Dead Space 2023 Blind Accessibility Walkthrough

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

Overview (OVRW)

A Note About Playing Blind (ANAP)

So What Is Dead Space 2023 (WIDS)

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 (CMSR)

Audio Cue Glossary (ACGL)

In Game Cutscene Descriptions (IGCD)

Spoiler Glossary (SPGL)

##### 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, and 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 as of time of this writing, is moderately accessible to blind gamers but not entirely. 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. It is my goal with this walkthrough to cover each one of those moments on a case by case basis and provide any context needed, as well as reproducible setups you can perform to prevent any hard progression blockers for blind players. Currently my scope for this project is to do all of 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.

This game features a very helpful in-game navigation assist system called the Locator, as well as an Accessibility menu with options such as an in-game menu narrator and single button quick time events. While quite informative at times, the menu narrator has its limits as you’ll discover. The major issues being it does not automatically read the descriptions of items you pickup, weapons, quicktime event prompts, the 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 the camera right for about half a second.”. I feel that the imprecise nature of these directions is necessary to this walkthrough, but I’ll try my best to use them consistently. I’ll be playing with default camera sensitivity and controls. I hope to use these estimated directions consistently enough for them to be able to be learned. I will also try my best to regularly call out anchor points where we can “ resync” our positionings, either utilizing doorways, interactable 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 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!

##### 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 couple 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 more! 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 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 not a part of Microsoft’s Game Pass or any Playstation Plus subscription levels. 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. Through meeting Superblindman 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.

##### 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. Dead Space 2023 also features a New Game Plus system 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 unnarrated description of it reads “When enabled, after moving for a few seconds without moving the camera, the camera 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 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 because they are a 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.

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.

I also recommend reducing your Music Volume from the default 100 to something lower, perhaps 75. 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 out paces.

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 unnarrated 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 also can 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. Also opening this menu will always reset the camera direction to match the direction that Isaac is currently facing.

Right Stick. Controls the camera direction in game. Note that Isaac does not always face the direction the camera is 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. This camera is very much made with sighted players in mind, but try thinking of it as what direction Isaac is currently focusing his attention. The camera is positioned about a meter behind Isaac and spins around him at that distance. 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.

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. 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.

Cross button. Interact. Picks up items off the ground, opens doors, mashing it while grappled by an enemy shakes 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. 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.

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 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, 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.

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 important that we conserve our Stasis charges as much as possible, as they are required to complete many different environment puzzles.

Circle Button while aiming. Kinesis. Still 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 destroyable boxes. Most pickup able items in the game can also be lifted with Kinesis, which will bring them close enough to Isaac to be able to press the Cross button to pick them up.

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. 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 continue flying straight 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 in Zero Gravity.

R1 button Roll Right. This causes Isaac to spin clockwise to the right while in mid air.

R2 button Zero-G Align. Holding this button causes Isaac to reset his orientation and direction mid air. It can be performed while moving and is very helpful. More on this later.

L1 button Roll Left. This causes Isaac to spin counter clockwise to the left while in mid air.

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 begin floating, allowing for a new axis of movement. 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, unnarrated picture graph together. No use for us.

##### In Game Inventory: (INTY)

During active gameplay, pressing either the Touchpad button left side or the PS5 Share button will open Isaac’s R.I.G. System inventory, causing an audio cue. This is our in game inventory and canonically a system function of Isaac’s 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 your camera currently happens to be facing a bright light source such as a flashing computer monitor on the Ishimura, that light will overshadow 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 facing, and cause the camera to recenter in that direction 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 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 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.

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.

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 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 another small menu that allows you to change which floor of the Ishimura the map is currently displaying. While this Maps tab has a lot of less useful information for us, it 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. Okay so let’s rewind. 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 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.

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 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 a 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 highest. 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 utilize them with this walkthrough outside of a few specific moments.

##### 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, Isaac’s movements, and my general pace instructions work from playing.

