Taking this schematic back to a Store will allow you to purchase Pulse Rounds, which is ammo for the Pulse Rifle.

I unfortunately will not be able to call out all of these schematics in this walkthrough, as many of them are well hidden and far off our golden path, but I will get us to as many as I reasonably can!

Once you've got these Schematics in hand, proceed with the Locator until you reach a Locked door.

This Locked Door has a sparking power coil to the left of it which needs to be destroyed in order to unlock the door. After following the Locator as far as you can into this locked door, take one pace backwards, then two to the left, then press R1 to destroy it and unlock the door. Open that door and then proceed with the Locator to the next door. Go through that door, proceed with the Locator to the following door, and then wait.

Store and Save Station.

You should now be back in the main hub room of Chapter 2 with both a Store and a Save Station. While standing against the previously described door, take paces backwards until you cant or about fourteen, then four paces backwards, then slowly pan your focus to the right to reach the Store. After interacting with the Store, take three paces backwards, and thirteen paces left to reach the Save Station.

Proceed with the Locator when done.

Stasis Recharge station.

Shortly following, you will reach a new friend. Very Noisy Door's sister, Pretty Noisy Door. There's a Stasis Recharge Station right nearby if you need to top off. While the audio from the door is centered in front of you, take about three paces at a 7 o'clock position to reach the recharge station. The best time to hit the door with Stasis is during its third longer slam. You'll know it when you hear it. Just using the Locator should get you lined up correctly to hit it. Proceed with the Locator past the Pretty Noisy Door.

Combat tips!

This is a tactic that I developed while playing a different zombie shooter game but works great in Dead Space too. The "Fight Forward" strategy. Sometimes if enemies are coming from all directions and you're not sure which way is safe, forge your own safe direction by marching forward and fighting forwards. This will often lead to creatures following behind you, which makes their positioning and movement much more predictable.

This quarantine is the moment you've been saving your Pulse Rifle ammo for, give it a go! But try to maintain short measured shots over long sprays. Quick Scoping is still important! And don't forget to stomp as many enemy bodies as possible! Doing so will really help you keep your ammo counts up.

Continue forwards until quarantine is lifted then wait.

Save Station, Workbench, and Schematics.

Shortly after lifting the Quarantine you will enter a small room. It contains a Save Station, Workbench, and on a bench in the middle of the room, a Schematics which allows you to purchase Stasis Packs from the Store. This Schematic is immensely important to us as it will allow us flexibility later on in the game. I'll never require you to have one of these stasis packs for a setup, but they can help you in a pinch.

After quarantine is lifted, proceed with the Locator to the next door and get as close to it as you can, then open it. From there take three paces forwards, then four paces to the right to get the schematic. For some extra pickups, take one pace backwards, then three paces right, then a couple paces forwards to find three nearby lockers in front of you with pickups in them. From there use the Locator to reach the next nearby door but wait to open it. From there take six paces backwards, then two to the left to reach the Workbench. Reminder that I highly recommend prioritizing the Suit upgrades first. After interacting with the workbench take four paces backwards, then five paces right to reach the Save Station. It is right next to our next door so if you get the Open prompt instead just take another pace backwards to reach the Save Station.

Proceed with the Locator once finished.

In game cutscene.

Upon entering a nearby room there is a brief in game cutscene. Through a glass window to a nearby room Isaac hears an Ishimura scientist. He sees Isaac and begs for help pounding on the glass. Just then a spike penetrates his hand and nails it to the glass, cracking the glass, leaving a large smear of blood. The spike pins him to the glass. As he screams in agony, a new creature appears behind him and scampers up a glass tube. The creature raises three tendrils, and fires three spikes simultaneously, exploding the scientist's head. The creature then scampers up the tube and out of view.

New Enemy. Newborns.

Newborns! Yep, this one is just as bad as it sounds, no sugar coating it. You have found a lab where they are growing human babies in vats, and the babies that have been infected have become little monsters who I'm going to refer to as Newborns. These little boogers scamper around on the ground, walls, and ceilings and are our second Necromorph type which can exist in both Zero Gravity and Vacuum areas. They are very tiny and can be difficult to catch. They are much slower moving than the Stingers, but they have one nasty advantage, their spike shot. When not moving, the newborns will extend three tendrils out of their backs in a paper fan shape above them. After the tendrils are raised, if you are still in line of sight, they will shoot bone spikes at you. These spikes are relatively slow moving so if you are fully mobile when they fire you should be able to dodge them. While their tendrils are extended they become much easier to hit as well as become immobile. They can return their tendrils to their bodies and then reposition, but doing so takes a couple seconds. The trick to these is cutting off those tendrils as that will do massive damage to them. Newborns do not have a melee attack, but are still capable of grappling Isaac, requiring you to mash the Cross button, if they get close.

Minor Accessibility Break. Shock Pads.

The Locator will lead you to a sparking table with a Kentucky Fried Person on it. Getting too close to the table will electrocute Isaac.

While facing the electrified table and with the static audio centered on you, take about five paces backwards, the four paces to the right. You should find a container with another Power Node.

Return to the electrified table and recenter the static audio in front of you. Don't worry about getting shocked, it does substantial damage, but on Story difficulty you will just regenerate that health.

To the left of the table is a Circuit Breaker on the wall. From your current position in front of the table, take one pace left, then two paces at a 11 o'clock position to reach it. The first unpowered Target is Doors, the second powered Target is Shock Pads. Just select Doors as the new power target. Then take a pace or two right to get the Shock Pads. For some reason after grabbing the Defibrillator and Shock Pads, the Locator will still lead you to the table. Take a few steps backwards from the table and try the Locator again to fix this.

Proceed with the Locator back through the Pretty Noisy Door, and until you place the explosive device.

In game cutscene.

Isaac approaches the heavily barricaded door from earlier, attaches the defibrillator device to the barricade, places the Hydrogen tank onto the defibrillator, then detaches the two shock pads from the defibrillator, charges them, and places them onto the Hydrogen tank.

After that brief cutscene of Isaac placing the explosive device on the barricaded door, follow the Locator to cover.

After destroying the heavy barricade with the device, proceed with the Locator to the next door, get as close to it as possible without opening it, then wait.

Store and Save Station.

Let's return to the Store and Save Station in this room before proceeding.

From the previously described location, take paces to your right until you no longer can or about three, then twenty two paces backwards, then pan your focus left or right until finding the Store.

You may need to close out of a prompt telling you that the schematics from the Stasis Pack have been removed from your inventory and added to the Store. After interacting with the Store, take three paces backwards, and thirteen paces left to reach the Save Station.

Proceed with the Locator back to the next door when done but wait to open it.

In the next small room there is a valuable item that we need to pickup.

Open this door and take a couple paces forwards into the room. You should receive a brief call from Hammond. After that call, follow the Locator to the next door as far as you can go, but wait to open it. Using the Locator from this position should have the four location pings in your left channel. From here take fourteen paces backwards at a 5 o'clock angle. From here press R2 to stomp a nearby box for a pickup. Then slowly pan your focus to the left until hearing another

interaction prompt. Pickup that item as well, that is a weapon upgrade for the Plasma Cutter, which when brought to a Workbench will further expand the Plasma Cutter's upgrade tree.

Proceed with the Locator when you've got the upgrade in hand.

In game cutscene.

As you enter the next room you will enter a medical operating room with multiple surgery beds. Across the room there is a spectral glowing outline of a standing woman and a bloodied man on one of the surgery beds. This spectral vision of the woman is immediately identifiable as being Nicole. After a short dialogue, the holograms fade away.

Major Accessibility Break. Surgery Room.

Alright gang this one's the toughest setup yet. Here we've got another multilayered issue where the Locator is leading us to an unpowered door, but the door needs a fuse lifted into a slot on a nearby wall to power it. The fuse is in a different Circuit Breaker in this massive ass room. Since the place the Locator leads us is mildly useful in this setup, I'll explain this setup without doing our whole grid system (which would be kind of inefficient in this large open room anyways). To find it, use the Locator to reach the unpowered door. Keep holding directly forward while using the Locator to walk into the unpowered door. You should then be able to continue holding forward and hear continuous footsteps as you are walking in place against the doorframe. If not, take two paces back and two to the left, use the locator again, then hold directly forward again. If you're continuously taking steps forward in place, press the Locator once and stop moving. This should put the camera at a different angle. If done correctly, holding forward should no longer have Isaac taking steps. From here we're going to walk backwards across the entire room to find the Circuit Breaker on the other side. Hold back and very slightly left, at between a six and seven o'clock position, and take about twenty four paces backwards until you are no longer moving. The Circuit Breaker should now be behind you to your left. If you can't find it, just reset to the Locator's position and try again.

This Circuit Breaker has one power Source, and two Power Targets. Interacting with the Circuit Breaker and opening its submenu will show the first unpowered Target is Showers, the second powered target is Lights. Select the first Showers option. This is going to cause some shutters in the room to open. I'm gonna lead you to an important hidden room real quick with some very valuable pickups. While facing the circuit breaker head on, after powering the showers, take one pace backwards, and six paces left. This should run you up against a newly revealed wall that is a kinetic object. Pan your focus left to face the wall, and use Kinesis on it by Aiming and pressing the Circle button. Once you've got it, take two paces backwards and three to the left. That should permanently open that door. Take three paces right, then seven paces forwards to find three lockers right next to each other with very valuable pickups. After collecting those take one pace backwards and three to the left to also find a hidden Audio Log.

After getting those valuable collectables, return with the Locator to the locked door, and renavigate back to the Circuit Breaker.

Once reaching the Circuit Break again, continue reading this full segment before acting.

We will need to eject the power fuse from this wall and bring it to another slot to power the door we need to proceed through with the Locator.

You will want to open this Circuit Breaker's sub menu and select the first door option again. Reselecting an already powered Target will cause the battery powering this Circuit Breaker to eject from the wall. You should hear the shutters on your left close, and a mechanical noise on your right. The power fuse powering this Circuit Breaker just ejected from the wall to the right of the Circuit Breaker. You now need to take this power fuse back across the room, to power the locked door.

Important note, when you remove this fuse from the wall, multiple enemies will attack you. I highly recommend removing the fuse from the wall, immediately reinserting it into the wall so it doesn't get lost, then standing your ground and fighting off the enemies with as little movement as possible. Worst case scenario is if you lose the power fuse on the ground during the fight and can't find it again, you might need to reload the save. But the Power fuse also makes lots of noise when Isaac walks into it, so that might be helpful in locating it if it is lost during this fight. But putting it back into the wall helps avoid this issue.

After killing the enemies, Kinesis lift the power fuse back to where the Locator is taking you. You can't use the Locator while holding the power fuse in Kinesis, so this part is going to be tricky. Also, an important reminder that you could very easily Kinesis grab an enemy body part on the ground instead of the fuse, so listen for the quote on quote bigger sound you get when picking up the fuse. Remember that Isaac uses Kinesis Lift with his left hand, so anytime you drop the Power Fuse it will land in front of Isaac, on the floor, and slightly to the left.

If you've got the power fuse in Kinesis and are standing in front of the unpowered door, take about eight paces to the left and two paces backwards. Note that you may need to pan your focus upwards slightly after looking down to pick up the Power Fuse, in order to slot it into the wall. After inserting the power fuse into the wall, it will power the door.

Once the door is powered, continue with the Locator.

In Game Cutscene with sighted context.

Shortly after exiting the bloodied surgery room, Isaac opens a door and shockingly close to him inside a small glass enclosed room is a doctor wearing clean scrubs standing overtop of a restrained but wiggling patient on a surgery table. For a brief second based off of her hair color and length it appears she could be Isaac's girlfriend Doctor Nicole, but as you approach it becomes clear it is not her. This woman has her back to Isaac and is looking down longingly at her struggling victim on her surgery table. When you approach, the doctor quickly brandishes a large surgical scalpel and sheaths it into the neck of her victim. He starts squirming and releases a muffled cry. She forcefully drags the blade down his neck and keeps pulling it down his chest cavity until forcefully removing it. The man gargles and quickly bleeds out, suffocating on his own blood. The now blood spattered doctor slowly turns to Isaac. She stares at him for a few solid seconds with a devilish smile on her face. She then takes the scalpel, inserts it into her own neck and pulls to the side. A spray of blood covers the entire glass wall separating her and Isaac as she stands her ground for about a second, blood gushing from her neck. She then falls heavily against the surgery table, her head hitting the table and resting right next to her victim's head who is laying down on the surgery table. Isaac is disgusted, his heart rate skyrocketing. There was nothing he could have done to help either of them, and it's not clear he would have even wanted to.

Stasis Recharge Station.

After opening that last door and having that in-game cutscene occur right in front of you, taking one pace into the room and two paces to the left will lead you to a Stasis Recharge Station.

Proceed until reaching the next door then wait to open it.

Important Save Station.

Finally another Save Station following the Surgery Room! In the back of the room with the previous in game cutscene is Save Station. Use the Locator to find the next door, but before opening it, while standing against it facing it, take three paces backwards and two paces left.

Proceed with Locator when ready.

Minor Accessibility Break. Loud Hallway.

Quick funny note, the first time I entered this hallway and the thing happened, my computer volume was super super loud and also the scene exploded so gloriously that it actually caused my game to crash. I felt that surprise in Four Dimensions. haha

So the problem here is the Locator is leading you to an unpowered door. On the wall to the right of the door is a power fuse slot. You need to Kinesis lift another power fuse into the slot, the same as the Surgery Room, but this one should be a bit easier. You also just manually saved right before this room for a quick reset if needed. The power fuse is in this hallway, but the explosion makes it land randomly in the hallway, and underneath a bunch of other environment clutter you can use Kinesis lift on by accident. It should however land in the same general area each time.

Follow the locator to the door until you can't move against it, take nine paces backwards, then fifteen paces to the left until you cant move anymore, then two paces right.

The Power Fuse should now be in a pile of debris somewhere in front of you. In my testing it usually landed on the right side of the screen, other times more centered, but it should always be in front of you from this position. Try aiming slightly downwards and Kinesis Lifting something.

When you think you have the power fuse in Kinesis, take paces to your right until you cant anymore, tilt your focus very slightly to the right, then three paces forwards. If you have the Power Fuse it should lock into the wall slot. If you don't, follow the Locator back to the door and reset.

This segment might take a few attempts but the resets are pretty forgiving. Once you've heard the Power Fuse slot into the wall and the door in front of you unlock, proceed with the Locator through the next door and into a small elevator.

Welcome to the morgue of the Ishimura.

Cutscene.

Isaac enters a door in the morgue. The door shuts behind him as he quickly scans the room checking over both shoulders. Laying on a bloodied autopsy table is a body wearing a very clean, ornate looking military suit. The face is deteriorating but compared to most of the ravaged

bodies around here it's in surprisingly good shape. Isaac approaches the Captain's body and lifts it up so it's laying on its side on the bloodied table. On its back, outside its clothes, starting from its neck and stretching down to its waist is a spine like exoskeleton, very similar to the one on Isaac's armor. Isaac gets the body on its side and begins pulling the exoskeleton off of the body spine by spine. He gets two notches in when suddenly a new creature bursts from the ceiling and lands on the body. This winged creature starts tearing at the body paying no mind to Isaac. Just as Isaac says "What the fuck?" The flailing winged creature extends a giant spike out of its mouth and spears it deep into the Captain's skull. The force of this knocks Isaac to the floor. The winged creature flaps into the air, still tethered to the body, lets out a screech, and releases the captain's body, its head and whole body landing straight on Isaac's gut. Not even a second later the captain's body starts to convulse on top of Isaac. Isaac begins to crawl away backwards as the body turns over on its own. Suddenly its arms, one by one, extend outwards becoming massive blades. Its face and body quickly transforms into that of a Walker, and it releases a piercing scream right in Isaac's face. The walker stabs its left arm into the ground, then its right. Using its arms as stilts, it lifts itself off of Isaac and towers above him. It lets out another massive scream, gore and blood flying from its maw, covering Isaac below. Isaac raises his left hand and uses Kinesis to lift a nearby fire extinguisher and smashes it into the monster. This sends the creature staggering across the room as Isaac rises to his feet.

New Enemy! Nester.

We're gonna call this new winged monster the Nester. It's a nasty little dude who when given the chance, runs away from Isaac, finds a dead body, stabs it with its tendrils, and fills it full of monster goo to reanimate it. These enemies aren't terribly fast, and don't approach Isaac if there are nearby bodies. They do however turn those bodies into more Walkers. When cornered or out of available bodies, they will charge Isaac and slap him with their nasty spear tongue.

Security Clearance Upgrade.

Upon picking up the Captain's Rig, Isaac's Security Clearance will be increased from level 0 to Level 1. This allows him to open more doors and lockers in past and future areas.

Proceed with the Locator to a Security Clearance Level 1 door and a small elevator behind it.

After a short chat with Hammond, upon reaching the top of the elevator, there will be two Kinetic Objects blocking the doorway to get off the elevator. Use the Locator to correct your focus, then aim downwards and use Kinesis Lift to clear a pathway.

Proceed to the next door then wait.

We now have the required clearance level to get a power node in this next room. From the previously described door, open it then proceed with the Locator to the next door and wait. While standing as close to this door as possible, take three paces backwards, then six paces right, then three paces backwards, then three paces right. You should hear an interaction prompt to unlock a box with your new clearance level. Then a second prompt to open the box, then a third prompt to pick up the power node.

Proceed with the Locator back to the next door when you've got the power node in hand. Open this door and proceed to the following door then wait to open it.

Store and Save Station.

You're now back in the hub room for Chapter 02 for at least the fourth time, which has both a Save Station and a Store in it.

While standing at the previously described door, take one pace backwards, then twelve paces to the left or until you can't move anymore, then one pace forwards to reach the Store. You may need to pan your focus slightly to the left to get the interaction prompt.

After interacting with the Store, take three paces backwards, and thirteen paces left to reach the Save Station.

Proceed with the Locator when done.

The Locator will lead you onto the Tram Car but for some reason its path and the four location pings lead you to the back of the car instead of the front of the car where the Tram fast travel Terminal is. When you've reached where the Locator is taking you and have the four location pings in your left channel, take several paces to the right, then pan your focus to the right to find the Tram terminal.

When you interact with the Tram Control terminal you will enter a full menu, your current station will be Medical. To navigate to the Hangar Cargo Tram Control station and where we need to go next, press left on the D Pad, then the Cross button to select, then Cross again to confirm.

Proceed with the Locator back to a nearby small elevator.

Proceed with the Locator until once more reaching the hangar bay and receiving another call from Hammond.

Once arriving back at the hangar bay, congratulations on completing Chapter Two of Dead Space 2023.

Buffer zone to avoid accidental spoilers. One of Five.

Buffer zone to avoid accidental spoilers. Two of Five.

Buffer zone to avoid accidental spoilers. Three of Five.

Buffer zone to avoid accidental spoilers. Four of Five.

Buffer zone to avoid accidental spoilers. Five of Five.

CPR3

Chapter 03: Course Correction

A warning going into Chapter 3:

You are now entering Chapter 3 of Dead Space 2023. This is where the game really ramps up as Isaac's own personal hell on the Ishimura deepens. In addition to this, Chapter 3 is unfortunately one of the least accessible Chapters in the game. I did my best as a sighted player to describe the various challenges in it, but as always I greatly value community feedback

on improving this walkthrough. If you have reached this point of the walkthrough and get stuck at any point during this Chapter, reach out to me on Discord and let's try to work through it together. :]

And with that ominous forewarning out of the way, here we go gang...

Space Race.

Alright so Chapter 03 comes out the gate swinging, in fact, Chapter 03 heel kicks that gate open. Shortly after beginning Chapter 03 we enter the hangar bay. Hammond opens the docking hatch, making this a massive Zero Gravity room. Doing so allows Isaac to float outside of the Ishimura, to a back entrance into the Engineering Bay, so that we can fix the Ishimura's propulsion systems and save it from its gradual descent into the planet below. I'm a bad news first type of person, so let's start there. The bad news is, the door that we need to reach is really REALLY far away, we will be in a vacuum racing against our oxygen level, there are several Newborns between us and the door we need to reach who will shoot at us, and this will all be happening in Zero Gravity so I don't really have a method of instructing your paces...

The good news however! Is that the Locator will work this entire time and actually lead you to the door decently well. Because of this I'm not calling this an accessibility break, but perhaps a challenge?

Important note: Despite my love for the mid-flight R2 reorient position button, I learned from this segment is that if the Locator is pathing you within a three dimensional space, or in other words is trying to path you to fly up to what would be a ceiling or do some wild zero gravity maneuver, holding R2 to reset your orientation will actually interfere with the Locator's pathing... So for this Vacuum segment I highly recommend NOT using the mid flight R2 button to reset your orientation. At the end of this race when you find the Engineering Bay's door, you can open it and float through it to safety without having to land again.

Right, so let's begin. Fly through the hangar bay following the Locator until passing into the vacuum, and then back up again and leave the vacuum. You should now be floating somewhere at the threshold of the vacuum area. Since it is impossible for me to know exactly where you are floating compared to where I am, we're just gonna hope for the best here. When you cross over the threshold, Dont. Stop. Holding forward and L3 boosting. Except to ping the Locator to reposition of course. There is a clear audio cue for when Isaac begins his boosting. Remember that by default it will stay on continuously once pressed, this is the default toggle option. We're going to completely ignore the Newborns, even if they hit us a couple times. Remember that each time you use the Locator it will completely stop Isaac's flight and speed and disengage the L3 Boosters, so you will need to re-engage them each time. This is a one way trip, so either you're gonna make it in time, or suffocate and die. You just got an auto save checkpoint so it's okay if this takes a few attempts. Also once you get far enough away from the threshold into the vacuum, Hammond will close the doors to the hangar again, so you really do just gotta fully commit to these attempts. Remember that on Story difficulty you've got one hundred twenty seconds of Air. The fastest time I was able to do this while using the Locator to adjust my flight path was about sixty seconds, so it is pretty tight timing but you do have some recovery time if you get stuck. I'm going to provide an approximate timing for when I stopped to use the Locator to reposition my camera. When you're ready to give it a go, use the Locator to line up Isaac's focus, and then L3 boost across the vacuum threshold.

After crossing the vacuum threshold I boosted straight forward for about ten seconds, used the Locator to reposition, and boosted forward again for about ten seconds.

This made me pass by the Newborns. You can't hear them in the vacuum but they're there.

I used the Locator, then five more seconds of boosting forwards. Locator again, then three more seconds of boosting forwards. Locator again, then three more seconds of boosting forwards.

That section is a panel that you have to fly around and go behind. Locator again, then seven more seconds of boosting forwards. Locator again, then about three more seconds of boosting forwards. At this point when I used the Locator again I was close enough to the Engineering Door to hear the directional ping of it. You can float into the door to safety without having to ever press L1 and R1 again to land.

If you've reached safety, well done! Continue onwards until reaching the Control Console terminal.

After a brief chat with Hammond about our next game plan, you will be standing in the Engine Console Control room. This will serve as our hub for Chapter 3 as you will be returning to this room multiple times. Within this room is a Store and a Save Station.

Store and Save Station. Control Console Room.

After your chat with Hammond but before leaving this room for the first time, if you're following the "Refuel the Engines South" Objective, follow the Locator to the door without opening it. Take three paces backwards and seven to the right, then pan Isaac's focus to the right. This should take you to the Store. While standing in front of and against the Store, take six paces backwards and eight paces right to reach the Save Station. While standing in front of and against the Save Station, take eight paces backwards, six paces left, and pan Isaac's focus to the left for about a second to reach the Store.

Proceed through the door in the Control Console room until shortly reaching the next door.

Through that door is a stairwell, and laying on the ground at the bottom of the stairwell is a new weapon. Follow the Locator and listen carefully for the interaction cue. You will pass by it and it should be hard to miss, but note that the Locator is not bringing you to the weapon itself.

New Weapon! Ripper.

The Ripper is what would happen if someone with welding knowledge and a personal vendetta irresponsibly tried to make a gun out of a table saw. It is remarkably unsafe, jerry rigged together, and must violate every imaginable OSHA workplace safety code in existence.

Thankfully for us, canonically OSHA must not exist in the world of Dead Space, because this thing does. The ripper is a less-than-subtle way of dealing with Necro Morphs. Everything it does is very noisy so you should have no problems hearing it work. Its primary fire launches a spinning saw blade in front of Isaac and the Ripper holds it in a floating state, similar to if you Kinesis lifted something, while the saw blade spins violently shredding everything in its way until the saw blade takes enough damage and breaks apart. While Aiming, press R2 to fire the blade, and continue holding L2 to hold the spinning saw blade in front of you. The blade is held approximately three paces in front of Isaac unless next to a wall, then it is as close to him as it

has to be to still be in front of him. The saw blade, despite violently spinning right next to Isaac when aimed at the wall, cannot hurt him when used with Primary Fire. The Primary fire acts as a sort of at-range melee attack. If Isaac takes damage while the Ripper is holding a spinning saw blade in front of him, the saw blade will break and the ammo for it will still be spent. While aiming the Ripper and pressing the Alt Fire button or R1 button, it will shoot a saw blade where Isaac is aiming. The blade flies quickly through the air and does not suffer from bullet drop. When encountering a surface such as the wall or floor, the launched blade will then ricochet off it and continue flying. The saw blade can ricochet up to two times before being destroyed on its next collision. Considering the Ripper is just shooting a massive bouncing saw blade, the Alt Fire of the Ripper CAN hurt Isaac if he is hit by a ricocheting blade. The Ripper has a combo that the game does not tell you, where if you use its Primary Fire and are holding a saw blade out in front of you, before it breaks if you then press the R1 button, you will launch that same sawblade. This allows a crafty user to maximize their ammo usage by killing two Necro Morphs with one saw blade. (Is that how that saying goes?)

Proceed until hearing the Ishimura computer voice say "Warning, fuel reserves depleted, main engines offline."

Minor Accessibility Break. Cable Car.

Upon hearing the Ishimura computer voice say that line, the Locator will be leading you to the ledge of a large chasm. In front of Isaac about 25 meters out is a cable car with a large Kinetic symbol on it. After proceeding as far as the Locator will take you, double tap your RIGS menu, and then use Kinesis to grab the cable car. Just holding it will draw it closer to you so you may use it. It needs to be flesh against the ledge you are standing on so you may need to step backwards while Kinesis lifting it. Getting into the cable car and activating the computer will take Isaac across the massive chasm to the other side.

Enemy Upgrade! Spitting Walkers.

"Wait, what??", yep. Some Walkers spit poison now. The ones that can have a round puss on their stomach but unfortunately I don't believe there's any way for us to tell them apart until they start spitting corrosive acid at you. The acid ball they spit has a flight speed similar to the Newborn's spike shot, meaning if you are in full motion you can commonly dodge it. If the acid hit's Isaac, it will do a small amount of initial damage, and then cover him in corrosion which will deal damage over time for a couple seconds. Chapter 03 is just getting started...

Proceed through the area until reaching where the Locator is bringing us, and unfortunately our next...

Major Accessibility Break. Power Room.

Alright so this time the Locator is bringing us to a new tall machine that is unpowered. The issue here is we need to locate a nearby keycard on a table, backtrack to a locked room, use the new keycard to open the room, and interact with a Circuit Breaker in that room to provide power for this tall machine, all without being able to use the Locator since it just leads back to this tall

machine. This room, as with most rooms in Chapter 3, is too big and oddly shaped for the grid system of this walkthrough to make sense, so we'll do it based on paces.

Firstly let's get to the proper angle by using the Locator and this tall machine.

While walking forward, use the Locator every five or so paces and walk as close to the tall machine as possible. I tried this from multiple different angles and found that I usually always ended up in either one of two different positions which require different paces. While walking into the tall machine, you should be continuing to take footsteps forward against it, but not move. If this is not true for you try taking a pace or two to the right, and or backing up a few paces to approach the tall machine from another angle with the Locator. Once you are continuously taking paces forward into the tall machine, I am going to lead us to a nearby Save Station. Take four paces backwards, and four paces left. If you cannot take four paces left, you are going to be on Path A. If you can take four paces left, you will be on Path B.

For Path A, after failing to take four full paces left, instead take fourteen paces backwards, four paces to the right, and one forward if needed. Here is the Save Station.

For Path B, after taking those four paces left, press the Locator once to recenter on the tall machine, then take fourteen paces backwards, and three paces to the right. Here is the Save Station.

If neither of those worked, back away from the tall machine several paces and try again.

Manually save so that if you get stuck you can reload this save from this position.

Once at the save station, we are going to now grab the nearby key card that is on a table and then backtrack to the Save Station. While facing and standing against the Save Station, take three paces right and six paces backwards. You should hear the pick up prompt for the Fuel Station Key Card. Reverse those paces to return to the Save Station and save again. Note: the walls in this area seem to be a bit easy for Isaac to get stuck on, so you might need to take a pace away from them to avoid getting stuck.

While facing and standing against the Save Station again let's head to the Fuel Station room. Take a single pace backwards from the Save Station to avoid sticking to the walls, paces to the left until you can't move anymore or about ten, one pace to the right to get off the wall, then paces backwards until you can't move anymore or about thirteen, one pace forward to get off the wall, paces left until you can't move further or about eighteen, you might hear a call out for a suspiciously unnecessary oxygen recharge station, one pace right to get off the wall, paces forward until you can't move or about five, one pace backwards to get off the wall, four paces right and you should hear a special interaction prompt which signifies that this is a door with a locked component which you have the key or security clearance to open. This is the Fuel Station room. You have to interact with the door twice, once to use the keycard to unlock it, and once to open it. Important reminder: do not use the Locator right now or else Isaac's focus will turn.

After opening the door to the Fuel Station room, take one pace forward into the room and then pan Isaac's focus left for a second, there is a box with a Power Node on the wall. Rotate Isaac's focus right for another second, and take three paces forward until you can't move anymore and so the door to this room closes behind you. This is a very tiny room, about five paces wide and four paces long. Take one pace backwards to get off the wall, then two paces right and pan

Isaac's focus to the right for about a second. You should now be able to interact with a Circuit Breaker.

This Circuit Breaker has two power sources and three power targets. The targets are Lights which are currently powered, Life Support which is currently powered, and South Refill Station which is currently unpowered. Unpower the Lights and power the South Refill Station. At this point you can follow the Locator back to the tall machine. Upon returning to the tall machine it has now gained a Kinesis Icon. Reach the tall machine, take a couple paces back from it, double tap your RIGs menu to recenter Isaac's focus, pan Isaac's focus up for less than half a second, and then use Kinesis to grab the top of the machine. Pan your aim downwards for about a second to drag the top magnet of the machine downwards into place.

Follow the Locator back to the cable car and use it to return across the massive chasm.

Continue until reaching the North Tall Machine.

Once reaching the end of the Locator's path you will be standing in front of another tall machine. Thankfully this one is already powered. Take a few paces backwards from it, double tap your RIGs menu to recenter Isaac's focus, pan Isaac's focus up for less than half a second, and then use Kinesis to grab the top of the machine. Pan your aim downwards for about a second to drag the top magnet of the machine downwards into place.

After a quick chat with Hammond, continue following the Locator.

Minor Accessibility Break. Locked Door.

The Locator will lead you to a locked door which is a shortcut back to the Control Console Room. This locked door has another one of those sparking batteries you need to destroy to unlock the door. While facing the door head on which is as far as the Locator will take you, take one pace backwards to get away from the wall, four paces to the right, and then tap R1 to melee the sparking battery. This will destroy it, unlocking that door.

Save Station and Store. Console Control room.

You have arrived back in the Console Control room with both a Save Station, a Store, and a new pest problem. Remember, while standing in front of and against the Store, take six paces backwards and eight paces right to reach the Save Station. While standing in front of and against the Save Station, take eight paces backwards, six paces left, and pan Isaac's focus to the left for about a second to reach the Store.

Follow the Locator into a nearby elevator to proceed to the Centrifuge.

Workbench.

After taking the long elevator downwards, proceed until reaching the next door. Before opening it though there is a nearby workbench off the Locator's path. Use the Locator to reach the door, stand against the door facing it. Take three paces backwards, three paces left, use the Locator again to adjust Isaac's focus, take six paces left, three paces forward, three paces left, two paces forward, and pan Isaac's focus to the left for about a second to hear the Bench interaction prompt. Note: there are a lot of small pick up items in this immediate area. It feels very likely that there will be some sort of large combat sequence once going through that door.

Proceed through the door when ready.

Take a few paces into the room following the Locator and you should encounter a terminal in the middle of the room called Decon Chamber, interact with it as the door that the Locator is leading you to is currently locked. If you missed it, follow the Locator as far as it will take you into the locked door, eleven paces backwards, two paces to the right.

After getting all nice and clean, continue with the Locator out of the decontamination room, then shortly through another door. After that door, continue until reaching the next door.

Important Save Station.

After opening the second door following the decontamination room, there will be a save station. Take five paces forward, and two paces to the right. If you missed it or that didn't work, follow the Locator to the next door and continue using the Locator and walking into the door until Isaac is no longer moving. Take four paces backwards, three paces left, the save station is now to Isaac's four o'clock position. Rotate Isaac's focus to the right for a second, and take two paces forward.

Epic Accessibility Break. Centrifuge Room.

Stasis Requirement: 2 Charges.

Alright gang I'm not going to sugar coat this, this room is the manifestation of my nightmares about making this walkthrough. The Centrifuge room is a massive Zero Gravity room where the Locator is useless because the room itself is the Locator's target. I genuinely hope that Motive Studios will patch or at least adjust this room in the future to make it more accessible, but for now, I refuse to let our playthrough end here. So if you're with me, let's figure this one out!

Important note: I highly recommend having a full Stasis meter before attempting this room. You will need a minimum of two stasis charges to complete this room. If you are unsure where to find a Stasis Recharge station, you can always buy a Stasis Pack from the shop to recharge.

Let's explain the situation first. The Centrifuge room is a massive circular zero gravity room with a large circular machine in the middle of the room. That machine is the Centrifuge and it is currently not being powered, we need to fix that. Although there is no boss creature in this room, I want us to think of this room as our first major boss. This room has two "phases", each of them very challenging, but there is a checkpoint after beating the first "phase" that will give us a strong foothold and make beating this boss possible. The two phases are what I'm going to call the "Unnavigated Zero Gravity" segment and the "Vacuum Death Spin" segment.

Note that there are multiple Stingers roaming this room, one just roaming the room at the beginning and two that seem to spawn once approaching each mechanical arm. If you are floating, they attack you by doing a large one direction leap. They're not terribly quick in zero gravity so if you're moving you will likely dodge them, but if they collide with Isaac mid flight they significantly knock Isaac backwards in space, which would ruin our setup for this room. It will be pretty hard to aim and hit them given how far away they will land on a wall after leaping at you. You will want to take out each Stinger while standing on the bottom floor of the room. In this

room there are two large mechanical arms which we need to locate, use Kinesis on, slide them about halfway along a horizontal track they are attached to, hit them with a Stasis ball, and then Kinesis them again to slide it across the rest of its track to lock it in place. Furthering the complications of this room, once you connect one of the arms successfully, the door to the Centrifuge room locks. This makes it so we can't then exit the room, hit the save station again, and re-enter the room with a setup. Overall we need to find and interact with three different objects in this large zero gravity room in a row, all without the Locator's help. (Chapter 3 really pulls no punches). The reason the mechanical arms need to be hit with Stasis before being slotted into the Centrifuge is because the tip of the arm, not the part we are grabbing and moving, has a rapidly spinning circular disc that needs to be hit with stasis to lock into place. Thankfully though you can just use stasis anywhere on the massive arm and it will work. More good news is that the spinning disc on these arms makes a continuous loud whirring sound, so if you are nearby you can actually hear it.

So phase one of this room is that we have to lock two of these mechanical arms into place, reach a terminal in the room, and then interact with it. Upon doing so we will get an auto save checkpoint and enter phase two. To give you a sense of the scale of this room, starting from the lowest floor of the room and L3 boosting straight to the ceiling, it takes about seven seconds. To L3 boost from one wall to the opposite wall of the circular room it takes about thirteen seconds. The entrance is also the exit we will be returning to during Phase Two. Thinking of this circular room from the top down as an analog clock face, when we enter the room through a door at 6 o'clock on the fourth floor, we will be facing the 12 o'clock of the room. There are four levels to this circular room, the top three are balconies that span from the 2 o'clock to roughly the 8 o'clock of the room. The Centrifuge Terminal is about 2 o'clock in the room on the fourth floor balcony, the same one you are on now but there is a large fleshy wall splitting them into two separate balconies. The left arm we need to drag into place is at 9 o'clock in the room, on the second floor. The right arm which we also need to drag into place is at 3 o'clock in the room, on the third floor. We're going to navigate to the left arm first, then make our way over to the right side of the room to get the right arm, and then continue further right to the terminal. To get to the left arm first we're going to fly off the balcony, down to the very first level, land, and use paces to reach it.

To begin, follow the Locator to the door of the Centrifuge Room and continue using the Locator and walking into the door until Isaac is no longer moving. Then open the door to the Centrifuge Room and move forwards until Isaac can no longer move or about five paces. About three paces in you will enter Zero Gravity. Press the L1 and R1 buttons together to Take Off. Fly forward for about three seconds then stop, pan Isaac's focus downwards for about a second, then fly forward (which will be downwards in the room) for about eight seconds. This should allow you to press L1 and R1 again to now land on the bottom floor of the room. We are now going to navigate to a center pillar in the middle of the room. Double tap the RIGs menu to recenter Isaac's focus. Take six paces to the right, then ten paces forward until you can't move anymore. If this is true and you cannot take paces forwards then continue, if untrue then try reloading your save and do the first part again. Hitting this pillar head on is pretty precise but is also a necessary point for us to anchor to for these setups. As you approach the pillar a Stinger will spawn far away but ignore it for now. If Isaac can't move forward anymore than you are now

standing in front of the Centrifuge pillar in the center of the circular room. From here take twenty five paces left and four paces forwards. The Left Arm is now right above you on the second floor and you should be able to hear it making noise. Now let's kill this Stinger before proceeding.

The Stinger will come to you and is much easier to fight while standing on the floor. Try to kill it without moving Isaac too much, panning Isaac's focus is okay though.

Once it's dead, pan Isaac's focus upwards so you hear the Left Arm centered above you. You can search for it by aiming up at it and using Kinesis. It's very large so it should be easy to grab if you are using Kinesis in its general direction. If you use stasis without panning Isaac's focus upward, you will likely miss it, so make sure to pan upward before using the stasis.

Once you have the arm in Kinesis lift, you will have to slide it roughly halfway across the track it is attached to, stasis it, then reuse Kinesis and drag it the rest of the way into its slot. If you drag the arm too far without hitting it with Stasis, it will bounce off the Centrifuge, make a noise, and reset to the left. Note: you may only have three Stasis uses unless you upgraded your suit.

Although there is a Kinesis Recharge station in this room on the fourth floor balcony far to the left after you enter this room, it's going to be nearly impossible to get there and back again. The stasis part of this shouldn't be too hard, but you will need two. You might have a Stasis Pack in your inventory to help.

Okay so, you've found the left arm above you and you now have it in Kinesis. While holding it in Kinesis, take six paces to the right and stop moving. While still aiming, press the Circle button again to release Kinesis, press the Triangle button to fire a stasis ball at it, press Circle again to Kinesis it, and take about four paces to the right. Hopefully this successfully locks the arm in place, you will know it when it happens. The Ishimura computer will say a word.

Now double tap the RIGS menu to recenter Isaac's focus, and then take thirty two paces to the right. Upon getting close to the second arm you should be able to start hearing it and another Stinger will spawn. Try to kill it while keeping the arm within audible range. After killing it, listen for the Right Arm above you. It will be quieter since it is higher up on the third floor this time, but it should be above you. This arm is unfortunately too high up to Kinesis from the ground so we will have to lift off. Pan Isaac's focus straight up, press the L1 and R1 buttons to lift off, then fly forwards (which is upwards) for about four seconds in the direction of the machine's sound. At this point you should be able to hear the Right Arm much better. Hold the R2 button to reset Isaac's mid air orientation and get him right side up. Get as close to the Arm as you can and try grabbing it with Kinesis. Once you find it, drag it to the left for about three seconds and stop. If you are able to drag it to your right then you are on the incorrect side of the arm. If that is the case, then while keeping it within audible range try to float back to the other side of it and hold R2 to reset your orientation. You want to be dragging the second arm to the left. Once you believe you have the arm moved roughly in the middle of its track, hit it with a Stasis, grab it again with Kinesis, and drag it all the way to the left. You will again know if it connects based on the computer's dialogue. Now we need to make it to the terminal on the fourth floor balcony which should now be roughly in front of you, to your right, and above you. While still facing the Left Arm, hold R2 to reset your orientation, then pan Isaac's focus to the right for about a second. Hold forward to fly forward for about four seconds. Stop, hold R2 again to reset, then release R2 and pan Isaac's focus upwards for a second. Fly forward (which is upwards) for about five seconds and stop. Hold R2 to reset, then fly forwards for about five seconds while continuously pressing the L1 and R1 buttons to attempt to land. If you find the balcony and are

able to land on it great! We're almost there! If not, try searching around for it but there's a chance you've got lost in space somewhere and it might be easier to just reload and try again. You should land on the balcony at roughly the three o'clock position in the room, the terminal is around this curving walkway at about the two o'clock position in the room. After landing, continue taking paces forward until you hit a wall, should be about four paces depending on where you landed. Take one pace backwards off the wall, and pan Isaac's focus to the left for about a second. The Terminal should be roughly twenty two paces away from where you landed. If you are walking forward and get stuck on the wall, take a pace back, pan Isaac's focus to the left slightly, and continue moving forward. The terminal will be on the guardrail of this balcony. If you are facing the terminal you will also be facing the Centrifuge in the middle of the room. Note that you can actually step off the balcony and into flight mode. If this happens simply L3 boost back in the opposite direction and land again, L3 boosting will help get back on the balcony as it raises Isaac's legs up slightly to help get him back on the balcony instead of getting trapped under it. If you find the Oxygen recharge station that means you are facing the outside wall of the room, not the center of the room where the Centrifuge is, and are about two paces away from the Terminal. Facing the Oxygen Recharge station the terminal is to Isaac's 8 o'clock. When you get within the Terminal's interaction range the game narrator will say "Centrifuge. Restart Centrifuge?". When you interact with the terminal you will receive a checkpoint, and phase two of this room begins.

Cutscene.

Upon interacting with the Centrifuge terminal, a giant lightning bolt shoots down from the ceiling in the middle of the room, into the core of the Centrifuge. At the same time one of the massive arms of it begins to spin counterclockwise as the whole machine begins to spark and whine. Floating debris from the room begins to be dragged downwards and suddenly the large shuttered floor that used to be the first floor of this room opens up into open space, the planet Aegis Seven lies just below. The air from the room quickly causes a torrent downwards as the vacuum of space consumes the room. The force of this gale drags Isaac down harshly into a nearby guardrail, he struggles to hold on for a few moments before the vacuum takes over and he's able to freely stand again.

Okay the bad news about phase two first. It's in a vacuum state so your oxygen is draining, an arm of the Centrifuge is now spinning around the room counterclockwise and will instantly kill Isaac if it touches him, we have to run clockwise around the room and dip into three different safe zones to dodge it, between the start and the first safe zone there is a Walker, then another one spawns within the second safe zone, and finally there is a Stinger after reaching the third safe zone and taking it up. Also since it's a vacuum, there are greatly reduced audio cues to assist us.

The good news however, is that the Locator is back and working again!

This segment is difficult, but short. We just got a checkpoint and we have the Locator again now, so we can pull this off.

Following that brief cutscene Isaac will now be standing a pace to the right of the Centrifuge terminal. The goal of phase two is to escape this room through the same door we entered it in.

To do that we will have to use a newly powered elevator right behind us, ride it down to the second floor balcony, dodge the giant spinning arm of death by timing our runs correctly, fight off a few baddies, make it to the third safe zone, and take another newly powered elevator up to the other side of this fourth floor balcony which will lead us to the door to escape. The timing of the running to avoid the giant death arm is going to be the most difficult part.

Follow the Locator to the elevator and interact with it, this will bring you down to the second floor. When you reach the second floor you will receive a brief call from Hammond. Use the Locator to spin Isaac but wait before advancing. It takes the massive arm eight and a half seconds to do one full rotation around the circular room.

To reach the first safe zone Isaac will need to run for about four seconds. To reach the second and third safe zones Isaac will need to run for about seven and a half seconds each. You cannot stop to use the Locator while outside of the safe zones and make it to the next safe zone in time. You will be able to hear the muffled rumble of the arm as it passes by you. There will be a brief crescendo as it approaches, it will hit its peak volume when it's right beside you, and then fade away as it passes. You will want to try to start running right after its peak volume. The runway is not straight, it is a crescent shape arcing to the right. The safe zones will be sections on the left side wall and are about four paces wide and four paces deep. While in each safe zone including the starting one, use the Locator to aim you the correct way, wait for the arm to pass, run forward onto the walkway about six paces, use the Locator again to face Isaac down the walkway, and then run back into the safe zone without changing Isaac's focus by moving backwards and to the left. Exact paces can be more difficult to count while in the vacuum state. This step in step out maneuver is something I recommend doing each time you try to leave a safe zone. Once the arm passes again, this maneuver will leave you facing a good direction to make a straight shot to the next safe zone. Remember that the L3 sprint also works backwards and to the side. Doing this step out, reposition, step back in, let the arm pass, step out, and run maneuver will also help deal with the first Walker that spawns in the walkway where the arm is swinging. After leaving the first safe zone (after the starting elevator safe zone) a Walker will appear in your path. Although you can run past it and barely make it in time, assuming it doesn't hit you, it will be much more consistent for us to just let the massive arm kill it.

To begin, after reaching the bottom of the elevator and having the call with Hammond, use the Locator to line Isaac up then wait for the arm to pass. After it does, run forward and to the right onto the walkway, so about two o'clock on the joystick, for about two seconds, use the Locator, and then run back and to the left or about seven o'clock on the joystick back to the safe zone. When the arm passes again, run forward and to the right, so about two o'clock on the joystick, for about a second, forward for about two seconds, and forward to the left or about ten o'clock on the joystick for about a second. Once you're in the first safe zone, or when the arm passes you and you're still alive, use the Locator to reposition Isaac and do it again. Doing it this time may spawn the Walker in front of you on the walkway where the arm spins. Sometimes the Walker will even spawn as soon as you reach the first safe zone, if that happens it is much more likely to survive the arm swing and reach you. Most times the Walker will just get crushed by the arm on its next rotation, but if the Walker charges you, it might make it out of the arm's path and you will have to fight it in the safe zone. It will always either die to the arm, or make it into the safe zone with you, but if you're too far from it you won't be able to hear it get crushed by the

arm. While within the first safe zone, do the step out, locate, step back in method again, and once the arm passes by you run forward and to the right for about a second, forward for about three seconds, forward and to the right for about two seconds to adjust for the crescent shaped walkway, and forward to the left for about a second. Immediately upon reaching the second safe zone a Walker will appear in the middle of the small square. Try to kill it without it pushing you back into the walkway. There is an Oxygen Recharge station on the back wall just a couple paces to the left. Once you've killed that Walker, repeat the exact same step in step out setup you did to get to this safe zone from the previous one. When the arm passes you will also repeat the exact same running pattern, forward right for a second, forward for three, forward right for two, forward left for one. With some luck and skill you should successfully reach the third and final safe zone. In this zone the Locator will lead you to an elevator, interact with it to take it up to the fourth floor and out of harm's way of the spinning arm, but there will be a Stinger waiting for you at the top. Remember you still need to escape the room before your Oxygen tank runs out, but it's a pretty simple and short run to the door with the Locator once reaching the top of the elevator. If you're running low on oxygen try just running past the Stinger to the door.

Important Save Station. Centrifuge Room again.

Remember that once you escape the Centrifuge room, there is a Save Station in that first small room between the two doors. It is on the wall to the left this time. Be sure to give a massive middle finger to the Centrifuge Room on your way out, I know I did!

Continue forward until... deep sigh... you'll know it.

Brief In Game Cutscene into Quick Time Event.

After opening the next door and taking a few steps into the hallway, a giant fleshy teeth filled tentacle will suddenly appear from around the corner and grab Isaac by the leg, lifting him high into the air and slamming him on the ground. The tentacle has large razor teeth and several morphed together faces of people melded into it. After being slammed on the ground, Isaac will pull out his weapon and aim it at the tentacle which will begin to drag Isaac down the hallway towards a hole at the other end of the hallway. It will yank Isaac a total of six times before pulling him halfway into a hole, ripping him apart at the waist, and then fully consuming him. Once you gain control of Isaac you will have only a few short moments to shoot a large puss filled sack on the tentacle multiple times to free yourself. Each time you are yanked forwards the position of the sack will shift. Hold L2 throughout this entire segment to aim. Before the first yank you will need to aim slightly up to shoot the sack. After the first yank the sack will be briefly centered on the screen. After the second yank you will need to aim slightly to the right. After the third yank the sack will be centered but slightly offset to the right. After the fourth yank further to the right. After the fifth and final yank the sack will be dead center.

Chapter 3 seriously has no chill. After freeing yourself, continue onwards to return to the Control Console room.

Workbench.

After the tentacle quick time event, after you pass through the next three doors, the workbench from the decontamination room will be off the Locator's path to the right. Walk through the third door, take one pace forwards, seven paces to the right, six paces backwards, pan Isaac's focus to the right for about a second, and take a pace forwards. When you're done just return to the Locator's path.

Save Station and Store. Console Control room.

After taking the elevator back up and hearing a quick message from Daniels, you have arrived back in the Console Control room with both a Save Station, a Store, and a continued pest problem. Remember to follow the Locator to the door without opening it. Take three paces backwards and seven to the right, then pan Isaac's focus to the right. This should take you to the Store. While standing in front of and against the Store, take six paces backwards and eight paces right to reach the Save Station. While standing in front of and against the Save Station, take eight paces backwards, six paces left, and pan Isaac's focus to the left for about a second to reach the Store.

Continue following the Locator until reaching a Zero Gravity room.

Major Accessibility Break. Fan Room.

Stasis Requirement: 1 Charge, Recharge Station callout.

After exiting the Console Control room again while following the Manually Ignite the Engines objective, you will enter a Zero Gravity room. Daniels and Hammond will have an important call with Isaac. Following that call you will be in an oddly shaped zero gravity room. The issue here is the Locator is leading you to an unpowered door. To power it we will need to float over to one of the two giant spinning fans in the room, stasis it so we can pass through, reach a Circuit Breaker, and unpower the fans to power the door. If Isaac flies into the fan while it is fully spinning it will slice him apart, killing him instantly. The fan continues to spin quickly even while affected by Stasis, but if in Stasis it will not harm Isaac. The Stasis blades however can push him while he's floating. First we're going to navigate to the Kinesis Recharge Station in the room, then to the fan, then to the Circuit Breaker. After routing the power correctly to the Circuit Breaker you will be able to use the Locator to reach the door again.

To begin, follow the Locator as far as it'll take you until moving forwards does not cause Isaac to take a step. From here take twenty seven paces backwards. We are now on a walkway above the Stasis Recharge station and need to float down to it. You should hear the fans to your left. Pan Isaac's focus to the left for about a second centering the fans sound in front of you, double tap your RIGs menu to recenter Isaac's focus, press L1 and R1 to take off, fly forwards for about two seconds but stop before getting too close to the fan, it is directly in front of you now. To reach the recharge station pan Isaac's focus downwards for about a second, then move forwards (which is downwards in the room) for about a second. Press the L1 and R1 buttons to land, then double tap the RIGs menu to recenter Isaac's focus. Take two paces right, and five forwards to reach the Stasis Recharge Station. From here use the Locator to navigate back to

the unpowered doorway and repeat this setup again until you are once again facing the spinning fan.