There are certain shapes that are common amongst us sighted people which are either inaccessible or uncommon among blind people and vice versa. So instead of running into that miscommunication issue repeatedly throughout this guide, let’s just make our own system! This 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. 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 it. 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 it’s concerned you’re “in the correct room”. You enter the room from somewhere in the bottom third of the 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. To make matters worse, 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, Im going to instruct you to take five paces forward, two paces left, and then rotate the camera to your left. Let’s say you do that and it brings you to a Workbench, we’ll use that 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, 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, totalling 20 dots, or positions, on the grid. The higher 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 layed 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 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 the camera, 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. If it didn’t or you miscounted something, I will provide a recovery strat unique for each room. 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 an 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.

The next section will begin the Walkthrough at 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 search this document for code: C01NA

Active gameplay.

Upon gaining control of Isaac for the first time, a series of unnarrated tutorial prompts will appear on screen. They are just describing the basic controls outlined in the Controls section of this walkthrough. Your squadmates 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 unnarrated 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 subtab. From now on I’ll just refer to this menu as the RIG menu. Pressing the Right Stick or R3 button will activate the Locator, our main navigation assist tool. Doing so will also display the current objective which is unfortunately not narrated. 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.

Pressing the R3 button will use the Locator, which is a 2 second ping which will spin the camera around, and face the camera towards the current objective. Note that this does not move or change the direction that Isaac is facing. While performing the 2 second navigation ping, Isaac is unable to move while the camera readjusts. A positive result of this is you are able to just hold forward to walk, while frequently pressing R3 to adjust your walking path.

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 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. If you find yourself unable to proceed forwards towards where the Locator is leading you, try taking a few paces in other directions first, as you might be stuck behind something!

Important Exploration tip!

Isaac is often times 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.

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 changes by walking up and down ramps, and by taking elevators. 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. There’s no hidden ledges you’ve gotta climb up to, if you can reach it, you can walk to it. (With the exception of the Zero Gravity segments of course.)

After exiting your squad’s small spacecraft and proceeding down the long straight hallway of the docking bay area with your squadmates, 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 unpathed navigation section. While your squadmates 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 unpathed 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 squadmates. 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.

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 the camera and Issac towards the object, thus centering the four pings.

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 the camera with R3 to keep the audio from the scene somewhat centered. If someone is speaking to Isaac from the right, try panning the camera 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.

Very shortly after interacting with the security terminal Isaac’s really bad day begins. For a text description of this first in-game cutscene search this document for code: C01FE

When your crew mate tells you to run, an unnarrated tutorial will appear teaching you to press L3 to run and unlocking the ability to do so. You are currently defenseless and must flee from these enemies. You will need to press the L3 button again to toggle running after each time you press the R3 button for the Locator. Getting hit by an enemy while running may staggre 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 Isacc 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. These first enemies are what I will call Walkers. These first Walkers are slow moving enough that if Isaac is fully walking, he can dodge their attacks. If you are continuously getting hit by them it is likely that you are 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 a different direction to wiggle free!

At this point 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. Immediately following that call you will turn a corner and in front of you will be a long straight hallway with the elevator ahead of you. Important note: as of this writing, the Locator is unfortunately bugged in this hallway. If you are not far enough down the long straight hallway when 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. In my testing you need to make it roughly 60% 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. If you have reached a location where the enemies back off and leave you alone, you have successfully made it to the elevator. You can also tell you’re in the elevator If you’re hearing a squeaking mechanical ambience around you. While standing in the small square elevator the Locator will continue not to work. That is because it is trying to lead you forwards, but is too dumb to 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 major 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 the camera 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 will enter a small room in the shape of a braille Y turned clockwise 90 degrees. We’ve reached our first relatively larger accessibility break! Woo!

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 take place in large complex rooms, and potentially even require fighting enemies or facing other deadly dangers while performing tasks.

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

Minor Accessibility Break. Locked Door Room.

I'm simply calling this first accessibility break the “Locked Door Room”. 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 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 away from the locked door, move left or right a few paces depending on which direction you’re facing when walking away from the door, and then again take an equal number of paces we took away from the door back in that direction 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 left 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, Isaac should be able to continue taking paces forward now but not actually move anywhere. You can determine this by holding forwards, hearing your footsteps, but listen to the environment not change. From there take 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. 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 of the enemies in Dead Space 2023 are canonically just referred to as Necro Morphs. So I’m gonna 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 do 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.