Once you are again floating in front of the fans, aim and shoot a stasis ball at the fan with the Triangle button. Note that you do actually need to hit the spinning blades with the stasis ball and if you time it just perfectly wrong enough like I managed to a few times, the stasis ball can go straight through the quickly spinning blades and hit the wall behind it. This is because although the fans are spinning very quickly, the stasis ball also travels fast enough that if you're unlucky it can pass straight through the fan blades. You'll be able to tell from the audio if you hit it or not. When you do hit it, use L3 to boost forwards for about three seconds. Once on the other side of the fan, hold R2 to reset your mid-air orientation and then pan Isaac's focus to the right for about a second to turn Isaac. You should now be hearing the fan to your direct right. Float forward for roughly three seconds pressing L1 and R1 repeatedly until finding a landing spot. If you landed, great! If not, you may have found a single unfortunately placed pillar, try shifting left or right a tad to get around it. Floating directly into that pillar for too long can take you too low or too high to land on the platform with the Circuit Breaker. If you can't find the Circuit Breaker on the platform you landed on then you might have landed on a platform that is past the fans, but on a lower level than the circuit breaker is on. If you believe this happened due to being unable to locate the Circuit Breaker, try lifting off again, then hold R2 to reset your orientation. Confirm the fan is still to your direct right, pan Isaac's focus upwards about half a second, and float forwards, after a second try pressing L1 and R1 repeatedly to land again. Once finding the platform and landing, pan Isaac's focus to the left for about a second, the fans should now be behind you, and move forward until finding the Circuit Breaker or you stop moving due to a wall. If you didn't immediately find the circuit breaker, take a pace backwards off the wall, and try a couple paces to your right. This platform is an extra headache in that you can walk off of it on an incline, but the incline is too steep to walk back up it. So if this happens, you will need to float back up to it and land again. If that happens to you, float, so the fan is to your right again, hold R2 to reset orientation, look up for about half a second, and float forwards again to find the platform. Once locating the Circuit Breaker and interacting with it opening its sub menu, there are three Power Targets and two Power Sources. The first power target is the powered Airlock 1, or the door you entered this room with. The second power target is the unpowered Airlock 2, or the door we need to exit through. The third power target is the powered Fans. Once powering both Airlocks that will remove power from the fans. You can now freely follow the Locator back to the now powered door, and out of the Fan Room. I highly recommend repeating the Stasis Recharge Station setup to top off your stasis before you go. It will be a bit trickier without the fans audio, but also less deadly, which is a favorable trade-off!

Minor Accessibility Break. LOUD A F ROOM.

Shortly after leaving the Fan Room you will open a door to an extremely loud engine room.

UPON OPENING THE DOOR TO THE LOUD A F ENGINE ROOM, DIRECTLY IN FRONT OF ISAAC IS A LARGE NON THREATENING FLESHY PUSS SACK. THE SACK IS ATTACHED TO A LARGE WALL OF FLESH WHICH IS BLOCKING THE DOOR THE LOCATOR IS LEADING YOU TO. FOLLOW THE LOCATOR AS FAR AS IT WILL TAKE YOU, THEN TAKE THREE PACES BACKWARDS, DOUBLE TAP YOUR RIGS MENU TO RECENTER ISAAC'S

FOCUS, TAKE THREE PACES TO THE LEFT, AIM, PAN YOUR CAMERA SLIGHTLY UP AND TO THE LEFT, AND SHOOT THE PUSS SACK A COUPLE TIMES. FOLLOW THE LOCATOR THROUGH THE DOOR TO LEAVE THE LOUD A F ROOM. Directly through this door is a new weapon!

Important New Weapon! Flamethrower.

Slightly after exiting the LOUD A F ROOM, you will find another weapon! About five paces forward from the door to the previous room, within the Locator's pathway, is a dead body holding our lightly used, new flamethrower. Upon approaching it, you will hear an interaction cue. The entire walls, ceiling and floorway of this hallway are covered in a nasty fleshy pulsing coat of, well, flesh. This hallway is made of bodies of the Ishimura crew members, morphed together, as you will be able to hear with Isaac's footsteps. The flamethrower is being held by a dead Ishimura engineer wearing a similar suit as Isaac. This body very recently has been absorbed by this flesh wall.

The Primary fire of the Flamethrower causes it to...well... throw flames. Aiming and holding the R2 button will continuously drain the Flamethrower's Fuel Tank while spitting fire with a badass scream into a cone shape in front of Isaac out to a length of about five paces. This fire does a low initial damage, but will set most enemies ablaze, causing them significant damage over time. Isaac cannot be harmed by the Primary Fire of the Flamethrower, no matter how close range it is used. The Flamethrower's Alt Fire launches a capsule to where Isaac is aiming, costing twenty five fuel, and then after a second delay, it explodes dealing damage and forms into a horizontal firewall that will burn in the area for about nine seconds. This wall of fire will set ablaze any target that walks into it, including Isaac, and deal damage over time to it. Many types of enemies, as well as Isaac, will also be staggered while inside the firewall, making it difficult to move out of it or through it. The firewall is approximately six paces wide from the point of detonation, and two paces deep. Note that the Flamethrower cannot be used in vacuum rooms.

The Flamethrower is the second of the four main weapons I recommend we utilize in our play through.

Cutscene

You continue through the fleshy hallway while it gets progressively narrower and narrower. You will enter a brief cutscene where Isaac is shimmying through a very narrow fleshy pathway. As Isaac is squeezing himself through the flesh, he passes by a small spinning fan. On the other side of the fan a screaming Walker quickly passes by. Isaac's heart races. He begins shimmying through the flesh faster, placing his hand on the flesh wall right next to a full human skeleton half absorbed in the wall. Upon reaching a clearing Isaac turns a corner and realizes he is face to face with a half bodied creature who is attached to the flesh wall at the waist. It sees Isaac and screams, flailing its arms at him as Isaac quickly steps away from it. Isaac has now entered a part of the Ishimura which is almost entirely covered floor to ceiling in this growing pulsing flesh mass. The air is filled with large floating spore follicles.

New Enemy! Wallhuggers.

These new enemies will be called Wallhuggers. Wallhuggers are pretty docile until Isaac approaches them and have very limited offensive capabilities, but they can still harm Isaac, be killed, and drop loot. Each Wallhugger has slight variations to how absorbed into the flesh walls they are, but for the most part the Wallhuggers are normally withered humans from the stomach up, and from the stomach down are morphed into the flesh wall they are attached to. They can flail their arms and scream, and some can even use their arms to pull open their chest cavities and do a close quarters attack on Isaac with their tendril intestines.

Exploration Tip!

When Isaac is moving across fleshy ground, as heard by the fleshy sounding footsteps, he cannot sprint with L3. If Isaac is L3 sprinting and steps onto fleshy ground, he will stop running and begin walking. His walk speed is not hindered on fleshy ground, but he does take much larger steps as the floor is sticky and difficult for him to walk on.

Workbench.

After following the Locator and taking a short elevator down, there will be a door to your right slightly off the Locator's path. There is a workbench in this tiny room.

Minor Accessibility Break. Puss Pile.

Proceed with the Locator until no longer being able to move forwards. You should hear what sounds like a broken very noisy door to your left. In front of you is another big fleshy pile blocking your path with another puss sack to shoot to clear it. Move as far as the Locator will take you, double tap the RIGs Menu to recenter Isaac's focus, hold aim, pan to your right for about half a second, and pan up for a fraction of a second, then fire.

New Enemy! Hatchlings.

Hatchlings are tiny hand-like creatures that scurry along the ground and always come in large swarms. Due to how many of them there are, most single shot weapons such as the Plasma Cutter and Pulse Rifle's primary shot are very ineffective at killing them. The Flamethrower and Ripper's primary fires are especially effective at killing them. Note that any damage will kill a Hatchling, so even a brief tap of the Flamethrowers primary fire will kill all of them that are in contact with the fire. Hatchlings one and only move is to swarm Isaac and upon reaching him, jump up onto his suit, stabbing into him with a mouth spike, and latching onto him. While even a single Hatchling is attached to Isaac, Isaac will not be able to Aim, Shoot, or use any form of melee attack. Isaac will continuously take damage from the Hatchlings based on how many are currently latched onto him, until they are all shaken off. While Hatchlings are approaching Isaac or while any are attached, there will be a specific musical cue that I can only describe as Violent Violin Strings. These violin strings are both unnerving, but also pretty helpful for us to know that these little buggers are chasing us. When even a single Hatchling is attached to Isaac, he will make audible grunts and pain cries. During this there will be an unnarrated visual button prompt of the Cross button. While Hatchlings are attached to Isaac you need to mash the Cross button to shake them off. Doing so will instantly kill them, similar to how a bee after using its stinger then dies. As unpleasant as it is, sometimes if you are not currently threatened by other Necro

Morphs, an efficient way to kill Hatchlings is to allow them to attach to Isaac, and then shake them off.

Enemy Upgrade! Pregnant Walkers.

Shortly after discovering the Hatchlings and taking a short elevator down, you will encounter your first Pregnant Walker. As horrific as it sounds, these walkers have massive glowing bellies that shortly after being shot will explode into a swarm of Hatchlings. You can however dismember their limbs and kill them without shooting their bellies. Being able to do so will also kill the Hatchlings inside without having to fight them. Stomping on a pregnant Walker after it has been killed for loot, but before exploding its belly, will not cause the Hatchlings to emerge either. Killing a pregnant Walker with the Flamethrower will not cause its belly to explode.

After killing your first pregnant Walker, you will be in a room with a very noisy door. The Locator is currently leading you beyond the very noisy door. Again, touching the very noisy door will knock Isaac backwards and deal damage, not outright kill him. You know what to do here, but let me lead you to a near by...

Kinesis Recharge Station.

To reach this Kinesis Recharge station, follow the Locator to as close to the very noisy door as you can. Note that the Locator will turn Isaac so he is facing the far left side of the door. Pan Isaac's focus to the right so that the very noisy door is roughly centered in front of you and about a pace or two ahead of you. From there take roughly ten paces backwards, nine paces to your left, and then pan Isaac's focus left to hear an Open prompt. Open that door which will lead to a small closet. Three paces forward, two paces to the right, and panning Isaac's focus to the right for a second should lead you to a Stasis Recharge station. Follow the Locator back to the very noisy door to continue.

Return to the very noisy door and hit it with Stasis to pass through it safely. After passing through the very noisy door, proceeding, and hearing the Ishimura computer voice say "Warning, Planetfall imminent..." the Locator will lead you to the left. In this hallway straight ahead though is a Save Station. Visit it before opening the next door.

Save Station.

To reach this Save Station, before opening the door the Locator is bringing you to, which is the engine room, instead follow the Locator to the door to as far as Isaac can move. The Locator will again lead you to the left most side of this large door so your angle will be a bit tilted to the left. After moving Isaac as far as you can without opening the door, take seven paces backwards, pan Isaac's focus to the right for about a second, and take one pace forward.

Major Accessibility Break. Engine Room.

Alright, welcome to the Engine Room. The main issue here, besides the Ishimura computer repeating the same voice line every twenty-six seconds which annoyingly covers up the sound of our footsteps, is the Locator is leading us to the Primary Engine terminal needed to restart the engine. The terminal, as you may be able to guess, is currently unpowered and requires two

power sources, a left side and a right side. The left side thankfully is already powered, but the right side needs a new power fuse inserted into it. To power it we will have to find a power fuse in this very large oddly shaped room, Kinesis lift it, and bring it to the power slot in a wall.

To begin, follow the Locator to the Primary Engine terminal as far as you can go until holding forward does not move Isaac anymore. You'll know you're in the right spot if the game narrator says "Primary Engine" as an interaction prompt that can't currently be interacted with. Important note for this room, avoid taking paces during the Ishimura computer's annoying dialogue line, wait until it is finished. It will greatly mask the footstep sound effects and make accurate counting harder.

Before starting each attempt, first take five paces backwards from the Primary Engine terminal, then five paces to the left, use the Locator again, and hold forward until Isaac stops moving and you hear the game narrator say Primary Engine. This should help ensure we're starting close to the same angle each time.

From this starting location, take paces backwards until Isaac stops moving or approximately twenty-one paces, then paces to the left until you can't move anymore or about nine paces. If doing that didn't stop Isaac from moving you are at a slightly different angle. Reset and try again. From this position to your left you should be able to faintly hear a machine with a piston that is rhythmically firing continuously once every half second. Once here, pan Isaac's focus to the right for less than half a second, ensuring the piston machine is directly to your left, and double tap your RIGs menu to reset Isaac's focus. Try taking a pace left and then backwards, if Isaac didn't move in either direction then you're in the right spot and should roughly be at the correct camera angle. From that spot take paces forward until Isaac stops moving or about twelve paces, you might hear an interaction prompt to open a small chest on the wall, then take seven paces left, then twenty six paces forwards, then paces to the right until Isaac can no longer move or about sixteen paces. If you are hearing a faint whistling machine to your upper left you are in the right place. From where Isaac is now standing, the power fuse should be almost touching Isaac on a waist high table at about his five o'clock position. Take paces forward until Isaac stops moving or about three paces, then pan Isaac's focus to the right for about a full second, aim, and try pressing the Circle button to use Kinesis. There are multiple clutter items in the area you can Kinesis instead of the power fuse. The sound of the Kinesis will vary based on the size of the object and the power fuse is rather large. Once you believe you have the power fuse in Kinesis, take special care not to drop it, as recovering it will be difficult. Pan Isaac's focus slowly left for about half a second until you hear the power fuse grind across the table. Keep moving Isaac forward and then to the left until you are unable to take a step in either direction, in this spot the power fuse might be repeatedly colliding with an object on the table. From there while holding the power fuse in Kinesis, take fifteen paces backwards and listen for the power fuse to grind against the ramp you just walked down around pace ten, then take seven paces right, and six paces backwards. If you hear that distant piston machine to your far right you should be standing with your back against the slot you need to bring the power fuse. Take two paces forwards and slowly pan Isaac's focus to the left for a second and a half. As the fuse passes by the slot it will likely slam into the wall a couple times but should eventually land in the slot. Upon successfully doing this multiple enemies will spawn around

you. Use the Locator to spin around and take a couple paces backwards to put your back against the power fuse slot again. From here stand your ground and fight the waves of enemies. You are in a small cubby so the enemies will have to approach you from the front but the Spitting Walkers can still hit you here with ranged attacks. I highly recommend using some of your stronger weapons here so you don't lose this fight after all the progress you've made. As you kill more enemies the Ishimura computer voice will play different dialogue. After several waves of enemies the Ishimura will say "Engines ready, please confirm ignition order.". Once you hear that, follow the Locator back to the Primary Engine terminal and interact with it. Upon doing so your objectives will change. Follow the Locator out of the Engine Room and hit the save point on your way out after having a discussion with Hammonds and Daniels.

Important Save Station.

Following the Locator to the Engine Room door to leave. Approach the door with the Locator and open it. For some reason Isaac gets stuck on the open door here when following the Locator's path directly, so take a couple paces to the right to wiggle out of this. After passing through the door you will have a conversation with Hammonds and Daniels, just stand still and wait for it to finish. After the call is finished, use the Locator to reach the next door but don't open it yet. Go as far as Isaac can into the door, then take three paces backwards, then one pace to the left, then pan Isaac's focus to the left for about a second to reach the well deserved Save Station.

Minor Accessibility Break. Locked Door.

After a short trip following the Locator, it will lead you to a Locked Door, this is another one of those shortcut doors which require you destroy the sparking fuse to open it. Due to how quiet this room is you should actually be able to hear the sparking fuse pretty easily to your right. Follow the Locator as far as it will take you until Isaac is no longer able to move, then take four paces backwards, then one pace to the right, then press the R1 button to perform a horizontal melee swing. That should destroy the sparking fuse. If it didn't, try panning Isaac's focus to the right for about half a second, double tapping your RIGs Menu to recenter Isaac's focus, getting the sparking sound centered in front of you, and trying R1 again.

After passing through this door and the next one, you will return to the Console Control room one final time.

Save Station and Store. Console Control room.

After hearing a quick message from a Mysterious Contact, you have arrived back in the Console Control room with both a Save Station, a Store, and a seemingly fixed pest problem. Remember while standing in front of and against the Store, take six paces backwards and eight paces right to reach the Save Station. While standing in front of and against the Save Station, take eight paces backwards, six paces left, and pan Isaac's focus to the left for about a second to reach the Store.

After managing your resources, continue following the Locator to the nearby Tram Station.

Congratulations on defeating Chapter 3 of Dead Space 2023. That was a brutal one!

Buffer zone to avoid accidental spoilers. One of Five.

Buffer zone to avoid accidental spoilers. Two of Five.

Buffer zone to avoid accidental spoilers. Three of Five.

Buffer zone to avoid accidental spoilers. Four of Five.

Buffer zone to avoid accidental spoilers. Five of Five.

CPR4

Chapter 04: Obliteration Imminent

New Tram Station. Mining/Engineering.

After beginning Chapter 4 the Locator will be leading you to a Tram Car terminal. Interacting with the terminal will lower a nearby wall which turns into a platform. Doing so unlocks this Tram Station and summons the Tram Car. The Locator's pathing is a bit wonky here so you might have to fight with it a bit to reach the terminal and get into the Tram Car. If you're struggling to get where it's taking you try taking a couple paces away and reapproaching it. When you enter the tiny Tram Car, you want to go left to reach the Cars Terminal at the front of it. The next location we want to go with the Tram Car is the Bridge. After selecting the Bridge you will need to press the Cross button again to confirm.

Some graffiti inside the Tram Car reads "Why Am I Here?" and written in different handwriting below it reads "YOU WERE CHOSEN" in all capital letters. Isaac arrives at the Bridge tram station. Outside the Tram car a television screen displaying an icon of the Ishimura lights a darkened seating area. It glitches and flickers, occasionally displaying what appears to be an alien language.

Once the Tram Car comes to a complete stop your Locator will continue working. Step out of the Tram Car, have a spicy conversation with Hammond and Daniels, and then proceed to the next door without opening it.

Save Station.

Directly behind this door but off the Locators path is a Save Station. Use your Locator to reach as far as it will take you against the door, until holding forward no longer lets Isaac take a step forward, and then open the door. Take eight paces forwards and two to the right to reach the Save Station. Then proceed with the Locator.

After proceeding for a bit, you'll hear it.

What was it? A giant teeth filled fleshy tentacle busting through a glass window and flailing at Isaac. It retracts into the window and then the face of a new creature appears in the hole in the glass briefly. It screams, and then fucks off somewhere. That thing was hulking and big.

Proceed until reaching the next door but wait to open it.

Store.

After reaching the next door after the loud encounter in the hallway, you just passed by a Store in the hallway just off the Locator's path. To reach it follow the Locator as far as it will take you until Isaac is no longer moving forward, then take eleven paces backwards, one to the right, and pan Isaac's focus to the right for a second. Re-follow the Locator when finished.

Welcome to the Bridge's Atrium, a large room that we will be returning to frequently throughout the game. Shortly after entering the room for the first time, a sudden crash, Isaac will react, and you will enter a vacuum state. The sudden crash was a literal asteroid smashing through the large windowed walls of the Atrium and landing only about three meters in front of Isaac. The vacuum state is very temporary, as the now shattered glass window in the room to outer space is quickly plugged up by a large shutter that the Life Support systems of the Ishimura automatically deploys. Continue following the Locator until reaching an interaction prompt but wait to interact with it.

Save Station. Atrium.

You just recently passed by a Save Station just barely off the Locator's path. While standing next to this interactable object, which is an elevator down to the Captain's Nest and Escape Pods room, let's navigate to this Save Station first. The Locator is a bit fickle here because it is leading you past the little terminal on the elevator and downwards where the elevator will take you. The result of this is it will be a bit tricky to consistently get Isaac lined up the right way. If you happen to hit the elevator terminal dead on center and are standing against it, you just need to take twenty-three paces backwards until you can't anymore, and pan Isaac's focus right for a second and a half until you hear the save station interaction prompt. If you weren't that lucky to hit it perfectly straight on, instead try backing away from the elevator terminal about four paces, take paces to the left until you can't, using the Locator to reposition Isaac to face it, then taking approximately twenty paces back and to the right or about 5 o'clock on the L3 stick. If you are against the terminal but can't move forwards or backwards, you were likely spun around by the Locator and are now facing the terminal from its left side, this may happen if using the Locator while standing very close to it. If this is true, instead try taking twenty-three paces to the right and panning Isaac's focus to the right for half a second.

My apologies for this Save Station being so complicated. Using an elevator terminal is not ideal for setups.

Once you've found the Save Station proceed down the elevator.

In Game Cutscene.

You will retain full movement control of Isaac during this cutscene. When Hammond opens the door behind him and walks away from you, you are expected to follow him and continue listening. Keep a mental note of how many paces you take into the next room with him and which direction the door is, because you will need to navigate back to it without the Locator after your conversation with him. It's only a few paces.

For a text description of this next in game cutscene search this document for code: C04SC

After reopening the door to the Captain's Nest, Isaac will put his helmet back on. At this point the Locator will continue working and lead you back through the escape pod room and back up

the elevator. After interacting with the elevator again and riding it back up to the Atrium, you will have another opportunity to save.

Save Station. Atrium again.

After reaching the top of the elevator, press the Locator twice to spin Isaac all the way around, then take twenty-three paces forwards and a pace to the right. Your angle may vary slightly but this should get you very close to the Atrium Save Station again. After saving, continue following the Locator to your next objective.

Boss Fight! Brute.

Upon approaching an exit door to the Atrium, something large slams against the otherside of the door. Then again, putting a massive dent in the doorframe. Then a third time as a massive hulking beast smashes through the doorframe and screams at Isaac. Introducing the Brute, our first combat boss battle.

Brutes are massive gorilla-like hulks of flesh and bone. They use their massive muscled arms to swing their bodies and hop after Isaac. They move faster than Isaac does even while L3 sprinting, but attack kind of slow, so you will need to utilize that weakness to beat it. Quick reminder, you can L3 sprint in any direction, including backwards and reloading your weapon does not stop Isaac from sprinting. Both of those things are pretty important in this fight! The Brute is immune to all forms of melee attacks, as well as most damage taken from the front. The Atrium is a large square room with lots of space to run away, but it's got a square pillar in the center and lots of different narrow but long vertical TV monitors which act as set dressings, but also impede Isaac's movement. Isaac can't destroy these obstacles, but the charging Brute can. The Brute has two main attacks, either closing the gap and advancing on Isaac quickly to deliver punishing melee attacks, or if Isaac is too far away, launching a massive ball of flesh and puss that explodes on impact and covers Isaac in corrosion, dealing a small amount of damage over time. If you can somehow manage it, you can actually shoot this puss ball mid air and destroy it before it explodes. After a few seconds of fighting the Brute, Hammond will call Isaac mid-fight and warn him that the Brutes front is heavily armored, but its backside is vulnerable. That is the trick to fighting the Brute: get it to swing at you, miss, then while it's briefly not facing you, blast it with everything you've got. The Brute is invulnerable to all damage it takes from the front head on, but is still able to be set on fire by both of the Flamethrowers attacks. Crashing the Brute into the environment will also hinder its ability to turn around. If playing on Story Difficulty after taking damage, you might be able to run away from the Brute long enough to regenerate your health. It takes less than 10 seconds of not taking damage for Isaac's health to regenerate. If necessary, the Brute is very susceptible to Stasis, as hitting it with a Stasis ball will nearly freeze it making it significantly easier to flank. Feel free to use Stasis if needed, but as always I recommend preserving your Stasis for our tricky environment puzzles whenever possible!

Upon defeating the Brute, it will drop a Power Node. Be sure to pick that up!

Proceed with the Locator until reaching an Elevator Control terminal but wait to interact with it.

Workbench.

Directly behind the Elevator Control terminal in a small closet is a Workbench. After approaching the terminal and being within interaction range of it, take two paces left and four paces forwards. You will enter a small closet with a couple pick up items and a Workbench directly in front of you.

After powering the Atrium elevators, follow the Locator to reach the Atrium elevator in the center pillar of the Atrium. Upon interacting with this elevator a new elevator submenu will appear. Thankfully this sub menu does not wrap and is almost fully narrated! You are currently on Floor 1, and you need to go down to Floor 2. After interacting with the terminal, use the D Pad up and down to highlight which floor you'd like to move to and press the Cross button to confirm. After heading down to Floor 2, follow the Locator until reaching a door and then wait before opening it.

Save Station.

Directly to the left of this first door is another Save Station. Follow the Locator as far as it will take you into the door until holding forward no longer moves Isaac, then take one pace backwards to get off the wall, two paces to the left, and one pace forwards to find the Save Station. Proceed with the Locator when finished.

You might shortly be asking "what the fuck was THAT?!"

A meteor smashed through the hull of the ship and blasted a hole in the hallway. You're now in a vacuum, continue following the Locator.

After exiting the vacuum and having a quick chat with Daniels about upcoming electrical panels on the floor, proceed to the next door but wait to open it.

Important New Weapon! Contact Beam.

Slightly off the Locator's path there is a locked room requiring a level two clearance to enter. Thankfully, we just got that from Hammond! Follow the Locator to the first door after exiting the vacuum state from the last hallway. Walk as far forward into the door as you can until Isaac stops moving forwards. Take three paces backwards, then seven paces to the left, and pan Isaac's focus right for about a second and a half to find an interaction prompt to a door behind you. Open the door.

If you reentered the vacuum state you got the wrong door and panned Isaac's focus slightly too long, the doors are right next to each other. Reset to the Locator's location and try again.

If you didn't enter a vacuum state after opening the door, double tap your RIGs menu to spin Isaac around to face the way Isaac's focus is. Take several paces into this small room until you hear the door close behind you. Use the Locator while moving forwards several times until holding forwards no longer moves Isaac. Double tap your RIGs Menu, then take seven paces backwards or until Isaac can no longer move, and one pace to the right. The Contact Beam will be laying on a dead corpse right at your feet, slightly to your right. After picking it up, take five paces to your right. There is a table with two pick up items, both of them ammo for the Contact Beam.

The Contact Beam is an all star weapon for us, potentially the best in the game. Similar to the other weapons, it has two firing modes. Its primary firing mode requires you to hold down the R2 button to continuously fire it. It fires a thick laser beam wherever Isaac is aiming, regardless of distance, and continuously deals high damage while also draining its clip by about one ammo a second. This Primary Fire is what sets the Contact Beam apart from the other weapons to me. Very high damage output, continuous firing for spray and prays, and unlimited range make it a very valuable power weapon for us. Its Alt Fire causes it to charge up and then release a massive single blast of energy for intense damage. You must hold the R1 button for at least half a second before releasing it to fire the shot. The Alt Fire will always consume three ammo from the clip, hits where Isaac is aiming regardless of distance, and only affects the first thing it hits. You can hold the R1 button indefinitely to prepare the shot, but doing so will not consume any more than 3 ammo or make the shot any stronger. The Alt Fire shot has a medium-sized splash radius on its point of impact meaning it can hit more than one target in close proximity. While holding the R1 Button to charge it, you may release the L2 button to stop aiming, or use a D Pad button to switch to a different weapon to stop the charging and reserve the three ammo the shot would have used. The Contact Beam has a notably long reload time. This is definitely a choice weapon meant for taking out big baddies while maintaining your distance. It will also be useful in spray firing, to help us locate and break specific weak points when needed.

The Contact Beam is the third of the four main weapons I recommend we utilize in our play through.

New Environmental Trap. Electric Floor Panels.

Upon entering the next room you will be attacked by a couple of upgraded Walkers. They have slightly more armor than normal Walkers and move quicker and less clumsy.

After disposing of them, you will be in a large room with sparking electrical floor panels.

Stepping on one of these panels while it is arcing won't immediately kill Isaac, but will do intense damage even on Story difficulty, and shock Isaac making him unable to move for a second.

If you step into a panel right at the start of its arcing, the electric shock will stun lock Isaac and cause him to explode before getting a chance to escape. If you step on a panel at the very end of its arcing you might get lucky and survive it.

Luckily for us though, the arcing floor panels make a pretty audible noise while active, but do not make any noise while not active. Follow the Locator through this room slowly, listening for arcing floor panels and avoiding them.

Follow the Locator across the large room until reaching a Circuit Breaker.

Once reaching the Circuit Break, interact with it to open its submenu. This Circuit Breaker has only one power source, and two power targets. The first option is the currently powered Mining target, the second is the currently unpowered ADS Cannons target. After opening the submenu press right on the D Pad and then the Cross button to unpower the Mining target and power the ADS Cannons target.

Continue with the Locator to backtrack out of this room. Note that rerouting that power did not affect the electric floor panels in this room at all, they are all still active and deadly.

Save Station again.

After opening a door and entering the vacuum hallway again, continue until reaching the next door. Once you reach that door, go through it. As it closes behind you, you will exit the vacuum state. Directly next to this door in the room that is not the vacuum hallway is that Save Station again. Step into the room enough to cause the door to close, and end the vacuum state, then return to that same door and while facing it, take two paces to the left to again reach this Save Station. Then proceed with the Locator.

Upon reaching the Atrium elevator again, interacting with it, and opening its sub menu, select Floor 3 to reach your next objective.

“Okay... what was that scream??”

A scream from a disembodied voice. No person nearby, no visual cue, must have just been something in Isaac’s head... Probably nothing. Continue with the Locator to the next door without opening it.

Save Station.

After hearing the scream and reaching the next door, use the Locator to get as close to the door as possible until Isaac can’t move forwards. Open it, then take paces forwards until Isaac stops moving or about eight paces, then one pace backwards to get away from the wall, then four paces to the right to reach another Save Station. Continue with the Locator when finished.

You will enter a room with electrical floor panels, remember that they make no noise while inactive, but do make significant noise while arcing. You will turn a corner and a scripted scene will happen where a Newborn will charge you straight through an arcing electrical floor panel and get fried.

Combat Tip!

When fighting enemies in close proximity to electrical floor panels, do your best to stand your ground and fight. If the enemies knock you around too much or you try to dodge them, you might accidentally run into an arcing floor panel. Don’t be afraid to use your power weapons if needed!

Boss Fight! Brute.

After navigating through a maze of enemies and electrical floor panels we will reach a point where the Locator is trying to lead us through a wall... This isn’t an accessibility break however because luckily a Brute will appear and break down that wall for us! Wait, that’s not lucky at all! When the Brute appears try to ignore it for a few seconds and continue following the Locator. This will lead you further into a medium sized square room with several obstructing wall panels which the Brute will likely smash through quickly. There are no electrical floor panels in this medium sized square room. Once again the Brute is impervious to damage from the front so you need to try to get it to swing at you while L3 sprinting, and after it misses get to its side and shoot it’s back. If the Brute hits you it will stun Isaac for about a second. Remember you can begin L3 sprinting in any direction not just forwards. As a last resort hit it with a Stasis ball to

easily get behind it, but again I highly recommend preserving Stasis as much as possible. Upon killing the Brute it will drop a Power Node, be sure to pick that up from its body.

Proceed cautiously until hearing a violent whipping sound. (it almost sounds like two dogs fighting to me)

Minor Accessibility Break. Whipping Electrical Wires.

One Stasis Charge Required.

After killing the Brute and taking a few paces along the Locator's path, you will approach a large pair of whipping electrical wires. The wires are sparking and flailing in the air attached to a wall which has been smashed open by an asteroid. If Isaac gets in range of these electrical wires for even a second he will instantly be killed by them. (you did just get a checkpoint after killing the Brute.)

On the wall directly next to these electrical wires is a Circuit Breaker terminal and where the Locator is leading you. What you need to do is use Stasis on the electrical wires, run up to the Circuit Breaker, interact with it to open its submenu, and change its power target before the Stasis wears off and the wires whipping around kill Isaac.

Thankfully the area you have to hit with Stasis is rather generous. I completely missed the whipping wires, hit the wall behind them, and it still worked. We're going to utilize a new technique I just discovered here with this setup utilizing the Autosave we just got. We're gonna call this technique Save Scumming.

To begin, after killing the Brute and picking up the Power Node it dropped, follow the Locator until you hear the loud whipping sound. Approach the whipping sound as close as you can. (there's unfortunately no real way to specify when you're too close and will be in range of it.). By doing this (or by dying to the wires) you will receive an autosave checkpoint. Press the Menu button to open the Pause Menu, navigate to Load Game, and load the first option, the top option is always the most recent option, this list includes your autosaves and manual saves, and most of the time that first option will just be your most recent Autosave.

Upon reloading that autosave (or dying to the wires and reloading) Isaac will spawn in the room with the electrical wires, a safe distance away and facing them. From this location use the Locator to turn Isaac towards the Circuit Breaker, take three paces left, then two paces forwards towards the wires. Press R3 again to use the Locator to shift Isaac's angle slightly, then double tap the RIGs menu to level out Isaac's focus. Aim and then press the Triangle button to shoot a Stasis ball at the wires in front of you. Once the wires are in Stasis, press L3 to sprint directly forward about seven paces and you should hear the interaction prompt for the Circuit Breaker. Press the Cross button to open its submenu and press the Cross button again to remove the power from its first power target. This will unpower the flailing electrical wires and Isaac is now safe, the room will get significantly quieter. Well done.

Now carefully navigating this Circuit Breaker's submenu, the first unpowered option is Electricals (repowering this will repower the wires right next to you and kill Isaac). The second unpowered option is ADS Cannon.

Once repowering the ADS Cannons Hammond will call Isaac. Proceed along the Locator's path to your next objective. You will navigate back through the maze of electrical floor panels, but thankfully they will all be disabled now.

After navigating out of the now unpowered electrical floor panel maze room, you will reach a door. After passing through that door you will re enter a room with long hallways. I have found that the Locator, although working, is quite buggy in this room. It will lead you to a corner, then down the long hallway, but then spin you around and lead you back to the same corner. For this room specifically try going longer periods of time between your uses of the Locator to help avoid this. Try using it no more than once every five seconds of moving forwards. If you receive a call from Daniels you have passed the part where my Locator was experiencing issues. Proceed until the next door without opening it and wait for your call with Daniels to end.

Save Station again.

Same Save Station we had passed before, now from the opposite angle. After the call with Daniels where she describes to Isaac how the virus works, proceed to the next door as far as you can walk into it without opening it. From there take paces backwards until you can't move or about nine paces. The Save Station is now directly behind Isaac. Pan Isaac's focus to the left for about a second and a half to hear the interaction prompt. Proceed with the Locator once finished.

You will shortly reenter the Atrium elevator. You are currently on Floor 3, the bottom floor, your next objective is on Floor 1. Continue with the Locator to the next objective.

Creepy moment with sighted context.

After using a second elevator to go up to Water Purification, the elevator door will open and directly in front of Isaac several meters away a member of the Ishimura stands in a doorway. The hallway is very dark so Isaac is unable to make out any kind of facial features. A voice ominously says "Make Us Whole Again", and then the body leans and runs down a hallway. This person moves quickly and gracefully, very differently than the Walkers do. Isaac's heart rate spikes.

Proceed with the Locator until reaching a Circuit Breaker and then wait.

Save Station.

In the hallway we just went down there was a Save Station we passed, let's walk back to it from here. After following the Locator as far as you can to the Circuit Breaker and moving forwards until Isaac can't anymore. Note there is a small gap here that can allow Isaac to take steps forwards against this Circuit Breaker, even without moving anywhere. If you are in the interaction range of the Circuit Breaker but can still continue taking steps forwards, stop and proceed with these paces. Take paces backwards until you can't or about eight paces, one pace forward to get off the wall, paces right until you can't or about five, one pace to the left to get off the wall, paces backwards until you can't or about sixteen, one pace forwards to get off the wall, one pace to the right, then pan Isaac's focus to the right for about half a second to reach the Save Station. Then proceed with the Locator back to the Circuit Breaker.

This Circuit Breaker has two power targets and only one power source. The first currently powered target is Water Purification. The second unpowered target is ADS Cannons. (Wait, the Ishimura can choose between purifying water or powering its Asteroid Defense Cannons...?) Swap the power source to the ADS Cannons power target.

After a call with Hammond, during which the Locator will not have an active objective, you will receive a new objective. Follow the Locator to the next door. Going through that next door will lead you to a long hallway. Slightly off the Locator's path will be an open door with important schematics in it so let's get there. After opening the door to the long hallway after the call with Hammonds, proceed with the Locator until reaching the next door, then wait to open it. While standing against it, take thirteen paces backwards and then pan Isaac's focus to the right for half a second to find another unlocked door. Attempt to face the door head on. Then open the door and take six paces forwards into the room, you should hear an interaction prompt to pick up Schematics sitting on a small table. These are schematics for the Intermediate Engineer Rig, or in other words, another Suit upgrade. Return to the Locator's path when the schematics are in hand.

Proceed with the Locator to reach another elevator, once at the top of the elevator and into a hallway you will receive another short call from Hammond. After that call, proceed until reaching the next door and then wait.

Important Save Station.

After the short call with Hammond you should be in a rumbling room with a Save Station. Follow the Locator to the next door as far as you can, then take four paces backwards, three paces right, then pan Isaac's focus to the right for about half a second to reach the Save Station. After saving and regaining control of Isaac, take three paces to the right to reach a Security Console which is essentially just an Audio Log. Interact with it to hear a recording of the Ishimura crew members. Proceed with the Locator once finished.

Epic Accessibility Break. ADS Cannon Spacewalk.

Alright gang we knew this wasn't gonna be easy so, let's get down to business...to defeat...this room.

This one is going to take an annoying amount of luck, but there are certain characteristics of this room which we will be able to exploit. Knowing how this room works is almost half the battle. Okay so the deal is, Isaac needs to enter a zero gravity vacuum, go outside onto the roof of the Ishimura, during the middle of a heavy asteroid storm, and recalibrate three separate cannons so that they will begin auto targeting the asteroids again. To do that Isaac will need to float over to three different terminals one by one, sync up to them so that aiming his weapon will also aim the cannon, aim upwards into space at the raining asteroids, and repeatedly fire the cannon to blast the asteroids. Doing this a set number of times for each cannon will cause them to recalibrate and begin firing on their own. We need to recalibrate all three cannons, and then make our way back to the entrance and return to the Ishimura via the door we entered from.

The bad news first. We will have two separate timers we have to manage and if either hit zero Isaac will die. The first is our oxygen levels, the second is a global Hull Integrity timer. On top of that we will be floating around in a zero gravity vacuum which makes giving pacing instructions much more difficult. The asteroids themselves are pretty large, but move quickly which will make aiming and shooting them with the cannons very difficult. Perhaps the biggest kicker is that aim assist does not work against the asteroids... so there will be a random luck element to hitting them. The asteroids are crashing into the Ishimura and exploding. If one hits Isaac it will deal about one fourth of his life on Story difficulty with no upgrades, but more importantly will push him around in space, significantly moving him. And if all of this wasn't enough for you, there are two Newborns nearby the third cannon terminal who will move around and shoot spikes at Isaac when he approaches it. Additionally there is no checkpoint awarded in this room, so if you die you will have to redo it all and that keeps us from being able to save scrub it.

Now I know that all sounds bleak, but there are significant tactics here which we can utilize. The good news is that there are oxygen recharge stations nearby each cannon terminal that are not terribly hard to reach. The asteroids are not at all randomized and will continuously spawn and fly in the same path to fall and crash into the Ishimura. And, perhaps the best of all, the Locator totally works for us here! It will first navigate us to the first cannon's terminal, once syncing that cannon it will then lead to the second, then the third, and then back to the entrance.

So let's talk about how this room works. After opening the door to the room you will enter a vacuum state. Upon taking roughly twelve paces forwards into the room, the door behind you will lock and the Hull Integrity countdown will begin. There are multiple thresholds during this countdown where the Ishimura computer voice will call out the status of the hull, we can use these voice lines as a timer. So first let's go over the Hull Integrity countdown.

Upon entering the room far enough to trigger this countdown, you will have approximately six minutes and eight seconds to finish syncing all three cannons before the Ishimura is destroyed and Isaac burns to a crisp. This time is me playing on Story difficulty, I'm not sure if it's shorter on higher difficulties.

Upon beginning the countdown you will hear a cue for an underrated UI prompt appear that reads "Hull Integrity 86%", from that audio cue you've got three hundred and sixty eight seconds, or just over six minutes.

About fifty five seconds in the Ishimura computer will say "Warning, Hull Integrity compromised.", this means you have just over five minutes remaining.

About two minutes and forty seconds in the Ishimura will say "Warning, Hull Integrity approaching critical.". This means you have less than three and a half minutes remaining.

About four minutes and twenty three seconds in the Ishimura computer will say "Warning, hull damage critical. Super Structure now compromised.". This means you have under two minutes remaining.

About five minutes and twenty seven seconds in the Ishimura computer will say "Warning, hull destruction imminent.". This means you have about forty seconds remaining.

About six minutes and eight seconds in the Ishimura computer will say "Hull Destroyed." and immediately after Isaac will die. The third cannon needs to be synced before this happens, but Isaac does not need to exit the room by then.

Next, let's cover the asteroids. As stated above the asteroids thankfully are not randomized and will continue to spawn and fly in the same path. After an asteroid is destroyed either by crashing into the Ishimura and exploding or by being shot by the cannons, it will take exactly twenty seconds for that same asteroid to respawn and return to that same location in its path. A positive result of this is that if you are shooting into the sky with the cannon and hit an asteroid, you can just continue aiming at that same spot while firing the cannon, and you will eventually continue hitting the same asteroid as it respawns which will contribute to the cannons calibration percentage. Our biggest threats to this plan are if an asteroid explodes next to or collides with Isaac, or if the Newborns hit Isaac with their spikes. These things will cause Isaac to be moved and/or stunned for a second which causes him to drop his aim and you will likely have to re aim and find another asteroid.

Next let's cover the cannons. Thankfully the Locator works pretty well for us in this room. Following it will lead us to the first ADS Cannon terminal. When you approach it and interact with it, it will link the massive cannon which is on a pillar right above the terminal, with Isaac's suit. This will cause the cannon to aim in the same location as Isaac when holding the L2 button. To then fire the cannons you will need to press the Cross button. The cannon is slow firing but it fires massive shots, does not need to reload, and has infinite ammo. Each of the three cannons need to destroy five asteroids to become fully calibrated. Each time an asteroid is successfully destroyed there will be an audible cue. When the fifth asteroid is destroyed that cue will be larger, your current quest Objective will change, and the Locator will lead you to the next cannon terminal.

Lastly, there are Oxygen recharge stations opposite the room from each cannon terminal. This room is a very long and rather wide straight hallway. The cannon terminals are near the "roof" of this room (there is no actual roof but there is an invisible ceiling that stops Isaac from floating too high). The oxygen recharge stations are on a balcony to the left or right of the cannon terminals, about the same height in the room. Facing the direction you enter the room from, the first cannon terminal will be on the left side, about a third of the way down the long hallway with the first Oxygen recharge stations being on the right side the same distance down the hallway. The second cannon terminal will be on the right side about two thirds down the room, with the second oxygen recharge stations being on the left side, and the third cannon terminal will be on the left side towards the end of the hallway, with the oxygen recharge stations again being on the right. To reach them, follow the Locator to the terminal of the cannon you're currently on, then hold the R2 button to reset your orientation, then L3 boost for about four seconds in the direction of the station. For the first and third cannon terminals they will be to the right, for the second cannon it will be to the left. Even on Story difficulty with suit upgrades you will most likely need to recharge your oxygen at least once during this room.

And that's pretty much it, so let's get started!

To begin, navigate from the previous save station to the door which opening it causes you to enter a vacuum state. From there L3 sprint forward until Isaac can no longer move or about

thirteen paces. You've now reached the end of a platform and need to take off. Press the L1 and R1 buttons to take off, and continue following the Locator to fly to the first cannon's terminal. As soon as you approach it you will hear an interaction prompt and the game narrator will read "Override ADS Cannon DH-ADS-012". Interact with the terminal to sync Isaac's suit to the cannon, and then hold the R2 button to reset Isaac's mid flight orientation. Once you interact with the terminal, moving away from the terminal or going to get oxygen will not cause you to unlink from the cannon. To aim at the asteroids, firstly while holding the R2 button, fly to the right of the terminal for about two seconds to avoid being stuck behind the cannon's tower. Then after holding R2 to reset your orientation, pan upwards for about a second, and right for about half a second. This should have you looking vaguely in the direction the asteroid storm is coming from. From here, hold L2 to aim both your weapon and the cannon, and begin repeatedly pressing the Cross button while very slightly adjusting Isaac's focus with R3 between missed shots. This is where the luck element comes in of hitting your first asteroid. Once you hear the clear audio cue that you've destroyed an asteroid you can either keep aiming at that exact spot and firing until another asteroid spawns there in twenty seconds, or you can continue slightly adjusting R3 to try to find more asteroids. After destroying five asteroids with the first cannon, a large audio cue will play and the Ishimura computer will say "Calibration Complete. Cannon auto-targeting online.". Slightly after that the Objective Updated audio cue will play and the Locator will now lead you deeper down the hallway to the second cannon's terminal. Note that Isaac begins to choke and his breathing gets intense when he has about twenty five seconds of oxygen remaining.

Repeat these same steps for the second cannon, recharging your oxygen when needed then proceed to the third cannon.

Upon approaching the third cannon terminal, two Newborns will aggro onto Isaac. They make no sound in the vacuum and I don't honestly have a great way of knowing where they will be for you considering they move and crawl around on the walls. How you approach this will kind of be up to you, but I recommend that if you are playing on Story difficulty it might honestly be best to just completely ignore them. They're gonna keep hitting you but they do very little damage and if both of them stop shooting and move at the same time, it's likely Isaac's health regeneration will kick in and heal the previous damage they did. However, while aiming with L2, getting hit by the spikes will temporarily stun Isaac and drag Isaac's focus angle and his aiming location down slightly. So taking hits will make it much harder to just stand still and continue aiming at the same respawning asteroid location. Additionally the cannons are unable to shoot the Newborns as they cannot aim downwards to where they would be.

An additional difficulty of this third cannon is that the two cannons behind you will actually be auto-targeting and destroying asteroids that are spawning, so it may actually be more difficult to find asteroids to shoot with the third cannon. I recommend refilling your oxygen before completing the third cannon as you will still need to escape the vacuum afterwards and it's a long flight back.

Unfortunately this segment just comes down to a bit of trial and error and just some dumb luck with hitting the asteroids consistently.

Upon resyncing the third cannon the Hull Integrity countdown will end, the door to the room will unlock again, Hammond will make a brief call, and the Locator will lead you back to the door.

Remember that you still need to get back to the door before your oxygen runs out! I found that the Locator can get a tad squirrely here, so to help avoid it leading you back into the room and then out and then back into the room again, try going longer periods of time between using the Locator, like 3-5 seconds between L3 boosting. You do not need to press L1 and R1 to land in order to exit this room. Floating to the door and opening it will work, but you may need to hold R2 to reset your orientation in order to open the door.

After exiting the vacuum and returning to the interior of the Ishimura, congrats on defeating another very difficult segment! Follow the Locator to the next door and wait to open it. Let's do a quick setup to hit that Save Station again.

Important Save Station again.

Follow the Locator as far as you can into the door, then open it and take four paces forwards, then three paces left, then pan Isaac's focus left for about half a second to be able to interact with the Save Station. Continue with the Locator when finished.

You will shortly receive a call from Daniels and some spicy plot details. After that call your objectives will change.

Congratulations on defeating Chapter 4 of Dead Space 2023.

Buffer zone to avoid accidental spoilers. One of Five.

Buffer zone to avoid accidental spoilers. Two of Five.

Buffer zone to avoid accidental spoilers. Three of Five.

Buffer zone to avoid accidental spoilers. Four of Five.

Buffer zone to avoid accidental spoilers. Five of Five.

CPR5

Chapter 05: Lethal Devotion

After a call with Daniels and Hammond, Isaac will jet off back to Medical. Follow the Locator.

New Enemy! Scraps.

Shortly into your backtracking trip back to Medical you will encounter a new enemy in the hallways. We are going to refer to these things as Scraps. The reason for that is because they are essentially various dismembered limbs which have become sentient due to the virus. The first pack of Scraps you encounter are two arms and a head. Each of these Scraps have long fleshy tendrils that they use to pull themselves across the ground. They all mostly work the same, they quickly slide across the ground towards Isaac and either attack his feet with their tendrils, or attempt to jump on him and grapple him. The severed head Scraps specifically are prone to grappling. The severed head with four long tendrils protruding out of its neck, will pounce onto Isaac and begin strangling him. This requires you to mash the Cross button to shake it off. Shaking off a Scrap however will not kill it.

Scraps' true strength rests in their overwhelming numbers and difficulty to hit, similar to Hatchlings. They are always very low on the ground so aiming at them is considerably more difficult, but they are also susceptible to Stomp attacks by pressing the R2 button. In arguably one of the most horrific possible ways for Isaac to die, if a severed head Scrap kills Isaac while grappling him, it will snap his neck with its long tendrils, decapitate him, and then insert its tendrils deep into his body through his neck, replacing Isaac's head with itself and gaining control of his body. Isaac is alive just long enough to witness this happen. Yikes.

After killing your first Scraps, continue with the Locator down an elevator, back to the Atrium, and to the next door.

Store.

Leaving the Atrium you will pass by a Store again which is just outside of the Locator's pathway. After reaching the door leading out of the Atrium, which is the first door after taking that elevator down, open the door, take eight paces forwards, two paces left, then pan Isaac's focus to the left for about a second. If you picked up those suit schematics earlier then the Suit Level 3 upgrade should now be available for purchase. It costs 20,000 credits, provides an extra four inventory slots totalling 22, and an extra 5% armor rating totalling 10%. When purchasing this upgrade the same Cutscene will play from the level 2 suit upgrade, but this time Isaac will emerge from the back room with even more heavy armor, especially around his shoulders and lower back. I recommend keeping at least one Stasis Pack in your inventory to act as a back up plan if needed. I recommend bringing the Flamethrower and Contact Beam with you, as they will provide you options for an upcoming environmental puzzle. Continue with the Locator until reaching the next door.

Save Station.

After killing a surprise enemy and reaching the next door, you will have just passed by another Save Station. Walk as far into this door as the Locator will take you, it will have you at an odd angle so you will be able to continue taking steps into the doorway. From there take two paces backwards, two paces left, use the Locator again to adjust Isaac's angle, then that seven paces backwards, then pan Isaac's focus to the right for about a second to find the Save Station. Follow the Locator when finished.

The Locator is returning you to the Tram Car. Once reaching the Tram Car terminal you need to travel to the Medical Tram Station. As always, the Locators pathing gets pretty wacky when trying to navigate you into the Tram Car, so you'll just have to fight with it a little bit. Remember that the Tram Car Terminal is when you step into the Tram Car and to the left a few paces. I noticed here that the Locator's four audio pings were actually located at the back of the tram car for some reason, instead of the front of it where the terminal is. Remember that after interacting with the Tram Car terminal and selecting Medical, the Ishimura computer will say the word Medical. You need to press the Cross button again to confirm.

After the short Tram ride and a brief staticy call with Daniels, proceed with the Locator.

Save Station and Store.

After a brief chat with a new voice, the doors of the room will unlock. This is the same oddly shaped hub room from Chapter 2 with both a Save Station and a Store. The Shop is in a corner of the room, the Save station is far across the room on a different wall. If you follow the locator to the door it's leading you to, without opening it, take about six paces backwards, six paces to the right, and three paces forward to reach the store. After interacting with the Store, take three paces backwards and thirteen paces to the left, and then pan Isaac's focus left to find the Save Station. Proceed with the Locator when done.

After shopping and saving and passing through that next door, proceed down some long hallways and fight a couple enemies. After that proceed to the next door and wait.

Kinesis Recharge Station.

In case you're not already topped off, proceed to the previously described door, face it head on, and then take fourteen paces backwards to reach a Stasis Recharge station.

Continue through that door. On the otherside are several hospital beds with barely alive Ishimura crew members, covered in blood and gore, squirming on the beds and moaning in agony. The new voice over the ship's PA system kindly asks Isaac not to mess with them. If you attempt to mercy kill them like I did, melee attacks do nothing to them and while aiming at them Isaac will be unable to fire since they are considered "friendly targets". After following the Locator a bit further you will encounter...