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 the camera are facing the same way. Kite your enemies and make them do the aiming for you!

A more 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 the camera is facing 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!

Important Gameplay tip!

When approaching something that is interactable such as a door or a terminal to try adjusting your camera 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 the camera is not facing 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 the camera 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. Think of using R3 to control the direction that Isaac is currently focusing on. (as well as the camera!) The camera is positioned about a meter behind Isaac and spins around him at that distance.

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, which I will always call out, 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.

Exploration tip!

After being killed, 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!

Shortly following this you should enter a room and reconnect with your crewmates via radio communication. 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, an unnarrated 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 worldbuilding.

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. 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 playthrough and try to provide a reproducible way to find them. I’ll do my best not to miss any for us.

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. Feel free to complete these objectives in different orders, but for this walkthrough I will always be completing them in default order. BEFORE opening a door and leaving this room, search the walls for the first Save Station. A Save Station is a small terminal placed on a wall that you can walk up to and interact with. When you find it there will be audio cues and the game narrator will call it out. In this room there are three exit doors, one terminal you cannot currently access, one terminal which that game narrator reads as “Tram Call” which you cannot currently access, and the Save Station. If you can find the Tram Call terminal, the Save Station is directly behind it, to the right a bit, on the opposite wall of the room from it.

Once you’re ready to leave this room, if you are pursuing the “Replace The Damaged Tram” objective which is the defaulted one, proceed in gameplay until you hear a very noisy broken door that is repeatedly opening and closing. You’ll know it when you hear it. Your Locator will lead you to an item on the ground right in front of it which you can pick up.

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. This moment is another small accessibility break. After picking up the Stasis Module, an unnarrated 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 finding a stasis recharge station. There is one 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, remember that you have to pan the camera to the right or left for about a second and a half to have the camera facing the Stasis Recharge station so you can interact with it.

Important Stasis tip! Although Stasis can be very powerful in combat, I highly 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.

Save 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.

If you are following the sub objective “Replace The Damaged Tram”, 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.](https://drive.google.com/file/d/1ZvnnSO5tTj4Ef-TPCbOaO_bq_Wzt7RxK/view?usp=share_link) It is not clear in 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 until reading ahead as we need to use this door as a starting point.

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 which is unfortunately not blind accessible. 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. I am going to lead you deep into the room to a terminal which we will use as our anchor point. I will then explain the grid of this room and how we can navigate it using the Room Layout Communication Grid section of this walkthrough. If you have yet to read through that section, do so now. Use search code CP1CR to return here when finished.