New Enemy! Birther.

Birthers are enemies that are constrained to flesh walls just like Wallhuggers. But unlike Wallhuggers, Birthers pose a massive offensive threat. They are hardly a human body anymore with a massive mouth in their torso. When you first approach a Birther it will give out a massive wail, extend four tentacles out of its stomach mouth, and begin vomiting out fetuses into the room. To kill a Birther you need to put a very large amount of damage into it, this can be achieved by dismembering its four tentacles extending out of its stomach mouth and by just shooting it. The Birther and its fetuses are both totally immobile. The Birther itself does not attack, but vomits out the fetuses which act very similarly to the Newborns. The fetuses will land somewhere in front of the Birther, extend a single vertical tentacle out of their backs, and use that tentacle to shoot spikes at Isaac. A single Birther can have up to three fetuses deployed at once. Dealing any damage to the fetuses, including melee attacks will destroy them. However, make sure to keep your distance from the Birther. If you get too close to it, it will quickly extend a massive spike from its stomach mouth, impaling Isaac through the face, decapitate him, and eat his head, killing Isaac instantly. Additionally, killing the Birther will not also kill the fetuses, they are not linked in any way and must be killed individually. Both the Birther and the fetuses are remarkably loud, the Birther screams and whales a horrific cry as you shoot it. This is both horrible to listen to and helpful for us because it is very easy to tell where it is. I found shooting the Alt Fire of the Flamethrower directly at it to be a very effective way of killing this first Birther, since it cannot move away from the firewall and just gets cooked.

After killing your first Birther, proceed with the Locator to the elevator and interact with it.

Major Accessibility Break. Large Flesh Walls.

Alright this one is gonna be frustrating because you will need to shoot far away targets, aim assist does not work for these targets, and there's a limited amount I can do to assist with the aiming. After taking that short elevator ride upwards, you will be in a room surrounded by massive flesh walls. Following the Locator will lead you onto fleshy ground and to a giant pulsing flesh wall blocking our path. The problem here is that we need to shoot three specific puss sacks of the fleshy wall within this large room to fully clear it. These spots are glowing and pulsing, but not making any sound.

Follow the Locator as far as it will take you. If you are holding forwards and can't take a step then you should be standing against the flesh wall. From here, double tap your rigs menu to recenter Isaac's focus, then take three paces left, and paces backwards until you can't anymore or about eight. From here, hold L2 to aim. The puss sack you need to shoot is now almost where you're aiming, but slightly up and very slightly to the right. While holding L2, lightly pan Isaac's focus up for a fraction of a second, and then right for a fraction of a second. It's unfortunately a rather small target as it is pretty far away on the opposite end of the room, so it may take several shots with the Plasma Cutter to hit it. If you use the Plasma Cutter's Alt Fire mode, the horizontal one, you should be able to hit it easier. The Contact Beam's Primary Fire might also be good here, as you can just hold and drag around the laser. Once you get it, part of the puss wall will be destroyed and out of it a Stinger will spawn. Kill it.

After killing that Stinger, follow the Locator as far as you can again, across some fleshy ground. We are again blocked by a massive flesh wall and need to shoot the right spot in the room. After following the Locator so that holding forwards does not cause Isaac to step forwards, take four paces backwards, then four paces left, then move forwards until you can't or about one pace. You should now be on a balcony with the puss sack below you, but we can't hit it from here due to the guardrail. Take paces left until you can't or about thirteen, you should no longer be on the fleshy ground. Press R3 to use the Locator and have it turn Isaac's focus, then double tap your rigs menu again to turn Isaac. Take paces to the left until you can't or about two paces. From here, the second puss sack is mostly down and slightly to the left of where you are aiming. This one unfortunately is going to be pretty tricky to find. Pan Isaac's focus by lightly moving the Right Stick down and to the left between a 7 o'clock and 8 o'clock position on the joystick for about a second should get you close. Using the Contact Beams' Primary Fire was helpful for me here, as again you can just fire it and drag it. It does enough damage that if it sweeps past the puss sack for even a split second, it will destroy it. The puss sack is too far away for the Flamethrowers primary fire to reach it from here. If you think you've panned too much and lost the general location of it, follow the Locator back and repeat this setup.

Once you get this second puss sack, another Stinger will spawn, kill it.

After killing the second Stinger, follow the Locator again.

The Locator will try to lead you through another flesh wall and due to the odd shape of this thing unfortunately gives us really bad setup angles. Follow the Locator until being unable to move forward. Take two paces to the left of where the Locator is bringing you and stop. Double tap the rigs menu to recenter Isaac's focus. The puss sack should be in front of you and to the right, but it is through a doorway and partly obscured by the flesh wall. To hit it, you will need to lightly pan Isaac's focus to the right for about half a second, and lightly pan it up for a fraction of a second.

If you're willing to spend the ammo, I found that using the Flamethrower's primary fire here was able to hit the puss sack. Just kind of spray it in this general area and you might be able to hit it.

Unfortunately, hitting these three puss sacks is going to require some luck. Remember, you can reload your previous saves and redo it all if you run out of ammo.

After successfully destroying all three puss sacks, continue with the Locator to the next door.

Save Station.

After destroying the three puss sacks and reaching the next door, open that door and take four paces forwards through the open door, two paces left, and pan Isaac's focus left for a second to reach another Save Station. Proceed with the Locator once finished.

After using an elevator to go down deeper into Medical, you will soon approach a door and from behind the door, hear her voice... As Isaac opens the door in front of him is just a hologram of Nicole, repeating the same message he heard over the radio on a loop. The hologram of Nicole has her back to Isaac. In front of the hologram is a computer terminal and is where the Locator is leading. Directly to the left of the hologram is a large medical vat. Proceed to and interact with the terminal next to the Nicole hologram. The terminal is two paces to the right of where the Locator is leading you. Doing this will have you enter a cutscene.

Cutscene.

For a text description of the next cutscene search this document for code: C05BLP

Upon regaining control of Isaac your current Objective of "Locate the Source of the Broadcast" will complete.

Boss Fight! The Hunter.

The Hunter, which is actually this enemy's canonical name, is physically very similar to a Walker. It is a tall human-like creature with big bladed arms who charges Isaac and slashes him with them. Besides having a distinct roar from Walkers, it also has multiple very long tendrils hanging from its mouth, almost like several long tongues. The main notable difference however, is The Hunter has a modified version of the virus which gives it near-instantaneous healing properties. Dismembering its arms or legs will cause it to howl and hinder it, but after a couple seconds it will fully regenerate those limbs. The more limbs you dismember at once, the longer this healing takes, up to a max of about 8 seconds. Melee attacks work as a way to temporarily push The Hunter away from you, but do nothing to stop it or damage its limbs. The Ripper's Primary Fire is very effective at quickly knocking down the Hunter, shredding it to just a torso stump, and causing it to begin its regeneration process. Hitting it with a Stasis ball while it is regenerating is an effective way to buy yourself more time when needed, but again this will only temporarily stop it. This enemy is considered a "Persistent Boss". There is no current way to kill it and it will continue chasing after Isaac, even through some doorways and rooms until certain events occur.

Back to gameplay, you are now trapped in a small room with The Hunter. Fight it like you would a normal Walker and wait for Daniels to call.

Once Daniels unlocks a nearby door your Locator will continue working with the new objective of "Escape The Creature". Follow the Locator until you reach a locked door. This door has one of those spark fuses you need to destroy to open it. Follow the Locator as far as you can, then pan Isaac's focus to the right for half a second and press the R1 button to melee swing, that should destroy the fuse and unlock the door. Do this as quickly as possible as the Hunter is still chasing you. Continue following the Locator through the door.

After L3 sprinting with the Locator through several doors, you will receive another call from Daniels, at this point you have successfully escaped the Hunter for now. You should be near or in the main oddly shaped hub room with both a Store and Save Station. You can tell you're in the right room if you hear sparking electrical wires above you, they are just scenery though.

Store and Save Station.

While standing in the hub room, proceed with the Locator to the next door as far forward as you can go without opening it, then take eighteen paces backwards, then one pace left, then pan Isaac's focus left for about a second to reach the store. After interacting with the store Isaac will be facing towards it. From there take three paces backwards, and thirteen paces to the left to reach the Save Station. Proceed with the Locator when finished.

Major Accessibility Break. Surgery Room Part 2.

One Stasis Charge Recommended.

After progressing through a few doors, Dr. Mercer will continue chatting with Isaac via the ship's PA system. Shortly after, Isaac will enter the same Surgery Room from before in Chapter 02 that was also a Major Accessibility Break. This time however it will be a break for a slightly different reason. The issue here is you will enter this room, many enemies will spawn including The Hunter. The Locator is leading you to the same unpowered door as it was in Chapter 02. The Power Fuse that we lifted and inserted into the wall slot to power this door is laying on the floor in front of the wall slot. So we need to kill all the enemies except the Hunter, then distract the Hunter long enough to allow us to find, Kinesis pick up, and insert this Power Fuse back into its wall slot. Remember that this room is pretty large and mostly square shaped, but has many operating tables and light fixtures, and other environmental objects that can both get in your way and be used to avoid the Hunter.

To begin, kick some Necro Morph ass and eradicate all the enemies you can actually kill.

Once you're only hearing the Hunter, lay some hate down on it with your choice of weapon and then once it is on the floor regenerating I recommend hitting it with a Stasis Ball.

That's gonna buy you about 10-15 seconds depending on how badly and quickly you hurt it. Use the Locator and L3 sprint continuously to go as far as it will lead you into the unpowered door. This is gonna have to be a quick and messy setup since you won't have much time before the Hunter reaches you again. From this Location take ten paces backwards, and ten paces to the left. The Power Fuse and the wall slot it needs to be inserted back into should both be directly in front of you. Pan downwards for about a second, hold the L2 button to aim, press the Circle button to Kinesis Grab, and try to locate the Power Fuse. If you picked something up, take about

five paces forwards and then two paces backwards to move what is hopefully the Power Fuse you're holding into its wall slot. If that doesn't work, you might unfortunately have picked up some random environmental debris instead.

Some important notes: If Isaac takes damage while holding something in Kinesis, he will drop it. Where it lands will depend on the physics of how he was moving, how quickly, ect, but it will always land to his left side since he uses his left hand to lift things.

The Hunter can pretty easily trap Isaac against a wall or some part of the environment and prevent him from being able to move. To break free of this try smacking it with two quick R1 punches. This will push The Hunter backwards and briefly stagger, allowing you to wiggle free of wherever it has you trapped. If the Hunter is mid attack, it will not be pushed back as easily so it may take more than two swings.

Unfortunately while the Power Fuse is on the ground, it can be kicked around and moved by both enemies, including The Hunter, and Isaac. So depending on how your combat sequence goes, the Power Fuse we need might have been moved from its starting location in front of the wall slot. If you can't seem to find it, this may have been what happened, so I recommend just reloading your save and trying this room again.

If all else fails and this segment is proving to be incredibly stressful, search this document for the code C05WNA for extra information about The Hunter. I'm choosing to censor this information as an opt-in choice not because of spoiler reasons, but because knowing it may negatively affect your gameplay experience.

If that worked and you successfully inserted the Power Fuse into the wall slot you will hear it power up. Continue following the Locator while dodging The Hunters' attacks to escape through that door. Once the door closes behind you, you have again successfully escaped the Hunter for now. Proceed with the Locator until encountering another Birther nearby a door the Locator is leading you to. Kill the Birther and its fetuses but wait to open that door.

New Weapon! Line Gun.

Down one of the hallways we were just sprinting through to escape the Hunter was a door requiring a level two clearance and inside was a new weapon the Line Gun. Now that it's safe to do so, let's backtrack for a bit to return to it and pick it up.

After killing the Birther, use the Locator to reach the door right beside it. When standing against that door and unable to step forwards, take thirty seven paces backwards, then five paces to the right. If you have your Music Volume at 100 this may be more difficult to count your paces at this moment with the intense violin strings playing. I turned my Music Volume to 0 for this section and was able to hear my footsteps well.

Taking thirty seven paces has the opportunity to not work correctly if even slightly off, so try it a few times if needed. The slight variance on where you start against the door may actually have a large effect here because it's so far away. If you don't get it on your first try, try it again with stepping backwards and slightly left or between the 6 o'clock and 7 o'clock positions on the joystick. That may require you to take more than five paces right to reach the door though.

Once reaching this far away door, interact with it to unlock it and hear a voice line from the Ishimura, then open it. The room in front of you is a tiny but very bloody closet, the new Line Gun is laying on the floor directly in front of you and surrounding it are interactable containers. There are three containers to open one of which is a Power Node, two items to pick up, and a smashable box with an item in this small room, not including the Line Gun.

As for the Line Gun properties, the Line Gun is rather similar to the Plasma Cutter. While aiming it, it has a long horizontal aim pattern which is double the size of the Plasma Cutter's horizontal Alternate Fire mode. The Primary fire of the Line Gun fires a large projectile which has no bullet drop, does not have an instantaneous hitscan bullet speed like the Plasma Cutter, but deals significantly more damage and is great at dismembering limbs. The Primary Fire cannot harm Isaac even if fired close by.

The Line Guns Alt Fire launches a Laser Trap. What this does is shoots a small device wherever Isaac is aiming which can stick to the floor, walls, or ceiling. Once making contact with a surface it instantly extends a laser out of it to whatever is opposite of it, regardless of distance. It's essentially a laser trip wire. This device is rather noisy so it shouldn't be too hard to locate. At this point you can aim at the device and press the R1 button again to disable the device. Doing so will not return the ammo spent on shooting the device, but will make that ammo appear as a pickup item where it was disabled. If any target, including Isaac, steps into the laser trip wire while it is active, it will begin aggressively channeling a damaging laser. This laser trip wire will then remain in this damaging state for 25 seconds before self-destructing. This laser trip wire actually does a decent amount of damage to Isaac, so avoid standing in its path. A strength to this Alt Fire is that it can guard a direction for a long period of time, potentially fending off The Hunter while performing an environmental puzzle. The Alt Fire also only uses one ammo, so it is much more efficient than the 25 ammo of the Flamethrowers Alt Fire, firewall at protecting a zone for a duration. Up to four Laser Traps may be deployed at once, with the fifth one replacing the oldest. Their continuous damage does stack, but it may be difficult to get multiple traps covering the same space as placing them too close together will likely result in you disabling one by looking at it and pressing the R1 button. After looting this closet and exiting it, proceed with the Locator back to the next door, where you fought the Birther at.

Stasis Recharge Station.

After returning to the door you just took 37 paces back from, open it. Take two paces forwards into the next room. Directly in front of you is that small glass enclosed operating room with that psycho doctor from Chapter 2 who stabbed that man on her surgery table and then slit her own throat. Both their bodies are still there behind the glass as before. Anyways, take two paces left and you should hear an interaction prompt for this Stasis Recharge Station. Remember that for Stasis Recharge stations and Oxygen recharge stations Isaac can interact with them just by being within proximity to them, they do not require Isaac's focus to be facing them first. Continue with the Locator to the next door when done.

Save Station.

Shortly after that Stasis Recharge Station you will reach another door to Dr. Mercer's lab, but directly behind you is a Save Station. After approaching the door as far as you can with the Locator, take six paces backwards, then pan Isaac's focus right for a full second to reach the Save Station. Then proceed with the Locator.

Inside Dr. Mercer's small office, hanging above his desk upside down is a dead Nester with its wings spread apart. On an operating table next to his desk is a Ishimura crewmember with his stomach cavity torn asunder and most of his organs laying in a bloodied mess on the table and nearby floor but appears to be still breathing. Along the walls of the room are cork boards with various x-ray sheets of human bodies with large masses inside them, scribbled notes, and medical sketches of Nesters.

On his desk, to the right of the terminal the Locator is leading you, is a pickup item called a Ruby Semiconductor. That item sells at the Store for ten thousand credits. Nearby there is also a Large Med Pack which will fully heal you or sell for five thousand credits. So be sure to pick those up before leaving this room.

After receiving an updated objective, continue with the Locator.

You will soon enter a state where your suit will begin utilizing its oxygen tank, just keep proceeding with the Locator.

Store and Save Station.

After reenabling the Life Support from the terminal and having a radio chat with Daniels, you will receive a new objective to head to Cryogenics. However you are once more in the oddly shaped hub room with both a Store and a Save Station. The Shop is in a corner of the room, the Save station is far across the room on a different wall. If you follow the locator to the door it's leading you to, without opening it, take about six paces backwards, six paces to the right, and three paces forward to reach the store. After interacting with the Store, take three paces backwards and thirteen paces to the left, and then pan Isaac's focus left to find the Save Station. Proceed with the Locator when done.

Proceed with the Locator through many doors, be sure to keep count of them. After passing through the fifth door, you will be in a locker room with several containers and a Save Station. Proceed to the sixth door with the Locator which will be the door to the Cryogenic Lab, but wait to open it.

Important Save Station.

After reaching the previously described door, step forwards into it as far as you can until holding forwards no longer moves Isaac. From there take two paces backwards, then five paces to the right to reach a Save Station. After locating it and interacting with it, take five paces backwards, then two paces left, then pan Isaac's focus left for a second to find a wall container. From there, take five paces right to find another locker container. There are three of these lockers in that nearby area. Use the Locator to return to the door, and then repeat the Save Station setup again to save with your new loot.

When done, pass through the nearby door into the Cryogenics lab and reach the Locator's target, which is a canister of Liquid Nitrogen on the floor which you can pickup. Here is some information that will make more sense in a minute. Picking up that canister means you are now currently standing in the center of the octagon Cryo Chamber in the center of the main room. The direction Dr. Mercer's voice will be coming from will be the main room's north side. Dr. Mercer will be standing directly in front of the Cryo Chamber terminal while talking. I'll explain all of that in a second...

In Game Cutscene.

After picking up the canister of liquid nitrogen, from Isaac's left side, a panel covering a window shells itself upwards and behind the glass stands Dr. Mercer. The two of them exchange dialogue and Dr. Mercer reveals his master plan. During the conversation Dr. Mercer presses a button on the Cryo Chamber terminal, which causes coverings on multiple containment vats around the room to rise, revealing about a dozen different vats around the room all containing various Necro Morphs frozen inside.

As their dialogue concludes, Dr. Mercer paces out of view. Suddenly from a floor panel directly in front of the window Isaac is facing emerges The Hunter.

Epic Boss Fight!! The Hunter.

One Stasis Charge required, Stasis Recharge Station in room.

Alright this one is going to be tricky because this fight is unfortunately pretty inaccessible. The situation is we are locked into two rooms which are connected, with The Hunter and several other creatures, and need to find a way to defeat The Hunter. The Locator is unfortunately totally useless in this fight so don't bother with it. There is an octagon shaped cryo chamber in the middle of the main room where you picked up the Liquid Nitrogen canister. What we need to do for this boss fight, is to dismember The Hunter while it is standing inside of this octagon cryo chamber, stasis it while it is regenerating, run over to the connected side room, and interact with the Cryo Chamber terminal to seal the Hunter inside and deep freeze it's ass. We have to do all of this without navigation support, so I will describe this room layout using our grid system. There are multiple breakable boxes in the main room which provide supplies, a Stasis Recharge Station in the south-east corner of the main room, and a large Med Pack in the northern end of the side room, near the Cryo Chamber terminal. There are two doors that connect the main room and the side room that once they are opened, will remain open for the duration of the fight.

Alright so let's discuss the room's shapes.

Let's imagine this room from a top down 2D view, with an X and Y grid, as if it were a tactics game or something.

The main room is fourteen paces wide on the X axis (from West to East) and fifteen paces tall on the Y axis (from North to South). When you first enter the main room from the Save Station room, you will be facing East, and be entering it from the bottom left, which is going to be dot A1 on our grid.

The X axis of the main room will go from dot A to dot E

The Y axis of the main room will go from dot A1 to dot A6.

Each dot in this room will be about three paces, this is measured by moving after standing against the walls. So moving from dot A1 to B1 will mean moving East for about three paces. From where you are standing when you pick up the Liquid Nitrogen canister which triggers the cutscene, the direction that Dr Mercer's voice came from as well as where the Hunter appeared from from the floor panels, in relation to where you are standing, is going to be our north, and up on the Y axis.

Moving from dot A1 to A2 will be moving North about three paces.

The southernmost part of this room, or 1 on the X axis, is also the widest. The middle and northern parts of the room are about half a dot slimmer, or one and a half paces less, on each end.

The Stasis Recharge Station is in dot E1, the far south-east side of the room, on the wall.

The Liquid Nitrogen canister you pickup is in dot C3.

The Octagon Cryo Chamber which the Hunter needs to be frozen inside of is the entirety of dot C3. You can enter this octagon cryo chamber from the north, south, east, or west, but not diagonally as there are solid walls there.

The two doors which connect the main room and the side room are in dots B6 and D6. They are both small ramps which have handrails on them, so you need to approach them from the south to get around the handrails. Again, once you open those doors they will remain open for the fight.

Dots B7, C7, and D7 are the side room.

The Cryo Chamber Terminal you need to interact with to trigger the deep freeze is in dot C7, facing South.

The Large Med Pack is on a table facing North in dot C7.

Avoid dot C6, as the East and West sides of that dot are massive cryo vats, with a small gap between them which The Hunter could trap you in very easily.

There is a large wall between dots C6 and C7.

The breakable boxes in the room are in dot B6 on the West side wall, and dot D6 east side wall.

To beat the Hunter you need to lead it into the octagon cryo chamber of dot C3, heavily damage it so it begins its regeneration process, stasis it, and then L3 sprint back to the Cryo Chamber Terminal in dot C7 and interact with it. If you interact with the Cryo Chamber Terminal but are too slow and The Hunter escapes dot C3, the machine will deep freeze nothing and the fight will continue, you have unlimited tries at activating the machine.

You will absolutely be able to tell when you successfully deep freeze The Hunter. A long series of dialogue will occur with Daniels. And after that...

Congratulations on defeating Chapter 5 of Dead Space 2023.

Buffer zone to avoid accidental spoilers. One of Five.

Buffer zone to avoid accidental spoilers. Two of Five.

Buffer zone to avoid accidental spoilers. Three of Five.

Buffer zone to avoid accidental spoilers. Four of Five.

Buffer zone to avoid accidental spoilers. Five of Five.

CPR6

Chapter 06: Environmental Hazard

New Side Quest! Premeditated Malpractice.

Our first easy to begin side quest found nearby! As of this writing I won't be doing the walkthrough of this side quest, as the current scope of this guide is the main story, but we'll at least get it started for you if you'd like to attempt it!

This side quest must be completed while within Chapter 06.

In the octagon cryo chamber of dot C3 where The Hunter was just deep freezeed and transported somewhere, a Tissue Sample was left behind on the floor. Return to the north end of dot C3 after defeating The Hunter to find a new pickup item on the ground. Picking it up will begin the side quest Premeditated Malpractice. You can open the Missions tab of the RIGs menu and set this new Side Mission as your objective. Doing so will cause the Locator to navigate to its objective.

Stasis Recharge Station.

I recommend before leaving the Hunter boss fight room to again top off your Stasis meter at the recharge station located in dot E1. Proceed with the Locator and your new objective of "Go To Tram Maintenance" when finished.

After following the Locator through a couple doors, you will reach a locked door with one of those destroyable batteries directly to the right of it. You should be able to hear it. While standing against and facing the door, pan Isaac's focus to the right towards the sparking battery and press the R1 button to melee it. This might take about three swings if Isaac gets stuck on the doorframe. Doing this will unlock the door. Continue with the Locator.

Passing through that door will again lead you to a Tram Station Platform. As usual the Locator is bad at handling this segment. You need to step into the Tram Car, turn left which is the opposite direction the four ping navigation is leading you, and interact with the Tram Car terminal. We are currently at the Bridge, and we need to go to the Hangar Cargo Tram Control. Remember that you have to select it twice to confirm. Proceed to the next door and stop.

Store.

On this Tram station is a Store. Proceed with the Locator off the Tram car and to the next door as far as you can go without opening it. From that door take four paces backwards, then three paces left to reach the Store. Proceed with the Locator through the next door, down a hallway which will update your objective, and to the next door, then wait to open it.

Kinesis Recharge Station and Save Station.

I regret to inform you that the Locator is leading us back to the Claw Room from Chapter 01. But before opening the door to it, while facing it straight on, take fifteen paces backwards from it to reach a Stasis Recharge Station, and then another four paces backwards, two paces right, and

pan Isaac's focus right to reach a Save Station. Proceed with the Locator back to the Claw Room when finished.

Continue with the Locator for a while, up an elevator, past a startling sprinkler system that screams when it waters its plants, until opening a door and hearing a voice.

Sighted Context moment.

As you enter a hallway with various plants in glass containers lining the walls, you will encounter a recorded hologram of a Dr. Elizabeth Cross, issuing a warning to anyone who enters this hallway. After the message finishes, completely ignore her advice and proceed with the Locator deeper into Hydroponics. Proceed to the next nearby door and wait.

Save Station and Store.

After reaching the nearby door following the hologram message, open it. Then take four paces into the room, then two paces to the left to reach a Save Station. This feels like it will be the hub of Chapter 6. After saving, take five paces backwards, then one pace left, then pan Isaac's focus right for about a second to find the Store. Follow the Locator when finished to the Enzyme Control terminal.

After gaining a new ally and making a plan, just continue on with the Locator's updated objective

New Environmental Trap. Sprinklers.

Sprinklers are loud beeping traps that spray some kind of gross and dangerous corrosive water at Isaac. The traps will loudly beep five times, spray, and then stop. Getting hit by the water will do a moderate amount of damage to Isaac. Thankfully they're pretty noisy so easy for us to keep track of. Continue with the Locator while navigating them.

Proceed until entering an oddly peaceful sounding greenhouse room with crickets and other ambient sounds. Wait a minute, this is a horror game. Surely that can't last. After disposing of the waves of enemies, proceed until the next door without opening it.

Important New Weapon! Force Gun.

After reaching the previously described door, use the Locator to get as close to it as possible without opening it. From there take nine paces directly backwards, and then pan Isaac's focus for a second to reach a Clearance Level Two door. Open that door then take five steps forwards into this small room. The Force Gun will be laying on the ground, surrounded by two dead Walkers, and one dead Ishimura scientist who is laying in a pool of blood and missing a leg. It seems like she had some kind of a last stand against those Walkers, and got them before they got her.

The Primary Fire of the Force Gun does a medium range blast of kinetic energy in front of you, similar to a shotgun. In addition to doing a large amount of damage to all enemies in front of Isaac, it also staggers larger enemies and can even knock back smaller ones.

The Alt Fire uses three ammo, or half a starting clip, and shoots a ball of energy wherever Isaac is aiming, regardless of distance, and once it collides with a surface the ball implodes on itself over 5 seconds. While doing this it creates a large gravity well which drags everything besides Isaac to the center of the blast. This Alt Fire does not affect Isaac in any way. This seems like a worthwhile weapon to invest into and the Alt Fire could potentially help with environmental puzzles.

The Force Gun is the fourth of the four main weapons I recommend we utilize in our play through.

Proceed with the Locator when finished.

New Enemy! Wheezer.

Not the band, the Necro Morph variant. Wheezers do not possess any form of offensive, defensive, or mobility capabilities. They are a large vaguely human lump which is fused into the fleshy ground and have massive infected lungs coming out of their backs. The Wheezers just sit there and breathe out toxic air which fills a large area around them. They are impervious to being shot and doing so will just cause them to become irritable and bounce up and down. To put these creatures out of their misery, Isaac needs to approach them and interact with them to enter a brief cutscene where he stabs a large syringe containing the Enzyme into the back of their head, which kills them and stops them from breathing toxins into the air. There are seven remaining Wheezers to hunt down.

Continue with the Locator when ready

You will soon reach an elevator. You are on Floor 1. You need to head to Floor 3.

After injecting the second Wheezer proceed back to the elevator and to Floor 2.

Store.

After reaching the second floor, proceed until reaching the next door. Open that door, then take two paces into the hallway, then two paces to the right, then pan Isaac's focus to the right for half a second to reach a Store. Proceed with the Locator when finished.

New Enemy! Boom Hand.

After entering a very long hallway you will encounter your first Boom Hand. Boom Hands are a bit shorter than Walkers, only have one central leg coming out of their torsos, are about just as fast as Walkers, and have one defining characteristic. Any wild guesses to what that might be? Boom Hands are very aggressive and have one move, they charge directly at Isaac and slam their massive puss filled left arm at the ground, causing a massive puss explosion. If caught in the explosion, it deals intense damage to Isaac, even on Story Difficulty. Boom Hands can be killed either through conventional dismemberment, or by shooting their massive left arm which they drag across the ground while moving. If their leg is dismembered, they will scream, crawl onto their puss arm, and detonate it, killing themselves. They're pretty noisy so you should be able to hear them coming. I recommend backing away from them when able so that they charge

straight at you and line themselves up for you. After being killed, their puss sacks can still explode, so be careful. That's about all there is to them, mostly just don't let them hit you, which is great advice I know.

Save Station.

After reaching the end of the oddly pulsing long hallway with the Boom Hands, proceed till you reach the next door. Open it then take five paces forwards, then one to the left, then pan Isaac's focus left for half a second to reach a Save Station. Proceed with the Locator when finished.

Minor Accessibility Break. Zero Gravity Cryo Room.

Proceed into the Zero Gravity room. Although the Locator is technically working, it acts a bit weirdly. It's leading you to the floor, and then up, but if you float above it it will lead you back to the floor. I recommend taking off by pressing the L1 and R1 buttons together, floating to its location, and then floating backwards away from it. Above the point it keeps leading you to is a vent on the ceiling which can be moved with Kinesis. Thankfully once getting close enough to the vent on the ceiling and using the Locator, it should directionally ping four times. Kinesis Grab it and move it to have it open and lock in place. Doing this will spawn multiple enemies. Once you get close enough to the ceiling vent you just opened, the Locator should fix itself. Float through the vent then continue with the Locator for a bit. Once reaching the next spot you will be in the same situation, the Locator will lead you to the floor and another vent you need to Kinesis pull is right above it. Hold the R2 button to reset your orientation if needed. Once more, getting close to the second Kinesis vent and using the Locator should cause it to do four directional pings. Float through the second vent following the Locator's janky pathing until exiting zero gravity. Directly in front of you about ten paces forwards is a Birther and the third Wheezer.

After injecting the third Wheezer, proceed with the Locator backwards through the same Zero Gravity section. You will eventually need to manually land at the end of it to continue.

Save Station.

After reaching the end of the Zero Gravity room, proceed till you reach the next door. Open it then take five paces forwards, then one to the right, then pan Isaac's focus right for half a second to reach that same Save Station. Proceed with the Locator when finished.

Store.

After passing back through the pulsing Boom Hand hallway and reaching the next door, open that door then take nine paces forwards to reach that same Store from before. Proceed with the Locator when finished.

"That voice... was that..?"

It was yes, Nicole briefly called Isaac's radio. Or did she? Who's to say. It seems odd to me that Isaac hardly responds to her...

Combat Tip!

Just a reminder of my “Fight Forwards” strategy. If you feel surrounded and you’re not sure which direction is safe, make your own safe direction. Keep moving forwards blasting whatever is in front of you until hitting a wall, then turn around and blast whatever is chasing you.

Continue until killing the fourth Wheezer, then...

Minor Accessibility Break. Puss Sack Shooting.

Another flesh wall blocks the door that the Locator is now leading us to. We need to locate and shoot the puss sack to destroy it. Thankfully this one is much easier than those last ones. After going as far as the Locator will take you, the puss sack you need to shoot is to you right and up towards the ceiling. Double tap your RIGs menu, take one pace backwards to get off the wall, then ten paces to the right, you might hear the nearby Wallhugger if you didn't kill it already but you should be out of range for it to slap you. From here the puss sack is directly above you. Double tap your RIGs menu again, then aim upwards for a second and then fire. If you use the Flamethrower's Primary Fire it should be pretty hard to miss it. Proceed with the Locator through the door once you get it.

Proceed until having a quick call with Daniels. Just a glitch of the camera...right.

Proceed until reaching the elevator and taking it downwards. Upon doing so you will shortly enter...

Boss Fight! Heavy Brute.

This Brute seems to have even more armor than the previous ones. You are now in a very large room with multiple pillars which you can duck and hide behind, but also large spans of the ground in this room are covered in Flesh which as a reminder, prevents Isaac from L3 sprinting. There's nothing else special here, you've just gotta kill it.

Upon killing it, it will drop a Power Node, be sure to pick that up. Proceed with the Locator when finished.

Proceed until killing the fifth Wheezer, then continue with the Locator.

Major Accessibility Break. Zero Gravity Circuit Breaker.

You should now be standing in front of an unpowered Circuit Breaker. One pace to the left of this Circuit Breaker is a wall slot for a Power Fuse which we will need to find in the room. We will also need to locate a Keycard in a nearby room to activate this Circuit Breaker. Let's begin with finding the Power Fuse.

To begin, while standing directly in front of the Circuit Breaker, check if holding forwards allows Isaac to move. If not then proceed, if so then readjust until it doesn't. The Locator is annoyingly fickle here and will try to spin you around to face a point on the ground in front of the Circuit Breaker.

From the position of standing in front of the Circuit Breaker, take thirty six paces to the left and slightly backwards or between the 8 and 9 o'clock position on the right stick. Then pan Isaac's focus to the right for about half a second. Listen carefully, at this position you should be able to hear a distant Wheezer to your right. Double tap your RIGs menu then aim slightly down and

slightly right and begin using Kinesis Lift to try to locate the Power Fuse. Thankfully there should be no nearby environmental debris so if you pick something up it should likely be the Power Fuse. Once you have it in Kinesis walk it all the way back to the Circuit Breaker. Again the wall slot for it is only a pace to the left of the Circuit Breaker. Successfully doing so will cause enemies to spawn.

That was part one. Now we need to locate the Keycard to be able to use this Circuit Breaker. While facing the Circuit Breaker again and being close enough to it, you cannot move forwards, take paces directly backwards until you no longer can or about thirty two, then pan Isaac's focus right for about a second. You should be directly next to another door. If so, open it.

Take three paces in, then three paces to the right. The Keycard we need should now be able to be picked up on a nearby table. Once you get it you can take six paces forwards to reach a Workbench, but be aware that there is a nearby Wheezer so while using the workbench your oxygen tank will be depleting. Use the Locator to return to the Circuit Breaker after picking up the Keycard.

Once returning to the Circuit Breaker with the Keycard, unlock and then select the first Power Target which is Gravity by interacting with it twice. Doing this will predictably cause you to enter a Zero Gravity state and also cause more enemies to spawn.

When finished mopping up, follow the Locator back to the elevator and take it upwards. Once reaching the top of the elevator press R1 and L1 to take off. Float over to where the Locator is taking you. It once again is leading you to a balcony first but then upwards in the air after. Getting close to the balcony does not remove the navigation point from it so as you try to fly away it will lead you back to the balcony. From this position though you should be able to hear a nearby Wheezer. That is where it is trying to lead you. Follow the sound of the Wheezer, flying backwards from where the Locator is pointing you can help. You will need to manually land on the ledge that the Wheezer is on though.

After killing the sixth Wheezer, take off again and continue following the Locator.

As you enter the next door you will exit Zero Gravity. Proceed to the door after that and wait to open it.

Save Station and Store.

You are now in a tiny hallway with both a Save Station and a Store. From the previously described door, take six paces backwards, then two to the left, then pan Isaac's focus to the left for half a second to reach the Save Station. After Saving, Isaac will be turned to face the Save Station. From there take five paces to the left and pan Isaac's focus to the left for half a second to reach the Store. Proceed with the Locator when finished.

Proceed down a long hallway with fleshy ground to the next door.

Quick Time Event. Hallway Tentacle Round 2.

As Isaac interacts with the next door, another massive teeth filled tentacle appears behind him, latches onto his leg, drags him across the flesh covered ground, lifts him up into the air, slams him heavily against the ground, and begins dragging him back to its lair. After bracing from the pain, in one motion Isaac turns towards the thing latched onto his leg and draws his gun. His

facial expressions are masked behind his helmet, but based on his body language it feels like Isaac is almost more annoyed by this than frightened for his life.

There's five yanks in total, gotta kill it in four because the fifth is lethal. Following the lethal yank of the tentacle into its hole in the wall, it actually drops Isaac for a few seconds and recedes into the wall. Isaac slowly stands to his feet and right as he does the massive tentacle shoots out of the hole, teeth filled maw fully extended, and shreds Isaac's entire body to pieces.

To avoid that from happening, when you first gain control of Isaac again, the puss sack you need to shoot is dead center of Isaac and moves slightly left. The puss sack on this tentacle moves around more than the previous one did.

After the first yank the puss sack is slightly up and to the right and moves from that position to up and center.

After the second yank the puss sack is dead center again briefly.

After the third yank the puss sack is again dead center and moves upwards slightly.

After the fourth yank the puss sack is center and slightly upwards and moves slightly to the left.

If the fifth yank occurs, Isaac is doomed.

Proceed through the next door then take a call from Daniels. After that proceed through a short hallway until reaching the next door then wait.

Save Station.

In this short hallway you just took a call from Daniels there is a Save Station. While standing in front of the previously described door, take seven or nine paces backwards and pan Isaac's focus right to find it. The paces needed will depend on your angle but it should be real easy to locate. Proceed with the Locator to the next door when finished.

Stasis Recharge Station.

After opening the previously described door, take three paces forwards into the room, and one pace to the left. You should be standing on flesh ground and find the Stasis Recharge Station. From here if you take five paces left, then five paces forwards you will also find several containers. One of them to the right contains a Power Node.

Proceed into the Zero Gravity room. If you hear an odd whipping noise and electrical sparking, the whipping noise is a fetus trying to shoot at you from behind a wall. Press L1 and R1 to take off and continue with the Locator until approaching the electrical noise.

New Environmental Trap. Spinner Traps.

Stasis Requirement: 2 Charges, Recharge Station callout.

Spinner Traps are completely stationary traps which are some kind of spinning battery which is discharging a large electrical shock. If Isaac gets too close he will take a significant amount of damage and be stunned for a second. He only has about half second to move before being shocked again. Spinners aren't as lethal as their electrical floor panel siblings, but are arguably much worse for us because they don't disable on their own, they need to be hit with a Stasis ball and then passed by before they continue discharging. As of this writing, the Spinners appear to be bugged, where hitting them with a stasis ball will occasionally cause them to remain disabled

until Isaac throws his next Stasis ball. Also the Spinners occasionally seem to continue discharging after the stasis expires, but don't resume making their sparking audio or visual effects. I actually died to one of them because of this. It would be best to treat Spinners as I assume they are designed, which is that they are only not dangerous during Stasis.

For this first Spinner, if you are playing on Story Difficulty only, I actually recommend slowly floating close enough to it to get zapped and then backing off, just to get a scope for how close to them you are allowed to be, and to make sure you have line of sight with it. You just had to float past a couple flesh walls to reach it so this can help avoid hitting the wall with a Stasis.

Proceeding past the first Spinner you will enter a space with multiple fetuses, but no sign of a Birther yet. Between the first and second Spinner there is another Stasis Recharge Station, but it will be difficult to locate for us. It's on the "floor" so if you hold R2 to reset your orientation and then float downwards you may be able to find it.

Proceed past the second Spinner and a few more enemies until exiting Zero Gravity. Then continue with the Locator until reaching the next door. From there take five paces backwards, then three to the right, then pan Isaac's focus to the right for half a second to reach a "Turbine Control Terminal". Interact with it to turn off the turbines. I honestly currently have no idea what interacting with this terminal does, but it feels important...

Proceed with the Locator.

After hearing a line from the Ishimura Computer, you will now be standing on a balcony in a room with three large exhaust tubes. Directly across the room from Isaac is another balcony and where we need to go. To get to that other balcony we are going to have to follow the Locator down an elevator, through these three massive tubes, and up another elevator to the other balcony. These tubes are exhaust tubes which fill with massive plumes of fire so we will need to time this right.

Proceed with the Locator down the elevator and until reaching a locked door.

This locked door has one of those smashable batteries we need to destroy to unlock it. The battery is on the wall directly to the right of the locked door.

After breaking that battery and opening this door, the door will remain open. Entering that door will cause Isaac to enter the first flaming tube. On the other end of that tube will be another locked battery door to the second tube. In that second tube there will be another locked battery door to the third tube, and in the third tube there will be another locked battery door to the safe zone on the opposite end of the room. Each of these batteries for these doors will be on the wall, a pace to the right of the locked door. The Locator works the whole time, but you've gotta run through all the doors and all three tubes in one go. Oh also watch out for the Walkers.

After reaching safety on the other side, follow the Locator to the elevator and upwards.

After killing the seventh Wheezer, proceed with the Locator towards the eighth and final Wheezer.

After killing the eighth and final Wheezer and having a call with Cross, follow the Locator to backtrack back to food storage. There are a couple different shortcuts we could utilize here but one involves shooting multiple puss sacks to clear flesh walls and the other is off the Locator's

path, so let's just go the long way back where the Locator is already cleanly leading us. This will navigate us back through the flaming filtration tubes, but note that the second middle tube will no longer fill with fire and is now a safe zone. (Maybe THAT'S what that terminal did??)

Proceed with the Locator to the Zero Gravity section again and notice that both of the Spinners are now permanently disabled. (Oh finally. That's what the terminal did.)

Proceed through the Zero Gravity segment until exiting Zero Gravity and reaching the next door then wait.

Kinesis Recharge Station.

Let's top off again before continuing. While standing as close to the previously described door as you can be, take one pace backwards off the door, then three paces right to reach the Stasis Recharge Station. Then continue with the Locator through the door.

Save Stations and Store.

After passing through the previously described door, take five paces forwards and one pace left into the short hallway to reach the same Save Station from before. Proceed with the Locator through the next two doors where you will enter another small hallway with another Save Station and the Store from before. Proceed with the Locator when finished.

When reaching the next elevator you will be on Floor 2. You need to go to Floor 1.

When you return to the room with the Sprinklers, the loud explosions you heard when entering the room destroyed the middle of the five sprinklers. You will have to sprint past two, wait in the small safe zone between them for the sprays to pass, and then sprint past the other two while they're down to reach the next door.

Store and Save Station.

After escaping the Sprinkler room again, passing through the door, proceeding down a short hallway, and then reaching the next door, you will have gotten back to the hub room of Chapter 6 with both a Store and a Save Station. From the previously described door, take five paces forwards into the room, then one pace right, then pan Isaac's focus right to access the Store. After interacting with the Store take four paces left, then five paces backwards, then pan Isaac's focus for a second to reach the Save Station. I recommend bringing the Contact Beam with you, if it is not already a prized treasure in your inventory. Proceed with the Locator to food storage when ready.

After having a brief call with Cross, proceed through the next door to enter a Zero Gravity state. Then manually lift off...

Epic Boss Fight!! Leviathan.

God this thing is absolutely disgusting. It is a massive fleshwall with multiple mouths, way too many tentacles, and completely covered in pulsing puss sores.

The Locator does not work in this fight but you should have no trouble knowing which direction Leviathan is. Floating in front of Isaac are a few dead Ishimura crew members as well as a ring of explosive canisters which you can Kinesis grab and throw at Leviathan. Leviathan will repeatedly launch the same massive hallway tentacles at you to damage you. If they hit you they will deal sizable damage and spin Isaac around in zero gravity for a second. Dodge them by L3 boosting left and right. While a tentacle is extended, at its base, a vulnerable puss sack will briefly be revealed. You need to bait out its attacks, and then blast where the tentacle launched from to hurt Leviathan. Leviathan has a large central mouth and then three smaller mouths in an upside down triangle shape surrounding the central mouth. After destroying at least one tentacle, the other tentacles will move around to the other mouths. After destroying all three tentacles Leviathan will let out an eardrum shattering scream from its center maw. It will then begin launching massive puss bombs from that maw at Isaac. These puss bombs can be shot while flying at Isaac to be destroyed. It will launch three in quick succession, hesitate, and then close its maw. While its maw is open, Isaac needs to blast a puss sack within it. The Contact Beam is a rockstar here, as it can both cut through the massive puss bombs it's spitting and deal damage to the puss sack behind it.

After severely damaging Leviathan's center maw, the space will be filled with toxic air and Cross will desperately call Isaac.

Leviathan will be pushed deeper into the airlock, but spawn three new tentacles. It will then launch a flurry of attacks at Isaac by both launching tentacles and puss bombs from its center maw simultaneously. Continue laying down the hate at its center maw when you can.

After taking enough damage, Leviathan becomes too weak to cling onto the walls of the airlock. Screaming a horrible cry, all of its tentacles instantly sever, and Leviathan is ejected into outer space by the powerful vacuum. With Leviathan's giant mass now no longer plugging the hole, the powerful torrent drags the helpless Isaac towards the hole to space. As Isaac is rapidly approaching being ejected into space and spinning out of control, the Ishimura computer comes online and closes a now unblocked massive shutter, sealing the vacuum once more.

The massive airlock chamber achieves a peaceful quiet. Cross call Isaac. After the call, Isaac is now floating alone, in a massive pitch black room. The Locator doesn't currently lead anywhere and we need to navigate back to the door of the airlock. A slick way of doing this is to open your RIGs Menu, navigate to the Missions tab, find any Side Mission objective you have including the one we picked up earlier at the beginning of Chapter 6, and temporarily track that objective.

After a call with Cross and then a call with Daniels, Congratulations on defeating Chapter 6 of Dead Space 2023.

After defeating Leviathan and exiting the zero gravity airlock room and having those calls, be sure to change your tracked mission back to the Main Story objective "Go To The Mining Deck". Proceed through the next door, and then to the door after it. You will be back in the Chapter 6 hub room. Proceed with the Locator to the next door then wait to open it.

Store and Save Station.

From the previously described door, take two paces backwards, then nine left, then two backwards to reach the Store again. After interacting with the Store (and the camera readjusting Isaac to face the Store) take four paces left, then five paces backwards, then pan Isaac's focus right for a second to reach the Save Station. Proceed with the Locator when finished.

Buffer zone to avoid accidental spoilers. One of Five.

Buffer zone to avoid accidental spoilers. Two of Five.

Buffer zone to avoid accidental spoilers. Three of Five.

Buffer zone to avoid accidental spoilers. Four of Five.

Buffer zone to avoid accidental spoilers. Five of Five.

CPR7

Chapter 07: Into the Void

Warning: This is one of the game's most difficult chapters.

Proceed with the Locator through the next door, then through a short hallway to an elevator. This elevator will lead Isaac down to the Mining Tram Station. Exit the elevator and follow the Locator until you reach the next door, then wait.

New Tram Station. Mining.

Although we are not currently going to take this Tram Car, we can use this opportunity to unlock this station. While standing against the previously described door so that Isaac can no longer move forward into it, take five paces backwards, then eight paces to the left. You should reach the Tram Lockdown Override console, if so interact with it, if not just follow the Locator back to the door and try again. On success you will hear the Ishimura computer say "Station Now Accessible, Thank You For Your Patience". The wall besides you will drop, and the Tram Car will be waiting there on the track. After hearing that, proceed onwards through the nearby door with the Locator.

After a brief radio call your objective will change to "Activate The Launch Tubes". Continue forwards with the Locator, through the next door, until reaching the door after that, then wait.

Workbench, Store, and Save Station.

The door you should have just reached should prompt you to Call. It is a freight elevator to the Mining Operations room. We will be using this freight elevator multiple times during this chapter. But before going to it, the room you are now in has one of everything as well as several small lootable containers littered around the room.

To get to the nearby workbench, while standing against the door the Locator is leading you to, take twelve paces backwards, six paces left, then five paces forwards.

To reach the Store, while standing against the door the Locator is leading you to, take twelve paces backwards, six paces right, then five paces forwards.

To reach the Save Station, while standing against the door the Locator is leading you to, take nine paces backwards, then two paces to the right.

Head back to the “Call” door when finished with your inventory management. Through this next door is a large square freight elevator. It is about five paces long and five paces wide. It has two doors, on opposite sides of the square. The Locator again handles this unique elevator poorly by leading us to the center of the room even though the elevator terminal we need to reach is on the left wall of the elevator when you first enter the freight elevator. When ready to proceed, open the Call door to the freight elevator, then take three paces forwards and wait. You will get another brief call from Daniels. After she is finished, take two paces to the left to reach the elevator terminal. If you didn’t reach it, you may need to search this small square room for it. Remember that the Locator is leading you to the center of the room and is unreliable here. If needed, double tap your Rigs menu to recenter Isaac’s focus to help access the terminal.

Interacting with the elevator terminal will open a Cargo Lift sub menu with four options. Deck A - Preparation (where you currently are), Deck B - Processing, Deck C - Mining (our next objective), and Deck D - Maintenance. We will be returning to this freight elevator multiple times throughout this chapter. This freight elevator is distinct from normal doors by having the menu narrator read Call when you approach its door.

From the Freight Elevator submenu, select Deck C. Note that the Locator will be useless until the elevator has reached its destination.

Upon reaching Deck C, the Locator will gain a new target. Follow it through the next door. After opening this door to enter Deck C, a large spray-painted message on a wall directly in front of you reads “BEWARE TRAPS AHEAD!”.

As you proceed through the next hallway, you will approach some very noisy, high-pitched laser tripwire traps beaming horizontally across the hallway at knee height. A Walker will appear from the ceiling, chase after you, walk through the lasers, and die to one to teach you to be careful and avoid them.

What you are expected to do here is to locate some nearby kinesis objects, Kinesis lift them, and cleverly place them in front of the laser beams to block them off. But if you’re on Story mode you can just simply walk through the laser traps and survive, so instead of trying to Mission Impossible our way through this section, let’s just let Isaac face tank it.

Continue following the Locator until you approach the laser traps. Continue moving forwards at full walking speed through the lasers. Isaac will cry in pain, and you should lose about half of your life in damage but survive. Stand still for a few seconds while your health regenerates. The laser trap behind you will then begin to rise in pitch and deactivate after a few seconds, this is a quirk of them since they work the same way as the Pulse Rifle Alt Fire. Just setting them off actually clears them from this hallway in the future!

After repeating this for the second laser trap, give yourself a second to heal, then proceed with the Locator.

Creepy Moment with sighted context.

As you open the next door, on the floor crawling towards Isaac is an Ishimura Miner. Their left arm is completely missing with an exposed bone showing, and their left leg is also dismembered and lying on the floor about a meter behind them. They slowly crawl towards Isaac clinging onto life, before letting go. A flat line heart rate monitor tone tears through Isaac's helmet. It is implied that this person accidentally tripped one of the laser traps. Was it the miners who set up these traps to keep the Walkers at bay?

Minor Accessibility Break. Grinder Room.

Following the demise of that poor miner, you have now entered the Grinder Room. There is a large machine way above Isaac's head in this room which appears to manipulate gravity to draw in asteroids from space, grind them up in a massive spinning grinder, and spit them through a tube to some other part of the Ishimura. All of that is purely cosmetic though, as it is several meters above Isaac's head and inaccessible to reach.

The problem with this room for us however, is that our Locator is leading us to a small elevator in the room which is unpowered and requires a Power Fuse. This power fuse is located somewhere in the room. Note that there is a Store, Workbench, and Save Station all in this room, but due to the room's odd shape and how recently we just did all those things, I'm going to skip their call outs for now.

After killing some enemies, follow the Locator as far as it will take you until holding forwards doesn't move Isaac. You should hear the large machine fade away behind you. (That's the grinder) You're now standing on the unpowered elevator. If you think you're in the correct spot but holding forwards still makes Isaac take footsteps, then try taking a few paces backwards, using the Locator, then holding forwards again. That may help you hit the correct angle of the elevator for this setup.

Once holding forward doesn't let Isaac take a footstep, take a pace or two left until the same is true.