Before opening the door to the Claw Room, take two paces backwards from the door, two paces left, and use the Locator. This should guarantee that both you and I are entering the Claw Room with the same camera direction. Open the door to the Claw Room. Take six paces forward into the room, you should hear the door close behind you, if you can't move forward you’re stuck on the doorframe so take one pace right first. Then take ten paces to the right, you should run into a table that will keep you from going any further right and also hear an interactable prompt. There is an audio log on this table, feel free to pick it up and listen to it but dont move. When you’re ready, take thirteen paces forward. This should park you between a Tram repair terminal on your left and a Stasis Recharge station on your right. From here pan your camera left for about a second and you should hear the game narrator say Tram Repair. Approach the terminal and get it centered in front of you, you should hear an interaction prompt appear. Press the Cross button to interact with it. After a brief word from a computerized voice the tram will move and locking into place. You will then need to “attach the claws to initiate the repairs”. Take about two paces left. The game narrator should say “Tram repair. Manually Attach Claws To Initiate Repairs”. To confirm you’re in the correct spot take three paces backwards and hear the game narrator say Stasis Recharge. Take three paces forward again to the Tram Repair console. This is our anchor for this room and facing the Tram Repair terminal means you are facing “north”. The Claw room is a rectangle shape on a 7x5 grid. Facing the Tram Repair console you are in dot D2. There are two claw control terminals you need to interact with to solve this environment puzzle. The Left Claw Terminal is in dot B2, and the Right Claw terminal is in dot F2. The left claw control terminal only needs to be interacted with once and it will lock in place. The right claw terminal is the tricky one that will require us to perform a setup. Most of this room Isaac cannot access. This includes dots B3 through B5, C2 through C5, D3 through D5, E2 through E5, and F3 through F5. So let’s start with reaching the left claw terminal in B2. Take three paces backwards and hear the Stasis Recharge call from the station behind you, doing so means you are in dot D1. Then take twelve paces left and three paces forward. This should have the game narrator read Claw Control Initiate Claw Engagement. When you interact with this terminal enemies will spawn. Feel free to fight them as needed just try to remember where this terminal is during the fight. Back track your paces to reach the center of the room again with the stasis recharge station and the Tram Repair terminal. While facing the Tram Repair again after activating the left claw terminal, do the same path again except to the right this time by taking four paces backwards and hear the Stasis Recharge call from the station behind you. Then take twelve paces right this time. Enemies will spawn again so fight them off, trying to keep track of where you are. If needed, backtrack to the center of the room again. While facing the Tram Repair again, take four paces backwards and hear the Stasis Recharge call from the station behind you. Then take twelve paces right and three paces forward. This should have the game narrator read Claw Control Initiate Claw Engagement.

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 do so, locate the right side Claw Terminal and interact with it. You should hear the five second extend, spark, and then release. From there open and close the RIGS menu to guarantee your camera is recentered. Interact with the terminal again repeatedly until the sound of the claw is centered. Ideally you should be standing very close to the Claw Control terminal hearing it on the left side of your audio field. The claw should then extend from the left to the right of your audio field, spark on the right, and then retract. If you are not close enough to the Claw Control terminal your stasis ball may hit a pesky guardrail in front of Isaac when you aim down at the claw. After positioning yourself, and opening then closing the RIGS menu, hold the aim button and hold down on R3 for about half a second to pan the camera and aim down at where the claw will be. You should now be looking in the correct place. Interact with the Claw Terminal, 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 reaiming 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 revisit the Stasis Recharge station in the center of the room at dot D1 and redo your positioning setup from the anchor in dot D2. [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.](https://drive.google.com/file/d/1d7MilUHQ9-EysVWBNpBkQ8c-MNRqOdRU/view?usp=share_link) 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. Shortly following this your Locator will change current objectives and lead you out of the Claw room. Goodbye wretched Claw room!

If you are now tracking the “Find The Data Board” sub objective you will pass back through the Tram Control room with the first Save Station.

Save Station.

While tracking the “Find The Data Board” sub objective, if leaving the Tram Control room there is another Save Station on your way there. From the Tran Control room pass through two doors. Through the second door the Save Station is straight ahead. If you’ve opened a third door and hear dialogue from Isaac, then you likely passed it.

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.

Once you have located your first Circuit Breaker read on. The Locator is currently taking you to it.

The First Circuit Breaker.

I just want to take a quick minute and explain how Circuit Breakers work as they will be a major cause of our woes when it comes to complex environment puzzles. When you approach them you press the Cross button to interact with them. That opens a sub menu displayed on it which you can walk 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 on it at once, so you will have to choose what currently gets power and what does not with this sub menu. Unfortunately 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 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 Elevators which are both current Power Targets. By default the Lights and Elevators are using the two Power Sources available on this Circuit Breaker. Thankfully one of those options is much less useful than the other for us!

Continue until you reach a small room containing the Data Board, the first Workbench, and a lot of pickup able items.

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.

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.

After some more progression you will arrive back to the Hangar Bay while following the Objective “Return to the Kellion”. Stepping aboard the ship will trigger another in game cutscene.

In Game Cutscene.

For a text description of the next in game cutscene 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 sting Isaac with their massive spike 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.

Proceed until you use an elevator.

After stepping out of the elevator while tracking the “Get To The Medical Deck” Objective you will enter a long room with a locked door to the right, an unlocked door and where the Locator is leading you to the left, and more notably, our first Store!

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. 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.

Optional Cutscene. Suit Level Two.

If you happen to purchase the Suit Level Two upgrade now, search this document for code SUIT2.1 for a description of the short cutscene that plays upon purchase.

Save Station and Workbench.

After exiting the long room with the Shop and continuing following the Locator you will enter a small room with an Elevator to continue onwards. This room also contains a Save Station and a Workbench. If you’ve proceeded down the short elevator in this room then you’ve gone too far.

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

Search for the Chapter Two search code, or continue 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

New Power. Kinesis.

Shortly after beginning Chapter two you will find a Kinesis Module on a dead crewmember 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 unnarrated 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 will always be facing the camera. 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.

Proceed until meeting a woman who is not doing so great.

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.

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.”. 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.”. Tip: there is a Save Station in this room and the Pulse Rifle starts with fifty ammo. Try Manually saving, firing off the new weapon to get a feel for it, and reloading your save. 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.

Save Station.

Directly to the right of where you picked up the Pulse Rifle in the same room is a Save Station.

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.

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.

Proceed until you reach a room where your Locator seems to be leading you to a blocked path that is not clearable with Kinesis or R1 attacks.

This is a small accessibility break. The Locator here is trying to lead you to a door that is heavily barricaded and cannot be cleared without a specific explosive. Step away from where the Locator is leading you and wander further into the room until you receive a call from Hammond. Then you will receive a new Objective and your Locator will work again.

Save Station and Shop.

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. This is an oddly shaped room so it is hard to describe exact locations. 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 three paces forward to reach the store. From that door take nine paces backwards and six paces to the left, and then pan the camera left to find the Save Station.

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.

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.

Stasis Recharge Station.

Directly to the right of the creepy hallway dead person who I’m immaturely going to refer to as Glass Jaw, is a Stasis Recharge Station.

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 along the Locator until reaching a room with 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 and must be found with sight, or a simple setup!

While standing in front of the Circuit Breaker, take a pace or two left so that the Circuit Breaker is on your right. Then take ten paces backwards. This should result in Isaac standing right next to the waist height table to his right. Look to your hard right, panning the camera right for about a second and a half, and attempt to use Kinesis until you grab a large sounding object. Note that there are several smaller environment clutter objects in this room Kinesis can hit instead. Again, you should be able to tell when you got it though as Kinesis sounds bigger when you grab bigger objects with it. You should be able to locate the power fuse you need relatively easily. Walk it back to the circuit breaker and move it into the fuse slot to the right of the circuit breaker by taking a few paces to the right while lifting it. You should now be able to interact with the Circuit Breaker sub menu and select either the Door or the Elevator as a Power Target. Powering the door opens the locked door in the previous room which contains extra goods, not the locked door right next to the circuit breaker. Powering the Elevator powers the elevator directly to the left of the Circuit Breaker and where you need to go. Shortly after going up the elevator there is another accessibility break. Your 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, aim to your left for about a whole second, then down for half a second, and then use Kinesis. You’re aiming for a pretty large platform on the floor so it should be pretty easy to snag. If you’ve got it, drag it to the right.

Stasis Recharge Station.

After dragging that platform to the right and clearing that gap, there will be another Stasis Station shortly following.

Save Station.

Once heading through a door out of the Elevator room, there will immediately be a Save Station on the wall to the left.

Proceed 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 their mechanics. 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. Also a reminder that opening the RIGs menu does not pause this timer. Exiting a vacuum state will always fully replenish Isaac’s oxygen tank.

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

First Zero Gravity room.

Shortly after is the first Zero Gravity room of Dead Space 2023. These rooms are super cool and thankfully the Locator handles them pretty well! They can be really trippy though 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 camera will now also turn Isaac in that direction, Isaac will always be facing forward 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 how he would be outside of a Zero Gravity room. This is necessary for landing on platforms, as Isaac cannot land if he is upside down over a landable surface. Hold R2 until the audio cue stops playing and your orientation will be fully reset. You can also 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 but they will be difficult to call out and find in the space, just a heads up that they are there. Isaac cannot use melee while in flight. Using the Locator in mid air still stops all of Isaac’s movement.