From there take twenty seven paces backwards, you will hear the grinding machine above you again, then paces left until you can't anymore or about two, then paces forwards until you can't or about two. You should now be standing against a table with the Power Fuse in front of you and slightly to the left, or about an 11 o'clock position in front of Isaac. Aim, then press the Circle button to Kinesis lift, hopefully grabbing the Power Fuse and not a different environment object. Now let's bring it to the nearby wall slot. Take a pace right to step around the table, and then twelve paces forward. From there, pan Isaac's focus to the left slowly. The Power Fuse should automatically slot into the wall. If it didn't then you may not actually be holding the Power Fuse, reset to the Locator and try again. Note that if the Power Fuse was shot or moved during the prior combat, it might be lost in the room somewhere, the best way to remedy this might be to reload a save.

Once successfully powering the lift, return to the Locator's spot and interact with the elevator to ride it up, then proceed with the Locator.

Follow the Locator until returning to the door which the menu narrator says Call, our freight elevator. After opening that door, the freight elevator terminal will be about three paces forwards and two paces to the right this time. Select Deck B - Processing as your next location. Once the

freight elevator reaches its destination, follow the Locator through the next door. In the next room, the Locator will try to lead you through a doorway which is barricaded by four crates which can be Kinesis lifted. You will need to clear the path in order to proceed. Approach the barricade by taking the Locator as far as you can, then aim down, press the Circle button to lift some of the debris, back up, drop it, and repeat until you clear the path. Pressing the R1 button to do a horizontal melee swing may also help you clear some of the small debris.

Continue with the Locator through a series of long hallways with multiple enemies. Upon reaching the next door, wait to open it.

Save Station.

After fighting your way through a series of spooky hallways, you should reach a door. From that door, take twenty paces backwards, then two paces right to find the Save Station. It should be in a hallway with lots of ambient sounds. After reaching it, proceed with the Locator back to the door.

Note: In the next hallway there is a Store after fighting an enemy. I am going to opt to skip a setup for this Store, but it is on the right side of the hallway shortly after fighting the single enemy.

Proceed until reaching a Zero Gravity room and receiving a short call from Daniels.

Major Accessibility Break. Zero Gravity Grinder Room.

Alright, this one's going to be tough, but we've gotten through worse at this point. There are two phases to this zero gravity room. Phase one we have to locate four specific floating space rocks, Kinesis Lift them, Kinesis Throw them into a large grinder beam in the middle of the room, then follow the Locator back to the Gravity Control terminal to re-enable the room's gravity. Phase two is after reenabling the room's gravity, a large swarm of Nechromorphs will appear for a fight. Important note: there is no auto save between the room puzzle and the following fight so you MUST win this fight. Invest heavily with your power weapons if needed, this fight is what they are for.

The accessibility issue with this room is that during phase 1 the Locator will only direct Isaac to the Gravity Control terminal, which can't be used until the four floating space rocks in the room are tossed into the grinder beam, or Processing beam as Isaac calls it. We will however use the Gravity Control terminal as our anchor point for this room. The location of the floating rocks are not randomized thankfully, but if they are thrown across this zero gravity room and miss the grinder beam that might force a reload. You got an auto save right before entering this room.

You must avoid floating up into the grinder beam as it will instantly kill Isaac without much warning. There are three large pillars with rings at the top evenly spaced throughout the room with the grinder beam flowing between them. The rings make a rumbling mechanical noise which should help locate the otherwise silent beam, but hitting the rings with the space rocks will unfortunately not count towards grinding them, the rocks have to touch the beam itself. Isaac

has plenty of room to safely float below and above the grinder beam. We will have to float below the grinder beam and cross the room to reach all but the first floating rock.

The room is a large rectangle layout, roughly 40 paces long by roughly 30 paces wide and roughly 10 seconds of slow flight distance tall. There are two levels to this zero gravity room, the ground floor and a second floor balcony in each corner of the rectangle. We enter this room through a hole in the wall in the top left corner of the rectangle on the second floor balcony. Currently the second floor balconies in each corner of the room are disconnected, but that changes after completing the puzzle and engaging the Gravity Control terminal. The grinder beam cuts through this rectangular room longwise in the direct center of this 3D space. The space directly below this grinder beam is a trench that Isaac cannot walk or land in. In the top right corner of the rectangle on the second floor balcony is a locked door. There is nothing on the bottom right corner balcony. In the bottom left corner of the rectangular room on the second floor balcony is both a locked door and the Gravity Control terminal, with the Locator currently leading to that terminal. Important note, while standing on the ground floor or the balconies, Isaac is completely safe from the grinder beam, he has to float into it to be killed by it. Our strategy for this room will be to use zero gravity as least as possible. Isaac is able to Kinesis Lift all four of the floating space rocks, and toss them into the grinder beam while standing on the ground floor of this room. Note that after tossing the second rock into the grinder beam a wave of enemies will spawn.

So let's give this a go. After entering the room during a quick conversation with Daniels, you should hear the zero gravity sound. Use the locator to reach the edge of the balcony where Isaac can no longer move forwards. You should now also be facing the Gravity Control terminal on the far balcony in the bottom right of this rectangular room. Press the L1 and R1 buttons together to take off then fly forwards for roughly a second to get off the balcony. Continue pressing L1 and R1 until you land. You should now be on the ground floor. Upon landing, press the Locator one final time to recenter Isaac's focus. Do not use the Locator again until instructed, as its tracking is pretty bugged and really unhelpful to us in this room.

Run straight forwards until hitting a wall where you can no longer move. You should be able to hear the rumbling of the grinder beam rings to your left, it almost sounds like a running washing machine. Remember that while standing on the ground floor or balconies you are safe from the grinder beam. From this position take eleven paces to the left until you can't move anymore. The first floating rock should now be above you and slightly to the right. To reach it, take seven paces backwards, then three paces right. Aim up slowly and use Kinetic Lift, if you don't grab anything aim up slightly more and use it again. Continue doing this until you grab the floating space rock above you. Wait for the Kinesis sound effect to finish playing before trying to grab again, if you mash the Kinesis Lift button it will actually not grab the rock even if you're aiming directly at it. Once you find it, while still holding it, take three paces to the left or till you can no longer move, then aim to the left so that the sound of the grinder beam is centered. Do a kinetic toss to launch the rock into the beam. You will know you successfully did it by an explosion sound and a verbal confirmation from the Ishimura computer.

After hearing that confirmation, double tap your RIGs menu to recenter Isaac's focus. The sound of the grinder beam should now be centered and above you. We now have to cross the trench and reach the other side of the room where the three other floating space rocks are. Press the

L1 and R1 buttons to take off and fly straight forwards, you will need to tilt up slightly to get over the lip of the trench. After doing that and hearing Isaac begin to move forwards hold the R2 button to stabilize your flight. Fly straight forwards holding R2 and continuing to press the R1 and L1 buttons to land. As soon as you land you should now be on the other side of the room. Again make sure you do not use the Locator at this point. It has no idea how to helpfully get us back to the Gravity Control terminal from this location and will just spin Isaac's focus around and ruin this setup.

From this position there should now be a rock high above us to our right, close above us to our left, and far away from us to our left. Take around twenty-seven to thirty paces left until you can't move. From here take a couple paces forwards until you can't move. Isaac should now be snug in a corner on the ground floor in the upper right part of the rectangular room. From this location we should be able to reach the second rock. Slowly tilt Isaac's focus to the right, and try to get the sound of the grinder beam in the center-right channel. Double tap the RIGs menu to recenter Isaac, then slowly aim up, press the Kinesis Lift button, and repeat until you grab the floating rock. Note there is also a floating explosive barrel near the floating rock, the rock is slightly to the left above Isaac and the explosive barrel is slightly to the right above Isaac. After Kinesis Lifting the floating rock, take one pace to the right, then ten paces forwards, then pan Isaac's focus slowly to the right, centering the grinder beam's audio. Then aim upwards for about half a second to aim at the grinder beam above Isaac's head. Be sure not to aim directly at the sound source because the sound is coming from the rings on top of the pillars which the grinder beam is flowing through. Hitting those rings with the space rock will cause it to bounce off and become lost in the zero gravity, the rocks have to touch the actual grinder beam itself. The sweet spot is between two of these sound sources. Kinesis Toss the space rock into the grinder beam, you will know you've successfully done it by another line from the Ishimura computer. Doing this will cause a wave of enemies to spawn, two Stingers and two Newborns. Try to defeat these enemies while moving Isaac as little as possible. Note that the Stingers will zero gravity leap at you and may push you around a little bit. Remember that repeatedly tapping the aim button will repeatedly trigger the aim assistance, helping you track these mobile enemies in this 3D space much easier.

After defeating all four enemies we just have to hope that the floating space rocks did not get hit during that combat. Isaac's bullets do not move it, but a Stinger jumping at Isaac from an unlucky angle could.

After that fight, double tap your RIGs menu to recenter Isaac's focus, then press the Locator twice. The point it is currently leading to is somewhat underneath the third floating rock. The grinder beam should now be panned right of you.

To reach this third rock take sixteen paces straight forwards, then pan Isaac's focus straight up for a couple seconds to have Isaac look as high up as he can. Use Kinesis Lift to grab the third floating rock. Then take seven paces straight backwards, then three paces to the right till you can't move anymore. From here, pan Isaac's focus slightly to the right to align the grinder beam audio so that it is centered and you are not directly aiming at the sound source, and then slightly down about a fourth of a second. Kinesis Toss the rock into the beam. If you are successful you will hear a third line from the Ishimura computer.

Double tap the RIGs menu to recenter Isaac's focus, then pan Isaac's focus to the right, so the grinder beam audio is to the left. Take a couple paces to your left, if you are unable to move then you have aligned Isaac's focus correctly. If you are able to move, try to realight the grinder beam audio again and then move left again to recheck. The grinder beam audio should be more center left than hard left, and not at all in the right speaker.

Once aligning this correctly, take a pace to the right, then sixteen paces straight forwards. The fourth floating rock should now be directly above Isaac. Pan Isaac's focus all the way straight up and use Kinesis Lift to grab the fourth rock.

While holding the fourth rock take ten paces backwards, then slowly pan Isaac's focus to the left to realign to the center of the grinder beam audio. Again be sure not to aim at the sound sources directly. Aim down slightly about a fourth of a second, and then Kinesis Toss the rock into the beam.

With any luck this will prompt the Ishimura computer to announce that gravity can now be restored.

To reach the Gravity Control terminal from here, double tap the RIGs menu, then press the L1 and R1 buttons to take off. Fly forwards and slightly up again to get over the lip of this trench. After you begin to move hold the R2 button to stabilize your flight, and continue pressing the R1 and L1 buttons to land as soon as possible.

Once landing on the opposite side of the trench once more, press the Locator button twice. You should now be hearing the grinder beam on your left, and the gravity control terminal will be north and slightly east up on the second floor balcony.

Press the L1 and R1 buttons to take off, aim slightly upwards, and move forwards until hitting the wall on the south part of this rectangular room. From there use the Locator as normal to move towards the gravity control terminal. Note that the Locator is buggy when you are below the gravity control terminal but is less buggy when you are above it, so if you're struggling to find the terminal try holding the R2 button to stabilize, then tilt Isaac's focus upwards and fly forwards to gain some height.

After locating the terminal the Screen Narrator will read it as "Gravity Control. Activate Gravity?". Once you interact with this terminal the zero gravity in this room will end, all of the balconies will connect, and a swarm of five deadly necromorphs will spawn.

Again to reiterate, there is no auto save between this and the puzzle phase so use your power weapons to survive and do not lose this fight!

After that fight proceed with the Locator as normal. Remember that the grinder beam cannot hurt you while standing on this second floor balcony. On your way out of this room multiple more enemies will spawn, fight your way to the next door!

Congrats on completing the Zero Gravity grinder room!

Proceed through the next door following the Locator. You will find Dallas's Rig laying on the floor over his dismembered body in the next room.

Your clearance level is now increased to level 3.

Proceed with the Locator until finding the door with No Power. Wait a few seconds, and then proceed through it.

Save Station.

After a quick call from Daniels and proceeding through the next door, proceed by holding up and to the left, about a 10 o'clock position on the joystick. This will cause Isaac to hug the left side of the hallway as you proceed forwards. Shortly you should encounter the previous save station that you saved at before entering the grinder beam room. Proceed with the Locator.

Follow the Locator until returning to the door which the menu narrator says Call, our freight elevator. After opening that door the freight elevator terminal will be about three paces forwards and two paces to the left this time. Select Deck D - Maintenance as your next location from the elevator's submenu. After a chat with your crewmates and once the freight elevator reaches its destination follow the Locator through the next door.

Proceed with the Locator fighting through multiple enemies. Note that there is a Birther nearby which you can engage if you choose to, but it is not currently blocking our path to our next objective. Proceed to the the door and wait before opening it.

Save Station.

Once you reach the next door, nearby the Birther if you have yet to kill it, open the door and proceed forwards and to the right. A Save Station will be right past this door on the right wall of this hallway shortly after this door. The Locator will take you down the left side of this hallway to a moving platform you will need to Kinesis Lift.

After hitting that save station proceed with the Locator as far as you can. Note there is a Wallhugger in this small room with you that you can skip or kill, he's just kinda hanging out. The Locator will take you to a ledge of a large pit. Out a bit from the ledge is another one of those movable platforms which can be pulled to Isaac with Kinesis Lift. The Locator should have you generally facing the correct way, so aim around and use Kinesis Lift till you find it. The platform will be ankle level with Isaac so try double tapping the Rigs menu to reset Isaac's focus, then aiming down slightly to help find it. You'll hear when you've got it, and once you've got it you should be able to just stand still while it moves towards Isaac and locks into place. Proceed forwards with the locator onto this platform, there is a terminal on the right side of it you will need to activate to get it to move again.

The moving platform is a 3 pace by 3 pace square which is moving Isaac very slowly across a massive chasm. During this sequence, ranged enemies will spawn around Isaac. There's no need to kill them but stay on the move to dodge their projectiles.

After the platform reaches its destination, the small gate will lift and the Locator will lead you to a currently locked door. But as you step off the platform you will hear a character's voice.

This is an in-game cutscene, the character speaking to you appears to actually be there in the flesh. They are standing across a small gap on a balcony slightly above Isaac.

After a short chat with them the door ahead of you will unlock. Proceed with the Locator.

In the next room this character is still in the room with you, but across another gap on the same balcony slightly above Isaac. You will need to protect yourself and this character from waves of enemies that spawn while they work on a terminal to open the Stand By doors on both yours and their balcony.

After successfully doing so they will leave through their door. Proceed with the Locator through yours.

Important Item. Intermediate Miner Rig Schematics.

The next room is a small safe room with multiple items on the floor and tables around you.

Proceed slowly through the room pressing the Cross button to pick up any items you encounter before reaching the Locator's destination which is the SOS beacon. It should be hard to miss, but make sure to pick up the Intermediate Mine Rig Schematics before leaving this room. It was directly in the Locator's path to the SOS beacon for me.

After snatching the Schematics and the SOS beacon, proceed with the Locator to a small elevator lift upwards and to the next door then wait!

Major Game Break. Goopy Slope Room.

Okay so this one is not even just a minor accessibility break but also a major game break. This is legitimately a janky room which can easily cause a soft-locked game state. I'm genuinely confused how this room passed QA testing. Just following the locator forwards and forcing Isaac down a ledge by running at a specific angle caused me to get him stuck in this room indefinitely, forcing a reload. This happened multiple times while I was just trying to find our path forwards.
haha

After a quick chat with Daniels and taking the short elevator upwards you will reach another door. Open this door. The Locator will take you left, but directly to your right will be a Wallhugger and a box on the wall with a Power Node in it.

We are now back in the very long chasm room that the moving platform took us through before, but this time we need to access a Circuit Breaker, change the power off the moving platform and onto Zero Gravity, and then float our way back through this room to the other side of the chasm past all those ranged enemies from before. The issue here is the Locator is currently taking us to a ledge with a goopy slope of human and infected flesh. The jankyness of this room is that if you run against this ledge at a specific angle you can actually get Isaac onto that fleshy slope and fall off the ledge onto the balcony below. If you do this before activating the Zero Gravity, like I did multiple times, you will find yourself in a soft locked state with no way to escape the balcony which you used the goopy slope to slide down onto. There is fleshy flooring around the ledge which tells me it was supposed to prevent players from running and doing this, but it isn't enough.

Anyways, from the door proceed with the Locator as far as you can go to the goopy slope ledge, I don't believe you can fall down it without running. There will be immobile Newborns scattered throughout this room shooting spikes at you, try to ignore them for now.

From this ledge take about ten paces backwards until you can't move anymore then rotate Isaac's focus for about half a second to the right. You should find the Circuit Breaker. If you

don't, proceed with the Locator forwards again till you can't proceed further then try those ten paces again.

Interact with the Circuit Breaker to open its submenu. This submenu has two options, the first is the currently powered "Gondola", or that moving platform from before. Pressing right on the D Pad will highlight the second option which is the currently unpowered "Zero Gravity" option. With the Zero Gravity option highlighted press the Cross button. You will receive a narrated confirmation from the Ishimura computer that you have entered Zero Gravity.

Proceed with the Locator back to the goopy slope ledge, then press the R1 and L1 buttons together to Take Off. Proceed with the Locator to navigate forwards. I highly recommend holding the R2 button while flying through this room to keep Isaac stabilized during flight, otherwise the Locator can get easily confused and fight against you. Note that the immobile Newborns have very long range so if they have any line of sight on you they will shoot at you. You can try to fight them off but it might also be worth just trying to push past them and tank some hits.

Proceed flying forwards until you reach the next door. Pressing the L3 button to sprint or boost while flying forwards may be helpful here. Go through the next door and you should exit the Zero Gravity state.

Proceed with the Locator, past the Birther if you didn't kill it before (it still is not in our way now), until reaching the Call door for our freight elevator. The freight elevator terminal is three paces forward and three to the right this time. The next floor we need to reach is Deck C - Mining.

Proceed with the Locator backtracking through multiple rooms and doors, until finally reaching the Launch Tube terminal.

After a short chat with Daniels, proceed with the Locator back to the short elevator.

Important Save Station.

Following the short elevator, proceed with the Locator to the next door then wait before opening it. While standing against it so that Isaac cannot move forwards, take one pace backwards, then three paces to the right to reach a Save Station. Proceed back to the nearby door and wait before opening it.

Minor Accessibility Break. The Borrowing Room.

Okay this one is gonna demand a bit of finesse from us. What we need to do is bring a power fuse from the room with this Save Station into the next room with us, to temporarily use it to open a door the Locator is leading us to.

The power fuse we need to borrow is directly behind the save station, across this long room with a noisy grinder beam overhead. To find it we are actually going to utilize this Save Station.

When you interact with a Save Station and open its menu, it resets Isaac's focus to center on it. This will be really helpful in this room since the power fuse we need is a straight line from this Save Station.

To find the power fuse, interact with the Save Station, you can just open the menu and close it again, then take about twenty four paces directly backwards until Isaac stops moving. The noisy

grinder beam should be centered in front and above you now. From here the power fuse is in a wall slot to Isaac's 3 o'clock position. It is close enough that it should almost be touching his shoulder, and is about waist high in the wall. So pan Isaac's focus to the right, and slightly down, and use Kinesis Lift until you pick it up. It will likely make a very large crazy sound as it's continuously colliding with the wall which is fine.

Once you pick up the power fuse you will then need to proceed with the Locator to the next door, but as we learned before you can't use the Locator while also Kinesis Lifting the power fuse. I recommend placing the power fuse gently down near your feet before each use of the Locator so that it is easier to find again.

Here are some critical notes about the power fuse that will be relevant for this segment:

- First, the power fuse is not even knee high when on the floor so you will need to significantly aim downwards to pick it up again.
- Second, there may be other debris or body parts laying around which Isaac can pick up instead of the power fuse.
- Third, Isaac uses Kinesis Lift with his left hand, but aims with his right, so when dropping the power fuse it will always land slightly to Isaac's left front.
- Fourth and perhaps most importantly, Isaac can walk into and kick around the power fuse which moves it. This also causes it to scrape against the ground and make noise, which can be incredibly helpful for us here.

Using those techniques follow the Locator with the power fuse into the borrowing room.

The borrowing room has loud nearby machinery and multiple enemies inside it. Also in the borrowing room is a small segment of hallway where the Locator is rather bugged and might cause some trouble getting past. In the room is a small archway you need to navigate through but the Locator bugs out while standing in that archway.

Upon reaching the far end of the borrowing room you will hear a four ping location ping on the unpowered elevator that the Locator is leading us to.

The wall slot in the borrowing room that we need to insert this power fuse into is roughly backwards five paces, and to the left three paces from where the Locator is leading us to this unpowered elevator.

This segment is straightforward but will likely be tricky. Once landing the power fuse into that wall slot an enemy will immediately spawn directly to your right. After killing it, proceed with the Locator to and down the small now powered elevator.

Proceed with the Locator through the next few doors until reaching a Zero Gravity room and a call from Daniels then wait.

Epic Accessibility Break. Beacon Room and Spacewalk.

Stasis Requirement: 4 Charges minimum, Recharge Station callout before and during the room. Stasis Packs and Oxygen Tanks from inventory are recommended for ease.

The main boss room of the already complex Chapter 7, spawned straight from our collective worst nightmares.

The bad news first, then some small good news.

This next zero gravity room is very large and tall, and consists of an inside half (the part you enter from) and an outside spacewalk half.

What we need to accomplish is to stasis and then destroy four gravity tether machines which are holding onto a giant asteroid in the room, two inside and two outside. We then need to place the beacon onto the back of the asteroid which is outside, and then leave.

There are multiple environmental hazards present in this room which will instantly kill Isaac, multiple smaller enemies who spawn during this process, as well as managing oxygen levels during the vacuum portion.

The small good news, is besides the oxygen levels during the vacuum half of this room, there are no other time limits, and the Locator isn't completely useless for us here! The Locator is currently bringing us to the back of the asteroid where we need to place the Beacon. But before placing the beacon we must destroy the four gravity tethers. After destroying the tethers and placing the beacon on the back of the asteroid the Locator will then lead us back out of the room.

Remember that in my playthrough I currently have zero Suit upgrades unlocked, so things might be slightly easier for you depending on which upgrades you have, such as larger oxygen tanks, larger stasis zones, or more maximum stasis energy. If you have extra stasis packs or oxygen tanks in your inventory, this is absolutely the room you have been saving them for. Cash out and do whatever you can to make this room easier on yourself.

So let's begin. First things first, there is a Stasis recharge station outside this room. Let's go there before entering this zero gravity room just to top off our Stasis. While standing at the door to the zero gravity room, use the locator and take about eleven paces straight backwards until Isaac can't move anymore. Take two paces forwards to get off the wall, then three paces to the left to reach the Stasis Recharge station.

From there, proceed back with the Locator back to the door.

To continue, open the door and then take ten paces forwards into the zero gravity room, the sound of entering zero gravity will trigger as will a call with Daniels.

After entering the zero gravity room and taking those ten paces, stand still until the brief call with Daniels finishes.

You will receive an auto-save checkpoint from right before entering this room. This is the auto-save you will safely reload to if / when things go south.

After the call with Daniels, you should be in zero gravity and hear a large gravity tether machine to your immediate left. This is the first of the two internal and two external gravity tether machines we need to destroy before planting the beacon.

With those ten paces, you should now be within range to destroy this first tether. Pan Isaac's focus to the left so that the machine's sound is centered. To your far right, you should hear another large machine opening and closing.

To destroy the gravity tethers, you will first need to hit it with Stasis and then blast it with a power weapon. I highly recommend using the Force Gun to destroy them since it's powerful enough to one-shot it and has a wide angle spread.

Double tap your RIGs menu to recenter Isaac's focus, then aim at the gravity tether machine centered in front of you with a power weapon. While aiming, use a stasis ball by pressing the Triangle button and after hearing the stasis noise, fire your weapon.

Destroying this first tether will cause two Stingers to spawn. Try to kill them without moving Isaac too much. From your standing location, they should always approach you on the ground from your left, at about a 9 o'clock position.

After killing those two enemies, reset Isaac's focus to where it was before, using the RIGs menu and panning Isaac's focus so that the large distant machine opening and closing is to your far right.

The next gravity tether is directly above the one you just destroyed, high up on this room's ceiling. You should be able to hear it up and to your left slightly.

From this position take about seven paces backwards or until you can't move anymore, double tap your RIGs menu, then pan Isaac's focus all the way upwards.

Press the L1 and R1 buttons to take off, then fly forwards for about three seconds. From here pan Isaac's focus up slightly more for a brief moment and try to get the machine on your left below to be below you.

From here fly forwards until you hit the ceiling, then stop. You should then hear the next gravity tether machine nearby below you, with the large machine still on your far right.

Fly backwards for about three seconds to get Isaac away from the ceiling so he doesn't collide with it, then hold the R2 button to realign Isaac midair. Using the sound of the next gravity tether machine, center the audio between your channels, the large distant machine should again be on your far right.

From here, aim your power weapon at it, stasis it, then blast it.

If you are successful, you will hear the Ishimura computer confirm you got the interior gravity tethers and the external ones remain at full power.

From here we need to fly to the outside half of this massive room. To do so we'll need to navigate past the large spiky death machine we've been hearing to our right which is opening and closing a narrow doorway to the outside vacuum. The Locator will take us to the point on the asteroid that we need to place the beacon, but we need to save that for last. First, we need to destroy the two remaining outside gravity tether machines, which are unfortunately completely silent due to it being in outer space.

From your position after destroying the second internal tether, press the Locator once to spin Isaac to face the asteroid and the giant opening and closing spiky machine of death. That death machine is about a fourteen-second fly ahead of you at this point.

Fly to the right, a hard 3 o'clock, for about 6 seconds, then press the Locator once more. This should line you up to make it through the opening of the spiky door of death.

Fly forwards at a 12 o'clock position for about twelve seconds, then stop and listen to the giant spiky door. The audio from the moving door should alternate between the right channel, which is closed and equals death, to being in the left channel, which means open and safe. The door alternates between open and closed about every four seconds.

I recommend reading the next segment carefully before attempting to move into the vacuum state. Remember that at any time you can press the Start or Menu button to pause the game, as well as your oxygen timer, but being in the RIGs menu will not do this pause.

What we're going to do is try to dash into the vacuum, past the spiky door, fly out into space until receiving a double boop audio cue for reaching the outer limits of the safe zone, then we

will press the Locator once, then move to the right, then tilt Isaac's focus down, then fly forward until colliding with an Oxygen recharge station located right next to the first outside gravity tether. I'm going to refer to that recharge station location as our lily pad. This recharge station will be our anchor to do the vacuum parts of this room.

When you're ready, wait for the audio of the door to begin to move to the left channel, or open, and then L3 boost forwards at a 1 o'clock position. You will keep boosting at this angle for several long seconds, past the vacuum warning, until hearing the double boop warning cue. After hitting the vacuum state, keep flying and listen carefully to the audio. Continue boosting forwards until the vacuum transition sound effect stops playing, and you hear the first tick or two of your oxygen timer. Very shortly after that you should hear a loud double boop warning sound for reaching the safe limits of space and a subtle static sound should start playing. Immediately stop moving as soon as you hear that double boop cue. From here, press the Locator one time. Then float to your right at a 3 o'clock position for four seconds utilizing the oxygen timer for seconds, note that while the outer limit warning static is playing, the timer will be harder to hear. After moving to the right, tilt Isaac's focus down slightly for about half a second. Then fly straight forwards for several seconds without using the L3 boost until hearing an interaction prompt for one of the two recharge stations. Upon hearing those prompts, stop moving. If you nailed it, Isaac will be next to both a Stasis Recharge and an Oxygen station on the outside deck of the Ishimura. These recharge stations are right next to each other. This location will be our lily pad and the oxygen recharge station allows us to stay here as long as we want.

There are two Newborns out here who will shoot at you, after finding our lily pad, kill them before progressing. You can continue topping off at the Oxygen recharge station and take as much time as you need to fight them.

Once killing the two Newborns, hold the R2 button to stabilize. Depending on the direction you're facing, the two recharge stations should be on your left, or your right. The interaction ping on them is localized. Note that it may be more difficult than usual to hear that localized interaction ping due to the menu narrator and filtering of the vacuum. Since we're now trying to set up in a 3D space, we'll need to use the localization of the interact prompt of these recharge stations to get us into the correct position. The ideal positioning is to have both recharge stations on your left, and moving forwards takes you out of their radius. If they are to your left and you can't move forward, then you need to pan Isaac's focus to the right for about a second.

Once you get the correct positioning, let's proceed to the third gravity tether. To do so, fly to the right for about a second to get away from the wall, then forwards for about three seconds. From here aim, use a stasis ball, then fire your power weapon. That should have you destroy the third gravity tether.

From there, float backwards to return to the lily pad. Another Newborn will spawn, so wait a few seconds until it approaches you and then kill it.

Once ready to approach the fourth gravity tether, top off your oxygen one final time from the lily pad. Then press the Locator once to center Isaac on the asteroid, and from here L3 boost forwards at 12 o'clock for 12 seconds, using your oxygen timer to count.

From this spot, pan Isaac's focus hard left for a second and stop to listen. You should be able to hear the muffled spiky door opening and closing in your left channel.

Tilt Isaac's focus up slightly about a half second, then fly forwards for about three seconds. You should now be facing the fourth gravity tether.

Fire a stasis ball, and then your power weapon.

Upon successfully doing that, you will hear the Ishimura computer prompt you. Despite the urgency of its words, there is no time limit in this room besides your oxygen tank.

Destroying this fourth gravity tether will cause the spiky door of death to remain in the open position.

Immediately after destroying the fourth gravity tether, follow the Locator back to the asteroid, listening for an interaction prompt to place the beacon on it. The Locator will bring you above the point you actually need to be at, but you should be close enough to hear the localized interaction prompt for where you need to place the beacon.

After placing the beacon successfully on the asteroid, you will hear the mission update cue. At this point, the Locator will update and will now bring you back inside the room. Proceed with the Locator. Upon reaching the door, you will receive an auto-save.

Congrats, you have defeated the wretched Beacon Room!!

Proceed with the Locator back to the previous elevator. Take the elevator and then wait.

Minor Accessibility Break. The Borrowing Room 2, Pyromania Boogaloo.

We've now gotta do the borrowing room in reverse, with the added fun of pillars of fire. The power fuse that we borrowed to power the elevator we just took before now needs to be returned to the previous elevator. We need to remove the power fuse from this elevator's wall slot, walk it through this hallway which now has three environmental hazards in the form of pillars of fire which turn on and off in a cycle, through a door, across the next room, and insert it back into the other elevator's wall slot. Thankfully the fire pillars are pretty noisy and also don't 1 shot kill Isaac. They do however bring me down to critical health, so if you get hit by them, back away and allow your health to regenerate before proceeding. Getting hit by the fire pillars while holding the power fuse will cause Isaac to drop the fuse on the ground about three paces in front of him and slightly to the left. However, the fuse is unaffected by the fire. Remember that you just received an auto save, so any deaths here will take you back to the end of the Beacon room.

To begin, after taking the previously described elevator back up, follow the Locator slowly until reaching the first pillar of fire, it will be on the left side of you. Let the fire from the first pillar hit you and then once Isaac stops screaming, back away from it two paces. You don't have control of Isaac while he's burning.

From here, press the Locator twice. The first fire pillar should now be in front of you, and the wall slot with the power fuse should be directly behind you and slightly to the right. Hold right on the Right Joystick to spin Isaac's focus behind you, and repeatedly use Kinesis Lift until you pick up the power fuse. Turn back around so that the fire pillar is centered in front of you.

With the power fuse in hand and listening for the cycling fire, take about four paces forwards once the fire is resting. Take three paces left, then four paces forwards, then three paces left, then listen for the fire again, you will have to pass by two more pillars. Take about ten paces forwards listening for the fire pillars and moving while they're off. Move forwards until you can't move anymore, then take three paces to the right until you hear a prompt to Open a door. Open the door while still holding the power fuse, and proceed through it. In the next room you will be safe from the fire, but one Stinger will spawn, drop the power fuse nearby and fight it. Once killing it, continue to alternate between picking up the power fuse and using the Locator to readjust your direction. Remember that the power fuses can be used as a sort of White Cane, since they are very noisy when ran into walls. Also walking into them causes a great deal of noise so it hopefully won't be too difficult to locate it nearby at your feet. A combination of these techniques and the environmental audio can help you get your bearings. Make your way with the power fuse to where the Locator is taking you, the unpowered elevator. The wall slot you need to take this power fuse to is approximately five paces backwards, and three paces to the left of where the Locator is bringing you. Once successfully repowering this elevator, follow the Locator back to the elevator, but wait before riding it, let's hit a manual save station!

Important Save Station.

From the previously described location, take paces to the right until you can no longer, then about six paces forwards, this should put you in the right corner of the elevator, the ping from the elevator terminal should be on your hard left side. Double tap your RIGs menu to line up Isaac's focus. From there, take paces directly backwards until you can't anymore or about thirty-five, then take two paces left, then pan Isaac's focus slowly to the left until hearing the prompt for the Save Station.

After reaching this Save Station, proceed with the Locator up the elevator.

Proceed until finding the Asteroid launch terminal, which reads "Release payload 8772". After launching the asteroid and a short conversation with Daniels, attempt to follow the Locator and leave the room, but prepare for a fight.

Boss Fight! Guess Who's Back. Back Again.

The door slams shut in front of Isaac, the Ishimura computer blares a quarantine warning, and out of a wall to Isaac's right bursts The Hunter.

Fight off The Hunter and several other Walkers until Daniels can make an escape plan. There is a manual door unlock override in the room Isaac can activate to escape the immortal Hunter. This fight will likely be more frustrating than difficult, as you'll be trying to do a thing while The Hunter pumles you, but you did just receive another autosave.

For this segment, I highly recommend conserving your precious ammo, as blasting The Hunter only knocks it down for a few short seconds before it regenerates. Time to square up and bring out Isaac's fisticuffs!

Try to just push The Hunter off you by spamming melee attacks and running away while you wait for Daniel's cue to try a manual release. The release is a Kinesis Lifiable switch on the wall near the door where the Locator is bringing you.

Once the Ishimura computer begins repeatedly telling you that the Manual Release is ready, try to follow the Locator to the door it is leading you to, ignoring The Hunter the best you can. From that door, take seven paces to the left, then three paces backwards, then kinesis lift the switch directly in front of you, and drag Isaac's focus downwards to yank it down. You will know you've successfully done it via the Ishimura's computer. Note that if The Hunter is in front of you when you attempt to aim and Kinesis Lift the switch, the aim assist may lock Isaac's focus onto The Hunter instead of the switch. You can always punch The Hunter a few more times, run around the room to move The Hunter, then reset to the door using The Locator and try another quick seven over, three back, aim Kinesis Lift setup again.

Once you've successfully activated the Manual Release, follow the Locator to escape the room, and The Hunter.

The Hunter will not follow you outside this room, for now.

Once you've made it out of the bloody melee, proceed with the Locator back to the previous Elevator and onwards until reaching the Freight Elevator with the narrator prompt "Call"

The elevator terminal will be about four paces forwards past that door, and then three paces to the right this time.

After interacting with the Freight Elevator terminal and opening its submenu, you will be on Deck C - Mining. You need to go up two options to Deck A - Preparation next.

After a call with Daniels, proceed with the Locator through the Freight Elevator door.

After a small combat, proceed with the Locator until the next door but wait before opening it, there's a Save Station in this room.

Save Station.

From the previously described door, take fourteen paces backwards, and three paces left, then pan Isaac's focus to the left until hearing the prompt for reaching the Save Station.

Continue with the Locator when ready.

Upon return to the Tram Station, the mission complete sound will play signifying that you have completed Chapter 7 Into The Void.

If you've come this far, truly, congratulations. That chapter was insane both to write this guide for and I'm sure for you to play. Let's keep going!

Buffer zone to avoid accidental spoilers. One of Five.

Buffer zone to avoid accidental spoilers. Two of Five.

Buffer zone to avoid accidental spoilers. Three of Five.

Buffer zone to avoid accidental spoilers. Four of Five.

Buffer zone to avoid accidental spoilers. Five of Five.

Chapter 08: Search and Rescue

Onwards!

After hearing the mission complete sound, continue on with the Locator to reenter the tram car. This tram car has our usual pathing issues with the Locator, so it might take a minute of wrestling. When you approach the car, the Tram console will be on the right this time. When using the Locator while standing outside the tram car, you should hear the four location pings which will help guide you to the console.

After finding the console, our next destination is going back to the Bridge. (one option to the left of our currently highlighted selection). Reminder that after you select bridge, a second unnarrated prompt will ask you to press the Cross button to accept.

After arriving at the Bridge, you will receive a brief call from Daniels, your mission objective will update to "Fix the Comms Array". Proceed with the Locator, but wait at the first door you reach.

Important Save Station.

Following the call with Daniels, a door will unlock in front of you. Past that door is an important save station. Approach the door as far as you can without opening it. Then open it and take eight paces forwards, then three paces right to reach the save station.

Proceed with the Locator when done, towards the Bridge of the Ishimura. When you reach the next door, wait.

Store and a word of warning.

Before entering the Bridge there is a shop right behind us. But through this next door will be a big fight with about a dozen small enemies, over half of which are lethal Boom Hands. There is unfortunately no auto-save between this shop and this upcoming fight. Which means if you die in this upcoming fight, you will be reset back to the previous save station and will need to redo your shopping here at the Store.

To get to the Store, while standing against the previously described door as close as you can stand to it, take about fifteen paces backwards to reach the Store. If you didn't get it, reset with the Locator to the door. While holding forwards against the door, use the Locator two or three times to really make sure Isaacs focus lines up correctly, then try the fifteen paces at a 6 o'clock position again.

Try to prioritize keeping at least one Stasis Pack in your inventory when possible to give yourself extra chances at upcoming environment puzzles. I won't use them unless absolutely necessary, but you can as needed.

I would also recommend prioritizing these gear upgrades in order of most importance to less importance. Suit upgrades, followed by Contact Beam, Force Gun, Plasma Cutter, and then Flamethrower upgrades. This is the loadout I recommend we run because those three power weapons are pretty reliable for us.

After gearing up and finishing at the Store, proceed with the Locator to enter the Bridge.

Battle Arena!

Speaking of power weapons, now's the time to let 'em rip! Entering far enough into the bridge will cause a large fight to happen. About a dozen enemies will spawn and over half of them are Boom Hands. Reminder that Boom Hands are still very lethal even on Story difficulty! Turn on some Doom music and start shredding away with your favorite power weapons, the Force Gun should work well here. I recommend trying to reserve some Flamethrower ammo for later.

Just remember to stomp on as many of these bodies as possible after killing them! There will be tons of loot to be gained here! Be aware that the Boom Hands explosions may cause the bodies to scatter, making them difficult to loot.

After surviving your bloody brawl, you'll get a call from Daniels.

We have not received an Autosave yet, but continue onwards.

Continue with the Locator to a nearby elevator. Interacting with the elevator's terminal will open a small sub menu to select a floor. It will read Floor 1, which is our current floor, we need to go to Floor 3, which is two options downwards in this sub menu.

After taking the elevator down, exiting it, and reaching the next door, wait.

Save Station.

After opening the previously described door, you will receive an auto-save, but there is also a Save Station behind it. Let's get to it.

While standing against the previously described door, open it and take about seven paces forwards until you can't move. You will hear a nearby Birther cry but ignore it for now, it's a safe distance away still. Take one pace backwards and three paces right to reach the Save Station.

After saving, proceed with the Locator. You will shortly encounter not one, but TWO Birthers on nearby walls. We need to go right past them, so fighting these won't be optional. The Flamethrower is pretty effective at taking out the loud Birthers and the little tentacles that they spawn. Remember to try to keep your distance from the Birthers, as their melee attack is a one shot kill. The only positives to Birthers is that they are both horrifyingly loud and stationary. Birthers will drop their loot without needing to be stomped on.

After killing both of the Birthers proceed with the Locator through the next door, then through the one after that, then wait before going through a third door. After reaching this third door the Ishimura computer should say a quick line. I'm going to call this door the Save Station door. You are now standing in the Communications Array control room and there are a couple interesting things I want us to hit, but first there is a nearby important Save Station.

Important Save Station.

From the previously described Save Station door, use the Locator. The four location pings should be centered, if they're to the right you're at an incorrect angle so back up, use the Locator, move forwards again, and use the Locator again to try to readjust.

With the four location pings centered, take paces backwards until you can't or about ten, then take one pace forwards, then paces left until you can't or about four, then slowly pan Isaac's focus to the right until you hear the Save Station prompt.

After reaching the save station and saving, let's hit a couple nearby story beats off the Locator's path in this room. After interacting with the Save Station, take two paces left to reach another door to a very small room. Open it and take three paces forwards to reach an audio log. This is a small office with a dismembered man sitting at a desk in front of you. On his desk is this audio log.

After listening to the audio log, take one pace right to sidestep the desk, and a couple paces forwards to pick up Bailey's Rig. I believe this is used in some side-quests.

After finishing those tasks, use the Locator to reach the door to this small room and face it head on. Open this door and then take four paces forwards, the paces left until you receive a call from Daniels or about fifteen. This call happens when you approach the Comms Array control terminal which is flashing a warning sign. Beyond the terminal is a large glass window to a big dome shaped room which we are about to become very accustomed to... A Stinger crawls along the large glass window from inside the dome room.

Following your odd call with Daniels, use the Locator to return to the Save Station door and redo the setup to reach the Save Station again and save. As a reminder, while standing against the Save Station door, with the four location pings centered, take paces backwards until you can't or about ten, then take one pace forwards, then paces left until you can't or about four, then pan Isaac's focus to the right until you hear the Save Station prompt.

After getting those story beats and saving again, proceed with the Locator through the Save station door and then a couple more doors until entering the zero gravity dome shaped room.

Epic Accessibility Break. Power Puzzle Room.

Immediately upon entering this room, you'll be confronted by two Stingers and two Newborns. Dispatch of them and then continue. Entering the door to this room will have you on a balcony, with the Newborns in the room below you at a medium range.

After dealing with those pests, read on before continuing.

Welcome to what I'm calling the Power Puzzle room. As tradition at this point, we're gonna start with the bad news first and then get into the good news.

The bad news. This is legitimately one of, if not the hardest environment puzzle in the game.

The challenge here is while inside this large dome shaped, zero gravity room, we need to route the power from point A and bring it to point B. It starts at one ongoing energy source and through a series of pipes, we need to lead it to a receiver in order to restore the Ishimura's communications array. What makes this puzzle so difficult is that within this dome shaped

room, the series of pipes is in the shape of a hexagon along the walls and ceiling of this room. Within that hexagon there are 18 nodes or slots in the shape of a spiderweb where we can place our different pipe pieces. At the center of this hexagon shape (which is dead center of this dome shaped room on the ceiling) is the communications array we need to route the power to.

At the bottom center of this hexagon space (which is the far wall of this room, opposite of where we enter) is the ongoing power source where we need to route the power from.

Scattered around these 18 different nodes in the hexagon pattern are seven different usable pipe shapes, or puzzle pieces for us to utilize in this puzzle, to get the power from point A (the ongoing power source) to point B (the communications array).

Continuing the bad news, we will have to float around this dome shaped room and remove the incorrect pipes from the nodes they shouldn't be in, and replace them with the correct pipe shapes to complete the puzzle.

While within this room, the Locator is almost useless as it is currently just leading us to this dome shaped room. Also, within this room is a lot of ambient sounds which are not tied to actual objects in the room. We will need to listen for a specific and consistent electrical arcing while trying to filter out the rest of the ambient noise in order to find the objects we need to interact with.

The last bit of notable bad news is that almost all 18 of the available nodes are filled, either with a damaged pipe we need to remove and discard or with a working pipe we need to place in a different node.

Now, for the good news. First, the four enemies in the room at the start are the only ones who will interrupt us during this. Second, this is not a vacuum state, nor is there any other time limit to this room. Third, there are no environmental hazards or dangers to Isaac outside those initial four enemies. Fourth, the broken pipes we need to remove are noisy. There's no other surprises, so unlike other Epic rooms, we are allowed to take our time solving this and can even leave and save mid-puzzle if needed.

One of the largest challenges to this room is the fact that there's 18 different node positions on the hexagon, with seven different pipe shapes to choose from to put into those nodes. The amount of possible configurations is very many, which makes solving this puzzle rather difficult. However, I am going to offer you two options to approaching this. Below, I will offer a search code where I'll attempt to further describe the puzzle to allow you the opportunity to solve this on your own! Then I will provide our step-by-step setups to perform the optimal solution to this puzzle and the one we will use.

Fun side story about this room from the author. When I first entered this room I was a bit overwhelmed by the number of different node positions. Unable to even regularly solve the puzzle at first, let alone find the optimal solution for us, I hand drew the hexagon shape on a notepad and took it to my wife for help, who is significantly better at puzzles than I am. After analyzing the complexity of it for a minute, she suggested, "Why don't you see what the speed runners do? They're going to have the quickest and most optimal solution possible for this". Following that incredible suggestion, I found the current Dead Space world record Any% video on YouTube and skipped through it till finding this room. Starting the speed run from the Escape

sequence in Chapter 1, it only took the speed runner a mere 1 hour and 9 minutes of gameplay before they were already in this room! Absolutely insane. Thankfully for us, it appears that the speed running community has not yet discovered a way to skip doing this puzzle entirely, even though they do some crazy out-of-bounds glitches to appear in this room. So the solution I'm going to use for this puzzle is the same solution the current Dead Space speed running world record holder used in their best run.

If you would like to try your hand at solving this puzzle on your own, use the search code POWPUZ in this guide to find an in-depth description of how it works. The below setup will be utilizing the speed runner's solution.

With those introductions and anecdotes out of the way, and those four enemies in the room eliminated, let's begin.

The first thing I want us to do is to open the RIGs menu and track a random side mission so that the Locator will at least lead us back to the door we just entered into. To do this, open the RIGs menu and press R1 two times to reach the Missions tab. From there press Right on the D-Pad to highlight a side mission, it will likely either be "Scientific Methods" or "You Are Not Authorized". From there, press Down on the D-Pad to highlight one of the subtasks, then press Cross to open the mission sub menu. That should have the narrator read the first option, which is Track Objective. Press Cross again to select this option. You can now close out of the RIGs menu, and the Locator will now lead Isaac to the door of this room.

To save us a ton of time and effort on any further resets, let's take a second to go re-save at the save station outside after killing those 4 enemies. Using the Locator's new path, we will need to pass through three doors, and then wait at the fourth. Exit the Power Puzzle room's door in front of you, then follow the Locator through the next two after that until reaching a fourth door and wait at it. While standing against this fourth door as close to it as you can be, take eleven paces backwards and then two to the right to reach the save station again. I recommend using a new save slot for this save.

After killing those four enemies and resaving on a new slot, open your RIGs menu, navigate to the Missions tab, select the default Fix The Comms Array mission to open its sub menu, and then select Track Objective. This will return the Locator to the Power Puzzle room.

Follow the Locator back into the room, and once you've reentered the zero gravity state, switch your tracked objective back to one of the side missions before continuing.

With that setup out of the way, let's begin.

I've broken this room down into three sequences, at the end of each sequence we reset back to the door. Some bonus good news is that these four sequences are independent of each other, so feel free to save after each sequence! Although I recommend doing them in the order I list, they can actually be done in any order. I would recommend using separate save slots for each step though, just for safety.

I am going to begin us with the most difficult sequence, but if you find yourself having to reset too many times on this one, perhaps try the other less demanding ones first.

Sequence #1. The most difficult one.

The first thing I want to do is to remove all the broken pipes from the nodes we will need to use. There are five nodes we need to use. Three of them have broken pipes in them, one of them is already empty, and one of them has an incorrectly placed pipe we will need placed in a different node. Let's begin by removing those three broken pipes.

Follow the Locator's new temporary path back to the door of this room. When you've reached it and can't move forwards anymore, take paces straight backwards until you can't anymore or about seven, then take paces to the right until you can't or about two and a half. If either of those counts were different for you, reset back to the door and try again.

We're now standing at the very edge of the only balcony in this dome shaped room, This balcony has the only door in the room. From here, press L1 and R1 to take off. From here fly backwards at a 6 o'clock angle and after a second start pressing L1 and R1 together to attempt to land again, it should take about three seconds of flying backwards to find the landing spot. Upon landing, you will be on the floor level of this dome shaped room.

Note that the Locator works rather unpredictably on this floor level and will only spin us around, so do not utilize it until I call it out again.

From here we will need to reach the far side of the room. Take about fifty-two paces backwards at a 6 o'clock angle. Isaac will not stop taking footsteps, even after hitting this back wall. After about 52 paces stop and listen for a faint but consistent electrical static from your far left speaker.

A quick reminder about the audio in this room, most of it is randomized ambient audio. The computer glitches, muffled radio chatter, and other sounds you hear are randomized and ambient, but the electrical arc coming from the broken pipes is the only sound that is actually being emitted from an actual object in this room and is the only one useful to us. I highly recommend using headphones if you aren't already and increasing your volume to a loud playback level for this room. If you haven't set your Music volume to zero, it might help to do so for this room.

That consistent electrical sound coming from your left channel now is emitting from a broken pipe that we do not need to remove, and will be utilizing as an audio anchor point. It should be fainter than the randomized ambient audio and much more consistent, playing in your left channel.

From here, double tap your RIGs menu to recenter focus, then slowly pan Isaac's focus to the left to try to center that faint but constant electrical sound in your speakers.

When it's about centered, double tap your RIGs menu to recenter focus, then take six paces to the right.

From here we are going to grab the first broken pipe we need to remove while still being able to hear the broken pipe we want to keep. From this position hold L2 to aim and pan Isaac's focus all the way up to the ceiling. Use Kinesis Lift again to grab the first broken pipe. You should hear a loud pickup sound. If you didn't try taking a pace forwards and try Kinesis Lift again.

After picking up the broken pipe, slowly aim your focus straight back down until you hear the broken pipe collide with the floor in front of you, then let go of L2 to let go of it. Double tap your RIGs menu to recenter focus.

One down, two to go. The next two broken pipes are behind and above you.

For the second broken pipe, take twenty-seven paces backwards. Double tap the RIGs menu, then hold L2 to aim and pan Isaac's focus all the way up. Use Kinesis Lift again to grab the second broken pipe, then slowly aim your focus straight back down until you hear the broken pipe collide with the floor in front of you, then let go of L2 to let go of it. Double tap your RIGs menu to recenter focus.

For the third broken pipe, take five paces backwards, then twenty paces to the right, and then three paces forwards. Double tap the RIGs menu, then hold L2 to aim and pan Isaac's focus all the way up. Use Kinesis Lift again to grab the third broken pipe, then slowly aim your focus straight back down until you hear the broken pipe collide with the floor in front of you, then let go of L2 to let go of it.

After placing the third broken pipe on the floor, double tap the Locator to adjust Isaac's focus towards the entrance of the room.

Awesome, now that all the broken pipes are removed, let's start gathering our puzzle pieces.

For the first pipe, from the previously described location, after pressing the Locator twice, take seventeen paces to the right, and then seven paces forwards, and then two paces right. Double tap the RIGs menu, then hold L2 to aim and pan Isaac's focus all the way up. Use Kinesis Lift again to grab the first pipe then slowly aim your focus straight back down until you hear the pipe collide with the floor in front of you, then let go of L2 to let go of it. After placing the pipe on the floor, double tap the RIGs menu to recenter focus.

From here, we should hear another faint electrical arcing from another nearby broken pipe to our right. We will use this to line up our next movement.

From the previously described location, with the pipe on the floor in front of you and the audible electrical arc to your right, take three paces to the right, and then six paces forwards. From here, very slowly pan Isaac's focus to the left until the sound sparking from that broken pipe moves from fully being in your back-right speaker to fully being in your back-left audio channel. From there, double tap your RIGs menu, aim, and Kinesis Lift the first pipe again. You may need to aim down slightly and/or to the right to pick it up. If those adjustments are made, realign the audio sparking in your back left channel before proceeding.