Now both rooms, together! After continuing a bit you will return to a room that is both a Vacuum and Zero Gravity. 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 safepoint during these sections. I will, however, not be calling them out in this walkthrough unless they are important. Use your new avian abilities to soar to new heights, literally, and reach new places in Vacuum areas!

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!

First Schematic.

Upon reentering the Ishimura and having a voice call with Hammond describing his situation, you will exit the Zero Gravity area. Once walking through a door and hearing that voice, to Isaac’s ten-o-clock position, forward and to the left about eight paces, is our first schematic on a table. I likely will not be calling all of these out in this walkthrough, but this one is just slightly off the Locator’s path. Taking this schematic back to a Store will allow you to purchase Pulse Rounds from the Store. Ammo for the Pulse Rifle.

Minor Accessibility Break. Locked door.

You will reach a locked door with a switch that needs to be destroyed to unlock the door. Approach the door fully, turn Isaac left for about half a second, and press the R1 button once or twice to destroy the switch. This is a shortcut door back to the previous Save and Store room.

Save Station and Store.

You will pass through the same oddly shaped room from earlier that has both a Save Station and a Store in it.

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.

Combat tip!

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, make your own safe direction by marching forward and blasting a path. This will often lead to creatures following behind you, which makes their positioning and movement much more predictable.

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. The Schematics are behind you if facing the Workbench.

In game cutscene.

Upon entering a nearby room there is a brief cutscene. Through a glass window 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. 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. The trick to these is cutting off those tendrils as that will do massive damage to them.

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. To the left of the table is a Circuit Breaker on the wall. The first unpowered Target is Doors, the second powered Target is 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 away from the table and try the Locator again to fix this.

Save Station and Store.

After passing through the Pretty Noisy door again, you will return to the same oddly shaped room from earlier that has both a Save Station and a Store in it.

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.

Exploration Tip!

After destroying the barricade you will enter a small room. The locator will lead you right, but take a moment to explore this small room, as there are a couple valuables to the left a few paces.

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 hopefully find the Circuit Breaker on the other side. Hold back and very slightly left, at about a 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. Pan the camera hard left for about a second and a half and take about two paces forward. If you can’t find it, just reset to the Locator’s position and try again. If you did successfully find it, internet high five, but we’re not done yet! 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 that would have been nearly impossible to find. 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. What the hell? I know. Turn 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. Head inside that room and search for an audio log on a table. Now navigate back to the Circuit Breaker either on your own or redoing the previous setup with the Locator. Once locating it again, continue reading this before ejecting the power fuse from the wall! You will want to open its 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, dropping it immediately, 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. :(

Assuming you’ve killed the enemies and have the power fuse lifted in your Kinesis, head 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 also gonna totally suck. 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. 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. If fortune smiles upon you this day, that should insert the power fuse into the wall to power the door.

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 branishes 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 two paces into the room and two paces to the left will lead you to a Stasis Recharge Station. I haven’t mentioned this yet because it hasn’t come up until now, but Stasis Recharge Stations and Oxygen refill stations are the only two interactable objects in this game which Isaac can interact with without having to have the camera facing them, just being within proximity allows you to interact with them. This is important to keep in mind for later moments.

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 three paces left.

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

Okay anyways! 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. 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. Do this next part with sharp angles if you can. Follow the locator to the door until you can't move against it, take 8 paces backwards and pan the camera straight left for about a second and a half. Double tap your RIGs menu to recenter the camera and turn Isaac. You should now be facing down the long exploding hallway you just crossed, and in front of you should be a randomized pile of rubble on the ground. I aimed, used Kinesis, and got the power fuse my first try even though it was buried in clutter. Again, this leads me to believe it will prioritize picking up the power fuse over the random debris, but I can’t really confirm that. When you think you have the power fuse in Kinesis, turn directly right again to face the door, take two paces forward, and turn directly to the right for about a second and a half. Hopefully the power fuse slides right into the wall and opens the door. Going through that door is an 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 tendril, 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 to Level 1. This allows him to open more doors and lockers in past and future areas.

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.

Save Station and Store.

Shortly after you will return to the same oddly shaped room from earlier for at least the fourth time, that has both a Save Station and a Store in it.

The Locator will lead you onto the Tram Car but for some reason the path leads you to the back of the car instead of the front of the car where the Tram fast travel Terminal is.

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 will greatly value community feedback on improving this walkthrough.

Space Race.

Alright so Chapter 03 comes out the gate swinging, in fact, Chapter 03 heel kicks the 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 your camera, 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 your camera 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 your camera 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 your camera will turn.

After opening the door to the Fuel Station room, take one pace forward into the room and then pan your camera left for a second, there is a box with a Power Node on the wall. Rotate the camera 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 your camera 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 your camera, pan your camera 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 your camera, pan your camera 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 your camera 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 the camera, take six paces left, three paces forward, three paces left, two paces forward, and pan your camera 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 the camera 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 your camera 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 the camera. 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 the camera is okay though. Once it’s dead, rotate your camera 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. Once you have it, 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 the camera, 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 your camera 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 your camera 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 your camera 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 your camera 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 your camera 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 youreach 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 the camera 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 your camera 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 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 your camera 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 your camera to the left for about a second centering the fans sound in front of you, double tap your RIGs menu to recenter the camera, 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 your camera 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 the camera. 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, the stasis ball can go straight through the quickly spinning blades and hit the wall behind it. 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 your camera 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 believe this happened, try holding R2 to reset your orientation, floating left or right a tad, confirm the fan is still to your direct right, pan your camera upwards about half a second, and float forwards while pressing L1 and R1 repeatedly to land. Once finding the platform and landing, pan your camera 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 you can 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.

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 THE CAMERA, 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.

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 Flamethrowers 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.

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 the camera, 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 your camera 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 your camera 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 your camera 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 your camera 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 cant currently be interacted with. Important note for this room, do not start 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 your camera 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 the camera. 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 the camera 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 your camera 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 your camera 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 your camera 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 your camera to the right for about half a second, double tapping your RIGs Menu to recenter your camera, 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 your camera 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 your camera to the right for a second. Refollow 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 your camera 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 your camera 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 form 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 your camera 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 the camera 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 your camera 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.

I honestly believe that the Contact Beam is going to be 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 ment for taking out big baddies while maintaining your distance.

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.

Aftering 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 the camera. 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 your camera 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 your camera 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 your camera 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 your camera 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 scrum 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 your camera 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 the camera 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 your camera 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 it’s 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 your camera 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 your camera 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 the camera 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 your camera, then take three paces left, and paces backwards until you cant 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 the camera 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 Cutters 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 the camera, 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 the camera 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 the camera. 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 the camera 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 your camera 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 your camera 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 your camera 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 Hunger 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 the camera 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 your camera 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 the camera 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 your camera 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 freezed 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 your camera 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 the camera 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 your camera 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.

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 your camera 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.

Proceed with the Locator when finished.

New Enemy! Wheezer.

No 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 your camera 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 your camera 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 your camera 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 your camera 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 the camera 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 your camera 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 your camera 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 your camera 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 your camera 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 the camera right to access the Store. After interacting with the Store take four paces left, then five paces backwards, then pan your camera 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.

You’ve now cleared approximately half of the Main Story of Dead Space 2023. This is unfortunately where part one of this walkthrough ends. But rest assured that I am continuing working on the next chapters of the game, and will be releasing part two of this walkthrough within a few months of me typing this. Of course though, feel free to play ahead on your own if you want or attempt the Side Missions! Thank you so much for making it this far with me, I look forward to all of the crazy challenges that the back half of this game has in store for us. :]

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 take four paces left, then five paces backwards, then pan your camera for a second to reach the Save Station. Proceed with the Locator when finished.

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##### CPR7

Chapter 07: Into the Void

Coming Soon! :]

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##### 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 interactable 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.