While holding the first pipe in Kinesis, take eighteen paces forwards, and then aim Isaac's focus all the way up to the ceiling.

During those eighteen paces, you might hear the pipe in your Kinesis collide with the third broken pipe we placed on the floor. That broken pipe will drift upwards into midair, but that's fine. From here, we will need to fly the pipe up to the ceiling of the room to place it into its correct slot.

To do so, after aiming the Kinesis lifted pipe all the way up at the ceiling, release L2 to drop the Kinesis, then press L1 and R1 to take off. Aim and Kinesis lift the pipe, and then fly forwards while holding the pipe in Kinesis. After about seven seconds of flying, the pipe should automatically slot correctly into its new position. If it does not, fly directly backwards for about a second, and then forwards and to the right slightly to try reinserting it.

One down!

Since we're now in midair and facing the ceiling, let's move another nearby pipe from its incorrect position to the correct one.

From your current location, fly backwards five seconds, and then fly right for five seconds, and then reuse Kinesis Lift. You should now be holding our second pipe! If during that five second flight to the right you stop moving for some reason, you are likely colliding with a thin pillar in the center of the room, but that's good because it means you're right on track. Wiggle backwards and to the right for a bit to get around it, and only count the time you hear your boosters moving you towards those five seconds.

To place this second pipe, we are going to utilize zero gravity to our advantage by sliding Isaac's back against the floor with our boosters to line us up.

From the previously described location while holding the second pipe in Kinesis, fly to the left for five seconds, and then backwards for eleven seconds. Doing this causes us to glide along the floor of the room while staying airborne.

From this location, while still lifting the second pipe, fly left for one second, and then forwards for eleven seconds to lock in the second pipe.

If it does not slot right away for you, try repeating a pattern of flying forwards for six seconds, backwards for four seconds, and then forwards for six seconds, repeating until it slots in correctly.

To reach the third pipe, from the previous location of slotting in the second pipe, fly to the left for five seconds, then three seconds forwards, then five seconds backwards, then one second left, then aim down slightly, and then use Kinesis Lift. Fly right for one second, then backwards for two seconds, then release Kinesis Lift, then press L1 and R1 to land, then take one pace backwards, then Kinesis Lift the pipe again and drag it slowly to the floor. Now to your left there should be another electric sparking sound.

From there, Kinesis lift the pipe, then take twenty-three paces to the right, then pan Isaac's focus all the way up to the ceiling. Release the Kinesis lift briefly, then press L1 and R1 to lift off. Use Kinesis Lift to pick up the pipe again, then fly forwards for about four seconds.

After slotting in the pipe, congrats of completing sequence #1!

Reset back to the door again using the Locator.

Sequence #2.

From the room's door, use the Locator twice, the four location pings should be centered in audio and not to the left. If that is true, then proceed. If not, then you may need to move left to center it. After centering it, double tap your RIGs menu to recenter Isaac's focus.

To reach the fourth pipe, walk off the balcony, so take seven paces backwards, then take off, then fly backwards for about three seconds while pressing the L1 and R1 buttons to land. After landing, aim Isaac's focus all the way up to the ceiling, then take two paces backwards, then two paces to the left. From here, keep trying to use Kinesis Lift until finding the pipe. When you do, release the pipe from Kinesis, then take six paces forwards, aim Isaac's focus straight up to the ceiling again, then slowly turn camera right so that the sparking which is in the left channel moves to back to the right channel.

From there, Aim with L2, then take one pace left, then two paces forwards, then Kinesis Lift to grab floating pipe.

Once you have the pipe, take seventeen paces forwards, then four left. From there, press L1 and R1 to Liftoff, then Kinesis Lift the pipe in front of you, tilt up Isaac's focus for about a quarter of a second, then fly forwards for about six seconds to slot the pipe into its correct node.

Reset back to the door again using the Locator.

Sequence #3.

Use the Locator to move into the door as before so that the four location pings are centered in the audio channel and not to the left. If needed, move left to center them, then double tap the RIGs menu.

To reach the fifth pipe, walk off the balcony again, so about seven paces backwards, then take off, then fly backwards for about while pressing the L1 and R1 buttons to land. After landing as soon as you're able to, take nineteen backwards, then twenty-five paces to the left, then aim Isaac's focus all the up, and then Kinesis Lift the pipe.

With the pipe in Kinesis, take fifteen paces right, then slowly aim down to bring the pipe to the floor. After touching the floor, aim slowly back up to bring the pipe slightly off the floor, then take twenty-three paces backwards. From there, drop the Kinesis, press L1 and R1 to lift off, Kinesis Lift the pipe again, then fly forwards for about 3 seconds. This should cause the final pipe to slot into its node, triggering a cascade of sound effects.

Congrats on defeating the Power Puzzle room!

Important Save Station.

After completing the Power Puzzle room, let's immediately return to the nearby Save Station.

Using the Locators' path while still tracking a different side mission, we will need to pass through three doors, and then wait at the fourth.

Exit the Power Puzzle room's door, then follow the Locator through the next two doors until reaching a fourth door and wait at it. While standing against this fourth door as close to it as you can be, take eleven paces backwards and then two to the right to reach the save station again.

Following this save, reenter the RIGs menu, and set your tracked objective back to Activate the Comms Array by opening the Missions tab, selecting Activate the Comms Array, and then selecting Track Objective.

After doing this, proceed with the Locator to reach the Communications Array terminal.

After a brief chat with Daniels, you will receive a new objective. Proceed with the Locator. After killing a single enemy and following the Locator to the next door, you should be close enough to

hear its four location pings. The path in front of you is blocked by two crates on the ground, which you can Kinesis Lift. When you hear the four location pings of the door, try aiming down at the floor and attempt to Kinesis Lift the two boxes out of your way. Then continue with the Locator. Immediately through this door on a nearby wall to your left will be a wall box with a Power Node inside of it!

You will be in a small room and the Locator will be trying to lead you to a nearby elevator terminal. The pathing however is a little buggy in this room, so you may need to explore around the area the Locator is leading you too until you hear the prompt to activate the elevator terminal. The terminal is within six paces of where the Locator lead me. When entering the elevator, the terminal should be on the right.

Save Station and Workbench

Immediately after taking the elevator ride, you will enter a small room with a door, a Save Station, and a Workbench. Proceed with the Locator to reach the door and then wait to open it. While standing against the closed door take one pace backwards and three paces to the right to reach the Save Station. After interacting with the Save Station take two paces backwards, then two paces right to reach the Workbench.

As always, I highly recommend prioritizing Suit upgrades first over anything, but especially with this workbench, make sure to have as many Health and Oxygen suit upgrades as you can afford, as they will be important later.

After doing your management, proceed with the Locator.

New Enemy Type! Slenders.

A new enemy, in Chapter 8?? Incredible!

We're gonna call these things Slenders. Slenders are about seven feet tall humanoid enemies with long gangly limbs. This one seems relatively less threatening than other enemies we've faced so far. Slender's main form of attack is to approach Isaac and whip him with its long arms, dealing low damage. When defeated, multiple parts of the Slender's body will detach, becoming new enemies which will crawl after and attack Isaac on the floor.

This enemy appears to not be much of a threat alone, but a pack of these things could get pretty nasty!

After defeating your first Slender, continue with the Locator to the next door and then wait before opening it.

Store and Important Schematic.

While standing at the previously described door, there is a small side room nearby with lots of goodies and a Store.

From the door, take seven paces backwards. Then, activate the Locator again to hear the four pings of the door we need to go through. While those pings are playing, turn Isaac's focus to the right to hear an Open prompt. Align Isaac's focus so that the Open prompt is centered in front of

you, and the four location pings are to your far left. When you've done that, press the Open interaction to open the door to this small side room. From here, take five paces forwards to find some lockers with items in them. From here, take about two paces backwards and two left to pickup a weapon upgrade for the Plasma Cutter! How exciting! This is one of the most important Schematics in the entire game, as it allows for the Weighted Blades unlock for the Plasma Cutter. That upgrade significantly increases the damage and knock back of the Plasma Cutter's R1 melee attack, turning it from a low damage shove, into a full on prone inducing haymaker punch. Absolutely do not miss this Schematic, and pursue it's upgrade as swiftly as possible. Please note that the menu narrator is slightly bugged for the Plasma Cutter upgrades. While in a Workbench menu, the narrator reads the Heat Accumulator correctly. Special 2 incorrectly reads as Special 2 instead of Cartridge Rack, which greatly increases your ammo capacity. Special 3 incorrectly reads as Cartridge Rack Plasma Cutter, where Special 3 is actually the valuable Weighted Blades, which greatly increases the power and knock back of the R1 melee swing of the Plasma Cutter. Again, I highly recommend getting this upgrade for us.

From there, another pace left and two forwards to reach another locker. From that locker take a pace backwards, then two paces left, and then pan Isaac's focus to the left to find the Store. Newly unlocked is the ability to purchase the awe-inspiring Suit Level 4 upgrade for a backbreaking 35,000 credits. It provides up to 26 inventory slots and a whopping 15% armor rating. Since I would have to sell precious ammo to afford it, I'm going to hold off for now.

I highly recommend having a couple health packs, as well as a few Oxygen tanks in your inventory before proceeding, they will be more important than having a high ammo count shortly...

After getting your spoils and managing your loot, continue with the Locator once more. Through the next door is another small elevator with a terminal you will need to locate on the nearby wall.

Lots of loot and a Save Station.

Well, this isn't suspicious in the slightest. After taking that short elevator, you will enter a hallway with lots of loot and another Save Station. Take the Locator to the next door, then wait. From this location take ten paces left, then two paces forwards to reach a second door with an Open prompt which you shouldn't open yet. From that location, take six paces left, then pan Isaac's focus to the left to access multiple lockers full of loot. While facing those lockers, take six paces backwards and against the left wall is another wall box with another Power Node. After getting that loot, proceed with the Locator back to the first door and then wait. While against this door again, take two paces backwards, and then three paces right to reach the Save Station. After saving, proceed with the Locator through the next door.

Boss Fight! Leviathan Spacewalk.

Things can never be simple for Isaac can they?

Upon trying to deploy the radio antenna, Isaac looks out into space through a large bay window and sees a giant mass of teathy flesh. Leviathan, which we flushed out of the Ishimura last time, grappled onto the comms array on its way out, and now we need to go out and blast it off.

This fight takes place in three quick phases, but it won't be easy! I predict that this fight will take multiple attempts to figure it out, and will require a bit of luck with aiming, but I do however feel that we've overcome worse situations at this point. So let's break it down!

The objective of this fight, is to enter a spacewalk vacuum state, reach some cannons, and use them to blast Leviathan off the Ishimura for good. There are three cannons out in this space walk room we need to reach, each one needs to fire four shots at a weak point on Leviathan's mass. After landing four successful shots, Leviathan will destroy the active cannon, and gain a new way to attack Isaac. Upon using the third cannon to destroy the third weak spot, Leviathan will be defeated, for real this time.

As always, I'll start with the bad news and then get into the good news. The main tests for this boss fight will be 1) managing your oxygen levels while trying to quickly perform tasks 2) dodging Leviathan's attacks long enough for Isaac to restore his health and 3) finding the three cannons and using them to successfully hit the weak spots.

The worst news I have, is that there is no autosave during this fight, only right before you enter the fight. So, similar to past rooms, we need to beat this in one good attempt without dying.

The second-worst news I have, is that due to the imprecise nature and randomness of this fight, I'm not going to be able to provide a step-by-step setup on how to defeat this boss, I will however give you all the information you need.

Leviathan begins the fight with two attacks, a tentacle stab and a tentacle sweep. Every few seconds, Leviathan will attempt to stab Isaac with a long tentacle. This attack is more of an annoyance to us than an actual threat, as it does relatively low damage (on Story difficulty) but can knock us around when we're flying. The only way to dodge it is to be strafing sideways when it swings.

The second attack, the sweep, is a massive tentacle sweep across the entire balcony. This attack has to be dodged by flying above it or dodging below it depending on which direction it is coming from, but is the slowest of Leviathan's attacks and still doesn't hurt too badly, so we will just plan on blocking those sweeps with our face.

After using the first cannon to destroy the first weak spot, Leviathan will gain a third attack, the Flesh Shots. This is for sure it's most lethal attack, as it is a relatively fast firing and consistent projectile attack. It fires a barrage of four Flesh Shots before a short delay. The balls of flesh it shoots comes from the center of it's mass, and the only real way to dodge them is to keep moving.

After using the second cannon to destroy the second weak spot, Leviathan will deploy a minefield of Puss Bombs across the entire arena, both in the air and on the crescent shaped balcony which serves as the floor of this room. These Puss Bombs do a moderate amount of damage, but do not move, so can be played around.

The other bad news is that, as per usual, the Locator is relatively useless to us in this fight. It's pathing is bad and buggy and doesn't lead us to any of the three cannons. We will use our side-mission trick to help us get back out of this room and as an anchor point, but that's about all it can offer us.

Okay, so barely any Locator assistance, a massive vacuum room with a boss who's actively trying to kill us, no mid-fight autosaves, and no hard set reproducible setups? Okay, so this all sounds pretty bad, what could possibly be the good news? Surprisingly, actually quite a lot!

First off, we barely need to use any of our own ammo during this fight. However, if you have oxygen tanks or health packs in your inventory, **THIS IS THE FIGHT TO INVEST THEM IN.** The only things we could shoot are the Flesh Shots as they fly at us, and the Puss Bombs to clear them out. Both of which is gonna be more trouble than it's worth trying to do. We will however, need to shoot or punch some puss off of cannon number two in order to be able to use it. It takes about two Plasma Cutter shots or melee attacks to clear.

Secondly, our Health Regeneration works differently in this room than normal for some reason. Instead of slowly recharging after the heal sound is triggered, it instead instantly fully heals Isaac once that audio trigger plays. It takes approximately eight seconds after Isaac takes damage in order to trigger, so after every few hits you will need to dodge until it triggers.

Third, despite being in a vacuum state, we actually get a lot of different audio information in this fight. The Oxygen recharge stations are read out by the narrator, so are the cannons. The cannons have infinite ammo and when they hit a weak spot they even make a unique hit sound to tell us that we got a successful hit! Upon destroying a weak spot and Leviathan destroying the cannon, we hear all of that and even get an Ishimura computer voice line to confirm we've done it.

Fourthly, in regard to Leviathan's attacks, it is only able to use the most lethal of them, the Flesh Shots while we are in the vicinity of a cannon, that vicinity being approximately an eight boosted flight seconds amount of distance from the cannon. While Isaac is close enough to a cannon that Leviathan is shooting Flesh Shots, it's tentacle sweep attacks will be disabled, but not the tentacle stab attacks. The Flesh Shots are always launched in a barrage of four with a short break between them. We can slightly hear them getting fired, but can definitely hear them explode on the walls behind us when we dodge them. The sound from this attack can actually help us with our positioning.

The Puss Bomb minefield is only ever deployed one single time, right after we destroy the second weak spot. The Puss Bombs are all stationary, and also get destroyed by Leviathan's own attacks, such as the large sweeps and the Flesh Shots, so Leviathan itself actually helps us clear a lot of those Puss Bombs. Additionally, if we fly off course and get too close to Leviathan, it simply repulses Isaac backwards towards the balcony again, there's nothing that instantly kills Isaac in this fight. These repulses are actually super useful for us in positioning for this fight. Additionally, while performing the sweep attack, Leviathan will drag a tentacle across the crescent balcony, causing explosions along its path. We can actually hear those explosions and use them to know which direction we are currently facing, since Leviathan itself never moves. And finally, no Stasis or Kinesis Lifting is required during this fight, so although we really need to focus on managing our health and oxygen, it's thankfully just those two things. We need to manage our oxygen timer, but there is no other form of time limit on this fight.

So what about the room. Entering the room puts Isaac immediately into a zero-gravity vacuum state. The door to the room opens onto a small square balcony. Inside the room, on both the left and right sides of this door, are two different oxygen recharge stations which we will need to return to when our oxygen gets low during the fight. The Locator will help us navigate back to this door to find those Oxygen recharge stations. Below this small square balcony is a massive banana shaped, and/or crescent shaped balcony. In the center of the crescent is Leviathan hanging onto the comms array, slightly higher than the crescent shaped balcony and about 10 seconds of full flight speed away. On the far right end of the crescent balcony is our first cannon with a nearby Oxygen recharge station which is covered in flesh and unusable unless we clear it. We're going to use that cannon first to avoid having to find and clear that oxygen recharge station.

In the center of the crescent shaped balcony, close to the door where we end the room from, is the third cannon.

On the far left end of the crescent balcony is our second cannon with another nearby oxygen station. This cannon is covered in flesh with a weak spot. This is the only time in this fight that we will need to use our own weapons to blast it off before being able to use the cannon.

Alright, with all that initial explanation out of the way, let's talk the game plan.

Upon following the Locator to reach the door of this room, opening it, and entering the vacuum state, you will receive an autosave. If you die in the fight at any point, this is where you will return to.

After you open the door to the room and enter the vacuum state, immediately take about five backwards to have that door close again and exit the vacuum state. You will now be locked into the boss fight, since the door behind you will be locked with a Standby message. During this time, open your RIGs menu to the Missions tab and switch the current objective you're tracking to one of the available side missions. This will change the Locator from having no active target to leading us back out the now locked door, which will be helpful during this fight. You may need to do this anytime you die and reload this autosave.

After changing your currently tracked objective, take paces forward to reopen the door, start the vacuum state, and proceed back into the boss room.

Believe it or not, Leviathan actually helps us quite a bit with our movement in this fight. Let's use it to find our first cannon!

After setting up the alternate tracked objective, re-enter the boss room. As soon as you do and enter the vacuum state, take about three paces forwards to step into the room, and then you should be able to press L1 and R1 to take off.

It is important to always be holding R2 while flying in this room, in order to keep Isaac's orientation fixed in midair and after taking hits!

When you take off, while always holding R2 to keep Isaac's orientation, move straight forwards and press L3 to boost while flying to head straight towards Leviathan. After about three seconds of boosted flight, Leviathan will emit a shockwave which will repulse Isaac, causing no damage

but stopping the boost and sending Isaac floating backwards. Note that while this repulse does no damage, it DOES reset the eight-second health regeneration trigger. So if you are taking evasive maneuvers to restore your health, you also have to avoid getting too close to Leviathan and being repulsed.

While continuing to hold R2, after this first repulse, you will regain control of Isaac after a second of stunning. When you do, move to the right at a straight 3'o'clock position and while still holding R2 to maintain orientation, press L3 again to boost flight to the right for about fourteen seconds. Remember that you can use your oxygen timer to help you count the seconds.

This will get you close to the first cannon, but still above it.

From here, while still holding R2, press L3 to boost fly forwards again for a few seconds until Leviathan repulses you again.

After the second repulse, while still holding R2, press L3 to boost fly to the right again for about another fourteen seconds. If one of the tentacle attacks hits you and knocks you around, don't worry, this first set up has a good amount of flexibility.

From there, while still holding R2, press L3 to boost fly forwards again to once again get repulsed by Leviathan. You may hear a quick out of bounds warning, but just ignore that, since Leviathan's repulses always keep you in bounds. After flying forwards and getting repulsed for a third time, continue flying forwards and getting repulsed by Leviathan, but after each time, aim Isaac's focus slightly downwards with the Right Stick. After a few repulses you should be floating right next to the first cannon, you will know you're within range when the narrator reads "ADS Cannon". When you hear that prompt, press the Cross button it interacts with it, successfully doing so will have the Ishimura Computer say a line "Manual Targeting Enabled".

Let's pause here for a second to explain how the cannons works. After interacting with the cannon terminal, you will gain control of the cannon. Once you do that, you maintain control of the cannon even if you get hit or move away from the cannon (or get knocked away!). The only way to lose control of the cannon after you have engaged manual targeting is to die or to land four hits on Leviathan's weak spot and have it destroy the cannon.

While controlling the cannon, when Isaac aims his weapon with the L2 button, the cannon will also aim at that spot. In order to fire the cannon, you press the Cross button. The cannon has infinite ammo and does not need to reload, but does have a kind of slow fire rate even if you mash the Cross button. The cannon also has a limited angle that it can aim at, so if Isaac aims outside of it's angle, it will instead aim to the furthest angle it can. This is actually a blessing for us since when we aim and fire the cannon, we can hear which direction it's shots are, and where they're going. In order to hit each of the weak spots on Leviathan, we will need to get the audio of the cannon firing and hitting to be centered. And again, when a successful hit lands on the weak spots, it will make a different unique sound. Each weak spot needs four hits from the three different cannons.

When Isaac is hit after interacting with a cannon, he may be knocked away from it but that is okay because the connection to the cannon does not drop.

After interacting with the first cannon and enabling Manual Targeting, you will need to aim at Leviathan with the L2 button, then press the Cross button to fire the cannon. Again, try to get the audio centered from where the cannon is firing from and where the shots are landing in the

distance, that is how you will locate the weak spot on Leviathan. With the audio centered, you may need to aim slightly up depending on your current positioning.

After successfully hitting the first weak point four times with the first cannon, Leviathan will destroy that cannon. When this happens, use the Locator to fly back to the door of this room, where there are two oxygen recharge stations. Leviathan should be on your right, and any explosions from its sweep attacks should be happening on your left when you're retreating to the door.

The Locator is good at getting you to the door's general vicinity, but is not reliable outside of that, since the buggy pathing takes you into midair several paces in front of the door. It should however get you close enough to the door to hear its four location pings, when you hear those, follow those instead of the Locator exactly. Remember to always hold the R2 button while flying in this room, to maintain Isaac's orientation mid-flight and to assist with your positioning. Note that the Locator will likely have you floating below the actual door itself. This means you will have to pan Isaac's focus upwards while flying forwards to gain height. Try to find the door and follow its four location pings but remember that it may be above you slightly from the location the Locator takes you. If you hear the Standby prompt on the locked door, only a few paces to the left and right of that are two different Oxygen recharge stations. Remember that dodging enough attacks to hear that heal chime activate and keeping your oxygen timer high are the only two things that are time-sensitive in this fight. So if you need to take a second to reorient yourself while near these Oxygen recharge stations, take that time. If you boost fly in a direction that's not towards or away from Leviathan for about eight seconds, you should be able to dodge just about any of its attacks to regain your health.

After using the first cannon, retreating to the door, and refilling your oxygen, you will next need to head to the far left end of the banana shaped crescent room. The way I suggest doing this, while facing the door to the room with your back to Leviathan and always holding R2 to stabilize, keep alternating between boost flying backwards at a six o'clock position for about three seconds, and then boost flying right at a three o'clock position for three seconds. While flying backwards, you should sometimes get repulsed by Leviathan, which will help keep you on track.

After about four cycles of alternating between boost flying right and backwards to get repulsed, you should be near the far end of the crescent nearby the second cannon. It takes about 12 seconds of boosted flight to get straight from the door to the second cannon.

After several cycles of that alternation, release R2 just momentarily to press the Locator again to aim you towards the door you just came from. This will spin Isaac around and position Leviathan to your left.

On the wall behind you now, there is an Oxygen station you may want to find and top off, remember that you will have to pan Isaac's focus towards it in order to interact with it. Facing this recharge station will mean Leviathan will be on your right. Below you and nearby should be the second cannon. This one is covered in a small amount of flesh that you will either need to shoot it a couple of times, melee hit it a couple of times after landing, or even get lucky to be standing behind it and let Leviathan hit it a couple of times with a Flesh Shot in order to clear it

and let you interact with the cannons terminal. The narrator will unfortunately not read out ADS Cannon while the flesh is still on it.

Either before or after connecting with the second cannon, be sure to locate the nearby Oxygen recharge station on the wall. Isaac must be mid-flight in order to reach it, and he will be facing the Oxygen recharge station when Leviathan is to your right. Remember that Isaac starts choking with about 30 seconds of oxygen left, that is enough time to use the Locator and return to the door and oxygen recharge stations there if needed. It's always better to go back to the door and refill your oxygen, then try to do it in one go and risk suffocating and having to restart.

After using the second cannon to destroy the second weak spot, Leviathan will destroy the second cannon and release the Puss Bomb minefield. These mines are only ever spawned once and will only last for about a minute before they will explode on their own in a small explosion radius around themselves.

Advanced Combat tip! If you are able to return to the nearby oxygen recharge station on the wall near the second cannon after destroying the second weak point, you could just sit on that oxygen recharge station, dodging the occasional stab attacks and refilling your oxygen, and just wait out the minute until the Puss Bomb minefield self-destructs. You will know when that happens since it's very loud. Attempting this at the oxygen recharge station near the second cannon will be much safer than waiting at the recharge stations near the door, since Leviathan will be launching Flesh Shots at you while you're at the door. It will however be more difficult to locate the oxygen recharge station near the second cannon, and you risk suffocating, so it's your call.

After destroying the second weak spot, use the Locator to return to the door of the room and top off your oxygen again. You now really need to be careful and make sure to dodge enough Flesh Shots and Puss Bombs to allow yourself eight seconds of safety for your health to refill each time you take a few hits. Prioritize boost moving to dodge over anything else, it's the safest way to dodge the most attacks, just be careful of the Puss Bomb minefield.

To reach the third cannon, start from the oxygen stations at the door. Fly directly into Leviathan, which will likely be backwards since you are probably facing the door and the oxygen recharge stations. After getting repulsed, momentarily release R2, pan Isaac's focus down slightly, fly forwards for about 2-3 seconds, and then attempt to press R1 and L1 to try to land. You can quickly determine if you've landed or not by pressing the R1 button to perform a melee attack. You can only swing like that while you are grounded. If you've landed but hear the narrator call out Standby, then you have instead re-landed on the door's balcony and not the balcony below it. To fix this, double tap your RIGs menu to recenter Isaac's focus, then take flight and fly backwards into Leviathan to get repulsed again, and this time try panning Isaac's focus further downwards before flying forwards for a few seconds and then attempting to land again. After landing on the lower balcony, be sure to take enough evasive maneuvers to keep your health high from all the hits. From the landing position, if you orientate Isaac's focus to Leviathan is on your left, you will then have to move Isaac forwards and to the left to reach the third cannon. I know this sounds counterintuitive, but after landing on the lower balcony, dodging

to regain your health, and with Leviathan on your left, I recommend pressing L1 and R1 to take off again, and boost flying forwards for about three seconds to reach the third cannon. If that didn't work, reset to the door with the Locator, top off your Oxygen, and try again.

Upon interacting with the third cannon's terminal, the positioning is the same, you will want to center the audio of where the cannon is firing, and where the shots are impacting, and within a small square of that being true should be the third and final weak point on Leviathan.

Upon destroying the third weak point, Leviathan will immediately stop its attacks and begin its death animation. You will receive a call from Daniels during this, but now is not the time to celebrate, for you have not yet received an autosave and if you suffocate you will still lose the fight! You must now still exit the room before your oxygen runs out.

Upon reentering the Ishimura far enough to exit the vacuum state, immediately open your RIGs menu, navigate to the Missions tab by pressing R1 twice, press the Cross button to select the mission Deploy The Antenna, and press the Cross button again to track that objective again. Follow the Locator through the next door, and then to the door of the following nearby room, and wait before opening it. Do NOT enter this next door yet or interact with the Long Range Antenna terminal.

Important Save Station!

Let's waste no time here, from the previously described closed door, while facing it and standing as close to it as possible, take two paces backwards, then four paces to the right to reach the nearby save station. I recommend using a new save slot for this save. And with that save, you have officially defeated Leviathan! Congratulations, that was a very intense one.

After making your new save, proceed with the Locator back to the nearby Long Range Antenna terminal.

Peaceful Spacewalk.

Following some more unfortunate events and a chat with Daniels and Hammond, you will find yourself entering another vacuum state to reach the Valor's airlock. This path leads you back outside to the outside deck that you just fought Leviathan on, only this time there's no enemies or danger. The Locator does a pretty good job navigating you through this segment.

One important note is, do NOT hold R2 while doing this space walk, as that orientation lock will actually hinder the Locator's pathing for this segment.

After entering the vacuum state, take a few steps forwards through the door, press R1 and L1 to take off, and boost fly through the room while following the Locator to the next door. It takes about twenty-four seconds of boosted flying to reach the Valor's airlock, allowing plenty of time to make it through this space.

Upon entering the Valor's airlock and having the vacuum state end with the closing door behind you, you will complete Chapter 8.

Important Save Station.

After arriving on the Valor and exiting the vacuum state, open the door in front of you to exit the airlock and then proceed with the Locator to the following door, then wait.

From that door take one pace backwards and two paces to the right, then pan Isaac's focus slowly to the right to locate our first save station in Chapter 9.

This chapter was a bit shorter, but still quite difficult in the form of an Epic and a boss fight. Seriously, congratulations, nothing can stop you at this point, I'm sure of it. Let's do this! :]

Buffer zone to avoid accidental spoilers. One of Five.

Buffer zone to avoid accidental spoilers. Two of Five.

Buffer zone to avoid accidental spoilers. Three of Five.

Buffer zone to avoid accidental spoilers. Four of Five.

Buffer zone to avoid accidental spoilers. Five of Five.

CPR9

Chapter 09: Dead on Arrival

Alright, bring it on, Chapter 9.

Continuing from the first Save Station on the Valor, follow onwards with the Locator through the nearby door.

Environmental Hazard - Electric Floor

In this next room, you will pass directly by a pickup prompt for 1500 credits. When you hear that prompt, stop moving and listen. About five paces in front of you will be an arcing environmental hazard, which we've faced before. Listen to it for a moment and hear its cycles.

This sound is coming from some broken pipes on the floor, which Isaac can, and must, walk over to proceed. This electrical arcing is on a 10-second loop. It spends 8 seconds charging up, and then 2 seconds discharging. During the 2-second discharge, it will quickly hit Isaac twice, once doing about 90% of his health in damage, and then again killing him. There is a small chance you survive a discharge if you only catch the very end of it, but in most cases it will be lethal.

Proceed with the Locator past it while it is in its charging state.

New Enemy! Phantom.

Alright, another new enemy found in these hallways!

Interesting enough, we actually have a slight advantage against these enemies over the sighted players.

Phantoms are similar to Walkers in size and shape, but are much fiercer, dash towards you very quickly, and have an optical camouflage which makes them very difficult to track visually. They move and twitch very quickly, making it very difficult to defeat them from a far.

A bit bulkier than typical Walkers means they take a few more hits, but besides that relatively the same.

Proceed with the Locator until reaching a small elevator, then take it.

Outside this elevator, powering it is an active Power Fuse in a wall slot.

Right as Isaac presses the elevator button, the Power Fuse gets ejected out of the wall slot and breaks.

We now need to locate another nearby Power Fuse to put into the wall slot to repower the elevator.

The Locator should make the four location ping for the nearby now unpowered elevator.

Try to get those four pings to be centered in your audio channels, and then take about ten paces backwards until you can't anymore. From there, take four paces right or until you can't and then slowly pan Isaac's focus to the right to hear an Open prompt from a nearby door to a small room. We need to enter that door without using the Locator again, which is just leading us back to the now unpowered elevator.

Open this door and enter this new room. Take about six paces into this new room to allow the door to close behind you.

When it does, use the Locator twice to spin Isaac around, and approach the same door as close as you can without reopening it.

From there, take two paces backwards, then ten paces to the left to find an Audio Log.

From that Audio log, take another two paces left, then two paces forward to reach another nearby door to a closet.

Open the closet door, take five paces into it, then three paces right, then slowly pan Isaac's focus to the left until hearing an interaction prompt. Interact twice to open a box and pick up a Power Node.

Follow the Locator back out of the closet door and to the door of the small room once more, then wait.

From the door of the small room, double tap your RIGs menu, then take two paces backwards, then four paces to the left. A new Power Fuse is sitting in a wall slot right in front of you. Kinesis lift it out of the slot, and then press R2 or wait a couple seconds for it to slot back in. Removing that Power Fuse will cause windows of this room to open and Phantoms to spawn.

After some light janitorial work, return to the door of this small room with the Locator, Double Tap the RIGs menu, then take two paces backwards, then take four paces left to reach the Power Fuse again. Kinesis Lift it once more.

While holding the new Power Fuse in Kinesis, you now need to return to the door of this small room, open it, take five paces forwards, then pan Isaac's focus slowly to the right to insert it into the wall slot of the unpowered elevator.

When you've done this, proceed with the Locator down the elevator.

After a quick phone call and exiting the elevator, you will reach a locked door held shut by a wall fuse. Simply approach the door with the Locator, then melee with R1 twice to destroy the wall fuse and unlock the door.

Save Station.

From the previously described door, after destroying the nearby wall fuse, take two paces backwards, then four paces to the left to reach a Save Station.

Proceed with the Locator back to the door, and then read on before opening the door.

Minor Accessibility Break. Nuke Room.

Alright, this one will be a bit tricky, but isn't too bad compared to our recent streak.

In this next room, is an unstable nuclear warhead which we need to power and operate a machine in order to safely eject it.

As always, let's hear the bad news first.

Firstly, the worst news. The Locator leads us to this room so is useless for us, but in addition to that, the Locator cannot lead us to any of our alternative objectives, since they are back on the Ishimura, and we are now in the Valor, which has crash-landed into the side of the Ishimura. Using the Locator with any of our objectives tracked will currently result in an error. So we're gonna have to tackle this room the old fashion way, with just our ears.

This room is pretty noisy, in a way that will be of a hindrance to us, not to mention just kind of annoying with the constantly repeated voice line.

There are two Boomhands in the room, they're the only real threat to us, but are even moreso than usual. If the exploding hand of these Boomhands explodes inside this room while the Nuke is still in it, it will immediately kill Isaac. This means we need to deal with these Boomhands by hitting them anything besides their giant, puss bomb, left hands. Next, we need to locate 6 symmetrically positioned wall fuses to melee each of them, and finally we need to reach a Power Fuse which is stuck behind some debris, bring it to a wall slot to power up the lift, and then re-reach the Nuke's terminal to eject it safely.

Our main challenge will be safely killing one of the Boomhands, avoiding the other, and then locating the Power Fuse, and bringing it to the wall slot.

So that feels like it's pushing Major Accessibility Break territory, and I agree, but I'm calling this a minor because of the good news. First, the room isn't terribly big, the wall fuses all make faint sounds, there are confirmations each time you break one of the six wall fuses, and there's no time limit or other environmental issues with this room. Also we only have to kill the first Boomhand that spawns and rushes towards us. We will actually keep the second one alive for audio positioning purposes, since it is stuck behind debris with the Power Fuse and cannot actually reach us. Shooting it would actually introduce more risk, as we could hit its bomb hand and set off the nuke.

So with that info out of the way, let's dive in.

Approach the door to the Nuke Room as closely as possible. The four pings should be slightly to the left. Open the door and remember from this point on, the Locator will be useless to us.

Then take seven paces forwards, and then four paces right. During this, the Boomhand we need to safely kill should spawn at the far end of the room. When it does, take five paces backwards. You have to wait until this Boomhand gets pretty close to you before you kill it, or else its dropped bomb hand will get in our way later. Wait until it gets close to you before killing it, if you can hear the sliminess of it's skin, then it's really close. I recommend using the Plasma Cutter in a Vertical firing mode in order to kill it. It will shimmy towards you, but just kill it before it does its slap.

With that first Boomhand safely down, take nine paces forwards, then press R1 to melee swing at the first of the six wall fuses.

One down. Next take two paces forwards, then press R1 to swing at the second wall fuse. If that didn't work, you might be slightly stuck. Take one pace to the right to fix this and try again. Then take two more paces forwards, and press R1 to swing at the third of six wall fuses. With those three fuses destroyed, next take nine paces backwards, then five paces right. From there, press R1 to swing at the fourth wall fuse. Once you get it, take two paces forwards then R1 to swing at the fifth wall fuse. If that didn't work you may be behind a small wall, take one pace left to fix. Then take two paces forwards and R1 to swing at the sixth wall fuse.

With all six wall fuses destroyed, take about six paces forwards until you can't anymore. This should place our noisy little second Boomhand to our far right channel. From here, pan Isaac's focus slowly to the right until the Boomhand is dead center in your audio channel. It should be about ten paces ahead of you blocked behind a bunch of debris, and slightly below you.

From here, take two paces towards it, pan Isaac's focus slightly down and to the left, and then aim at the Boomhand with L2.

From here, pan Isaac's focus slightly down and to the left again, and use Kinesis Lift to pick up the Power Fuse, which the Boomhand should be standing right next to.

After getting the Power Fuse in Kinesis, Aim Isaac's focus slightly up and to the right, then upwards slightly, then take four paces backwards. This will get the Power Fuse onto your balcony, and over the debris wall.

While Lifting the Power Fuse, take two paces backwards, then four to the right, then one forwards, then four to the right, then one forwards, then four to the right, then one forwards. Next, take eleven paces to the right, then one backward. While still holding the Power Fuse in Kinesis, slowly pan Isaac's focus to the right until the Power Fuse fits into the wall slot, then stop.

After the Power Fuse is slotted, take six paces backwards, and then eleven paces to the right to interact with the warhead control terminal.

After a quick chat with Hammond, your Locator will update to a new objective and be useful again.

Goodbye Nuke room!

Follow the Locator's new objective to a second door of the nuke room and through it. Continue down a hallway until reaching the next door, and then wait.

Save Station.

From the previously described door, take three paces backwards, then three paces to the right, then three paces backwards, then slowly pan Isaac's focus to the left until reaching the Save Station.

Continue on with the Locator after saving.

Laser Room.

After a couple hostile rooms, you will reach a room with a spinning laser that will instantly kill Isaac if he touches it. This is intended to be taught to the player by a Phantom spawning in this room, charging at Isaac, and then getting shredded by the laser.

The Locator is leading us straight through the laser's reach. In order to safely get past it, we need to pop it with a Stasis and then cross it at the right time. Upon opening the door to this laser room, you will receive an autosave, so it is relatively low stakes getting past it, but might take a few tries. Additionally, there are multiple Stasis Recharge stations in this same room, so we have unlimited tries.

Important note, after successfully passing by the laser, a second Phantom will spawn in this room. I recommend blasting it with one of your power weapons to not risk it killing you and having to redo the laser set up after you get it once.

The laser cycles through three positions, going from position one which allows safe passage to the right of the laser, position two which allows for no safe passage, position number three which allow passage to the left of the laser, then back to position one. In order to safely pass by it, you need to stasis the laser to extend the duration it remains in each position.

Note that the SFXs the laser emits are randomized and will not help us track where the laser's current position is.

Depending on where you are in the room, the Locator will either take you around the left or right of the laser, but let's focus on using position one.

One final note, there is a Schematic in this room for a Large Med Pack. We will need to pick it up during each attempt, though.

When you open the door to this room, either for the first time or by reloading an autosave, taking three paces into the room to cause the first Phantom to spawn and charge at you. It will likely get shredded by the laser, but it might reach you, depending on it's timing. This is because the Phantoms are actually fast enough that if they get lucky they can just barely dash through the laser and survive, which means you will actually need to fight it.

After opening the door to this room while standing as close to it as possible, take three paces forwards to spawn the first Phantom and wait until it dies to the laser or kill it. This will be our starting position.

If you need to refill your Stasis then take one pace backwards, then two paces right to reach the Stasis Recharge station.

From the Stasis Recharge station, take two paces left, then one pace forwards to return to your starting position.

From the starting position, take three paces left, then slowly pan Isaac's focus to the left until you hear the pickup prompt for the Large Med Pack schematics. Remember that you will need to pick that up again during each attempt.

After picking up the schematics, press the Locator twice and then double tap the RIGs menu to spin Isaac back around and face the same direction we were previously, facing the laser.

When you're ready to try running past the laser, take a pace to the left, then two paces forwards. You are now about one pace away from dying to the laser in front of you.

When you're ready, double tap the RIGs menu again, aim with L2, fire a Stasis ball at the laser with Triangle, then quickly take two paces to the right, and then sprint forwards by pressing L3 until you hit the back wall of the room, or reach Valhalla.

The timing is really tight on making it past the laser without dying, and we're unfortunately just going to have to get lucky on it's positioning, as there is no non-visual way to indicate its current position. (again, the sounds it makes are completely randomized.)

If you don't die immediately after L3 sprinting forwards, then congrats, you timed it correctly!

This feels like some type of Squid Game thing.

You may need to take a pace or two left after hitting the back wall to get the second Phantom to spawn. This one you will need to fight.

After making it past the laser and killing the second Phantom, follow the Locator to the second door of this room. Let's hit the second Stasis recharge once more just to top off. From the new door of this laser room, while standing as close to it as possible, simply take fifteen paces backwards. The laser should now be on your left.

After topping off your Stasis, proceed with the Locator, through a concerning call with Hammond, until reaching the next door then wait.

Note that the Locator in this long hallway is a bit bugged, you may need to take about 5 or 6 paces down the hallway before using the Locator again instead of our standard 2 or 3 paces.

Save Station.

From the previously described door, take three paces backwards, then pan Isaac's focus left until reaching the Save Station. If you didn't find it, use the Locator twice, take a pace to the left, then spin your focus again. This one is a tad inconsistent, but it's about three paces backwards from the door.

After saving, proceed through the next door with the Locator.

Battle Arena!

The next room is a long rectangle room, the door the Locator is leading us to next is at the far end of it. In this room there are three electrical arc floor panels to avoid which you will have to listen out for as the Locator can lead you through them. As you get deeper into this room, multiple waves of different enemies will spawn who you will have to defeat, ending with a Brute boss.

I recommend investing some power weapon ammo to win this fight, but with a save station right outside, it's not terribly high stakes.

Be sure to avoid the electrical arc flooring, and remember that the enemies will also die to it, so if you stand near it while fighting it might actually help protect your flank!

After surviving the arena, you will get a call from Hammond and receive an autosave. Proceed with the Locator through the door out of the arena. Continue until reaching the next door and then wait.

Fire Room. Important Save Station.

From the previously described door, while standing as close to it as possible, so the location pings are slightly to the left, take four paces into the room, and then one to the right to reach a Save Station.

Avoid using the Locator again until instructed to do so.

Note that the fire bursts in this room are loud and nearby, but the path from the door to the Save Station is safe.

After saving, read forwards before leaving the safety of the Save Station.

Minor Accessibility Break. Fire Room.

Okay, this one sounds a lot worse than it is, I promise.

After the nearby Save Station, the Locator is now leading us to a nearby unpowered elevator we need to take. The elevator's power needs to be enabled via a Circuit Breaker, which is located in this fire room. The room's pathway is roughly the shape of a Braille Q, with cell 6 being the elevator, cell 3 being where we start, and cell 5 being where we need to navigate to. There is a wall between Cell 5 and 6, meaning we need to go all the way around to reach the circuit breaker.

Bad news first. There's a good amount of fire in this room we need to navigate around, all of which cycles on and off, and touching any of it will instantly kill Isaac.

In addition, the Locator is only leading us to the Unpowered elevator, so we will need to reach the Circuit Breaker ourselves, quite literally through the fire and the flames.

There will be some enemies that spawn during this room, but only after we reach the Circuit Breaker and receive an autosave.

But that's kind of it for the bad news.

The good news the room is pretty consistent, we literally just got a whole save station which we will reset to on death, when we reach the circuit breaker we will receive an autosave, the circuit breaker can disable most of the fire, and then the Locator will navigate us back to the elevator.

So let's get into it.

Firstly, avoid using the Locator again until instructed to do so.

Reminder that opening the Save Station menu and closing it will always readjust Isaac's focus and position in a consistent, set way. You can also press Circle during a Save Station to close out of it without having to save. We will start this setup from the position he is set to after closing the Save Station menu.

After closing out of the Save Station menu, reminder again to avoid using the Locator again until instructed to do so.

From here, take six paces to the left, then wait and listen.

About one pace ahead of you will be our first flame jet to cross. As it cycles on and off, Isaac will sometimes react to its heat. It is on a 5-second loop, two seconds active, and 3 seconds off. It will make an ignition sound effect to your left each time it begins shooting flames. To cross it, time it right to take three paces forwards.

The second flame jet is on a four-second loop, with three seconds active and one second off. This one's timing is a bit tighter, but again you should be able to hear it ignite to your left when it turns on. To cross it, time it right to take three paces forwards.

The third flame jet is on a three and a half second loop, with two seconds active and one and a half seconds off. Before beginning, take one pace to the right. To cross it, time it right to take three paces forwards.

From there, take eleven paces forwards until hearing an interaction prompt from a wall locker. Interact with it and open it to receive a Power Node.

From there, take seven paces backwards, then two paces right.

You're now standing right at the edge of where the massive discharge is happening that we've been hearing to our right the whole time. It is on a nine-second loop, with four seconds active and five seconds off. You can make it across by just walking at the correct time, you don't need to sprint, but feel free to.

When the timing is right, hold right to take about 10 paces to the right or until you hit a wall.

Next, press the Locator twice to reposition Isaac's focus back the way you came, the massive plume of fire should be in front of you coming from the slight right now.

Next, take two paces forwards to move towards it, then take nineteen paces left or until you hit a wall.

If you hit this wall, you will receive an autosave point!

From this location, pan your focus slowly to the right to find the Circuit Breaker.

Press Cross to interact with it to open its sub menu.

Next, we're going to leave the fire on and spawn the enemies in this room, which have a chance of dying to the fire.

From the sub menu, press right on the D Pad to highlight Elevator, and then Cross to select it.

Doing this will cause multiple Stingers to spawn and try to reach you, crossing through the fire and taking damage from it. Kill them without losing track of where the Circuit Breaker is.

After killing those enemies, interact with the Circuit Breaker again, and press Cross to power the Fire Suppression Systems. Doing this will remove all the fire hazards in this room except for the mega discharging one.

Follow the Locator back to the elevator of the fire room, while timing your passage through the big discharging fire plume.

Upon reaching the elevator and hearing its interaction prompt on your right, you can take five paces backwards from it to re-reach the Fire Room Save Station.

About three paces to the right after using the Save Station is a pickup on the ground with 1500 credits, which is a significant amount.

Proceed with the Locator up the elevator. When the elevator stops, take three paces backwards to step off it before using the Locator again. That will help it re adjust.

In Game Cutscene.

As you approach the Singularity Core, massive multi glass planes will close in front of you, blocking Isaac's path to the Singularity Core. The Core is emitting a powerful light and arcs are flying from it, looking incredibly unstable.

Behind the glass panels in the room with the Singularity Core appears Hammond, who turns to Isaac. As they're talking, a walker with Chen's face appears behind Hammond.

Isaac tries to warn him, but as Hammond turns around, the Walker version of Chen impales Hammond with both of its arm blades, straight through Hammond's chest.

As a final sacrifice, Hammond pushes himself and Chen into the nearby unstable Singularity Core, instantly exploding both of their bodies into a bloody pulp.

From behind the glass planes, Isaac views this grisly scene.

Shortly after, the quarantine is lifted, and the glass planes recede and Isaac is left alone to approach the now dormant Singularity Core in the gore covered chamber.

Follow the Locator to obtain the Singularity core. After a quick chat with Daniels, it's time to escape the Valor with the Singularity Core before it explodes. Proceed with the Locator. Luckily, the Locator handles this segment very well.

During this escape sequence, you will reach a locked door. It is being held locked by a simple wall fuse on the wall next to it. When you reach the locked door, take a pace to the left and press R1 to swing and break the wall fuse.

In Game Cutscene.

Upon reaching the airlock of the Valor, the airlock will explode, causing Isaac to get sucked out into space, crashing into the debris of the Ishimura. Isaac will be spinning out of control trying to level out, dangerously getting too far away from the Ishimura. With one quick maneuver, he twists his body to crash into a floating metal panel to redirect his momentum. This causes him to

float straight into the Communications array antenna. Isaac grips onto it for dear life, as it's the only thing left between him and being set adrift into open space.

As he grips onto it, the antenna retracts into the Ishimura.

The cutscene ends with Isaac catching his breath, now once again floating in the massive Power Puzzle room.

Hold R2 while flying in this room for added consistency. Continue with the Locator to the door of the Power Puzzle room.

Following the conversation with Daniels, your mission objective will change.

Congrats on completing Chapter 9! RIP Hammond.

Save Station.

After passing through the exit door of the Power Puzzle room and exiting Zero Gravity, proceed with the Locator through two more doors than wait. From there, while standing against this door as close to it as you can be, take fourteen paces backwards and then slowly pan your camera to the right to reach the save station again. Note that this setup is slightly different from last time you were here due to the Locator's target position.

Buffer zone to avoid accidental spoilers. One of Five.

Buffer zone to avoid accidental spoilers. Two of Five.

Buffer zone to avoid accidental spoilers. Three of Five.

Buffer zone to avoid accidental spoilers. Four of Five.

Buffer zone to avoid accidental spoilers. Five of Five.

CPR10

Chapter 10: End of Days.

Now that we're back on the Ishimura with the Singularity Core in hand, we can now use it to power the Executive Shuttle and escape the Ishimura with Daniels.

Proceed onwards with the Locator to head back to the bridge.

When you reach an elevator and interact with it, you will currently be on Floor 3. You need to take this elevator to Floor 1.

Store.

After taking the elevator back up, you will proceed for a bit until reaching a door and stop. Past this door is the bridge Store, which we have been to multiple times before. Open this door and proceed through this room until reaching the next door, then wait.

From this door, take six paces backwards and then one left to reach the Store.

I highly recommend purchasing the Suit Level 4 upgrade at this store if you have the credits to at this point. It might potentially even be worth selling ammo in your reserves or inventory of weapons you don't use to afford it if needed, as getting it will provide additional armor percentage as well as unlock the level four suit upgrades at the Workbench, which are the most important ones for us.

Continue with the Locator when ready.

Workbench.

You will continue to navigate multiple rooms of the Ishimura. Upon going up another elevator, proceed with the Locator to the next door, then wait. From that door, take eleven paces backwards, then one pace right to reach the Workbench.

If you got the Level four suit upgrade, an unnarrated confirmation window will appear that you got it. Press Cross to close it.

Please note that the menu narrator is slightly bugged for the Plasma Cutter upgrades. While in a Workbench menu, the narrator reads the Heat Accumulator correctly. Special 2 incorrectly reads as Special 2 instead of Cartridge Rack, which greatly increases your ammo capacity. Special 3 incorrectly reads as Cartridge Rack Plasma Cutter, where Special 3 is actually the valuable Weighted Blades, which greatly increases the power and knock back of the R1 melee swing of the Plasma Cutter. Again, I highly recommend getting this upgrade for us.

Proceed with the Locator when ready.

After a chat with Daniels, your objective will change. Continue with the Locator through the next door, until you reach the door afterward, and then wait.

Save Station.

You are now in a large room with both a save station and a Store. This room is filled with human bodies, candles, and cultish pentagrams drawn in blood all over the floors and walls. This room will serve as our hub for Chapter 10.

From the previously described door, simply take one pace backwards, then two paces to the left to reach a Save Station.

Proceed with the Locator through the next door when ready. Continue until reaching the following door, then wait.

Schematics and Minor Accessibility Break. Z Ball Power Fuse.

A bit off the beaten path is a set of Schematics that I want us to grab. Also, the Locator is leading us to an unpowered elevator, which we need to place a Power Fuse into a nearby wall slot to power it. Let's get both in one go.

From the previously described door, while standing against it as close as possible, open it.

Take five paces forwards, then five paces right, then five paces forwards, then three paces right to reach a Text Log pickup item.

From there, take four paces backwards, then slowly pan your focus right until hearing an Open prompt from a new door behind Isaac.

Open that door, then take two paces forwards, then two paces right to reach the Advanced Engineering Rig schematic.

From there, take two paces forwards to allow the door behind you to close, then use the Locator twice to spin Isaac around.

Follow the Locator back to the door of this room.

While standing against the door, open it, then take eight paces forwards, then five paces right to find another door to a new zero gravity room.

Open that door and take three paces into it to enter Zero gravity.