##### 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.](https://drive.google.com/file/d/1v4euWICbvY4w-GWiKt9baeUnm68QITl5/view?usp=share_link) 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, unnarrated UI elements appear on the screen with a checkmark next to the objective you just completed. Be sure to check your Missions tab to have the game narrator read your new objective!

[Objective Updated Cue.](https://drive.google.com/file/d/1DwEMJnd6KbnFP-r7hG4xpgniE87SGhYu/view?usp=share_link) This cue plays regularly throughout the game and usually comes shortly after the Objective Complete Cue. When you hear this cue, an unnarrated UI element appears on the screen describing the new objective. 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 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.

[Locator With Target x2.](https://drive.google.com/file/d/1vguQeBVRgydfxA8A1l8gWWsZrqYtG78-/view?usp=share_link) This cue plays when you press the R3 button with an active objective. Doing so will stop Isaac’s movement, create a temporary visual path on the ground, and readjust the camera 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 cue is played twice in a row in this file.

[Locator With No Target x2.](https://drive.google.com/file/d/15bPNgcGSdBq1V_1c7QX-K5xFRlm3xBNm/view?usp=share_link) 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 it3

s With Target counterpart. The cue is played twice in a row in this file.

[Credits Pickup Cue.](https://drive.google.com/file/d/167WslcO-DFSRKdFwzHIUlqbBuAMRkX6R/view?usp=share_link) This cue plays whenever you pick up the credits currency or an item that only sells for 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.

[Item Pickup Cue.](https://drive.google.com/file/d/1BEs8dEuZvH3-8ritQweBBaJ74KKXgiPq/view?usp=share_link) 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.

[Node Pickup Cue.](https://drive.google.com/file/d/1yTXOTgbOLRakk0DSQiz2zbr-FCKdr9py/view?usp=share_link) This cue plays whenever you pick up a Node and add it to your currency. It is slightly different from the other pickup cues.

[Chapter01 Hallway Cue.](https://drive.google.com/file/d/1ZvnnSO5tTj4Ef-TPCbOaO_bq_Wzt7RxK/view?usp=share_link) 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 Flamethrowers 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 Rippers 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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##### Cutscene Descriptions: CSDE

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

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 Isacc 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 space ship 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 hu? 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 Isacc 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.

An unnarrated UI prompt appears that reads. Chapter one. New Arrivals.

End Cutscene, the player gains control of Isaac.

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C01FE

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.

You now have the ability to run by pressing the L3 button. Reminder the R3 Locator will completely stop your movement even if running.

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C01HJ

Hailey Johnston.

Isaac arrives back at the Hangar Bay, down the long stretch 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.”

The video feed cuts out. Isaac yells “Go!” and quickly puts his helmet back on.

Before he even fully turns around, gun fire rings out behind him as Hailey starts shooting at some Necro Morphs that have breached the Kellion.

“Hailey, Run!” shouts Isaac.

But it’s too late.

After taking a step closer to Hailey, a first massive explosion blasts Hailey into the wall and knocks Isaac over. She lets out a scream as the force slams her into the wall. Another flatlining heart rate monitor buzzes throughout Isaac’s helmet as he stumbles to his feet. Then suddenly a second massive explosion.

The force of the blast launches Isaac through the glass windshield of the Kellion. Isaac lands heavily and tumbles onto the hangar bay walkway, slamming his back against a guardrail.

A series of chain explosions erupt from the Kellion as the shuttle falls away from the walkway and crashes to the hangar floor below in a blazing inferno.

Isaac stumbles back to his feet while watching this happen, helplessly shielding his face from flying debris.

“HAILEY!! HAILEY!!” he screams.

The player regains control of Isaac just as a swarm of a new type of Necro Morph rapidly approaches him.

End of in game cutscene.

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SUIT2.1 or SUIT2.2

Upon selecting purchase of the Suit Level Two 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 and the player 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 small room. 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 to the entire 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.

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C04SC

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.

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C05BLP

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 Issac’s 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

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 small 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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End of walkthrough.