Another two paces in front of you is a Z Ball terminal. Interacting with it will begin a zero gravity basketball minigame. We won't be able to really play the minigame, but we will interact with the terminal in a minute anyway, since it spawns a basketball which emits an audio ping which could help us locate the floating power fuse in this room. But before interacting with this Z ball terminal, continue onwards.

Press L1 + R1 to take off, then fly forwards for a few seconds until three Newborns spawn and attack you. Take them out.

After killing the Newborns, use the Locator to return to the door of this room. When you approach the door, press L1+R1 to land so we can start from the same spot. From the door, take seven paces backwards to reach the Z Ball terminal. Slowly pan Isaac's focus to the right until you can interact with it.

It will start the game. Ignore the game and use the Locator to return to the door.

After about 30 seconds it will say Game Over, and our basketball will be floating in position, emitting its noise.

While standing next to the closed door, behind you now, you should be able to hear a rhythmic pinging being emitted from the floating Basketball. Floating nearby the basketball will be our Power fuse.

From the door, take four paces backwards, double tap your RIGs menu, then take off.

Fly backwards for about twenty seconds or until reaching the back wall of this chamber. The pinging basketball should now be floating up and to your left.

From there, fly forwards for about three seconds, then left for about three seconds.

Next slowly pan Isaac's focus upwards until the floating basketball is now below you and to the right. Fly forwards for about two seconds, then begin using Kinesis Lift to search for the floating Power Fuse. You may need to strafe left or right some to locate it.

Once you have it, proceed with the Locator back to the door of this room. Be sure to fully stop moving before using the Locator, because dropping the Kinesis Lift while having momentum will cause the Power Fuse to drift away from you while you are using the Locator.

After successfully getting the power fuse back to the door of the Z Ball court, open the door to the room while holding the Power Fuse.

Take three paces into the room, and four paces to the right. Then while still holding the Power Fuse in Kinesis, slowly pan Isaac's focus to the right to insert the Power Fuse into the wall slot.

With the elevator powered, continue on with the Locator up the elevator to get the Crew Deck Key card.

With the Key card in hand, continue with the Locator.

Save Station.

After passing through a door with a surprise enemy and fighting several more enemies, you will reach a door with a special sound effect cue to use our newly acquired Key card at. Wait to open it.

From standing against that door, take five paces backwards, then fifteen paces to the right to reach the save station of our hub.

Proceed with the Locator when ready.

Through that door is a small elevator room. Accessing the elevator terminal will open a sub menu and read Floor 2, the floor you are currently on. We need to hit down on the d pad and go to Floor 1 next.

After reaching Floor 1 you will open a door, as soon as you do you will lose control of Isaac and enter a full cutscene.

Cutscene.

For a text description of this next full cutscene, search this document for code: C10SD

Immediately following this cutscene, you will be placed into combat once more with The Hunter. This sequence is a little annoying, but pretty short.

The Locator will update to take you to a locked door which is covered in flesh.

What we need to do is ignore the Hunter the best we can, locate the puss sack which is holding the flesh wall together, shoot it, and then use the Locator to escape the Hunter through that currently locked door. I recommend we use the Contact Beam for this section since it will help us hit the puss sack easier.

From the locked door the locator is bringing us to, we need to take seventeen paces backwards, and then seven paces to the right to get the puss sack on the wall of the room far in front of us. Begin firing the Contact Beam, and then slowly raise Isaac's focus upwards until you hear the puss sack get destroyed. The puss sack will immediately get destroyed by the Contact Beam on contact, so no prolonged firing is needed if you're on target. Reminder that the Force Gun is very effective against The Hunter, and if you can hit The Hunter with a Stasis Ball while it is regenerating, you can buy yourself a bit of extra time.

After destroying the puss sack, follow the Locator to escape the Hunter.

Note that the Locator in the flesh filled hallways in the next room is a bit buggy, so take more than regular paces forwards before using the Locator to get past that part.

Following a voice line from an old friend, your mission will be updated. Take a second to open your RIGs menu, go to your missions tab, hit down, and hear what the Screen Narrator calls this new mission objective.

It is text written in an alien language. The narrator refers to it as Unitology.

Continue with the Locator.

Item, Workbench, and Store.

After taking another elevator down and fighting some enemies, proceed until reaching your next door, then wait. While standing against this closed door, take twelve paces backwards, then nine paces to the left. From here, aim, pan Isaac's focus slowly down and continue using Kinesis Lift until grabbing an item which you can pick up. That is a Ruby Semiconductor which can be sold in the nearby store for a whopping 10,000 credits.

Return to the nearby door.

From the door, take two paces backwards, then four paces left to reach the Workbench.

From the door, take one pace backwards, then eight paces to the right to reach the Store.

The Advanced Engineering Schematics we found earlier in the Z Ball court unlocks the Suit level 5 upgrade for a soul crushing 60,000 credits.

Proceed with the Locator back to the door when ready.

Important Save Station.

After passing through the previously described door, you will follow the Locator to another door. Upon getting close to that door a Stinger will spawn. After killing that Stinger and while standing against the next door, take four paces backwards, then pan Isaac's focus slowly to the right to reach the Save Station. Proceed with the Locator when finished.

In the next room, there is a hologram of Dr. Mercer. Blocking the door the Locator is leading us to is a pile of moveable furniture. Repeatedly use Kinesis Lift on the pile to move enough of it out of your way so you can proceed.

Upon passing through this door, you should enter a toxic air room. Take paces backwards to step out of it for a minute and read ahead. We're going to enter a complex situation which I would like to break down.

Minor Accessibility Break. Poison Cloud Fiesta.

Alright, this next segment is a bit chaotic, but I was able to get it to perform the same way each time. What we need to do here is go through an infected hallway full of toxic air, kill a couple

Birthers in our path, destroy a puss sack which is blocking a door, escape the Hunter, then come back to the infected hallway, enter a storage room, and find a Power Fuse to open a locked door.

This segment will be broken down into three parts, Killing the Birthers, Destroying the puss sack, and then finding the Power Fuse. It's a lot all at once, but the Locator isn't completely useless during this sequence, only partially useless.

So to begin, we need to set our Locator to an alternative objection, since the main objective will not have a Locator target while we are in the toxic air room.

While standing in front of the door to the toxic air room, open your RIGs menu to the Mission tab. From there, hit right on the D Pad to highlight a side mission objective. Press Cross on one of them to open the selection submenu, and then Cross again to select Track Objective.

Any side Objective should work fine for this.

After tracking an alternative side objective, let's begin. I'm going to lead us into the toxic air hallway, and to an Oxygen recharge station that is only a few paces away from both Birthers, so prepare to land and fight. Reminder that the Flamethrower has slightly limited range, but is excellent at taking out these Birthers.

Open the door in front of you and then take five paces forwards into the toxic air room, this should cause the door behind you to close.

Use the Locator twice, with our alternative objective tracked, to spin Isaac around, then take five paces forwards to reach the door we just passed through.

From here, use the Locator again and stand as close to the door as possible.

From this door, take seven paces backwards, then nineteen paces left, then seven paces forwards to reach the Oxygen recharge station. If you didn't reach it, use the Locator to return to the door, open the door, take a couple paces outside it to refresh your Oxygen level, and try again.

Upon finding and using the Oxygen recharge station, you will be within range of both of the Birthers. There is a close one, which you are about five paces away from its lethal melee attack, and a slightly further one about seven paces away from. You should be able to reach the closer one with your Flamethrower, but the further one will be slightly outside your flamethrowers five pace range.

After killing both Birthers and all of their Newborn spawns, take a breather on the Oxygen recharge station.

Next we need to reach the puss sack which is blocking our path and destroy it. Doing so will cause the Hunter to spawn, who we will then need to escape by following the Locator.

To continue, use the Locator while standing near the Oxygen Recharge station, then continue using the Oxygen Recharge station. You should hear the Oxygen Recharge station now positioned to your left.

From there, take five paces right until you hit a wall, then eight paces backwards to hit another wall, then seven paces right to hit another wall, then three paces left to get off that wall, then nine paces backwards, then four paces left.

You should now hear a hissing pipe on your right. Slowly pan Isaac's focus to the left until the hissing of that pipe moves from your right side to your left side. The Puss Sack is now on the ceiling, right in front of Isaac's focus.

Hold L2 to aim and to have Isaac's body match the position of his focus, and then aim slightly up for about half a second and then fire at the puss sack.

As soon as you destroy this puss sack, the Hunter will spawn in the area. Immediately after destroying the sack, the door blocking our way will open and the Locator will become useful again.

Follow the Locator past the Hunter, and to the newly uncovered door it is leading you to. Go through that door to escape the toxic air room and then wait.

The Hunter will get trapped in the Toxic Air room behind you, but in this next room three high level Walkers will spawn. Kill them fiercely, since we have yet to reach an autosave. Note that these Walkers spit acid balls, so you may need to approach them a bit before they will stop firing and chase after you.

After killing those three Walkers, we can now take a breather. The Hunter has once again vanished, and we should be relatively safe now.

Next we need to go back into the Toxic Air room, to a small storage closet, pickup our power fuse, and bring it to our next location to unlock an unpowered door.

Follow the Locator to the door of this current room but don't open it.

From this door take thirteen paces backwards, then seven to the left, then one pace backwards, this should have you at the Open prompt of the previous door we just used to escape the Toxic Air hallway.

Open this door again, then take five paces to the left to reenter the toxic air hallway, then take nine paces forwards to reach the storage closet.

Open the storage closet's door, then take seven paces forwards until hitting a wall. From there, take three paces to the right, then open your RIGs menu back to the Missions tab. In the Missions tab, select Destroy Tendril in Deluxe Quarters as our Tracked Objective once more.

Next, close the RIGs menu, then aim with L2, tilt Isaac's focus slightly to the right, and then Kinesis Lift to pickup our Power Fuse.

Take about four paces backwards after picking up the Power Fuse, and then pan Isaac's focus slowly to the right until hearing the Open prompt for the door to the Closet.

Drop the power fuse for just a moment, then take four paces to your right, then one forward to hear a small interaction prompt. Open this wall box to receive a Power Node.

From here, pickup the Power Fuse, exit the Closet back into the Toxic Air room, and continue moving the Power Fuse along the Locator's path and through doors until reaching a door that reads No Power. Reminder that you can open doors while holding the Power Fuse in Kinesis Lift, but you cannot use the Locator.

After reaching the No Power door with the Power Fuse, while holding the Power Fuse, take five paces backwards from the No Power door, then three paces to the right, then two paces forwards to slot the Power Fuse into the wall slot.

Upon doing so, let's take a moment to save.

Important Save Station.

Follow the Locator back to the now powered door, and wait to open it.

Take eleven paces backwards to hit a wall, one pace forwards to get off the wall, seven paces right, then four backwards to hit a wall, then one right, then pan Isaac's focus slowly to the right to reach the Save Station.

Continue with the Locator to the newly powered elevator to continue.

After a few doors you will hear a puss explosion, this is a new small lift being uncovered which the Locator is leading us to. Move slowly and be sure to interact with the lift as soon as you hear the prompt for it. Missing it and stepping past the lift will cause the Locator to bug out a bit and have a hard time getting you back.

Proceed with the Locator until after a small battle arena with a quarantine that needs to be lifted.

After lifting the quarantine, stand against the door the Locator is leading you to. Beyond this door, the Locator will stop working for a minute. Open the door then take three paces forwards, then three paces to the right to spawn a Walker. It annoys me that this guy is here, so I'm going to name this walker after someone in real life who annoys me.

After killing Rob the Walker, open the Missions Tab of your RIGs menu, select an alternative objective, then follow the Locator back to the door you just came in from. Go back through that door and let it close behind you. Now switch back to the main objective, Destroy Tendril in Deluxe Quarters.

Follow the Locator back to the door we just passed through again.

While standing against the previously described door, use the Locator once more, then open it. Now that Rob the Walker is dead, we can do our setup.

Take seven paces forwards until hitting a wall, then twenty-two paces to the left until hitting a wall.

You may pass by a no power door and land on an Open door prompt, just ignore those, they both lead to extra closets with lackluster loot which won't be worth our time.

From the previously described location, hold L2 to aim, then tilt Isaac's focus up slightly about a half second and fire. This should cause you to destroy our next tendril, and send Rob's friends into a frenzy.

Many enemies will spawn, including the Hunter, but the Locator's path will also update. Either fight or flight, but continue onwards with the Locator through the next several doors.

You will soon enter the Executive suite. Note that although it has been a while now since we've hit a Save Station, you have been receiving autosaves at various points.

Continue with the Locator through several more hallways until reaching a medium-sized room with no Locator objective and a lot of overhead noise coming from the vents above you. This is the Executive Suite bathroom. In here is another puss sack we need to destroy to continue opening our path forwards. After entering this room and having the door close behind you, open your RIGs menu to the Missions tab and swap your tracked objective to any other side objective.

With the Locator now leading you back to the door of this large bathroom, stand against the door without opening it.

From there, take ten paces backwards to hit a wall, then four paces right, then twelve paces backwards to hit a wall that you continue stepping into, then twelve paces left, then pan Isaac's focus all the way up, aim and shoot the puss sack.

Afterwards, open your RIGs menu to the Missions tab and select the new main objective Destroy Tendril in Chief Steward's office as your next tracked objective.

Then take two paces forwards, then two to the right to reach a wall box with some loot in it.

When ready, take four paces to the left and proceed with the Locator to begin exiting the Executive suite.

After the quarantine is lifted in the executive suite, proceed to the next door with the Locator and wait. In the hallway outside this suite there is a hidden Gold Semiconductor pickup behind a painting which sells for 3000 credits.

From the previously described door while standing against it, open it then take three paces forwards, then three paces to the right to locate it. You may need to slowly pan Isaac's focus to the right to find it.

With the Gold Semiconductor in hand, continue onwards with the Locator through the next door, but wait at the one following it.

Save Station and Store.

The Locator's tracking on this door is a bit wonky, so a few extra steps are required here.

From the previously described door while standing against it, using the Locator should put the four location pings in your left channel. If true, take four paces backwards, then five to the left, then use the Locator again. That should center those four location pings in front of you.

With the location pings centered, take four paces forwards to reach the door, open it, then take one pace to the right, then five paces forwards to hit a wall, then one pace backwards to get off that wall, then paces right until hitting a wall or about twenty-three, then four paces backwards to hit a wall, then three paces left, then slowly rotate Isaac's focus until finding the Save Station.

After using the Save Station, take twelve paces backwards to hit a wall, then two to the right, then seven paces backwards, then six paces to the left to reach the Store.

I recommend purchasing the Suit level 4 upgrade at this point if you have not yet. Hopefully you should be close on credits to afford it. The Suit level 5 is 60,000 credits, which I'm not even halfway to being able to afford right now after buying level 4.

While at the Store, I highly recommend bringing the Force Gun with you if you don't usually, and saving at least a dozen ammo for it for an upcoming fight. I will call out when it should be used later.

To reach the Save Station again after using the Store, take five paces backwards, then fourteen to the right to hit a wall, then two backwards, then pan Isaac's focus slowly to the right.

After your management, continue with the Locator.

You will soon reach a door that after entering, you will hear Dr. Kyne talking to himself and the Locator will lose a target. Open your RIGs menu once more to the mission, and track an alternative objective.

Return to the closed door of this room with the Locator and then take about eighteen paces backwards, then six right, then six backwards, until you hear Dr. Kyne hail you from behind and begin speaking.

While he is speaking, slowly pan Isaac's focus to the right until his speech is centered in your audio channels.

In Game Cutscene.

Dr. Kyne is one of the few survivors left on the Ishimura. He is standing in a nearby room from Isaac, separated by glass. In his room is a flesh covered escape pod with a puss sack on it. He speaks to Isaac from behind the glass window.

After his dialogue, Dr. Kyne, who appears to be limping and holding his chest, will slowly exit his room through a door, and open the door connecting his room with the room you are in.

Following the conversation while Isaac is focused on the direction Dr. Kyne's voice was coming from, take seven paces left, then seven paces forwards to reach the newly unlocked door. Step into the room beyond several paces to allow the door to close behind you, then use the Locator with the alternative objective tracked to stand against the door.

Workbench.

From the previously described door, take six paces backwards, then two paces right to locate another door to a nearby supplies closet. Open it, then take three paces right and then two paces forwards to reach a Workbench.

As always, I highly recommend prioritizing the Suit upgrades first.

After using the Workbench, use the Locator twice to spin Isaac's focus, this should place the workbench to your right. Take paces forwards back into the previous room, and reopen the door to this closet if needed. Take six paces forwards to reach a Text Log.

From there, take seven paces forwards, then five paces to the left.

From here, the puss sack we need to destroy is right above Isaac's left shoulder. Pan your focus slightly to the left for about a quarter second, then slightly up for about a quarter second, then aim and fire.

With that, your mission objective will update.

Open your RIGs menu to the Mission tab, and select the main objective retrieve the Marker as your tracked objective, then proceed with the Locator.

After taking a small lift back down to the level with the Marker, a quarantine will drop. During this fight, any enemy that gets too close to the Marker will receive a red glowing outline which actually appears to nerf them. It slows all of their movement down to a similar amount as if they were in stasis. The Marker's aura appears to have no effect on Isaac besides blurring his vision slightly.

Note that you have yet to receive an autosave, so dying in this fight will send you back to your last Save Station! An early heads up, there is an upcoming Boss fight, so don't go too hard here using all your power weapon ammo.

After the Quarantine has been lifted, the Marker lies before Isaac, the Locator leads him to a loader terminal in front of it. Activating the terminal will load the Marker onto the escape pod, and cause all the text from Isaac's RIG suit to change to an alien language.

Proceed with the Locator to reach the executive shuttle.

After installing the Singularity core on the shuttle, you will receive a very important auto save. This is the autosave you will return to after each unsuccessful attempt of the Boss fight.

When ready, follow the Locator through a nearby door to reach the Shuttle Control terminal to test fire the engines, but wait before interacting with the terminal.

Boss Fight. The Hunter's Final Stand.

Before interacting with this Shuttle Control terminal, let's break down what's about to happen. As previously stated, your most recent auto save was right as you placed the singularity core into the executive shuttle, so if you die here you will be returned there.

When you interact with this terminal, through a window in front of you the executive shuttle will fire off it's afterburners, covering a large area of a nearby walkable balcony in a massive plume of fire for a few seconds. Seconds after that, The Hunter will appear in the small room you're in

and start attacking you. Your objective will change to “Kill The Hunter”, and the Locator will have no target.

Similar to the fight in the cryogenic lab many chapters ago, we need to lure The Hunter to the walkway area behind the executive shuttle, down it, stasis it, and then quickly rush back to this Shuttle Control terminal and press the button to have the executive shuttle’s afterburners vaporize the Hunter once and for all.

This fight is going to take place in two parts. Part one being the crowd control fight, and part two being killing The Hunter. During this fight, about a dozen different enemies in addition to the Hunter will spawn and attack you. Thankfully, no Boomhands will spawn, and the spawns are finite. Part one is going to focus on killing all the additional enemies before we deal with the Hunter.

Important note, remember that you can always press the Menu button at any time to pause, and either read a segment of this guide, or mark your steps. You will likely need to do that multiple times during this fight.

Part one. Crowd control.

While standing in front of the terminal, open your RIGs menu to the missions tab, and select any other side mission as your objective to track. Tracking the main objective with the Locator will not be helpful to us after reaching this terminal. Any side objective that you track will lead you back to the entrance of the hangar. As you entered the hangar, the entryway you came in from closed behind you, locking you in the hangar. The Locator with an alternatively tracked objective will attempt to lead you back through the now closed entrance, placing you at the landing area of the hangar. This landing area is not going to be where we fight, but will help us get back to the Shuttle Control terminal after the fight.

The place we are going to fight the horde is on the balcony next to The Marker.

The Marker emits a large area of effect aura which causes any enemies within that aura to be slowed down, as if they are affected by stasis. We will use this to our advantage to cut down the horde.

Note that there is a single Newborn in this horde who will be very important to kill, as it will be one of the most effective enemies at dealing damage to you every couple of seconds, resetting your health regeneration timer.

When you’re ready to fight, interact with the Shuttle Control terminal, and immediately start following the Locator’s alternative objective. You will have to pass by The Hunter, and reach the nearby door to this small room. This door will be locked for several seconds after the Hunter spawns, and will automatically unlock once the Shuttle’s afterburners stop firing. Reach this door with the Locator, and open it, we are now going to quickly navigate to The Marker.

With the Hunter hot on your tail, after opening the previously described door, take six paces forwards to hit a wall, then six paces left, then about fourteen paces forwards until you hear a

shimmer sound effect from the Marker. When you hear that sound, you know that you have entered the Marker's aura. At that point, it's time to fight the horde.

This is where I recommend using the Force Gun. The Force Gun's alternative fire is incredibly effective here, as it creates a small black hole that sucks in and damages enemies. When fully surrounded, try aiming Isaac's focus all the way down to the floor, and using the Force Gun's alternative fire to fire it at your feet. If you are quick, you can fire this at your feet, take about three paces backwards from the black hole, double tap your RIGs menu to re-level your aim to eye level, then primary fire with the Force Gun to blast everything caught in the singularity in front of you.

After killing multiple waves of about a dozen enemies total, only the Hunter should remain. Now we need to make it back to the Shuttle Control terminal.

Part two. Dealing with the Hunter.

At this point, try to down the Hunter while still within the Marker's slowing aura, this will make it's regeneration take longer.

Then follow the Locator through the hangar to reach the landing area. It should be about twenty paces away from the Marker's radius. Once you've reached a wall you can no longer walk forwards into, you should be in the right spot.

About this time the Hunter will likely catch up to you, as long as your health has recently regenerated, just try to ignore it for now and focus on getting back to the terminal.

Note that these paces may vary slightly depending on what angles the Hunter is at and if it is blocking your path at all while hitting you.

From the hangar landing area, take eight paces backwards to hit a wall. If your movement didn't stop, reset using the Locator, back to the wall in front of you, and then try again.

Once you take eight paces backwards and stop moving, next Press L3 to sprint, and hold the left stick down and to the right at about a 5 o'clock angle.

Once you start sprinting at a 5 o'clock angle, start counting to yourself. After about seventeen seconds of sprinting, you should reach a spot nearby the door to the small room with the terminal in it. You can even wait for the Hunter to catch up to you to help confirm.

If you are in the correct location, the Hunter should be smacking you from your left channel. If something went wrong, simply reset to the Locator's location as far as you can go, and try again. Eight paces backwards, then a seventeen second sprint at a 5 o'clock angle.

After reaching what you believe is the correct spot, we are going to utilize a Locator pathing issue to our advantage. From the spot, press the Locator twice. It will need to fully activate twice between the Hunter's hits, which will interrupt the Locator.

Doing this should turn Isaac's focus around completely, leaving the Hunter smacking you from the right now.

If true, take a pace to the right, a pace forwards, then a pace to the left to reach the door of the terminal room. Open the door and walk several paces into the room. The Hunter will follow you into the room as well. Try to get far enough away from the door so that it is able to close, and keep smacking the Hunter back as needed.

When the door closes, use the Locator again, it should now be playing the four location pings. Approach the door with the Locator and get as close to it as possible. Doing this will cause it's four location pings to be in your left channel. If that's not true, take paces backwards or to the right a bit and then forwards again until it is true.

From here you will need to remember your paces in order to back track them. We are going to take paces outside this room to reach the afterburner firing zone, and then reverse those

While inside the terminal room, with the four locator pings in your left channel and the door closed in front of you, this is our reset point, where after each attempt or stasis recharge you will want to return to. Again, this spot is the reset point.

To proceed, from this reset point, open the door in front of you and then take eight paces forwards to hit a wall. If you need

Mid-fight Stasis Recharge Station.

You will need Stasis in order to lockdown the Hunter in the afterburner firing zone and give you enough time to get back to the terminal. To reach a nearby stasis recharge station, from the reset point, open the door in front of you and then take eight paces forwards to hit a wall, then take sixteen paces to the left to reach the stasis recharge station. Depending on the Hunter or your angle, you may also need to take about three paces backwards and then paces to the left. After topping off, retrace your paces to get back to the terminal room reset point.

Important note, if at any point you cannot find the door to the terminal room, follow the Locator back to the hangar landing area, and re perform the setup of eight paces backwards, then a seventeen-second sprint at a 5 o'clock angle to return to area near the terminal room door, then Locator twice, then a pace right, then a pace forward, then a pace left to reach the door. Then enter the room and get to the reset point in there.

To reach afterburner firing zone, from the reset point take eight paces forwards, through the door, until hitting a wall, then eight paces to the left, then six paces forwards to reach the afterburner firing zone.

Wait until the Hunter approaches you and starts smacking you again, then blast it with your remaining weapons. When it's down and regenerating, hit it with a Stasis ball, and then retrace your steps as quickly as possible. The door to the terminal room should be behind you once you've retraced your paces. So you might need to pan Isaac's focus to the left to be able to interact with it. After entering the door to the terminal room in this way, the terminal should be about four paces forwards, then four paces to the right.

Note that you do not need to have Isaac's focus aiming at the terminal in order to interact with it.

If you interact with the terminal and you do not hear the mission complete sound effect and the Hunter dying, that means the afterburners missed and the Hunter is still on his way to you. This timing is pretty tight and may require multiple attempts to get. On a failed attempt, use the Locator to reset to the door of this terminal room or the reset point, and try the setup again.

Note that one of the bigger problems you will face with this segment is less so the Hunter actually killing you, and more so running low on different ammo needed to down him. If you've blown through all of your ammo and haven't gotten it, consider reloading your game. Dealing enough damage to the Hunter to down him with melee attacks and start his regeneration will be nearly impossible.

Nailing this part will be very difficult, but when you manage to do it you will know right away, as your mission will be updated, and Isaac will give a victorious cry.

After successfully killing the Hunter once and for all, follow the Locator back to, and open the door of the terminal room to immediately enter a full cutscene.

Cutscene.

For a text description of this next full cutscene, search this document for code: C10OM

Immediately upon exiting this cutscene, you will receive an autosave! And also be entered into a life or death quick time event.

Quick Time Event.

The tentacle latched onto Isaac's legs will drag him five times through the vents, with the fifth drag being lethal. During this sequence, Isaac needs to fire multiple shots into the puss sack weak point on the tentacle.

Upon gaining control of Isaac, it will be difficult to shoot the weak point at first. Each time the tentacle drags him deeper through the vents the weak spot gets easier to aim at and more centered on the screen.

Before the first yank, the weak point is heavily obscured, and requires you to aim slightly up.

After the first yank, the weak point is briefly exposed for only about a half second when aiming slightly to the left

After the second yank, the weak point is up and slightly right. This yank is very short.

After the third yank, the weak point is up and slightly left.

After the fourth yank, and right before the fifth lethal yank, is the easiest time to blast the weak spot, as just aiming and firing straight on should do the trick.

After blasting yourself free and a brief call from your teammates. Your missions will update. Congratulations on conquering Chapter 10!! :]

If you check your Missions tab in your RIGs menu, your newly updated Chapter 11 objective should now be Reach The Cargo Bay.

Note that on reaching Chapter 11 you will receive another auto save.

Buffer zone to avoid accidental spoilers. One of Five.

Buffer zone to avoid accidental spoilers. Two of Five.

Buffer zone to avoid accidental spoilers. Three of Five.

Buffer zone to avoid accidental spoilers. Four of Five.

Buffer zone to avoid accidental spoilers. Five of Five.

CPR11

Chapter 11: Alternative Solutions

After surviving yet another tentacle pulling and having a chat with your teammates, continue with the Locator to get back on the Ishimura's Tram.

As always, the Locator pathing can get a bit buggy on and around the tram.

The tram terminal is on the opposite end of the small train car from where the Locator is leading you, and where the four location pings will be placed inside the tram.

Once you reach and interact with the Tram terminal, you will be at the Bridge, our next destination is three options to the left, the Hangar Cargo Tram Control. Press cross multiple times to confirm that as your next location.

After another short strategy call, you will step off the tram. Note that again the Locator's pathing is a bit buggy until you get away from the Tram. Upon reaching the next door, wait before opening it.

Store.

From standing against the previously described door, take four paces backwards, then three paces left to reach the Store.

Note that I am still quite a ways off from being able to afford the Suit level 5 at this point, about 20k credits shy. It is likely a more strategic decision to focus on padding your ammo reserves now instead of saving up for that upgrade, especially after how much we had to invest into beating Chapter 10.

Proceed with the Locator when finished shopping to the nearby door again, and then wait to open it.

Stasis Recharge and Important Save Station.

Through this next door is a long, narrow, straight hallway. Follow the Locator through the door in front of you. You will likely pass by the Stasis Recharge station and hear it's prompt, it should be right next to the buzzing fan blade on the ceiling of the hallway to your right.

To hit both of these stations, proceed to the next door, then while standing against it, take fifteen

paces backwards to reach the Stasis Recharge station, and then two paces right, then one pace forwards to reach the first Save Station of Chapter 11.

Proceed with the Locator when ready.

Workbench.

Through the next door, you will enter a balcony in a large room. The Locator is taking you to a lift which will take you down to the ground floor of this room where there are clearly enemies, but on this balcony you are safe, and there is a workbench. Follow the Locator until you hear a small interaction prompt for the lift, but don't hit it yet.

From the lift's terminal, take six paces backwards and then slowly pan Isaac's focus until you find the Workbench.

Note that your angle may vary, if you don't find it, reset to the Locator's target location and try again. You may need to take a few paces back and to the left if your angle is different. The balcony is not very large, so you should be able to find it.

As always, I highly recommend hitting the Suit upgrades first and foremost. Also, if you somehow still don't have the Weighted Blades upgrade for the Plasma Cutter, which the menu narrator incorrectly reads as "Cartridge Rack Plasma Cutter", be sure to invest towards that.

Read onwards before continuing, but you will next need to continue with the Locator down the lift.

Major Accessibility Break. Bridge Room.

Okay, we're gonna split this room into two parts. First an explanation of this room and then the strategy.

After you take the lift down into the room, you will be in a large square room with lots of balcony walkways. The goal of this room is to find the Marker and send it on a conveyor belt (first terminal) until it reaches a drawbridge. You then use a second terminal to clear the path so it can go to a second drawbridge, and then hit terminal three to send the Marker out of this room.

Overall it's not too bad since none of this is timing based, but there are a few complications.

The first is, between the first and second drawbridge on the conveyor belt, there is a wall of flesh blocking the Marker's path which we need to clear out by shooting four puss sacks.

The second complication is that there are a ton of enemies in this room, and no autosave, so prepare for a big brawl.

The third is the Locator does not navigate us to the first terminal, but it does to the second and third! So we will manually need to reach the first terminal to set the Marker onto the conveyor belt.

We are going to split this room into two parts. Part one will be clearing out the puss sacks to destroy the flesh wall. Part two will be finding the terminals and fighting.

Part one is the tricky segment where we need to locate and shoot four puss sacks with nearby a Birther screaming and smacking us around. Locating the four puss sacks will be tricky. I said there was no autosave in this room, which is true, but there's nothing stopping us from just leaving this room and hitting that manual Save Station again after clearing out the flesh wall, so we're going to do that for part one.

When ready, proceed with the Locator down the lift. When you reach the bottom, a Boomhand will spawn and make it's way over to you. Kill it.

After killing the Boomhand let's next swap our currently tracked objective. We will do this multiple times during this room. The current main objective will no longer allow the Locator to help us until we reach the first terminal, but setting the tracked objective to a different side quest will have the locator lead us back to the lift we just took down and out of this room. For this part, I used the side quest "Find Autopsy location in Engineering." as my alternate Locator mark.

After killing the Boomhand and changing the Locators target, listen for the nearby Birther moaning. It's pretty far away so you shouldn't really ever have to worry of dying to its melee attack, but once it sees you it will start spitting its stationary Newborns at you. Follow the sounds of its moans to distance yourself from the lift a bit, then use the Locator twice to fully spin Isaac around and face the lift. Ideally, walking forwards should have the lift terminal ping to life, with the Birther now in your far left channel.

Take paces backwards away from the lift and slightly down, so about a 7 o'clock position, until you hear the Birther get pissed off and spring to life.

Once it can see you and awakens, ignore it for a second and slowly rotate Isaac's focus to the right, while repeatedly pressing your R1 melee swing. After a couple swings, you should hear a puss explosion. That is the first of puss sacks we need to destroy, right in the walkway.

Next center the distant Birther in your audio, press L2 a couple of times to have Aim Assist line you up, and kill the Birther which should be about 10 paces in front of you. Remember, you will also have to R2 stomp or shoot all of it's spawn even after you kill it. This Birther would unfortunately have made a great audio anchor, but I think it will be more disruptive than helpful to us.

I recommend using the Contact Beam or Flamethrower for this segment if possible, but it would probably be more efficient to use the Plasma Cutter if you can.

After killing the Birther things will become a lot quieter. This will allow us to hear a nearby fan and use that as an audio anchor point. After killing the Birther, use the Locator with its alternate tracked objective to spin Isaac back facing the lift. You should be able to hear a nearby fan to your left. If not, explore the area a tad until you do, following the Locator if needed. If you reach the lift, you have gone too far and will need to repeat the steps to get to the Birther.

With the fan audio nearby and ideally in your left channel, move as close to it as you can, it can't harm you. Using a combination of moving left and the Locator, position yourself to that you are standing as close to the fan as possible, and by moving left have the fan playing in both your left

and right audio channels. When that is true, aim Isaac's focus all the way up, then down slightly and spray the ceiling with your chosen ammo to get the second puss sack.

Once you get it, use the Locator again to recenter your focus, then take four paces forwards, and then twenty paces to the right. From here, turn Isaac's focus slightly to the right, and then repeatedly do an R1 melee swing until destroying the third puss sack, which is once again on the walkway.

Lastly, press the Locator twice to spin back towards the lift, then take nine paces to the left, and then three paces backwards. You should ideally reach some squishy ground. The fourth and final puss sack should now be up on the wall, behind Isaac's left shoulder. To reach it, aim Isaac's focus all the way up, then rotate Isaac's focus to the left while spraying the ceiling with your ammo until you destroy it.

Once you destroy the fourth puss sack, congrats on completing part one! Next up, let's hit the save station and then come back in for the big brawl. Follow the Locator with the alternate objective back to the lift, and reach the door to this room again. Upon reaching the door, move against it before opening it, take a couple paces left, then open it. Take eleven paces forwards to reach a Stasis Recharge station, then three to the left, then two backwards, then slowly pan Isaac's focus to the left to reach the Save Station from before.

Before Manual Saving, change your tracked objective back to the main quest, "Engage the Cargo Crane". Then save and proceed with the Locator back into the room and back down the lift.

Part two, terminals and fighting.

Firstly, we need to reach the Cargo Control terminal, which the Locator can't help us with. After reaching the bottom of the lift, take nine paces to the left to exit the lift, and then begin taking paces backwards until our first enemy spawns. It should be around thirty-six paces backwards, past a wall of fans on the right. When it spawns, turn around and kill it before proceeding.

After killing it and its spawn, change your tracked objective back to the same alternate objective. After doing so, press the Locator twice to spin Isaac back towards the lift at the opposite end of the room. Proceed with the Locator back towards the lift until getting the fan wall aligned on your right again, then stop. From here take paces directly backwards until hitting a wall, Isaac should stop moving.

Next, take one pace forwards off the wall, then twenty-one paces to the left, past some more harmless fans to reach the Cargo Control terminal, but don't interact with it yet.

Before interacting with the first terminal, change your currently tracked quest back to the main quest, "Engage the Cargo Crane".

Once you interact with this terminal, a ton of enemies will begin to spawn while the Marker moves its way through the conveyor belts of this room. Remember, there is no auto save, and

you'll be sent back to your manual save, so fight hard, but also it's not terribly difficult to try this again.

Once you're ready and have swapped the Locators target again back to the main quest, hit the terminal and fight!

For now, all you need to do is stand your ground and kill the enemies who come after you while the Ishimura computer figures out the rest.

Once the computer starts repeating the line "Caution, access bridge obstructing transfer", the Locator will update it's target to the second terminal, which controls the first of the two drawbridges. Follow it to that terminal and interact with it to unblock the Marker's path, and then continue to stand your ground and fight off the swarm.

Note that the Locator is slightly bugged, and is leading you to the center of a small square platform, with the two drawbridge terminals on either side of the platform, not the actual terminal itself. It should be only a couple paces away from where the Locator is bringing you, though. Nothing will happen if you accidentally hit the third terminal before the second.

After hitting the second terminal, the first bridge control terminal, the Marker will continue along the conveyor belt and more of the swarm will engage you. Continue standing your ground. Don't forget to stomp the bodies for loot and ammo. There is at least one Boomhand in this swarm, the deadliest of the normal enemies, so use caution and power weapons!

After surviving the swarm and hitting the third terminal for the second drawbridge, you will get a call from Daniels.

Following that call, your objective will change and the Locator's target will be updated. Proceed with it back to the lift and to the door of the room. Upon reaching the door, move against it before opening it, take a couple paces left, then open it. Take eleven paces forwards to reach a Stasis Recharge station, then three to the left, then two backwards, then slowly pan Isaac's focus to the left to reach the Save Station from before.

Good work surviving the swarm and retrieving the Marker! After saving, proceed with the Locator while tracking the new main quest, "Meet Kyne at the Hanger Bay".

As you reach the Hangar Bay door, a quarantine will trigger. Fight off your foes!

After surviving the Quarantine, let's hit a nearby Save Station.

Important Save Station.

After clearing out the Quarantine, follow the locator to the door of the Hangar Bay but wait to open it.

While standing against the door, with the location ping mostly in your left channel, take six paces backwards, then seven paces right, then two paces forwards to reach the nearby Save Station. This might take a try or two since the Locator's angle on this large door is a tad inconsistent.

Please note: this is the last available Manual Save Station for quite some time, so plan your game session accordingly. There will be future autosave moments, but those are less consistent to reload onto.

When ready, proceed through several more doors with the Locator to reach the Hangar Bay.

After a quick chat, continue on with the Locator to its new target, the Gravity Control terminal. Interact with it to put the hangar bay into a zero gravity state.

Next, pan Isaac's focus all the way up and then press L1 + R1 to Lift off. Then continue flying forwards with the Locator until you hear the marker become lifted into the hangar bay by a large elevator. Press L1 + R1 to land, and continue following the Locator to the Loader Controls terminal. Interact with the terminal, but read ahead before moving.

Minor Accessibility Break. Marker Puzzle.

This room is a bit tricky, but overall not too bad.

Bad news first, as always. After turning off the gravity in the hangar bay and reaching the Marker, we now need to navigate the Marker along a series of conveyor belt tracks using different terminals which are up on a nearby balcony. During this, multiple small enemies including the ever elusive Newborns will spawn to attack you in this large zero gravity room.

Additionally, the three terminals first need to be powered up, by first locating a power fuse, bringing it to a wall slot, and then interacting with a Circuit Breaker to power them up.

We will begin by powering up the terminals, then we will navigate to them, then we will use them to move the Marker into the escape shuttle.

This room will be tricky, because any big mess up will likely require a full reload from the last Save Station, as the Locator is very one-way in this room, and we can't use an alternate Locator point. But hopefully the setup is consistent enough that this won't be much of a problem!

The good news, though, is the Locator is actually pretty helpful in this room, and there is no way to lose progress in this puzzle. The Locator acts a bit strange in this wide open room, with lots of elevation, but it is strangely consistent, and we can work with that. So we're going to navigate to specific spots where the Locator will spin Isaac how we need him, and pace from there.

So to begin, let's locate the Power Fuse and bring it to the wall slot.

After activating the Loader Controls terminal, wait until the Marker moves past you to its first spot and then stop moving.

Once the Marker has come to a complete stop, press the Locator twice to spin Isaac around and face the Marker, then take two paces to the left, then fourteen paces forwards to stand next to the Marker. You should hear its aura now in mostly your left channel.

Next, press the Locator again twice to spin Isaac back around, so his back is to the Marker. Its aura should now mostly be in your right channel.

From there, let's reach the Circuit Breaker. To do so, take forty-one paces right, and then up to eight paces forwards. You may need to then take a pace or two more to the right to reach it.

From there, take paces forwards and then to the right until you can't move. We want to nuzzle up against a nearby wall. Directly on the wall in front of you now is the wall slot where we need to return the Power Fuse to.

Next, let's reach the Power Fuse. From this wall nuzzle we're in, take one pace backwards, then nineteen paces to the right, then hold L2 to aim, and press Circle to Kinesis Lift the floating Power Fuse. Its position may vary slightly, so if nineteen paces didn't work, take one pace to the left and try Kinesis Lift again.

Once you have it, be careful not to drop it, as it will likely start to float away.

After grabbing the Power Fuse, take one pace backwards, and then fifteen paces to the left. The Power Fuse should automatically slot into the wall slot. Once it does, immediately take two paces to the left, and then two paces forwards to hug the wall with the Circuit Breaker, and then stand your ground against the enemies that spawn.

After killing them, pan Isaac's focus back to the Circuit Breaker and interact with it once to open its sub menu, and once more to enable power to the Cargo Rail Tracks.

Once the Cargo Rail Tracks are powered, take four paces backwards away from the Circuit Breaker, pan Isaac's focus all the way up to the ceiling, press R1 + L1 to Lift Off, and then fly forwards for about four seconds.

Next, you will need to fly forwards and follow the Locator until you reach the Track Control terminal. Be sure to hold R2 while flying to stabilize Isaac's orientation midair. Once you find the track control terminal, press L1 + R1 to land on the balcony, and then interact with it. Doing so will move the Marker further and spawn some enemies.

After killing those enemies, follow the Locator to the second nearby track control terminal and interact with it. This will again move the Marker and spawn more enemies.

Next, follow the Locator again to the third track control terminal and interact with it. This will cause the Marker to move slightly. Interact with this terminal once more to spin the Marker and move it underneath the escape shuttle.

You will then get a quick chat.

After the chat, your objective will update. Aim Isaac's focus up to the ceiling, press R1 + L1 to lift off, fly forwards for about four seconds, then pan Isaac's down slightly, then follow the Locator, holding R1 and pressing L1+R1 repeatedly for a few seconds until reaching the original gravity control balcony.

Once you land, interact with the Gravity Control terminal once more. Note that the Locator is bringing you to the gravity control terminal, but the terminal requires a strict focus angle from Isaac in order to be interacted with, so after you land on the balcony you may need to play with your focus angle a bit to find it.

After interacting with the gravity terminal again, your objective will change. Congrats of pulling off this puzzle room!

Proceed with the Locator when ready through the next two doors, but wait before opening the third. Note you have not yet gotten an autosave, but don't worry about it, we will reach another save soon before more danger.

When ready, open the third door and continue with the Locator down the hangar bay dock.

In-Game Cutscene.

Standing outside the escape shuttle is Dr. Kyne, waving to Isaac.

As Isaac approaches him, a heavy shot rings out from the escape shuttle, and Kyne's chest explodes in a spread of gore. As he falls to the floor and begins to bleed out, the escape shuttle powers up, and accelerates out of the hangar bay. Isaac receives an incoming transmission from Daniels.

After a heavy chat, your objective will update. Proceed with the Locator.

Note, you will soon receive multiple autosaves at different moments. After passing through the second door on your way to the flight deck, you will receive the newest autosave.

In Game Cutscene.

After passing through several doors and reaching the flight deck, past glitching red flashing monitors with alien scribe on them, standing in front of Isaac, is a blonde haired woman. It's her. Isaac's heart rate skyrockets as you approach.

After a brief chat, your objective will change. Proceed with the Locator to the Emergency Shuttle Recall terminal, and then interact with it.

After another chat, your objective will change again. Proceed with the Locator to the shuttle. Upon entering the shuttle and reaching the cockpit, an unnarrated game prompt will appear. The prompt reads; "Point of No Return. You are about to leave the Ishimura and will not be able to return. Any active side missions will be abandoned. Cross to continue, circle to cancel."

Once you're ready, accept the prompt.

Upon accepting the prompt, you will enter a full cutscene.

For a full description, search code C11LGA

After completing that cutscene, your objective will immediately change, you will receive another auto-save, and you will have completed Chapter 11.

Buffer zone to avoid accidental spoilers. One of Five.
Buffer zone to avoid accidental spoilers. Two of Five.
Buffer zone to avoid accidental spoilers. Three of Five.
Buffer zone to avoid accidental spoilers. Four of Five.
Buffer zone to avoid accidental spoilers. Five of Five.

CPR12

Chapter 12: Dead Space.

Please note that upon entering Chapter 12 you will receive an autosave. Since it has been a while since our last manual save, I will keep us up to date on the autosaves.

Follow the Locator to exit the shuttle. Reach the Loader Controls terminal and interact with it, but wait before moving afterwards, and do not reuse the Locator after interacting with the terminal.

After interacting with the terminal, you should hear the Marker be loaded in your right channel.

After a brief chat, the Locator's target will update and bring you to a wall slot with a missing power fuse. Again, wait before using the Locator again, if you have just reload your most recent autosave which will put you back into the shuttle.

There are several large crates in the area that the Locator does not navigate you around. So we're gonna pace around them.

From your current position after activating the Loader Controls terminal, take thirty paces backwards, then ten paces to the right across a balcony bridge. If you cant take that many paces right, try a few paces forwards or backwards from your thirty.

After ten paces to the right, take fourteen paces backwards, you should hopefully hear the Marker's aura on your far left. From there, take another eleven paces backwards, and then four to the right to reach an Open prompt on a door.

Important Save Station, Workbench, and Store!

After finding the door, open it and then take paces into the room until the door closes again behind you.

You've now entered a square room with a creepy cultist symbol painted on the floor in blood, surrounded in candles and dead bodies.

But also this is our HUB room, complete with a Workbench, a Store, and most importantly, a Save Station!

With the door closed behind you, use the Locator twice to spin Isaac around and then move forwards to stand against the closed door.

This is the HUB room door. While against this door, take two paces backwards, and then two to the right to reach the Save Station.

After using the Save Station, take two paces backwards, then three paces right to reach the Workbench.

After interacting with the Workbench, take fifteen paces backward, then pan Isaac's focus to the left to find the Store.

After interacting with the Store, let's go grab a nearby Power Node and an audio log.

From the store, take seven paces backwards to reach a text log on the floor.

From there take two paces backwards, then about seven paces left to reach a different Open prompt on a door, and open it.

From that door, take seven paces left into this new room to reach some Credits on the floor.

From there take three paces right, then ten paces forwards to reach the audio log.

From there, take four paces right to reach a lockbox on the wall to your right with a Power Node in it.

After collecting your spoils, follow the Locator back through the door to this room, and back to the HUB room door to reset. From there repeat the paces of backwards two paces, then right two paces to reach the Save Station again.

After reusing this room's facilities and saving again, proceed with the Locator back to the door of this room, then wait.

The Power Fuse we need for outside is within a closet of this HUB room.

While standing against the HUB room door, take five paces backwards, and then five paces to the left to reach the closet door Open prompt.

Open it and prepare for a fight.

After the fight and a totally normal phone call, reset with the Locator back to the HUB door, and then to the closet door.

From the closet door, open it, then take one pace left, then two paces forwards, then eight paces left into the closet.

At your feet are two loot boxes you can stomp and the Power Fuse. Press R2 a few times to break the boxes.

Pan Isaac's focus downwards slightly and then Kinesis Lift the Power Fuse.

Bring it out of the closet door to your right, and back to the HUB door.

It might be worth hitting the Save Station again before proceeding.

With the Power Fuse in hand while standing at the HUB room door, open the HUB room door, then take three paces forwards, then three paces right, then about five paces forwards until you hear the Power Fuse collide with the wall. From there, pan Isaac's focus up and to the right slightly to find the wall slot to fit the Power Fuse into.

After slotting the Power Fuse into the wall slot, your objective will change.

Hit the Locator once, and then take four paces to the right to reach the newly powered Shutter Control terminal. You might also need to take a pace forwards to find it.

Interact with this terminal.

It will continue the Marker down a conveyor belt and open a nearby door.

Proceed with the Locator.

Activate the next Shutter Control terminal you encounter as well.

Proceed with the Locator to the next door and then wait before opening it. When you open it you will receive an auto-save.

Minor Accessibility Break. Supply Depot.

Okay, this room is going to be a bit tricky, but the objective is simple.

Bad news first, as is tradition.

We need to survive a Quarantine swarm fight, then manually locate two different terminals spread across this large room full of narrow walkways, then manually locate the exit door.

The Locator will be useless to us in this room as the target it is leading us to is the entire room itself, and we don't have any side quests now to swap to an alternative objective.

The good news, is opening the door to this room is an auto-save, so we can reload to that right before the fight.

Also, the fight happens before the navigation, so there's no chance of finding the terminals and then dying.

I'm going to lead us into the room to a specific corner, which should give us an advantage for the brawl.

To begin, while facing the previously described door, open it. Doing so will trigger an auto save and cause the Locator to lose its active target and no longer be useful to us in this segment.

From there, take five paces forwards into the room and press R2 to stomp a nearby loot box.

Next, we're going to move right and trigger the quarantine. When we move right, we are going to enter the Marker's aura again. Remember that fighting next to the Marker gives us two advantages. One, it acts as an audio anchor for us, and two, any enemy within its audible aura will be slowed down to half speed, making them easier to kill.

To begin, from the previously described location, take fourteen paces right, and then three paces backwards. There is also a nearby Stasis Recharge station in this corner, so feel free to use Stasis in this fight as well if you find it!

Stay as close to the Marker as you can throughout this brawl, and stand your ground to fight! In these close quarters, the Force Gun is an all-star here.

After surviving the Quarantine and a quick chat, let's get our bearings.

In the surrounding area, there should be a nearby Stasis Recharge station, as well as the Marker.

Approach the Marker as closely as the railings of this walkway will let you, and get its audio centered in your channels.

From facing the Marker, take three paces backwards, and you should hear the Stasis Recharge prompt be called out by the narrator.

If true, then the first of the two bridge control terminals we need to activate should be roughly eight to ten paces to your right.

If not, re-approach the Marker and try from a different angle.

After finding the first Bridge Control terminal, activate it and wait for the Marker to finish moving past you to the right. You will hear a final bridge lower to your right.

Once true, take eleven paces to your right, and then about twenty paces forwards to reach a second Stasis Recharge station. If you were unable to take that many paces forwards, you first need to shift left or right to get onto a walk way. If you moved forward and didn't reach the Stasis Recharge station, try shifting right a pace or two and then forwards again.

From the second Stasis Recharge station, take six paces backwards, and then fourteen paces right, then six paces backwards to reach the second Bridge Control terminal and activate it. Again, wait for the Marker to fully stop to your left, moving before continuing. Once it stops, you will hear a ping from the door in front of you open.

When the Marker stops moving, take nine paces forwards to reach a new Open prompt on a newly unlocked door in front of you. Open the door and walk into the next room until the door behind you closes. Then Press the Locator twice to spin you around to face that same door.

Important Save Station.

In this small room you're now in is another Shutter Control terminal and a Save Station!

Follow the Locator to the now closed door you just passed through.

Take six paces backwards.

Then take one pace right to reach the Shutter control station, or two paces left to reach the Save Station.

You can safely access the terminal before saving if desired.

After activating this terminal and another brief chat, hit that Save Station and congrats on navigating through the Supply Depot.

Continue with the Locator towards the next objective. You will soon need to fight past two Birthers at the same time.

After defeating the Birthers blocking your path and continuing through some doors, the Colony Computer voice will say "Now entering Tether controls, cross contamination seals engaged". With that, the door in front of you will open. Read on before proceeding.

Epic Accessibility Break. Generator Tube.

Well, we had to see at least one more of these before being able to finish the game, right? Lots of bad news, but some substantial good news following it.

Beyond this door is the Power Generator for this base on Aegis VII. It will be split up into two phases. For phase one, what we need to do, is take an elevator down to the generator, locate three different Power Fuses, slot them into three wall slots, and then activate the generator's terminal.

For phase two, we then need to use the newly activated zero gravity to float our way through a large tube in the ceiling, past several deadly fans, and reach a balcony on the other side to reenter the base with the generator powered up.

The Locator does nothing to assist us in Phase 1, and is only partly helpful in Phase 2 since we are traveling upwards, and the Locator struggles with verticality. It's gnarly, but this isn't the toughest challenge we've faced so far, and there's some good news to it.

The good news is immediately after completing Phase 1, and immediately after completing Phase 2 you will receive auto saves which will give us a strong foothold once we make it there. The other good news, is outside a few Wallhuggers who we can just ignore, or even better, use as audio anchors, there are no enemies in this segment. Additionally, once the massive generator is powered up, it's quite loud and will give us some amount of anchoring to it.

So let's begin.

From the previously described door, open it, then take three paces forwards into the room, then five paces right to enter and reach the elevator terminal. Interact with the terminal to take the elevator down to the basement floor.

After the elevator, we're going to start with the hardest of the three Power Nodes and then work our way backwards.

From the elevator, take seven paces left, then seventeen paces forwards, then paces left until you can't anymore.

In front of you are two crates on the floor which you can kinesis lift, blocking a path to the power fuse which is also on the floor. We need to move these two crates and grab the power fuse.

From the previously described location, double tap your RIGs menu to recenter focus, then aim down and to the left slightly, then Kinesis Lift the first crate.

When you lift it, swiftly pan Isaac's aim to the right and drag the crate until you hear an impact sound and then immediately stop. Drop the crate.

Next, take three paces to the right, double tap your RIGs menu, then aim downwards and lift the second crate.

While lifting this crate, aim all the way up, then drop the crate and at the same time take a pace forwards. This will cause the crate to land behind you.

Next, double tap your RIGs menu to recenter, then aim down and slightly right to pick up the Power Fuse.

While lifting the first power fuse, take three paces backwards, then nine paces left, then five paces forwards to collide the power fuse with the wall in front of you. The wall slot is straight ahead, you may need to aim up and to the right for the power fuse to slot into the wall correctly.

After slotting in the first power fuse, walk forward into the nearby wall. If you are at the correct angle you should not be able to take footsteps forwards, if not adjust so that is true.

From there, take eight paces backwards. You should hear a power whirling to your left.

Then take twelve paces left, and sixteen paces backwards to reach a Stasis Recharge station on your left side.

After finding it, continuously take a couple paces away from it and then towards it again while panning Isaac's focus to the left, until its location ping is in your right channel. It may help to

temporarily disable the Menu Narrator to accomplish this, since the Menu Narrator is mono and 2D, but the location blip of the recharge station is directional, and they both play at the same time.

Once the recharge station is positioned into your right channel, stand next to it so holding forwards and right does not move Isaac. Note that holding a 2 o'clock position should still allow Isaac to take steps into the wall, but holding 12 or 3 o'clock should not.

From there, take four paces to the left. You should hear the recharge station blip fade to your right.

From here, we need to R2 stomp two loot boxes in the way of the second power fuse. Continue mashing R2, which will slowly move Isaac forwards, until you break two loot boxes, and then stop.

Double tap your RIGs menu to recenter, and then aim down and slightly right and use Kinesis Lift to pick up the second power fuse.

With the second Power Fuse in hand, take four paces backwards, then six paces left, then five paces forwards to reach the wall slot. Aim upwards and slightly to the left to slot it in.

From there, take one pace forwards, then one pace right, then take ten paces backwards, then about ten paces right until Isaac can't move, then twelve paces backwards, then four paces to the right until Isaac can't move.

Next, double tap your RIGs menu to recenter, then aim up slightly and Kinesis lift again to remove a power fuse from a wall slot. This will cause the computer voice to say "Emergency elevator offline."

With the third power fuse in hand, take about twenty-five paces left until you hit a wall, then three paces forwards, then about five more left to slot the power fuse into the third wall slot.

Next we need to reach the Generator terminal. From the previously described location, take six paces right, then three paces backwards, then twelve paces right, then four paces forwards to reach the terminal. It should now be slightly to your left.

Activate the terminal.

That completes Phase 1 and awards you with an auto save! Note that for me the autosave one time placed me before activating the terminal, and required me to take four paces right and five paces forwards to reactivate it after a reload.

Okay, onto Phase 2.

The autosave should return us to this same position, standing right in front of the Generator Terminal in the now zero-gravity room.

What we need to do is look up to the ceiling, strategically shoot only one puss sack to clear us a path, lift off, and navigate up through the ceiling and to the balcony on the other side. There are multiple puss sacks we can shoot, which would clear up more of a path, but also un-gunk

several more deadly fans we would then have to stasis and pass through. We're engineers, not janitors!

To begin, pan Isaac's focus left until the sound of the Generator pillar is centered in front of you. Next, pan Isaac's focus all the way up to the ceiling.

Take seven paces to the right, and then one pace forwards, aim, and shoot the puss sack. Your Force Gun should be easier to hit it if you don't find it with the Plasma Cutter, it is too far up for the Flamethrower. You may also need another pace right, depending on where you are.

After destroying the only puss sack we need to remove, that will clear a specific path for us with no spinning fans.

Next, press the Locator twice to spin Isaac around and get the generator mostly in your right channel. You are now facing back towards the terminal.

From there, take seven paces backwards, then one pace right, then one pace backwards, then pan Isaac's focus all the way up, and press R1+L1 to lift off.

Next, fly forwards at about half speed, tilting the left stick only about half power in the 12 o'clock position. Keep this pace until about two seconds after you hear the nearby Wallhugger come to life and then stop.

Next, so a very slight tilt of Isaac's focus, down and to the right about a 4 o'clock position, and then fly forwards for about three seconds then stop.

You should now hear the Generator tube heavily to your right.

Tilt Isaac's focus very slightly up and to the left about a 10 o'clock position to get the generator centered in your channels.

Then slowly tilt Isaac's focus up and to the right at about a 1 o'clock position to get the generator back into mostly the right channel.

From there, fly forwards for several seconds until colliding with a wall, and having the generator's audio mostly be in your back right channel.

Next, press the Locator twice, then slow fly forwards for a few seconds while pressing the R1 and L1 buttons continuously to land. If you land correctly, you will have reached the correct balcony! If not you may want to reset to the auto save and set up again, but also feel free to try following the locator to the balcony. The trick to getting the Locator to work here, and where my paces tried to position us, is you want to be above the balcony, that is when the Locator works the best.

After landing on the balcony, continue walking with the Locator through a door and out of this room the same way you entered. You will receive another auto save.

Congrats on beating that tricky segment!

Continue with the Locator through that door, until hearing the Colony Computer say "Exiting Zero Gravity". Proceed with the Locator to the next door, but wait to open it.

Miniboss! Tube Brawl.

With that fresh auto save right behind you, once you open this door ahead of you a swarm is going to attack, including multiple Boomhands, and even a Brute.

To spawn the swarm, we will need to take several paces forwards into this room, enough for the door to close behind us. Once you hear them spawn, though, you can retreat back to the door and reopen it, but you will need to adjust Isaac's focus to you are facing the door again to open it.

I highly recommend doing this, and then fighting in this doorway. It is too narrow of a pathway for the Brute to reach you with melee attacks, although it can still launch a projectile at you, and allows you to back up into the tube room you can from when needed and have this door close, so you can reload and heal mid-fight.

When you're ready, open the door, take several paces forwards into the next room until you hear the swarm spawn, and then take paces backwards and pan Isaac's focus to reopen the door, and stand your ground in this doorway.

Again, this will cause the swarm to funnel into the tube room you are in, with all of them in front of you, and should prevent the Brute from pumpling you with its powerful melee attacks.

Fight!

Reminder to stomp the corpses for extra loot, and that the Brute will drop a Power Node in the location it dies (not exactly where its body currently is)

After the brawl, retreat once more into the tube room behind you and let the door close. Then follow the Locator to this door and stand against it. The Locator continues to not work in the following room.

While standing against the previously described door after the brawl, with the four location pings of the door slightly to your right, open the door again.

Next, take one pace right, and then fourteen paces forwards to reach the next Bridge Control terminal and activate it. This will continue to move the Marker down a conveyor belt and change your objective.

Wait until the Marker fully leaves the room, and then a nearby door will unlock. Proceed with the Locator to the next door, but wait to open it.

Store and Save Station.

There is a store right next to the previously described door.

From that door, take one pace backwards, then three paces to the right to reach the Store.

When finished shopping, follow the Locator back to the door and stand against it.
Open this door to receive an auto save.
Take four paces into the room to reach the shutter control terminal but wait to activate it.
Take two paces to the right to reach the nearby Save Station.

After using the Save Station, activate the Shutter Control terminal behind you to once more move the Marker down it's conveyor belt.
Proceed with the Locator to the next door, then wait. Note that the Locator is a bit buggy in this small room, and may try to lead you to the previous now locked door until you get close to the newly opened door.

Minor Accessibility Break. Catwalk Room.

Okay, for this one, the objective is relatively simple, but it will be tricky.
In this next room, there is a massive flesh wall blocking the Marker's conveyor belt.
In this large room are two puss sacks we need to destroy to clear the path, four enemies, plus some Wallhuggers.
The bad news is the Locator is useless in this room, until we destroy the second puss sack. Then it will lead us back to the conveyor belt terminal.
The other bad news, is after destroying the first puss sack we will need to fight one enemy, interrupting our paces, and then shortly after two more enemies, once more interrupting our pacing.
We are not able to set our quest objective to a different one, since we still don't have any.

The good news is we just hit a save station, so any resets won't be too painful, and both puss sacks are on the ground near Isaac's feet, so no tricky aiming required.

To begin, while standing against the previously described door, take paces forwards into the catwalk room until you can't, or about nineteen. You should encounter three nearby loot lockers. Feel free to loot them all by opening them, then taking a couple paces right to find the others. After the lockers, take a pace backwards, then paces left until you can't, or about thirty-five. Next, take four paces right. In front of you should now be some stompable loot boxes and the first puss sack.
Keep mashing R2 until you stomp the puss sack in front of you and destroy it. As soon as you do, take four paces backwards, and then four paces left.
If you pan Isaac's focus to the left, you should now hear a locked door prompt. To your right, an enemy will spawn. Stand your ground and fight it.

Using the location sound of the nearby locked door, reposition Isaac's focus as such, so that sound plays to your left. Then adjust Isaac's focus slightly to the right, and attempt to move forwards and then to the left. If you're not able to take steps in either direction, you have the right angle. If you are, reposition Isaac's focus, so the door ping is to your left and reads Locked, and then tilt Isaac's focus slightly right again, before trying the paces forwards and left again.

Once holding forwards and then holding left does not cause Isaac to take paces, take twenty-four paces right, then ten paces forwards, then one pace backwards, then twelve paces left to reach a flesh covered floor.

From here, take five more paces left, then six more paces forwards to have two more enemies spawn in front of you. Kill them both.

After that scrap, you want to continue about nine more paces forwards from the direction you were facing previously, then about four paces to the left to hear the first Wallhugger.

You may need to explore the nearby area a bit until you find this first Wallhugger, as all the sounds in the area are non-locational ambient sounds, unfortunately.

After reaching that first Wallhugger, get as close to it as you can, even letting it smack you if needed. They are relatively harmless.

While standing close enough for it to smack you, position it in Isaac's focus until it is to your hard right, and then take paces forwards. Ideally, you will pass a second Wallhugger on your right, followed by a third one on your left.

Keep walking past them up the catwalk, until reaching the end of it and a small loot box you can open on the floor in front of you.

From there, take seven paces to the left, pan Isaac's focus slightly left, and start mashing R1 to horizontal swing at the second puss sack.

Once you destroy it, the fourth enemy will spawn, and the Locator will now lead you to a nearby elevator and back to the now unblocked terminal!

After following the Locator and taking the elevator back down, follow the Locator to the Bridge Control terminal.

Activate it, then wait for the Marker to fully move.

After it stops again, follow the Locator to a second Bridge Control terminal in this room and activate that.

After it moves again, that locked door we used earlier will unlock for us. Proceed with the Locator to the now unlocked door.

Save Station.

Through this door will be another small room, with several loot lockers on the right, a Shutter Control terminal on the left, and a Save Station a few paces inwards and to the right.

Feel free to hit the Shutter Control terminal and those loot lockers before saving, but make sure to save before proceeding with the Locator through the next door.

Minor Accessibility Break. Marker Platform.

Another tricky room.

We are now back outside on the planet's surface, but covering the pedestal that we need to move the Marker onto, is covered in a tangle of fleshy tentacles.

What we need to do is locate three puss sacks on the platform, two which we can melee and one which is a trick shot, and fight off a large two part swarm in the process.

We have to do them in the set order, as destroying one reveals the next one. The order is a melee one, the trick shot one, then a melee one.

Once more, the Locator offers no help while locating the puss sacks, but it does get us to the terminals afterward.

To start, while standing against the previously described door, open the door and walk forwards eight paces. You should get a brief call, and then hear the Marker to your left.

Next take twenty one paces to the left, then eighteen paces forwards till you hear a pick up prompt for some Plasma Energy. Pick it up.

The first puss sack is slightly to your right now.

To break it, repeatedly tap R1 to horizontal melee swing, and very slowly pan Isaac's focus to the right while doing so. This will cause him to take steps forwards with each swing and it should be pretty easy to destroy the puss sack.

Once you do, you will get a brief call, and the first part of the swarm will spawn, only a couple enemies at first. They will likely all be approaching you from the right. Stand your ground!

After killing them, you will now need to navigate back the direction you came from, and find the Marker again. It will be in the same direction those enemies approached you from, and then to the left if that is at all helpful. There is a nearby tentacle that may spawn and start smacking you, kill it if it does. This part might unfortunately take a bit of wandering, as I did not identify any locational non-ambient sounds in this area besides the Marker.

This room is not too large, and there's no wrong or distant paths to take, it's pretty contained. The Marker has a circular shaped audible aura of about 3 to 4 paces away from it.

Once you relocate the Marker, we are going to do a few paces around it to set up Isaac's focus properly.

First, after finding it, double tap your RIGs menu to recenter Isaac's focus.

Next, we want the Marker to be in your right audio channel. Pan Isaac's focus left or right until that is true.

Next, we want to be positioned so that taking paces forwards brings us close to the Marker, and taking paces backwards has us leave the Marker's aura. Reposition Isaac and Isaac's focus left and right until this is true.

Ideally now the Marker's audio should be in your right channel. Walking forwards brings you closer to it, or into a nearby balcony wall, and walking backwards makes it disappear from your right channel.

If the above is true, do one more check, while standing in the Marker's aura and hearing it to your right, take paces left to leave its aura.

If taking paces left or back cause you to leave its aura, and taking paces right or forwards causes it to play in your right channel, then you are facing the correct direction, and are in the correct part of its radius.

From the edge of the Marker's radius, where taking a pace left or backwards causes it to stop playing in your right channel, take sixteen paces backwards, then seven paces left. Double tap the RIGs menu to recenter focus. The trick shot puss sack should be directly in front of you,

about 10 paces away, and down slightly from your aim line. If you have the ammo to spare, I recommend pulling out the Contact Beam, aiming, firing, and doing a slow sweep of Isaac's focus downwards until you hear it burst.

If this didn't work, retrace your steps back to the Marker and try again.

If it did work, more enemies will immediately spawn, stand your ground and fight, and don't worry about focus direction, we'll figure it out afterward again.

After killing those enemies, try to retrace your steps and find the Marker again.

After relocating the Marker, repeat the same setup as before, positioning the Marker so that it is in your right channel, and taking a pace left or backwards makes you exit its audible aura.

Once true, double tap your RIGs menu to recenter focus, then take two paces left, leaving the circular aura.

Next take eighteen paces forwards, then two paces left, then two paces forwards, then seven paces left, then three paces forwards, then eight paces left to reach a trio of three loot boxes on the ground, feel free to grab those.

From those loot boxes, take another thirteen paces left.

From here, the third puss sack should be on the ground behind you. Destroying it will bring on the rest of the swarm.

Repeatedly tap R1 to horizontal swing, and slowly pan Isaac's focus to the right. After several swings, the attacks will move you forwards, and you should destroy the third puss sack and immediately spawn more of the swarm.

Note there is at least one Boomhand in this pack. Stand your ground, fight, and don't lose!

After killing the swarm, the Locator now works again. Follow it back to the Marker and the newly unlocked Bridge Control terminal.

After hitting the Bridge Control terminal, you will receive an autosave for right before you hit it, and the rest of the massive swarm will spawn. At this point you have now gotten an autosave, so don't sweat the combat as much, but still survive!

After killing the rest of the swarm and getting a brief call, follow the Locator to the Marker's pedestal and activate the Loader Controls terminal to trigger a cutscene.

Cutscene.

For a text description of the next cutscene, search this document for code: C12FS

After the cutscene, follow the Locator to your new target, the Tether Control terminal.

In game cutscenes.

Following both cutscenes, your objective will update to Reach the Landing Pad.

Proceed with the Locator.

As you pass through the next door, you will receive an autosave.

After trekking down a long flesh filled hallway, you will reach another door. Past that door is a tiny room with many loot lockers. In this tiny room is a Power Node among the other spoils.

The Locator is taking you to a door which is locked by an adjacent power fuse.

When you reach the locked door, simply press R1 to melee the right side of the door to break the power fuse and unlock it.

Past this locked door is the HUB room from before, with the Save Station, Workbench, and Store

Important Save Station, Workbench, and Store!

Pass through the power fuse door and proceed to the door after it but wait to open it. This is the HUB room door again.

While against this door, take two paces backwards, and then three to the right to reach the Save Station.

After using the Save Station, take two paces backwards, then three paces right to reach the Workbench.

After interacting with the Workbench, take fifteen paces backward, then pan Isaac's focus to the left to find the Store.

As always, I highly recommend upgrading your Suit first, especially if you are now able to afford the Suit Lv5 upgrade, which unlocks new workbench nodes to spend Power Nodes on.

I highly recommend stocking up on both Plasma Cutter ammo, and especially Contact Beam ammo.

When shopped up, upgraded, and saved up, proceed with the Locator.

Note that this is your last opportunity to perform inventory management until New Game Plus.

Follow the Locator until reaching the landing pad, and then you will enter another cutscene.

Cutscene.

For a text description of the next cutscene, search this document for code: C12MW

Final Boss Fight! The Hivemind.

Immediately following that cutscene, you will enter the final fight against the Hivemind. It will be directly in front of Isaac when you regain control.

It is a massive worm like creature, with long fleshy tentacles it attacks with, and a massive maw with countless teeth from which it spits corrosive acid and exploding puss sacks.

This fight takes part in three phases, the Outer Ring Phase, the Summons Phase, and the Heart Phase. There is no autosave between phases.

Please note that the Flamethrower does not work against the Hivemind itself, since it is too far away from the landing pad. I recommend using the Plasma Cutter and the Contact Beam against the Hivemind, or the Force gun if you get as close to it as the platform will allow.

Phase 1: The outer rings.

In a half circle shape, along the Hivemind's body and maw, are five vulnerable puss sacks which need to be shot one by one. Melee attacks, Kinesis, and Stasis will all be ineffective against it.

How this phase works is the Hivemind will alternate between continuously slamming the landing pad with its tentacles, and spitting out puss mines onto the platform, which will explode against its tentacle slams or on their own after several seconds.

During this phase, Isaac needs to shoot all five puss sacks while dodging these attacks.

After each successful break of a puss sack on the Hivemind, it will reel backwards for about seven seconds, making the remaining puss sacks un-targetable. Each puss sack usually only takes one clean hit from any weapon to break, the trick is landing the shot. This is where the sweeping Contact Beam excels. Just be sure to stop firing as soon as you break one, so you're not firing while it is recovering.

On the end of the platform closest to the Hivemind are many breakable boxes with loot and ammo. I recommend fighting as close to it as you can be to it. This will require you to aim slightly upwards to hit the puss sacks, since they will be above Isaac's head level (above where the RIGs menu will recenter your focus. About halfway between the centering of the RIGs menu and panning Isaac's focus all the way up). Being close will also make the puss sacks much bigger targets to hit. The trickiest part of this fight is that aim assist does not lock onto the puss sacks. Because of this, I recommend using the Contact Beam as much as possible.

After destroying the fifth puss sack, it will reel again, and then enter Phase Two, the Summons Phase.

You will know you've entered phase two when multiple enemies start to spawn. Note that at least two deadly Boomhands will spawn during this phase. The Hivemind will not do anything during this phase while you fight its summons. I found the alternate fire of the Flamethrower to be very efficient at dealing with these summons, as it's the one weapon of our main four that cannot hit the Hivemind itself due to being too short of range.

Aim slightly down at the floor in front of you, and shoot with R1 to lay down a firewall which will ensnare and incinerate the spawned enemies.

Phase Two is relatively straight forward, just fighting those enemies. Once you kill them all, the Hivemind will roar again, and you will enter phase three.

In phase three, the Hivemind will spit a column of lingering acid across the platform, and then perform four tentacles slams. You are able to travel through the acid wall if needed. After doing a spit and four slams, it will take a short rest and its chest will open up, exposing its heart, in the form of five puss sacks. You only have a few seconds each time it rests to shoot one of its hearts before it hides its heart and enters the attack cycle again of spitting acid and then four tentacle slams.

After breaking three of its hearts, its attack cycle will change to two or three acid spits (only the final one will leave the acid trail), and then four tentacle slams.

The tentacles slams are best dodged by sprinting with L3, taking paces both left and right, or strafing back and forth while facing it.

After destroying the fifth heart, you will enter a brief cutscene, where the Hivemind will grab Isaac by the legs, yank him into the air, and dangle him upside down. At this point, there is one final puss sack in the Hivemind's maw that you need to shoot. Hitting it will be tricky as Isaac's aim will shake as he is dangling upside down.

You have about 30 seconds while dangling to shoot this puss sack, before the Hivemind violently eats Isaac. You will typically need to aim slightly left and slightly down to find it. Note that aim assist still does not help us here.

Kill it!

Upon successfully shooting this puss sack, you will enter another brief cutscene where Isaac is dropped onto the landing platform, the Hivemind lets out a death rattle, explodes in an acidic mess, and sinks into the sand of the planet's surface.

Isaac will rise to his feet, and his objective will change, to Leave The Planet.

Follow the Locator one last time to reach the escape shuttle.

Cutscene.

For a text description of the final cutscene, search this document for code: C12STTT

Congratulations, you did it. :]

If you made it to this point using this guide, please message me on Discord @zamar.

Buffer zone to avoid accidental spoilers. One of Five.

Buffer zone to avoid accidental spoilers. Two of Five.

Buffer zone to avoid accidental spoilers. Three of Five.

Buffer zone to avoid accidental spoilers. Four of Five.

Buffer zone to avoid accidental spoilers. Five of Five.

Common Glossary: CMGL

This is a list of common game items, objects, and interactables found within the first Chapter of Dead Space 2023. Nothing involving a spoiler of any kind will make this list, with one necessary exception, the Kinesis power. I intend for this section to be either a brief overview, or a deep dive explanation of how the item works. For information on discovered weapons in later chapters, search the Spoiler Glossary.

CIRCUIT BREAKER: An intractable object located in the world. Circuit Breakers are often used in environmental puzzles. Interacting with it will display a sub menu where you can cycle through its power targets with the left and right D Pad. Will sometimes require an external power fuse to be functional. Most times, the number of power targets a circuit breaker has is larger than the amount of power sources. This requires the player to choose what is currently being powered. At some circuit breakers, having no currently selected power targets will eject the power fuse from the wall.

CUTSCENE: Typically longer cutscenes where the player loses most or all control of Isaac.

IN GAME CUTSCENE: Often times a brief cutscene that occurs when the player still retains full control over Isaac

KINETIC OBJECT: Any object in the environment which contains a Kinetic Symbol on it and can be moved with Kinesis Grab. This can include platforms, boxes, walls, panels, and even doors.

KINESIS RECHARGE STATION: An interactable object located in the world. Interacting with it fully recharges Isaac's Kinesis gauge. Free and unlimited uses.

OXYGEN RECHARGE STATION: An interactable object located in the world. Interacting with it while in a vacuum will fully recharge Isaac's Oxygen tank. Free and unlimited uses.

PLASMA CUTTER: A weapon in Isaac's arsenal and the first gun you find in chapter one. Since you're here reading this, I assume you want the long explanation of how it works, so let's get into it! The Plasma Cutter is a Hitscan weapon. For clarification, that means its projectiles are instantaneous, regardless of distance. Its alternate fire changes it from a tall Vertical firing shot approximately as tall as a human head, to a wide Horizontal shot. It's got a low damage output but a large upgrade tree. It is easy to find ammo for but its usefulness will arguably begin to be overshadowed further on. I recommend keeping the Plasma Cutter in its Alt Fire mode when able. The alternative horizontal shot of the Alt Fire mode is much better at shooting off legs of enemies, which cripples them and makes them crawl at you. That is usually much more helpful at the start of combat than shooting off their arms, especially when trying to fight multiple enemies at once. The Plasma Cutter makes a sort of "Up down. Down up. Up down. Down up." sound cue when switching fire modes. If you hear the Up Down sound that is the gun changing to horizontal. If you hear the Down Up sound, that is the gun changing back to Vertical.

POWER FUSES: These are rectangular Kinetic Objects found in the world. They do not enter your inventory and cannot be picked up. They can however be Kinetic Lifted and moved that way. They are used to power a variety of things in the environment. Must be inserted into a valid wall slot to provide power.

SAVE POINT: An interactable object located in the world. Here you can manually save your game. The game narrator will say Stave Station when entering range of it.

STINGER: An enemy variant and the second type of Necro Morph. Stingers are much more mobile and crawl along the ground. They quickly close the gap on Isaac and attack him with their massive spiked tail.

STORE: An interactable object located in the world. You can buy, sell, and store items from your inventory. Bringing Schematics here will permanently unlock the ability to buy new items. Your storage is shared across all Stores.

WALKER: An enemy variant and the first and most basic Necro Morph enemy. They are tall, lanky creatures with massive bladed arms. Not much of a threat on their own, but often come in packs.

WORKBENCH: An interactable object located in the world. You can spend your Power Nodes here to permanently upgrade your weapons and Suit. You can also find Upgrade Parts within the world, which will allow you to access unique upgrades and expand a weapon's Upgrade Graph. You can also reset your upgrades, gaining your invested Nodes back, in exchange for credits.

Room Layout Communication Grid: RLCG

In this section I hope to establish a system of communication for us, so I can accurately describe to you the wide-ranging shapes and layouts of different rooms in Dead Space 2023 when possible. It might be worth skipping this section of the walkthrough until reaching one of these moments in the game, as it will be easier to grasp once you already understand how the camera or Isaac's focus, Isaac's movements, and my general pace instructions work from playing. We will only use this grid system a few times throughout the game.

This grid is necessary because occasionally the Locator will simply lead you to a room, and expect the player to just "explore the room" and figure out what to do inside of it, which is clearly not accessible. So for these rather inaccessible moments we're going to use a grid and dots system similar to a chess board to help communicate the space and where you need to go in it. For each of these rooms that will require me to use this grid system, I will do so by assigning it a uniquely sized grid, and using dots, similar to a Braille cell, to explain where the walls in the room are. For clarity, the dots on the grid I call out are the walls inside the room which blocks Isaac's movement. I will also use some type of interactable object in the room, a reproducible occurrence, or an easy to navigate back to location to act as an anchor point. This anchor will specify which way is "north" for the room or, the top of our grid. I'm going to ask you to do your best to keep track of roughly where the anchor is once you locate it, as sometimes I will say "back track your paces and return to the anchor" in this walkthrough. I know this might not sound very intuitive, but stick with me because it should accomplish what we need it to on the rare occasions we need to use this grid system. So let's work through an example together.

Say we have a rectangle shaped room. The Locator brought you to this rectangle room, and now it no longer works while you're in the room, since as far as the Locator is concerned you're "in the correct room". You enter the room from somewhere in the bottom left side of the rectangle. The goal of this room is that you need to reach the bottom right of the rectangle, interact with a terminal, and then leave through a door in the top left of the rectangle. The

problem is, between the bottom left and bottom right of the rectangle is an oddly shaped wall you need to navigate past like a maze.

So, we're going to start by locating an anchor in the room to orient us correctly. When you enter the room from the Locator's last position, I'm going to instruct you to take five paces forward, two paces left, and then rotate Isaac's focus to your left. Let's say you do that, and it brings you to a Workbench within the room, we'll then use that Workbench as our anchor. If you do those paces and don't find the workbench, we'll have a backup strategy to reset, but let's say it was easy to find this one.

While facing our anchor directly, which we can do by using the locational audio of its interact prompt, the room will be oriented to match our X and Y grid, with in front and behind of Isaac being up and down on the Y axis respectively, and left and right of him being left and right on the X axis. After finding the anchor, I will then describe this room's grid. We are going to use a 5x4 grid for this room, totaling 20 dots, or positions, on the grid. The greater the grid value or total number of dots I use, the more nuance is needed to accurately place the walls of the room. I will always use the lowest value grid I can get away with to keep it as simple and clear as possible. For the X axis I will use letters, for the Y axis I will use numbers, similar to how a chess board is laid out if that helps. So we are facing our anchor and are now in the bottom left of the rectangle room. This position on our grid system is A1. The further right on the X axis you go, the further letter in the alphabet you go, and the higher on the Y axis you go, the higher number you go. That means that the top right dot of our 5x4 grid would be E4. The bottom left dot on our grid will always be A1.

Now mentally place the rectangle shape of this room onto that grid. We are in dot A1, or the bottom left of the rectangle shaped room, and need to reach E1 or the bottom right of this rectangle to find the terminal. The problem is, in dots B, C, and D, one through two, there are walls, as well as in dot B4 and dot D3. This means to avoid all the walls, we will need to move Isaac forward a certain number of paces forwards from dot A1 to dot A3, then right to dot C3, forward to dot C4, right to dot E4, and then backwards to dot E1.

During these paces, you cannot freely adjust Isaac's focus, or the room will change orientation on our grid. I'm going to now provide paces and cardinal directions to get us to dot E1.

From dot A1, take two paces left to get out from behind the Workbench, and six paces forward. This will put us in dot A3. Then take six paces right, three paces forward, six paces right, nine paces backwards and turn slowly to the right until you hear the interaction cue from the terminal in dot E1. You activated the terminal, great! We now need to reach the exit door in dot A4. But since you had to turn right to activate the terminal, now up on our grid is to Isaac's left instead of forwards. Instead of trying to somehow turn you back left the exact amount we need, we will just proceed while facing the "wrong way" to keep things accurate. So take nine paces left, this should put you back in dot E4. Take six paces backwards, three paces to the right, six paces backwards. This should have us back in dot A3, so from here take three paces left to enter dot A4, then turn left until hearing the interaction cue with the exit door.

That is a rough example of using this grid system to navigate complex rooms that the Locator can't help us with. I will only utilize this system for specific Major or Epic level Accessibility Breaks and do a full explanation of it each time.

Audio Cue Glossary: ACGL

In this section, I'm going to provide links to a Google Drive which will contain .mp3's of various important audio cues in Dead Space 2023. This game has a ton of audio cues, most of which happen pretty frequently. But in this section I would like to highlight some of which are both important and infrequent, as well as slight differences between common ones which give them different meanings. The name of the cue will be a hyperlink to the MP3 located on my Google Drive.

[Objective Complete Cue](#). This cue that plays regularly throughout the game, usually after completing a large task. It signifies a change in the story objective. When this cue plays, visual UI elements appear on the screen with a checkmark next to the objective you just completed. Usually, hearing this sound also means the Locator will change its current target. Be sure to check your Missions tab to have the game narrator read your new objective!

[Objective Updated Cue](#). This cue plays regularly throughout the game and usually comes shortly after the Objective Complete Cue. When you hear this cue, a visual UI element appears on the screen describing the new objective. Usually, hearing this sound also means the Locator will change its current target. Be sure to open the RIGS menu to the Missions tab to hear this update from the game narrator. Remember that each objective of each mission also has a unique journal entry tied to it displayed in the Missions tab, so if you care about all the extra lore and story from those journal entries, be sure to use an OCR screenshot for each one. They are by no means required, though, just extra writing fluff.

[Locator With Target x2](#). This cue plays when you press the R3 button with an active mission objective, which is almost always true. Doing so will stop Isaac's movement, create a temporary visual path on the ground, and readjust the camera or Isaac's focus towards the direction of the object. Important note: sometimes the Locator will play this cue but not actually lead you anywhere. This is first observed in the "Claw Room" within Chapter one. This is because where it was leading you was the room you are now in, and you need to complete an objective in that room. The same cue is played twice in a row in this file.

[Locator With No Target x2](#). This cue plays when you press the R3 button with no active objective. Doing so will stop Isaac's movement but do nothing else. It is slightly faster than its With Target counterpart. It is rare for the Locator to not have a target. I always call these moments out unless they are brief and temporary. The same cue is played twice in a row in this file.

[Credits Pickup Cue](#). This cue plays whenever you pick up the main currency in the game called credits, or when you pick up an item that all it does is sells for a high amount of credits. Your current credits amount is located in the Currencies segment of the Inventory tab in the RIGS menu. Similar to the Node currency, these credits do not appear in your inventory slots. The only way I have found so far to get the narrator to read your credits total is while inside a Shop.

[Item Pickup Cue](#). This cue plays whenever you pick up an item that enters your inventory, such as spare ammo or med packs. These items can be found in the Inventory tab in the RIGS menu.

[Power Node Pickup Cue](#). This cue plays whenever you pick up a Power Node and add it to your currency. It is slightly different from the other pickup cues. Power Nodes are incredibly important and rare pickups, usually found in little boxes on the walls. They allow you to permanently upgrade your Suit and weapons. I highly recommend prioritizing the Suit upgrades.

[Chapter 01 Escape Segment](#), this is a narrated gameplay recording of the first Escape segment at the start of the game.

[Chapter01 Hallway Cue](#). I'm not going to provide context for this one, as it is included here to assist with navigation during the walkthrough. I suggest not listening to it until instructed to by the walkthrough. Warning that it is loud.

Spoiler Glossary: SPGL

Warning! This section will begin where this walkthrough will contain spoilers. The names of, and information about, the various items and weapons found through playing the game will be listed. Although I will only reveal as much information as needed to explain them, this section by nature will contain spoilers. Nothing you find, obtain, or encounter within the first chapter of the game will exist here, only things past that. I will put three buffer zones between each chapter's new additions to this list.

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Chapter Two

PULSE RIFLE: A weapon in Isaac's arsenal. The primary fire is Hitscan, meaning the bullets instantaneously hit their target. The Pulse Rifle is less reliant on aiming at specific body parts to do its damage, but can still dismember enemies. Usually it will just outright kill them first. The Alt fire mine shot is not Hitscan and will take a brief moment to reach its target. Refer to the Chapter Two section for more details about the Alt fire.

ZERO GRAVITY ROOMS: A type of room. When entering or exiting these rooms Isaac's suit will call them out in a computerized voice. While in one of these rooms the player may press the L1 and R1 buttons together to have Isaac lift off and begin flight movement.

VACUUM ROOMS: A type of room. When entering or exiting these rooms Isaac's suit will call them out in a computerized voice. While in a Vacuum room Isaac's oxygen tank will gradually deplete. If it reaches zero he will instantly die.

NEWBORNS: An enemy variant and the third type of Necro Morph enemy. It is a small round creature that often tries to distance itself from Isaac, find a perch, extend its tentacles, and fire bones at Isaac. You may need to chase them down when they flee.

NESTERS: An enemy variant and the fourth type of Necro Morph Isaac encounters. Large winged bar like creatures which slid on the ground. The first enemy that prioritizes getting away from Isaac. They are drawn to human bodies littered around the Ishimura and inject their spear tongue into them to quickly make them become Walkers.

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Chapter Three

FLAMETHROWER: A weapon in Isaac's arsenal. The Primary fire will continuously drain the Flamethrower's Fuel Tank while spitting fire with a badass scream into a cone shape in front of Isaac out to a length of about five paces. This fire does a low initial damage, but will set most enemies ablaze, causing them significant damage over time. Isaac cannot be harmed by the Primary Fire of the Flamethrower, no matter how close range it is used. The Flamethrower's Alt Fire launches a capsule to where Isaac is aiming, costing twenty-five fuel, and then after a second delay, it explodes dealing damage and forms into a horizontal firewall that will burn in the area for about nine seconds. This wall of fire will set ablaze any target that walks into it, including Isaac, and deal damage over time to it. Many types of enemies, as well as Isaac, will also be staggered while inside the firewall, making it difficult to move out of it or through it. The firewall is approximately six paces wide from the point of detonation, and two paces deep. Note that the Flamethrower cannot be used in vacuum rooms.

HATCHLINGS: An enemy variant and the sixth type of Necro Morph Isaac encounters.

Hatchlings are tiny hand-like creatures that scurry along the ground and always come in large swarms. Due to how many of them there are, most single shot weapons such as the Plasma Cutter and Pulse Rifle's primary shot are very ineffective at killing them. Hatchlings one and only move is to swarm Isaac and upon reaching him, jump up onto his suit, stabbing into him with a mouth spike, and latching onto him. While even a single Hatchling is attached to Isaac, Isaac will not be able to Aim, Shoot, or use any form of melee attack. Isaac will continuously take damage from the Hatchlings based on how many are currently latched onto him, until they are all shaken off. While Hatchlings are attached to Isaac you need to mash the Cross button to shake them off. Doing so will instantly kill them.

PREGNANT WALKERS: A new variant of Walkers. These Walkers have massive glowing bellies that shortly after being shot will explode into a swarm of Hatchlings. You can however dismember their limbs and kill them without shooting their bellies. Being able to do so will also kill the Hatchlings inside without having to fight them. Stomping on a pregnant Walker after it has been killed for loot, but before exploding its belly, will not cause the Hatchlings to emerge either. Killing a pregnant Walker with the Flamethrower will not cause its belly to explode.

RIPPER: A weapon in Isaac's arsenal. The Ripper's primary fire launches a spinning saw blade in front of Isaac and the Ripper holds it in a floating state, similar to if you Kinesis lifted something, while the saw blade spins violently shredding everything in its way until the saw

blade takes enough damage and breaks apart. While Aiming, press R2 to fire the blade, and continue holding L2 to hold the spinning saw blade in front of you. The blade is held approximately three paces in front of Isaac unless next to a wall, then it is as close to him as it has to be to still be in front of him. The saw blade, despite violently spinning right next to Isaac when aimed at the wall, cannot hurt him when used with Primary Fire. The Primary fire acts as a sort of at-range melee attack. If Isaac takes damage while the Ripper is holding a spinning saw blade in front of him, the saw blade will break and the ammo for it will still be spent. While aiming the Ripper and pressing the Alt Fire button or R1 button, it will shoot a saw blade where Isaac is aiming. The blade flies quickly through the air and does not suffer from bullet drop. When encountering a surface such as the wall or floor, the launched blade will then ricochet off it and continue flying. The saw blade can ricochet up to two times before being destroyed on its next collision. The Alt Fire of the Ripper CAN hurt Isaac if he is hit by a ricocheting blade. The Ripper has a combo that the game does not tell you, where if you use its Primary Fire and are holding a saw blade out in front of you, before it breaks if you then press the R1 button, you will launch that same saw blade. After using the Ripper's Primary Fire, Isaac will be unable to use Stasis or Kinesis until he is no longer holding the sawblade in front of him.

SPITTING WALKERS: A new variant of Walkers. There's no accessible way to determine if a Walker is a Spitting Walker or not besides hearing them spit. The acid ball they spit has a flight speed similar to the Newborn's spike shot, meaning if you are in full motion you can commonly dodge it. If the acid hit's Isaac, it will do a small amount of initial damage, and then cover him in corrosion which will deal damage over time for a couple seconds. Spitting Walkers require line of sight to shoot at Isaac, meaning that he can hide behind cover effectively.

WALLHUGGERS: An enemy variant and the fifth type of Necro Morph Isaac encounters. Wallhuggers are pretty docile until Isaac approaches them and have very limited offensive capabilities, but they can still harm Isaac, be killed, and drop loot. Each Wallhugger has slight variations to how absorbed into the flesh walls they are, but for the most part the Wallhuggers are normally withered humans from the stomach up, and from the stomach down are morphed into the flesh wall they are attached to. They can flail their arms and scream, and some can even use their arms to pull open their chest cavities and do a close quarters attack on Isaac with their tendril intestines.

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Chapter Four

BRUTES: An enemy variant and the seventh type of Necro Morph Isaac encounters. Brutes are presented as boss fights early on. They move faster than Isaac does even while L3 sprinting, but attack kind of slow, so you will need to utilize that weakness to beat it. The Brute is immune to all forms of melee attacks, as well as most damage taken from the front. The Brute has two main attacks, either closing the gap and advancing on Isaac quickly to deliver punishing melee attacks, or if Isaac is too far away, launching a massive ball of flesh and puss that explodes on impact and covers Isaac in corrosion, dealing a small amount of damage over time. If you can somehow manage it, you can actually shoot this puss ball mid air and destroy it before it

explodes. The Brutes front is heavily armored, but its backside is vulnerable. Although the Brute is invulnerable to all damage it takes from the front head on, it is still able to being set on fire by both of the Flamethrowers attacks. Crashing the Brute into the environment will also hinder its ability to turn around. The Brute is very susceptible to Stasis, as hitting it with a Stasis ball will nearly freeze it making it significantly easier to flank.

CONTACT BEAM: A weapon in Isaac's arsenal. Its primary firing mode requires you to hold down the R2 button to continuously fire it. It fires a thick laser beam wherever Isaac is aiming, regardless of distance, and continuously deals high damage while also draining its clip by about one ammo a second. Its Alt Fire causes it to charge up and then release a massive single blast of energy for intense damage. You must hold the R1 button for at least half a second before releasing it to fire the shot. The Alt Fire will always consume three ammo from the clip, hits where Isaac is aiming regardless of distance, and only affects the first thing it hits. You can hold the R1 button indefinitely to prepare the shot, but doing so will not consume any more than 3 ammo or make the shot any stronger. The Alt Fire shot has a medium sized splash radius on its point of impact meaning it can hit more than one target in close proximity. While holding the R1 Button to charge it, you may release the L2 button to stop aiming, or use a D Pad button to switch to a different weapon to stop the charging and reserve the three ammo the shot would have used. The Contact Beam has a notably long reload time.

ELECTRICAL FLOOR PANELS: A type of environmental hazard. These floor panels cycle between just being a normal floor and being lethal to Isaac. While arcing they will make an audible sound. Coming in contact with an arcing electrical floor panel will deal intense damage to Isaac, and stun him to then again take damage. Touching an arcing electrical floor panel is usually lethal.

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Chapter Five

BIRTHERS: An enemy variant and the ninth type of Necro Morph Isaac encounters. Birthers are enemies that are constrained to flesh walls just like Wallhuggers. When you first approach a Birther it will give out a massive wail, extend four tentacles out of its stomach mouth, and begin vomiting out fetuses into the room. To kill a Birther you need to put a very large amount of damage into it, this can be achieved by dismembering its four tentacles extending out of its stomach mouth and by just shooting it. The Birther and its fetuses are both totally immobile. The Birther itself does not attack, but vomits out the fetuses which act very similarly to the Newborns. The fetuses will land somewhere in front of the Birther, extend a single vertical tentacle out of their backs, and use that tentacle to shoot spikes at Isaac. A single Birther can have up to three fetuses deployed at once. Dealing any damage to the fetuses, including melee attacks will destroy them. However, make sure to keep your distance from the Birther. If you get too close to it will kill Isaac instantly. Killing the Birther will not also kill the fetuses, they are not linked in any way and must be killed individually.

THE HUNTER: An enemy variant and the tenth type of Necro Morph Isaac encounters. The Hunter has a unique and modified version of the virus which gives it near-instantaneous healing

properties. Dismembering its arms or legs will cause it to howl and hinder it, but after a couple seconds it will fully regenerate those limbs. The more limbs you dismember at once, the longer this healing takes, up to a max of about 8 seconds. Melee attacks work as a way to temporarily push The Hunter away from you, but do nothing to stop it or damage its limbs. Hitting it with a Stasis ball while it is regenerating is an effective way to buy yourself more time when needed, but again this will only temporarily stop it. This enemy is considered a "Persistent Boss". There is no current way to kill it and it will continue chasing after Isaac, even through some doorways and rooms until certain events occur.

LINE GUN: A weapon in Isaac's arsenal. The Line Gun has a long horizontal aim pattern which is double the size of the Plasma Cutter's horizontal Alternate Fire mode. The Primary fire of the Line Gun fires a large projectile which has no bullet drop, does not have an instantaneous hitscan bullet speed like the Plasma Cutter, but deals significantly more damage and is great at dismembering limbs. The Primary Fire cannot harm Isaac even if fired close by.

The Line Guns Alt Fire launches a Laser Trap. What this does is shoots a small device wherever Isaac is aiming which can stick to the floor, walls, or ceiling. Once making contact with a surface it instantly extends a laser out of it to whatever is opposite of it, regardless of distance. It's essentially a laser trip wire. This device is rather noisy so it shouldn't be too hard to locate. At this point you can aim at the device and press the R1 button again to disable the device. Doing so will not return the ammo spent on shooting the device, but will make that ammo appear as a pickup item where it was disabled. If any target, including Isaac, steps into the laser trip wire while it is active, it will begin aggressively channeling a damaging laser. This laser trip wire will then remain in this damaging state for 25 seconds before self-destructing. This laser trip wire actually does a decent amount of damage to Isaac, so avoid standing in its path. The Alt Fire also only uses one ammo. Up to four Laser Traps may be deployed at once, with the fifth one replacing the oldest. Their continuous damage does stack, but it may be difficult to get multiple traps covering the same space as placing them too close together will likely result in you disabling one by looking at it and pressing the R1 button.

SCRAPS: An enemy variant and the eighth type of Necro Morph Isaac encounters. Scraps are various dismembered limbs which have become sentient due to the virus. Scraps have long fleshy tendrils that they use to pull themselves across the ground. They all mostly work the same, they quickly slide across the ground towards Isaac and either attack his feet with their tendrils, or attempt to jump on him and grapple him. The severed head Scraps specifically are prone to grappling. The severed head with four long tendrils protruding out of its neck, will pounce onto Isaac and begin strangling him. This requires you to mash the Cross button to shake it off. Shaking off a Scrap however will not kill it.

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Chapter Six

BOOM HANDS: Boom Hands are very aggressive and have one move, they charge directly at Isaac and slam their massive puss filled left arm at the ground, causing a massive puss explosion. If caught in the explosion, it deals intense damage to Isaac, even on Story Difficulty.

Boom Hands can be killed either through conventional dismemberment, or by shooting their massive left arm which they drag across the ground while moving. If their leg is dismembered, they will scream, crawl onto their puss arm, and detonate it, killing themselves. They're pretty noisy so you should be able to hear them coming.

FORCE GUN: The Primary Fire of the Force Gun does a medium range blast of kinetic energy in front of you, similar to a shotgun. In addition to doing a large amount of damage to all enemies in front of Isaac, it also staggers larger enemies and can even knock back smaller ones. The Alt Fire uses three ammo, or half a starting clip, and shoots a ball of energy wherever Isaac is aiming, regardless of distance, and once it collides with a surface the ball implodes on itself over 5 seconds. While doing this it creates a large gravity well which drags everything besides Isaac to the center of the blast. This Alt Fire does not affect Isaac in any way.

SPINNERS: A type of environmental hazard. Spinners are completely stationary traps which are some kind of spinning battery which is discharging a large electrical shock. If Isaac gets too close he will take a significant amount of damage and be stunned for a second. He only has about half second to move before being shocked again. Spinners aren't as lethal as their electrical floor panel siblings, but are arguably much worse for us because they don't disable on their own, they need to be hit with a Stasis ball and then passed by before they continue discharging. As of this writing, the Spinners appear to be bugged, where hitting them with a stasis ball will occasionally cause them to remain disabled until Isaac throws his next Stasis ball. Also the Spinners occasionally seem to continue discharging after the stasis expires, but don't resume making their sparking audio or visual effects. I actually died to one of them because of this. It would be best to treat Spinners as I assume they are designed, which is that they are only not dangerous during Stasis.

SPRINKLERS: A type of environmental hazard. Sprinklers are loud beeping traps that spray some kind of gross and dangerous corrosive water at Isaac. The traps will loudly beep five times, spray, and then stop. Getting hit by the water will do a moderate amount of damage to Isaac.

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Text Described Game Cutscenes: (TDGC)

In this section of the walkthrough, I'm going to try my hand at describing the visuals of certain important cutscenes throughout the game. Important note: this section of the walkthrough will contain spoilers, so please be mindful about what search code you use. During the Chapter walkthrough section, when you reach a major cutscene, I will provide a search code which will bring you to this section. Between each cutscene description, I will include a wall of Buffer zones to help prevent accidentally proceeding onto the next cutscene description.

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C01NA

Chapter 01: New Arrivals.

The game begins with a shot of a computer monitor. It reads "CEC Mission ER529. Status Update. USG Kellion en route to AEGIS SYSTEM. Objectives. Directive A. Locate Mining vessel USG ISHIMURA. Directive B. Diagnose and repair communications black out. Primary Mission Assets. Isaac Clarke. Engineering and Ship System Specialist. Kendra Daniels. Computer

Specialist. Zach Hammond. Chief Security Officer. Corporal Hailey Johnston and Corporal Aiden Chen. Security Personnel. Time to contact point two minutes.”

That screen glitches and fades to black.

Fade in from black, an eyeball on a computer screen. We hear a pre-recorded message playing. The speaker is labeled as Nicole by the subtitles. “Isaac, it’s me. I wish I could talk to you. I’m sorry. I’m sorry about everything.”

The camera zooms out to an anxious looking woman with shoulder-length hair wearing a space suit.

She continues “I wish I could just talk to someone. It’s all falling apart here. I can’t believe what is happening...”

The camera slowly zooms out from the computer screen while this message continues to play. We begin to hear the internals of the ship we’re in.

She continues “It’s strange. Such a little thing.”

The camera continues to zoom out and we see Isaac from the back, sitting in a chair inside a space vessel. He is watching this videolog on a projection in front of him. Isaac has his helmet off, he has a strong profile and buzz cut short hair. In front of him Chief Security Officer Zach Hammond paces back and forth. In front of Zach is the large glass windshield of the ship. Beyond the glass is a multitude of violent flashing lights. This shows the viewer that their spaceship is currently traveling at light speed. The light from stars stretches and flies by the large window at a rapid pace.

The video message cuts out as Daniels approaches Isaac from behind.

“That’s her? Nicole?” she says.

She briefly rests a hand on Isaac’s shoulder while passing him.

“Yeah. First I’ve heard from her in weeks.” Isaac says.

Daniels stands in front of the seated Isaac looking down at him, her form and long hair being silhouetted by the violent flashing lights in the window directly behind her.

“We’re five minutes out and you’ve still got that thing on repeat? Guess you really miss her.”

Isaac retorts “The Ishimura is not a job you turn down. But six months apart with only video calls. It’s rough.”

Behind Daniels, Hammond stops pacing and turns to look at the violent lights out the large window. He rests an arm on the headrest of the pilot’s chair a few meters in front of Isaac.

“Easy to say the wrong thing.” Isaac continues.

“I don’t blame you. I’d listen to my girlfriend over Hammond reciting security protocols.” says Daniels.

She turns away from Isaac and takes several steps forward towards the window, stopping beside Hammond.

“Forewarned is forearmed, Ms. Daniels.” Hammond retorts.

Under her breath Daniels whispers “So you keep saying...”

Chen, who is piloting the vessel, cuts her off and says “Here we go. Nice clean re-entry.”

The music begins to swell.

A large boom, everyone slightly jerks forward as the ship exits light speed.

“Welcome to Aegis Seven” Chen says.

Outside the large window there is a massive dark planet eclipsing a beaming sun. Surrounding the planet is an asteroid field.

Isaac bends over to pick up his helmet off the ground, "Imagine six months staring at that chunk of rock."

Hammond begins to pace again, this time towards Isaac and says "To an independent miner, that's paradise."

Daniels walks over to a touchscreen monitor to the right of the vessel and starts typing away. Hammond further approaches Isaac, the planet centered in the large window behind him.

"Aegis Seven is one of the richest finds in CEC history. Some prospecting team is set up for life." he says.

He turns back to admire the view.

"Now. Where is she?" he says.

From behind an asteroid the vague outline of a ship begins to appear.

Johnston who is co-piloting with Chen in front of Isaac says "There. Confirming visual contact with the USG Ishimura."

As she finishes saying that from behind a cluster of asteroids appears a massive space station. It's so large compared to the asteroids that upon seeing it, it's almost surprising that the asteroids were even able to conceal it.

"What a beauty." Hammond says. "Biggest planet cracker in her class you know. And it looks like they already popped the cork."

Their ship begins to rapidly approach it.

"Why is it so dark? We should be able to see her running lights." Isaac asks.

Chen agrees. "Yeah. I'll get us into hailing range. Someone's gotta be waiting up for us."

Hammond rests an arm on Chen's captain chair again. "Just be careful on the approach. I'm not taking any chances with the CEC's pride and joy."

The ship rapidly continues approaching the Ishimura.

"No chances huh? Is that why you were digging into my personnel files before we left?" Daniels quips as she turns towards Hammond.

Hammond is caught off guard and quickly turns toward Daniels. "You... track your file access?" he says.

"Computer Analyst. Comes with the job." Daniels says as she walks away from the window back towards where Isaac remains seated.

Hammond begins pacing again as Daniels takes a seat to the right of Isaac.

"I ran standard CEC background checks Ms. Daniels. If you want to work in the big leagues, you have to play ball."

Chen interrupts. "Sir, we're in hailing range."

The Ishimura lies centered outside the large window. Even from this distance, its size absolutely dwarfs their ship.

A radio ping happens.

"USG Ishimura, this is the emergency maintenance team of the USG Kellion responding to your distress call. Come in, Ishimura." Chen hails.

Radio static.

"Ishimura, do you copy? Come in. This is the USG Kellion."

Radio static.

An uneasy Daniels says to Isaac "You ever hear of a full communications blackout on one of these things?"

The Ishimura continues to close in.

"Never. Come on, someone pick up the damn phone." says Isaac.

Chen presses some buttons on his console and an audio waveform appears. It begins playing a muffled roaring sound.

"The hell is that?" says co-pilot Johnston.

Isaac chimes in "Sounds like their communication array is busted. Maybe a broken encoder.". the growling sound behind the static continues. "Daniels and I can handle it in forty eight hours max.".

Daniels leans over and whispers to Isaac "Hey, that gives you plenty of time to catch up with Nicole".

"Yeah. I hope so."

"Chen, Johnston, take us in." Hammond commands.

A large rumble occurs.

"Gravity tethers engaged. Automated docking is go" says Johnston.

A building tense noise. A sudden explosion from the left side of the ship.

"I'm losing control!" says a desperate Chen.

Warning signals begin to wail throughout the cabin. The centered Ishimura flings to the left as their ship loses its center from the explosion.

Electrical arcs begin to fill their cabin. An explosion on the right near the computer Daniels was just standing at.

"Tether malfunction. Fuck! We're off course!" Johnston yells.

"Daniels!" yells Hammond.

"Guidance system override isn't responding." Daniels says desperately.

The ship rapidly starts approaching the Ishimura on a crash course.

Chen says "Shit. Shit! We're coming in too hot. It's gonna smash us into the hull!"

The ship begins to spin out of control.

"Aim for that emergency stabilizer. There, the blue light. It might slow us down!" Isaac says pointing at a glowing part of the Ishimura out the window.

"Got it!" says Chen

"Drop the blast shields. Everyone, brace yourselves!" shouts Hammond.

Large metal panels close over the window and the ship gets much darker.

The whole vessel begins to violently shake. Lightning arcs fill the cabin. A large projection screen appears in front of the panels where the window used to be, showing a flickering video feed of where the ship is heading.

Isaac is getting whipped around in his seat.

A heavy crash.

Engines begin to power down. Sparks flicker all around the cabin. The cabin goes completely dark.

"Everyone okay?" says Hammond

"Im good" says Daniels

"I'll live. Hey Johnston you all right?" says Chen

The blast shield panels retract. A large glowing sign outside the window reads USG Ishimura.

"It's my ankle. Might be broken." says Johnston.

Isaac stands from his seat. Helmet in his right hand rested against his hip.

"Shit. But better than a broken neck, or worse." Hammond says. "Good call on that stabilizer, Isaac."

Daniels stands and begins to survey the damage of the cabin.

"Glad I always read the manual." quips Isaac.

"What the FUCK is going on with Flight Control? That guidance system is a death trap!" shouts Daniels pointing out the window at the USG Ishimura sign.

"Better add it to your repair list." quips Hammond. "Chen. What's our damage?"

Chen rises from his chair. "Comms are down. Lost the port booster. We've got a fire in one of the stabilizers, the singularity core is a mess. It could be worse, but not by much."

Daniels walks back towards Isaac, hands on her hips.

Johnston slowly rises to her feet, using her chair as a crutch.

"Then let's get some help. Johnston, stay with the Kellion, we'll send a medic. Everyone else, with me." says Hammond.

Hammond passes by Isaac followed by Daniels who briefly places another hand on Isaac's arm as she passes. Chen passes by Isaac and nods to him.

Isaac then slowly puts his helmet on and tightens a metal clamp on his chest.

A visual UI prompt appears that reads. Chapter one. New Arrivals.

End Cutscene, the player gains control of Isaac.

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C01FE

Chapter 01: First Encounter.

During gameplay Hammond says to Isaac "Try that security console".

The Locator leads Isaac to another door which he can open.

Upon opening the door Isaac says "There's something on the floor here. Is that...?".

On the floor is a large pool of blood.

"Isaac, I need that damage report!" Hammond shouts from the other room. The room Isaac is in now is connected to the other room his crewmates are in, but separated by desks and glass panels. It is similar to a bank teller station.

The player navigates Isaac to a terminal that reads "Damage Report". Interacting with the terminal brings up an image of the Ishimura. Multiple flashing warning lights indicate heavy damage to all areas of the ship.

Chen, who is now behind a large glass window in front of Isaac in the main room with Hammond and Daniels, again comments on the smell coming from the air vents saying "Oh god. That smell."

"What have you got Isaac?" says a muffled Hammond from behind the glass.

The flashing warning lights continue. Nearly every section of the Ishimura is producing a critically damaged warning. Isaac can't believe it.

"Shit. It's not just comms, or the guidance system. Half the Ishimura's in the red. Engines, hull, the trams." says Isaac.

Chen approaches the large glass window, looking in on Isaac. Hammond paces over to him from across the room. Daniels is at the far end of the room hacking away at a lit up terminal of her own.

"What could do that kind of damage to a planet cracker?" asks Chen.

With that a large generator powering up fills the space. Visible dust and papers begin to float through the air.

A distant muffle Daniels shouts across the room "Okay, I got us some power. Ventilation is up. Power to the elevator should be next."

As she says that she is cut off by a warning siren. Both rooms go completely dark. The terminal Isaac is standing in front of starts flashing a large warning sign that reads quarantine.

A computerized voice comes over the intercom of the ship.

"Hazardous anomaly detected. Quarantine activated."

"Another malfunction?" shouts Hammond as an emergency siren begins to fill the room.

"No, the quarantine systems are all fine." shouts Isaac through the glass.

"Wait. Do you hear that?" warns Daniels from across the room. Nothing audible occurs to the player.

Then suddenly, a muffled screaming.

"Yeah. Yeah. Yeah I hear it" says Chen in a panicked voice, shouldering his machine gun.

Hammond begins pacing again, shouldering his own large machine gun.

"Take it easy. Daniels, get those elevators running." commands Hammond.

"There's something in here with us!" says Daniels. Hammond approaches Daniels on the other end of the room. Chen remains close to Isaac who is still behind the glass.

Both Chen and Hammond start surveying the ceiling.

"Up there!" shouts Chen, and begins firing into the ceiling. Hammond turns and begins firing at the same location.

Then suddenly from behind a roughly seven foot tall Necro Morph swings its massive bladed arms and impales Chen with both blades through the back and raises him high into the air.

Chen lets out a scream of pain.

"Oh God!" shouts Isaac watching this happen right outside his window.

A flat lining heart monitor sound tears through Isaac's helmet.

"Jesus fuck! What the FUCK is that?" screams Daniels from across the room.

The monster slams Chen into the glass, cracking it and leaving a large splatter of Chen's entrails smeared across it.

Hammond turns and begins to open fire on the creature. "Chen! No!".

The creature, taking the bullets, rips its bladed arms out of Chen, cutting him in half, and then turns and heads towards Hammond.

"Daniels, get the doors open!" he shouts while laying down a spray of bullets.

"I'm trying! Almost..."

"Get out of there!" shouts Isaac, helplessly watching from behind the shattered glass.

Another beat, several more bullets fired, the creature rapidly approaching them.

"Kendra. THE DOOR!" screams Hammond.

With a crack and hiss a door behind them opens.

"I got it! I got it! Go go go!" she shouts.

As she and Hammond escape out a back door in the other room, Daniels shouts back "Isaac! RUN!".

End of in game cutscene.

I highly recommend pressing the Menu button to fully pause the game at this moment and read onwards.

You now have the ability to run by pressing the L3 button. Reminder the R3 Locator will completely stop your movement even if running.

With your game now paused search code C01FE to return to the walk through and continue reading before progressing.

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C01HJ

Chapter 01: Hailey Johnston.

Isaac arrives back at the Hangar Bay, an absolutely massive room of the Ishimura where other space vessels can dock. Down the long dock lies the nearly destroyed Kellion where the crew crash landed it. As Isaac approaches the vessel Johnston, who is still aboard due to her broken ankle sees Isaac and beckons him to come aboard.

As Isaac steps aboard the vessel the door automatically closes behind him. He unlatches and removes his helmet for a breath of fresh air. All of the flames inside the vessel have been extinguished and for the first time since the crash landing there is a sense of safety within the vessel.

"Did my best, but the singularity core could use an expert." Johnston says from her co pilot chair at the front of the ship.

As Isaac approaches her chair from behind she turns in her seat to see him and slowly attempts to stand, heavily favoring her left ankle.

She begins to speak again but interrupts herself upon seeing Isaac.

"I was. Wait what've you got on you? Is that blood?" she asks nervously while doing small hops, leaning on her chair and computer console to turn herself to better see Isaac.

"Hailey, I need you to listen." commands Isaac.

Her face grows distressed.

"The Ishimura's overrun with... They're fucking monsters. You didn't hear anything?"

"What?? No, Comms are still out. Isaac." she tries hopping closer to him.

"We need the Kellion fixed NOW. Got a damage report?"

Stammering, she replies "Uh, yeah it's there." she points towards Daniel's terminal.

"I should have been with you." she says regretfully.

Isaac approaches the terminal to view the damage report.

Upon interacting with it an image of the Kellion appears with multiple flashing warning signals showing extensive damage all over the ship.

Johnston suddenly opens a video feed from the singularity core room of this ship. "What the fuck?" she says. Isaac quickly turns to her.

On the video feed, several roaring new Necro Morphs appear and start attacking the ship's singularity core.

"Oh god. The singularity core!" Isaac exclaims.

Hailey grabs a nearby machine gun.

A computerized voice of the Kellion computer says "Warning. Singularity core overload. Evacuate immediately to minimum safe distance."

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SUIT2.1 or SUIT2.2

Upon selecting purchase of the Suit Level upgrade, the store menu fades away and the four panel computer terminal which displays the store menu quickly folds in on itself and rises up and away. This almost confuses Isaac for a second, until the camera refocuses to show a door ahead just barely taller than Isaac. Isaac, now knowing what to do, approaches the door. As he nears it, the door snaps upwards like a small garage door and reveals a very pod. There are large soldering needles hanging off a machine which has an odd exo skeleton mechanical design. It closely resembles the look of a human spine. Isaac places his right hand on the door frame to step into this tightly enclosed space. He then turns around to face the camera, two soldering needles just above his shoulders and two by his waist. The machine locks him in place, which forcefully adjusts Isaac's posture to straighten his back. The shutters of the shop hiss and snap shut, obscuring Isaac as the camera slowly zooms out a bit. A bright beaming light appears at the top of a crack in between the shutters. Muffled heavy mechanical sounds play, and a welding hiss begins, as a bright light travels from the ceiling of the machine slowly down to the floor, almost like a copier machine. A large mechanical hiss, and the shutters snap open as the music swells, revealing Isaac's new appearance. Isaac's arms, legs, and head are released from the exo skeleton machine. He places a hand on the door frame to help step out of the machine and moves towards the camera inspecting his arms and gloves. The new suit has significantly more apparent armor on his arms and legs. It has a new mechanical looking ribcage where before it was just the tight jumpsuit underneath. His helmet slightly changed shape and appears more heavy duty now. Along his upper arms starting from his shoulders are new mechanical ribs. He flexes his back and shoulders to test the feel of the new suit. With that, the door to the small room behind the shop snaps shut, the four panel terminal retracts from the ceiling and unfolds, and the store menu is once again projected in front of Isaac.

End of in game cutscene.

Search for the code that got you here to return to the correct walk through location.

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C04SC

Chapter 4: See Ya, Space Cowboy

After entering the Atrium and surviving a near miss with an asteroid, Isaac finds a secluded long hallway with an elevator at the end. Lining the walls of this hallway are six large bronze plaques with various dates and information. The oldest plaque and the one nearest the elevator reads "USG Ishimura Service Record. 2446 - 2457. Astronomical Body: TITAN, System: SOL, Date of First Operation: 08-29-2446, Total Payload: 511.76 billion." Each of these six plaques has up to eight of these service entries. The most recent plaque reads "USG Ishimura Service Record. 2506 - 2517. Astronomical Body: AEGIS SEVEN, System: CYGNUS, Date of First Operation: 11-11-2507, Total Payload: No Entry." A glowing screen above the elevator reads "Captain's Nest and Atrium Escape Pods, no unauthorized personnel beyond this point." After Isaac takes the elevator down, he steps forward and opens a door. On the other side standing in a small square room is Hammond, Isaac holsters his weapon. Upon hearing the door open Hammond gets spooked and spins around, shoulding his Pulse Rifle.

"Isaac!" he says.

Isaac unlatches his helmet and doffs it, holding it against his right hip.

Hammond lowers his Pulse Rifle. "Sorry, shit, you scared me"

"No, no, keep that rifle close." Isaac reassures him as he quickly recounts some of the horrors he's witnessed.

A muffled scream happens from besides Hammond, he quickly turns around to face it.

Confused, Isaac says "What is that?"

"The one that attacked me. I managed to trap him in here."

Isaac steps into the small square room. In each corner of the room is a large escape pod. In the back left escape pod next to Hammond, through a small cracked glass port window in the center of the pod, a Walker screams violently behind the glass.

Isaac and Hammond approach the escape pod window.

After observing the creature for a beat, Hammond says "His face... I'm not seeing things right? That's Chen?"

"You can't help him Hammond, he's..."

The morphed horrific creature that used to be Chen flails helplessly at the glass window.

"You're right. I should... the hell with it." Hammond says pensively.

He steps over to the wall and places a hand on a large lever.

With a heavy pull, he yanks it downwards.

The escape pod hisses heavily as steam erupts from it.

A second later the creature disappears from behind the cracked window, The darkness of space now lies beyond.

"Escape pod 47 launched." the Ishimura computer's voice says through Isaac's comms.

Hammond steps closer to Isaac, "I worked with him for years. Johnston too. At least she was spared becoming a monster" he says.

"We're gonna fix this Hammond. For them."

"Yeah...Come on. The ADS Cannons."

Hammond turns and opens a locked door behind him, a sign above it reads "Captain's Nest, Senior Bridge Officers and CEC Executives ONLY."

Isaac follows him into the room.

"I can hold this position for a while... if no more asteroids come through the roof." he says.

They step into a medium sized circular room. There are large glass windows on the far wall, multiple large computer terminals on all of the surrounding walls, a large chair in the center of the room up on a platform. In front of the chair is a large spherical hologram. Hammond approaches the hologram, Isaac follows behind him. Outside the window dozens of asteroids fly past the window every couple seconds. In the far distance is another planet, too small to be the nearby Aegis Seven.

Holding his Pulse Rifle in one hand, Hammond points with the other at the spherical hologram.

"Here. All I can tell is that the ADS power routing is shot."

"Well, the administration systems aren't doing much, we could redirect power from there." says Isaac.

Hammond continues staring into the spherical hologram.

Isaac continues "I'd need to rewire the junction boxes, but we'd get the ADS cannons back."

"Good..." Hammond says, gaze still fixed on the hologram. He appears to barely be listening. He drops his head for a moment and turns to Isaac.

"Isaac... about what Daniels said. I don't know about any illegal mining, or the Marker. I swear, I'm just here for a repair mission."

"Look Hammond, I don't know you or Daniels well enough to judge. But the CEC *had* to know about the Marker."

Hammond shifts uncomfortably. "The company, maybe. But shit like that's above my pay grade."

After a beat he says "Look, we can get into it later. You'll need a way down to those junction boxes... you can turn the atrium elevators back on from Security."

As he continues, countless asteroids pass by very closely outside the window. "You'll have full access. I found a CEC executive keycard. I'll upgrade your clearance."

He turns back to the spherical hologram and lifts his left hand to it, summoning a terminal within the hologram.

"And you upgraded yours already?" Isaac asks.

"Yeah. Just in case."

He taps away at the holographic terminal for a beat.

"And Isaac..." he turns away from the hologram and faces Isaac again. "I heard something up there. Something big. Watch your back."

He turns back to the holographic terminal and continues tapping away.

A prompt from Isaac's suit appears and shows his Clearance Level increasing from a one to a two.

A new objective appears: "Activate The Elevators".

Isaac turns away from Hammond and heads to the door.

After opening the door Isaac dons his helmet, latches a mechanical hinge on his chest, and draws his weapon.

End of in game cutscene.

Search code C04SC to return to the walk through.

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C05BLP

Chapter 5: Best Laid Plans...

Isaac hears the voice of his girlfriend Doctor Nicole from behind the door, he's finally found her. As he opens the door his stomach drops as in front of him lies a glitching hologram of light of Nicole.

"This is Senior Medical Officer Nicole Brennan." she says.

After a beat, "Medical is a sanctuary."

"All survivors, please join us."

The same message Isaac had received on the radio.

The hologram glitches for a second and then loops the message. "This is Senior Medical Officer Nicole Brennan..."

Isaac enters the room and approaches the Broadcast Station terminal which the hologram is standing in front of.

Nearby the terminal is a large well lit medical vat with something unknown within.

Something...large.

Isaac slowly approaches the Broadcast Station terminal and interacts with it. The recorded hologram of Nicole unaware of his presence.

"Ship wide transmission override: Isaac Clarke." says the Ishimura computer.

Isaac realizing what just happened, holsters his weapon.

"Just a trick..." he says under his breath.

Suddenly, to his right, a whisper.

"Isaac..." Nicole breaths faintly.

Isaac snaps his gaze to the right.

The faint sound of a distant door opening.

"Isaac, make us whole again." the Nicole hologram says, staring straight at Isaac.

Through her transparent glow, a shadowy figure stands directly behind her in a doorway to the room. Isaac doesn't yet notice.

The Nicole hologram approaches him as if to embrace him. Instinctively Isaac raises his right hand to caress her face.

As his hand passes through her incorporeal head, a gunshot.

"What...?" Isaac says weakly.

A stasis ball flies through the Nicole hologram dispersing it, and hits Isaac square in the chest. Isaac stands completely frozen with his right hand raised to where Nicole's hair just was.

The shadowy figure slowly approaches Isaac from across the room, completely silhouetted by the light of the doorway behind him.

"Clarke. Isaac Clarke... Ah, right. Dr. Brennan's nearest and dearest. We were colleagues, you know... Dr. Challus Mercer." the man introduces himself.

As Dr. Mercer approaches Isaac and steps into the light, he is a middle aged man with a full beard and a receding hairline. He is wearing a form fitting space suit and holding a large tool of sorts that seems to be a gun which can fire Stasis balls.

He approaches Isaac from the left side, carefully places the end of his gun onto Isaac's forearm, and slowly lowers Isaac's focus raised right hand, gently pushing it down to his side.

Dr. Mercer rests both of his hands and his gun behind his lower back, fixing his posture and stares deeply into Isaac's helmet.

He takes a step closer to Isaac, intimately close, almost touching him, and gently says "Are you the reason the Marker won't begin?"

Isaac, unable to move or speak due to the Stasis, just listens.

Dr. Mercer tilts back his head. "That's it. Convergence isn't stalled..." he begins to chuckle.

Dr. Mercer begins to slowly pace around Isaac like a shark.

"She's meddling..." he says.

Dr. Mercer, now standing over Isaac's right shoulder, stops and stares intensely at Isaac.

He leans in towards Isaac's right ear. "How, is the question..."

"But even if I was to ask, I suspect you're not the talkative type." he continues.

A muffled cry from the vat behind Isaac catches Dr. Mercer's attention, he shoots his gaze towards it, grinning like a devil.

The stasis field surrounding Isaac begins to flicker, suggesting that its hold is beginning to fade.

Dr. Mercer slowly makes his way over to the vat, hands and gun still behind his back.

"And I haven't fully explored the cause of death as that missing factor."

He stares into the vat. A large mass inside it begins to shift and move.

Dr. Mercer snaps his gaze back to Isaac.

"Dismemberment... Now I think you're on the right track there."

The thing inside the vat continues to gurgle.

Dr. Mercer turns and begins pacing towards Isaac again.

"Try and relax, Mr Clarke. Convergence is so close."

He stops directly next to Isaac's right side, once again getting intimately close to him.

"Maybe your death will tip the balance."

The thing inside the vat begins to stir more intensely. Dr. Mercer paces away from Isaac and calmly towards the door which he entered from.

A beastly cry from the vat behind Isaac.

Dr. Mercer exits the room and the door locks behind him.

Almost simultaneously the stasis field binding Isaac disperses as a massive creature breaks free from the vat, sending shattered glass and liquid goo pouring into the room.

The creature lets out a blood curdling cry as Isaac in one swift motion spins around to face it and unholsters his weapon aiming at it.

The creature is seven feet tall and resembles a Walker, with the ends of its lanky arms being massive blades.

The player regains control of Isaac.

End of cutscene.

Search code C05BLP to return to the walk through.

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C05WNA

Chapter 5: Wet Noodle Arms

Okay okay hold on, break time... I can guess what you might be thinking, how are we supposed to perform inaccessible environmental puzzles with a big unkillable creature chasing us around and hitting us? I want to use this opportunity to take a peek behind the curtains of Dead Space, and explain something about the Hunter that will make it significantly less scary, but is actually just information that sighted players have access to. The Hunter, despite being a colossal pain in the ass to deal with, on Story Difficulty actually deals a very tiny amount of damage to Isaac per hit. With the upgrades I currently have at this point in the game, which are the Level 3 suit upgrade and its ten percent armor bonus, and a single HP upgrade, it takes The Hunter about twenty seven direct hits to kill my Isaac. Times that number of hits by the four seconds per hit it takes The Hunter to swing its arms, and that resulted in me having to stand still for one hundred and eight seconds or almost two full minutes with the Hunter repeatedly smacking me in the face in order for it to actually kill me. Also due to being on Story Difficulty, if you can successfully

evade taking damage from The Hunter for about ten seconds, your HP will automatically regenerate to full. On Story Difficulty, The Hunter is little more than a nuisance that makes Isaac drop whatever he has held in Kinesis than an actual combat threat.

I personally have found horror games to be a fun kind of stressful, but if they become too stressful then they become less fun. Hopefully this information, which sighted players playing on Story Difficulty would see via the inaccessible health bar on Isaac's back, makes dealing with The Hunter a bit less stressful so that we can refocus and finish these puzzles and experience the rest of the really cool moments this game has to offer!

End of segment.

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POWPUZ

So you want to take a crack at solving the puzzle? Alright then let's describe how the hexagon works.

These multiple hexagons form the shaped of a spiderweb. So let's describe how that works.

First let's think about an analog clock, a perfect circle that has a 12 at the top, 3 on the right, 6 on the bottom, and 9 on the left.

Next, imagine a line that starts at the 1 position, the upper right part of the circle.

Draw a straight line from the 1 position, to the 3 position on the circle, skipping the 2 position.

Then from the 3 position to the 5 position, the bottom right.

Then from the 5 position to the 7 position.

The 7 position to the 9.

The 9 to the 11.

Then the 11 back to the 1.

That's the correct shape and orientation of the hexagon we're working with in this puzzle.

So now that we have that hexagon, let's assign a number to each of the points where the lines meet, our nodes.

The 1 o'clock position of this hexagon, the top right point, will be node #1.

The 3 o'clock position of this hexagon, the right point, will be node #2.

The 5 o'clock position, the bottom right, will be node #3.

The 7 o'clock position, the bottom left, will be node #4.

The 9 o'clock position, the left, will be node #5.

The 11 o'clock position, the top left, will be node #6.

Now that we have a hexagon shape with numbered points, let's expand this hexagon, imagine it to be very large, large enough to spread across the walls and ceiling of a massive room.

Within this large hexagon, is a medium-sized hexagon, matching the same position and orientation as the larger one around it. It, too, has six nodes. But the 1 o'clock position of this medium-sized hexagon, will be node #7.

The 3 o'clock position of this medium-sized hexagon, will be node #8.

The 5 o'clock position, will be node #9.

The 7 o'clock position, will be node #10.

The 9 o'clock position, will be node #11.

The 11 o'clock position, will be node #12.

So far we have a large hexagon, with nodes 1-6, and within that large hexagon we have a medium hexagon, with nodes 7-12.

Next, imagine lines connecting all the corresponding nodes. Using a straight line, connect the 1 o'clock nodes on both the large hexagon and the medium one inside it, or nodes #1 and #7.

Do the same for nodes #2 and #8.

Again for nodes #3 and #9.

And continue for the rest.

What this leaves us is a medium hexagon, within a large hexagon, with those shapes connecting at each of their six points. Starting to form our spider web shape.

Now lastly, within that medium-sized hexagon, is a small hexagon, the exact same as the surrounding ones. This small hexagon has the nodes #13 through #18.

Three hexagons of different sizes, 18 nodes within them, connected as a spiderweb pattern.

The goal of this puzzle, is to make a connection from the bottom center of the large hexagon, to the exact center of the small hexagon.

In other words, nodes #3 and #4 are always powered, and starting from either of those nodes we need to place the puzzle pieces into the nodes to route the power from nodes #3, and #4, through the spider web pattern, to reach the center of the small hexagon.

More on that in a second, but now that we have the shape of the puzzle, let's discuss the

Puzzle pieces we have to influence the flow of power. On each of the 18 nodes, we can place one of seven available puzzle pieces.

These puzzle piece shapes should be familiar, as they exactly resemble shapes of the Braille alphabet.

The seven puzzle pieces we have are;

Piece #1 is a Braille H. (or Braille cells 1, 2, and 5.)

Piece #2 is a Braille D. (or Braille cells 1, 4, and 5.)

Piece #3 is a Braille C. (or Braille cells 1 and 4.)

Piece #4 is a Braille J.

Piece #5 is a Braille F.

Piece #6 is another Braille H. We have two of these we can use.

Piece #7 is another Braille J.

So again, using these Braille letter shaped puzzle pieces, we need to guide the power from its source between nodes #3 and #4, through our spider web pattern of three hexagons, to the center of it.

The challenge is since we only have one straight puzzle piece, in the form of a Braille C, we will need to weave back and forth through the nodes to reach our goal.

The goal is to get power to reach the center of the small hexagon using these puzzle pieces.

Nodes #3 and #4 are both valid starting points, as each are being supplied power from our energy source between them.

However, one additional challenge is the small hexagon is slightly incomplete. Nodes #14, #16, and #18, that is the 3 o'clock, the 7 o'clock, and the 11 o'clock position nodes of the smallest hexagon, do NOT connect to the center. Meaning these cannot be the final nodes. You need to have the power reach one of the other three nodes of the small hexagon.

So as an example, if we place Piece #3 (which is our Braille C piece) into node #3, that will send the power to node #2.

If we instead place Piece #4 into node #2, that will send the power up to the middle hexagon, to node #9. If you were to then place Piece #5 (our Braille F piece) into node #9, that would then send the power over to the right, to node #8.

That was a lot of complicated explanation of the puzzle, hopefully it made some sense! Below, I will post the optimal solution we will be utilizing in the game.

Good luck!

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Buffer zone to avoid spoiling the puzzle answer two of two.

Okay the quickest, but not the only solution to our puzzle is the following. This is the solution the world-record holding speed runner uses in their runs!

Nodes #3 and #4 are connected to power, but we're going to use node #4.

In node #4 place one of our Braille H pieces. This powers node #10 of the medium hexagon.

In node #10 place our Braille F piece. This powers node #9 of the medium hexagon.

In node #9 place one of the Braille J pieces. This powers node #15 of the small hexagon.

In node #15 place our Braille D piece. This powers node #16 of the small hexagon.

Since node #16 does not connect to the center, we can't complete it here.

In node #16 place our Braille C piece. This powers node #17 of the small hexagon.

In node #17 place our second Braille H piece. This sends the power to the center, completing the puzzle!

I hope that was an interesting dive into what this room's puzzle is for you. When you return to the chapter section, the setup I'm going to have us do will be performing the solution above!

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C10SD

Chapter 10: Slow Death.

Isaac exits the elevator and opens another door in front of him.

He hears the muffled chatter of a man named Temple behind a glass panel shout "I built your shit, it didn't work!"

Isaac jogs up to the window, and on the other side sees Temple holding a Force Gun aimed at Dr. Mercer

"You're not going to hurt anyone else!" Temple says before firing an energy blast at Mercer.

The large shot tears at his right shoulder, but he survives the shot and in quick retaliation hits Temple with a Stasis ball from his left hand.

Behind the two men lies The Marker, glowing a red insidious energy and covered in flesh tendrils.

Frozen in place in a blue stasis outline, Temple aims his Force Gun at Dr. Mercer.

Slowly strafing the now frozen Temple, Dr. Mercer says "Well Mr. Temple..."
Mercer slowly levels a plasma cutter to Temple's head
"...I'd say your usefulness has run out."

Before he pulls the trigger, from behind the glass Isaac shouts "Mercer!"
Still holding the weapon to Temple's head, Mercer turns back and gives Isaac a sadistic grin.
"Still alive Mr. Clarke?" He says as he walks around the frozen in place Temple.
"And I'm still denied Convergence thanks to this ingrate."
Isaac pounds the glass.
"Mercer, wait." He says.
"Tell me, I want to understand, what is Convergence?"

Lowering his weapon and nursing his wounded shoulder, Mercer glares at Isaac from behind the glass.
"But you already know. Dead or living, we all feel the Marker's true purpose."
A look of sympathy takes over Mercer's face.
"Don't you want to be reunited with the people you've lost?"
Isaac stammers.

Dr. Mercer takes a few steps closer to the glass window separating them.
"Yes? Then why not help me?"
Mercer turns away from Isaac and back towards Temple.
"Mr. Temple has refused. But we're so close."
Mercer steps around the room, positioning himself behind Temple, who is still frozen in place, aiming his Force Gun where Mercer used to stand.
"Everything that's happened on the Ishimura is just the beginning" Mercer says.
Dropping his hesitation, Isaac says "When you put it that way, you and your Marker can go to hell!"
"Shame." says Dr. Mercer, now standing behind Temple.

Mercer levels his plasma cutter with the back of Temple's head.
He fires a single shot, and in slow motion the bullet travels through Temple's head, causing his face to slowly explode outwards from the inside.

"No! Goddammit!" Isaac shouts, pounding on the glass, as he watches Temple's body and gore from his head slowly fall to the ground and spread.

"It's a slow death, in Stasis." Dr. Mercer says.
Temple's torso and legs finally hit the floor.

"I think your death..." Mercer says, nursing his shoulder and beginning to back away into the darkness of the room behind him.
"Will come much faster."

Isaac pounds on the glass a few more times as Mercer disappears into the darkness. Suddenly behind Isaac, The Hunter bursts through the glass.

The player regains control of Isaac.

End of cutscene.

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C10OM

Chapter 10: Obviously. Moron.

After blasting the regenerating Hunter straight back to hell with the afterburners of the executive shuttle, Isaac goes to exit the shuttle terminal room.

As the door to the terminal room opens, a huge tentacle from overtop of the shuttle whips out and grabs Isaac by the leg, dragging him through mid-air, crashing into the roof of the executive shuttle.

Isaac finds a grip on the roof of the shuttle and holds on against the pull of the tentacle.

From below, Dr. Mercer stands on the balcony near the Marker, where Isaac just killed a whole horde of infected.

Mercer surveys the charred remains of the Hunter and screams "You Bastard!!!"

He turns and approaches the Marker.

"Take him. Bring Convergence."

Mercer spreads his arms up into the air.

"Make us whole!!!"

Another massive tentacle begins to wrap itself around the Marker. Mercer begins to laugh maniacally.

But quickly, the tentacle wraps all the way around the Marker and tightens, pinning Mercer in its grasp to the Marker.

“No!” screams Mercer as the tentacle effortlessly lifts the massive Marker and the now pinned Mercer into the air.

“I was promised!” screams Mercer, as he suddenly goes limp and both him and the Marker are pulled away into the unknown. It is unclear if Mercer was just killed or not.

Upon seeing this, Isaac’s grip on the roof of the shuttle begins to slip.

He is suddenly yanked free and pulled through the air.

The fleshy tentacle begins to drag Isaac through a ventilation system, repeatedly slamming him against the walls and ceilings this small space.

After several heavy impacts, Isaac is able to position himself so his back is on the ground, and he is being dragged by his foot.

He pulls out his weapon.

End of cutscene.

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C11LGA

Chapter 11: *Bender voice,* Let’s go already!

After killing the final Stingers in the hangar bay and entering the shuttle which Daniels just escaped from, Isaac makes his way to the cockpit pilot’s chair, knowing this is a one-way trip.

As he sits down, the air around him gets heavy, the screech of the Marker in the cargo bay of the shuttle latches onto his mind. Nicole enters the cockpit from behind him and says "I never doubted you, Isaac, I knew you'd come back for me."

The whirrs of the shuttle begin as Isaac presses multiple buttons and switches to power it up. Nicole takes a seat next to him. Isaac looks up at Nicole as she takes her seat, her down at him. "Are you ready?" Isaac asks.

"Yes, we're together again. Nothing can stop us now." says Nicole as Isaac presses a large button on the terminal in front of him.

The shuttle lifts off the ground and begins to turn towards the open gate behind them, out into deep space.

"This isn't how I imagined saying goodbye to the Ishimura." says Nicole.

Isaac engages the thrusters to launch the shuttle out of the hangar bay. As the ship is about to cross the threshold into space, the Marker sends a massive disruption through Isaac's head. He jolts a hand to his head and quickly blacks out for an unknown amount of time.

He immediately wakes again, with Nicole's hand on his right shoulder.

"Steady..." she says, still sitting next to him.

As Isaac regains consciousness, he is still seated in the pilot seat of the shuttle. In front of them through the windshield is the massive horizon of Aegis VII.

"I'm good" Isaac says, returning his hands to the steering yoke.

After a brief pause, Nicole says, "Are you afraid, Isaac?"

"No." he says, turning his head towards her, the shuttle quickly approaching the planet. "There's no going back..."

Suddenly another screech from the Marker in the cargo bay of the shuttle.

Isaac blacks out again mid-sentence.

When he wakes this time, the planet is significantly closer, covering the entire range of the windshield.

"It's much easier when there is nowhere to go but forwards." Nicole says from beside him.

Nicole turns her gaze off Isaac and out the windshield and to the planet.

"This all began at the core of the planet."

Isaac shifts forwards in his seat, adjusting some knobs.

"Daniels says EarthGov built the marker." he says. "Some experiment they abandoned hundreds of years ago."

Another screech from the Marker. Isaac's hand flies to his head. He blacks out again.

As he awakes this time, he looks out the windshield and sees he is currently landing the shuttle on a landing dock on the planet's surface.

"If you're not ready, a miracle must be as terrifying as a nightmare." Nicole says from the seat besides him.

"The planet is restless. Hungry. It will try to eat us alive"

The shuttle successfully lands.

"But we have the Marker. We will put things back to the way they were."

She reaches her left hand over and rests it on his right shoulder.

"We *will* be whole again."

Another screech from the Marker, Isaac's hand shoots to his head in pain. He blacks out once more.

He comes to, still sitting in the pilot's chair. As he gathers his composure, he turns to his right and sees the chair next to him is empty.

Isaac slowly stands up out of the pilot's chair, turns towards the back of the shuttle, and draws his weapon.

End of cutscene.

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C12FS

Chapter 12: Falling Star.

As Isaac presses go on the Loader Controls terminal, the Marker, reaching the end of a long winding conveyor belt through the facility on the surface of Aegis VII, reaches it's final resting place, a pedestal and locks into place.

In the far distance, across the desert surface of Aegis VII, a series of dozens of electrical gravity tethers shoot skywards from the facility, holding the Ishimura above in place.

As the Marker locks into place on the pedestal, a red glowing aura surrounds it as it builds up energy.

After a moment, a massive discharge, a sheering pain. Isaac snaps his hands to his head.

A chorus of otherworldly voices fill his head. He falls to one knee, fighting to stay conscious.

Past him struts Nicole.

Barely managing to avoid passing out, Isaac stands to his feet.

"Thank you, Isaac. I always believed in you."

Nicole stands past the walkways safety railing, on top of a rock near the Marker, looking slightly down to Isaac.

Loader Activated, reads the Loader terminal.

"Nicole". Isaac draws his weapon as the player regains control of him.

"We're whole again. We are whole again."

As she says that, she turns towards the Marker, which erupts in a massive pillar of fiery energy, shooting skyward.

One by one the gravity tethers in the distance begin to shut off.

A siren from the facility blasts.

"Emergency. Geo Orbital gravity tethers offline. Tectonic load released. Impact imminent."

"All personal evacuate immediately."

"The payload. I'll restart the tethers! Buy us time!", says Isaac desperately.

Nicole looks down at him.

"No."

Isaac's quest updates. Around him fall massive space rocks, crashing heavily into the planet's surface and the facility. In the sky far above, the Ishimura begins rapidly entering orbit.

End of cutscene part 1.

You have regained control of Isaac, but there will shortly be another cutscene.

Follow the Locator to your new target, the Tether Control terminal, and interact with it to begin the second part of this cutscene.

As Isaac interacts with the terminal to restart the gravity tethers, error messages flash across the screen.

"Error. Re-routing gravity tether controls."

"Come on. Come on!"

The glass doors of the control room he now stands in seal shut.

From behind the glass doors, the voice of his old teammate.

"Forget it Isaac.", says Daniels.

Isaac slowly turns and draws his weapon.

Daniels has one arm around Nicole's neck, the other holding a gun to her head. The two women shamble closer to Isaac.

"There's no fixing this." Daniels says.

She stops, pushing Nicole a pace ahead of her and leveling her pistol to the back of her head.

Nicole raises her hands.

"Let her go, Daniels."

"...Let *who* go?" Daniels asks, confused. Still holding a gun to Nicole's head.

"Can't you see how delusional you are?"

"We've gotta go. The payload from the planet cracker is about to fall." Isaac says.

Daniels, becoming uneasy with the situation, wraps an arm back around Nicole's neck.

"I gave you a chance to come around, Isaac. But if you still won't see it. I'll help you. One last time."

Daniels levels her pistol to the side of Nicole's head.

Daniel's RIG suit says "RIG Link Override."

"This time, watch till the end." Daniels says.

A video cuts into view from Isaac's suit. The same video he was watching back before they first landed on the Ishimura.

Nicole is on the screen. She adjusts the camera, and then sits down in front of it.

"Isaac, it's me." says Nicole on the video screen.

"I wish I could talk to you. I'm sorry. I'm sorry about everything." she continues.

"I just wish I could talk to someone. It's all falling apart here. I can't believe what's happening."

Nicole stares directly into the camera.

After a brief pause she continues.

"It's strange. Such a little thing."

"Just how to talk. That's all his research was in the end."

She pauses.

"Not much, is it? How to make it listen when he begged for Convergence. But I had a different prayer."

"It spoke. Then it listened. "Make. This. Stop." I said. Maybe it understood but..."

She pauses again, looking down and away.

After a moment, she picks up a long syringe needle and flicks it a couple times.

"I can't return what was taken. Why can't I see you again Isaac?"

Isaac's heart rate spikes.

Nicole tilts her head looking at the syringe.

"I loved you. I always loved you."

She lowers the syringe out of the camera's frame and stares directly again.

She takes a deep breath.

She leans her head back.

She slowly and calmly pushes the large syringe into her forearm.

She presses down on the plunger with her thumb.

Isaac's heart rate spikes even further.

After a few seconds, Nicole's head falls back against the rest of her chair, and her neck goes limp.

This video Isaac is watching from his suit ends.

Beyond the glass doors in front of him, Nicole's face becomes a blur, Isaac shoots a hand to his head in pain.

Daniels releases her grip on the woman in front of her, as her face changes.

"But she's..." Isaac says.

"She's Elizabeth Cross. That scientist from Hydroponics." Daniels says.

In front of Daniels now stands Elizabeth, the horticulturalist who worked on the Hydroponics Deck aboard the USG Ishimura. Elizabeth holds her now free neck.

"You both saw what the Marker wanted you to see. Jacob Temple for her. And Nicole for you."

Elizabeth approaches the glass door separating you and begins to whimper. "J-Jacob...? No-"

Daniels looks back over at the Marker impatient and turns back to Elizabeth.

Elizabeth upon seeing you, turns and walks away. Daniels lets her go.

Daniels storms forwards towards the glass door.

"Nicole's been dead this whole time. And you knew. Didn't you?"

Confused, Isaac stammers "Maybe I knew something wasn't right, but she's- she's been through so much and-"

"At least now it'll be in safe hands." Says Daniels, holding her pistol to her side.

"The Marker won't turn anyone else into it's puppet."

She turns back towards Elizabeth, who is standing behind her now, trying to figure out what is going on.

"Give me the loader remote." commands Daniels.

"No. It's over." stammers Elizabeth

Daniels takes a stance in front of her, pistol at her side.

"We're whole again. Jacob said-"

Elizabeth spreads her arms and approaches Daniels.

Daniels quickly levels her pistol

"For Christ sake, I'm not going to ask again, Cross."

"No! Enough people have died!" Screams Isaac from behind the glass doors of the control room.

"Then just do it. I have nothing left to lose." says Cross.

Before she even finishes her sentence, Daniels opens fire, putting three shots into her abdomen

“Cross!”

Cross collapses.

Daniels briefly turns back

“It’s better this way Isaac.”

She steps over Cross’ collapsed body, reaches down, and picks up the loader remote.

“You’ll never recover from what the Marker has done to you.

She aims the remote and clicks a button.

“And when the tectonic load drops, all of this will be buried.”

She aims the remote at Isaac and presses another button.

“Just like Earth Gov wanted.”

Metal shutters enclose the control room, trapping Isaac inside.

End of cutscene.

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C12MW

Chapter 12: Made Whole.

Isaac throws open the final door to the facility, and makes a dash to the landing pad, desperately trying to beat Daniels to the only remaining escape off the planet.

A massive space rock from orbit crashes to his left, as he sprints for his life.

"DANIELS!" He screams, almost at the ramp of the escape shuttle, where Daniels is preparing for take off.

"How did you-"

She enters a firing stand and levels her pistol at Isaac, who stops sprinting and stands in place. Massive space rocks continue to rain down around them.

"Last warning Isaac, I mean it!"

As she says that, a meteor crashes only a couple feet away from her. Sending Isaac to the floor. Daniel's catches her balance on a nearby railing.

As Isaac stumps to his feet, Daniels begins to run up the ramp to the shuttle.

"DANIELS!" Isaac shouts again, as another meteor crashes only inches away from him.

Another meteor crashes to Isaac's right, shaking his balance. Fatigue weighs heavily on Isaac.

Suddenly to the right, from the planet's surface, rises a massive bellowing entity.

Several fleshy tentacles slam onto the landing pad, once more destabilizing Isaac's balance.

"It's here!" Daniels shouts from the balcony of the escape shuttle.

"The Hivemind..." Isaac says, standing up.

A massive tooth filled tentacle whips Daniels. She is sent flying off the balcony, and lands harshly on the landing pad directly in front of Isaac, right as another meteor crashes inches to Isaac's left sending Isaac back down.

Laying face down and broken, Daniels fights to remain conscious.

Isaac crawls towards her with all his might.

From behind Daniels, massive tentacles raise into the air.

Daniels looks up from the floor at Isaac, who is crawling only a couple feet from her now.

"Grab my hand!" Isaac shouts while laying on his stomach.

Daniels, terrified, reaches out.

"Isaac. Please..."

She begins to crawl towards him

A massive tentacle slams onto the landing pad, crushing the bottom half of Daniels in an explosion of gore.

It quickly drags her and flings her remains against the side of the escape shuttle.

"Oh no-" Isaac rises to his feet once more.

"Kendra!" he stands.

The beast releases another massive bellow.

Multiple tentacles wrap their way around the landing pad and the main body of the entity rises from the surface of the planet.

Eclipsing the sun behind it, The Hivemind emerges.

Isaac draws his weapon.

"Come on then. Cause this, is all I've got left!" he screams.

End of cutscene.

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C12STTT

Chapter 12: Someone To Talk To.

The Hivemind fires a final pillar of acid high into the air as it sinks into the sand on the planet's surface.

In the sky above it, the rapidly approaching Ishimura catches Isaac's attention.

He makes a mad dash towards the nearby ramp up to the escape shuttle as massive rocks and parts of the space station continue to crash around him.

Isaac enters the shuttle and is tossed against a wall of the ship by a nearby crash.

Regaining his composure, he stumbles to the unpowered cockpit door, and begins to pry it open with his bare hands.

After a moment of pure adrenaline, he cracks it open and pushes it aside.

He stumbles and dashes towards the pilot chairs in front of him.

Outside the large windshield of the shuttle stands the Marker, dormant.

Isaac slides into the chair and frantically starts pressing buttons on the terminals.

As the ship begins to power up, the Marker outside the windshield begins to glow with insidious red energy. It knows its prey is attempting to escape.

After a few more button presses, suddenly the shuttle launches up into the air, rocking Isaac in his chair.

Struggling against the G Force, Isaac continues his navigation.

Within a few moments, the clouds clear as Isaac reaches orbit.

Parts of the Ishimura crash into the shuttle, causing an alarm to go off.

The shuttle begins to spin wildly outside of Isaac's control for a few moments until Isaac manages to stabilize it through the terminals.

The alarm stops, Isaac tries to catch his breath after nearly being crushed by the G force.

As he looks up, through the windshield is a clear view of the Aegis VII horizon.

A moment of silence.

The Ishimura, the size of a moon, makes contact with the planet's surface.

A blinding light, a planet shaking shockwave.

A fade to black.

A title card that reads "Chapter 12: Dead Space. Complete".

The camera pans backwards from the windshield. An unknown amount of time has passed.

Isaac sits in the cockpit alone, interacting with the terminals. Outside the windshield is a deep vast emptiness of space with a far distant sun.

Isaac leans back in his captain's chair and activates a release on his engineering helmet.

The helmet folds in on itself as Isaac reaches up to remove it.

Isaac removes his helmet. His face covered in heavy sweat and grim.
He takes a moment of solitude, knowing he is now floating through deep space.

He raises his left arm, and activates his RIG suit menu to display a hologram menu.
He presses a couple buttons on his wristband and navigates to a video log.

The farewell video of Nicole begins to play again.
“Isaac, it’s me. I wish I could talk to you. I’m sorry. I’m sorry about everything.”
Isaac raises his right hand, as if to caress the holographic image of Nicole.
After a moment’s pause, he turns his caress into an index finger and presses a button on the screen, shutting the video off.
He pauses for a moment, the whirl of the surrounding shuttle filling the air, and then presses another button to close the hologram menu

He gasps an emotional breath. Trying to find some peace.
He lowers his head.

He hears a ghostly whisper in his head, he looks up.
“I wish I could just take to someone...” whispers Nicole.

Isaac slowly pans his focus to the right. Sitting in the co-pilot seat next to him is Nicole. Her face decayed and staring right at him with dead eyes.

Suddenly, Nicole springs to life and launches towards Isaac, her mouth open in a scream, exposing her teeth.
The scream rings out as a quick fade to black.

The credit roll begins.
The Triangle button fast forwards the credit roll, the Square button pauses it, the Circle button goes Back.

Congratulations, you did it. :]
If you made it to this point using this guide, please message me on Discord @zamar.

Please search for the epilogue for some closing remarks!
Use search code: EPIL to reach it.

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EPIL: Epilogue

I want to just take a quick opportunity in this secret part of the guide to thank you for following me on this journey. It was far from easy, but you should be immensely proud of finishing this very challenging title.

This was one of the first major accessibility projects I have been a part of, and I really look forward to using all that I learned from this project on future gaming accessibility projects.

The determination of Superblindman really made this guide possible. All the work put into this guide is a tribute to him. It was a friendship of only a few short years, but thank you, Brandon, for altering the course of my life with your earnestness for blind accessibility. May your work live on through all the folks who had the pleasure of knowing you.

I've got a fun Easter Egg for you, dear reader. :]

As we know, Isaac discovering that Nicole was actually dead the whole time was one of the big plot twists in this game, as the player was supposed to believe we were communicating with her the whole time even from early on.

This plot twist was talked about a lot back in 2008 when this title first launched, but the developers did something pretty clever, they gave away this twist to any keen eyed players who were paying attention to the Chapter names.

Chapter 01: New Arrivals. Begins with the letter N.

Chapter 02: Intensive Care. Begins with the letter I.

Chapter 03: Course Correction. The letter C.

Chapter 04: Obliteration Imminent. O.

Chapter 05: Lethal Devotion. L.

Chapter 06: Environmental Hazard. E.

Chapter 07: Into the Void. I.

Chapter 08: Search and Rescue. S.

Chapter 09: Dead on Arrival. D.

Chapter 10: End of Days. E.

Chapter 11: Alternative Solutions. A.

Chapter 12: Dead Space. D.

Taking the first letter of each chapter name spells out "NICOLE IS DEAD".

Thank you again for your commitment to this guide. I hope you will follow me on Bluesky as I continue future accessibility projects.

To reach the end of my words, check out the New Game Plus section. And be sure to get in contact with me to be added to the Completion Hall Of Fame! :]

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New Game Plus Explanation: NEWGP

After completing the main story of Dead Space, you will be rewarded some items, which I will reveal below, as well as unlock New Game Plus. Read further to learn more.

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After completing the main story, a prompt will appear awarding you 50,000 credits, 10 Power Nodes, additional Text Logs, and the Advanced Soldier RIG Level 6 Suit Upgrade. In the game's main menu, a new menu will appear called New Game Plus. When entering this menu, a prompt will appear and read the following;

Starting a New Game Plus will carry over weapons, items, credits, and upgrades from your completed play through. They can be retrieved from the Storage of any Store you encounter. You can expect to face new enemies, and perhaps find new mysteries to uncover.

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The additional content of New Game Plus is outside the scope of this guide, but please feel free to explore it!

Completion Hall Of Fame: CHOF

This section is for memorializing any player who has completed all chapters of the game by using this walkthrough in any capacity. To be added, message me on Discord or Bluesky!

Credits: CDTs

These are the wonderful humans who each contributed to make this walkthrough possible.

- Brandon "Superblindman" Cole
- MistymeanorRayburn
- stirlock
- hattan
- SightlessKombat

End of walkthrough. :]