

MAJOR SLACK'S **DEAD SPACE 2** **SECRETS**

**CAMPAIGN STRATEGY GUIDE
& COMPLETE WALKTHROUGH**

DS2 101

Introduction

Dead Space 2 is a third-person shooter, survival horror video game. Third-person shooter means you can actually see the character you control as you make your way through the game (as opposed to a first person shooter where you only see the weapon your character holds). The Dead Space 2 third-person view is an over-the-shoulder kind of thing where the game displays your character, Isaac Clarke, off to the left of the screen allowing you to peer over his right shoulder to see what lays ahead.

Survival horror typically means the story line is horror based and, more importantly, there is not enough ammo in the game to just shoot away at the enemies with reckless abandon. To avoid having to spend all your time running around panic stricken in low health while carrying a near-empty gun clip, you'll have to use good tactics and strategy to make the most of your resources.

The following strategy guide is a detailed compendium of said good tactics and strategies compiled by yours truly (Major Slack), a gamer who has played all the chapters of Dead Space 2 countless times and on all difficulty levels. The pages that follow will walk you through the entire game, show you where the enemies are (and how to blow them away with finesse), help you decide what the best weapons are, show you how to best upgrade those weapons using the least number of power nodes, show you how to save a ton of ammo and more.

Difficulty Levels

Dead Space 2 has five difficulty levels described in the game as follows:

casual	Enemies are weak. With some effort, you can survive.
normal	Ammo and health conservation are the keys to survival. A skillful trigger finger is needed to survive.
survivalist	For veteran Dead Space players. Ammo and health are less plentiful, and enemies are more deadly.
zealot	Ammo and health are scarce and enemies will brutalize you.
Hard Core	You will find the bare minimum of health and ammo to stay alive. When you die, you restart from your last save. You can only save three times.

Dead Space 2 definitely opens up a bigger can of whoop-arse (read: *kindly-kick-your-butt-back-to-the-stone-age*) than the original Dead Space so if you're an average gamer then you're probably best to start off with **normal** difficulty.

Hard Core Difficulty

The **Hard Core** difficulty level becomes available after completing the game at least once on any other difficulty setting. This is a special hybrid between the survivalist and the zealot difficulty levels. Enemies are survivalist grade while ammo drops are zealot grade. There are no checkpoint restarts and you only have three saves allotted to you to complete the *entire game* hence you must finish the game in four sittings.

Game Controls

Here are the default controls for the PC version:

Move	W/A/S/D
Activate Zero-G	ALT
Look / Aim	Mouse
Locator	B
Reload	R
Action / Confirm	E
Quick Heal	Q
Telekinesis	F (while aiming)
Recharge Stasis	C
Stasis	C (while aiming)
Run	Left Shift/Right Shift
Stomp	SPACE
Aim	Right Click/Caps Lock (Toggle)
Melee	Left Click
Fire Weapon	Left Click (while aiming)
Alt. Fire	SPACE/MOUSE3
Choose Weapon	1/2/3/4
Pause Menu	ESC
RIG	TAB

Slack's Custom Controls

Many viewers on my Youtube channel (<http://www.youtube.com/MajorSlackVideos>) have asked me about my custom keyboard settings. Here's how I've set them for Dead Space 2:

Move forward	D
Move backward	C
Slide left	S
Slide right	F
Activate Zero-G	Q
Look / Aim	Mouse
Locator	B
Reload	X
Action / Confirm	V
Quick Heal	Z
Telekinesis	T (while aiming)
Recharge Stasis	W
Stasis	W (while aiming)
Run	Left Shift
Stomp	SPACE
Aim	Right Mouse Button (hold down)
Melee	Left Mouse Button
Fire Weapon	Left Mouse Button (while aiming)

Alt. Fire	Space bar
Choose Weapon	1/2/3/4 or Rotate Mousewheel
Pause Menu	ESC
Show Inventory	G
Show Logs	L
Show Objectives	M

Many of my keyboard settings are standard for all my games including the movement controls (D/C/S/F), the reload button (X) and the heal button (Z).

Save Stations

You can save your progress through Dead Space 2 by using Save Stations which are placed throughout the game (usually there are numerous save stations spread throughout each chapter in the game). Dead Space 2 allots you 20 save slots in the save station menu meaning you can have up to 20 separate save games to choose from when loading or reloading a game.

A good save game system to use is to dedicate one save slot for the beginning of each chapter in the game (there are 15 chapters in all). Then as you work your way through each chapter, use a new save slot at each save station. This will allow you to return to an earlier part of a chapter in case you totally mess things up. Once the chapter is complete to your liking, delete all the current chapter saves except the first one and then save the game for the beginning of the new chapter. Continuing in this manner, when you complete the game, you'll have a collection of saves for the beginning of every chapter in the game making for easy replay. This collection of chapter saves will be immensely useful when practicing for Hard Core mode to help you quickly reload a problem chapter and replay it until you get it down pat.

Another ideal time to save the game is right before using the bench to make some weapon/equipment upgrades or before doing some major buying and selling at the store. That way, if you don't like the way things turned out you can reload that save and try something else.

Checkpoint Restarts

When Isaac dies, the game will automatically restart at the nearest checkpoint. Checkpoints are series of predesignated locations in between save stations. You can also force a checkpoint restart at any time by simply pausing the game and selecting the Checkpoint Restart option in the pause game menu. Be advised that doing a checkpoint restart may make changes to some enemy spawn points and scripted loot points that follow (which may or may not be to your advantage). See the Ruby Semiconductor Cheat for an example of this.

New Game+

The New Game+ option is earned by completing the game at least once and saving the game when prompted to do so at the end. This will allow you to start a new game with all the ammo, weapons and upgrades you acquired during your previous playthrough. All your stuff will be available at the first Store in the game. You can also choose to play a New Game+ at a higher difficulty setting than your previous playthrough (with the exception of Hard Core).

This means that you could conceivably complete the game on casual difficulty (where you get 50% more loot) and then have an easier go of it when you start a new game+ on Zealot difficulty using all the goodies and whatnot you got from the casual playthrough.

Inventory

The Inventory is Isaac's backpack where he carries his current supply of weapons and ammo. The inventory has four available weapon slots (stays the same throughout the game) and ten default inventory slots to carry ammo and other equipment. The number of inventory slots can be increased by purchasing better suits (armor) as they become available while progressing through the game.

Store

Dead Space 2's ingame 'Store' is where you can buy weapons, ammo, suits and other equipment using the game's currency (credits). Credits are amassed from pickups and enemy drops throughout the game. You can also use the store to sell

excess ammo and equipment or even weapons that you previously purchased.

Each store also has a Safe where you can stash ammo and equipment that you might want to use later but don't want currently using up precious space in your inventory. Unlike your inventory, the safe has no limits so you can cram as much as you like in there without having to worry about running out of space. The safe can be accessed from any store location throughout the game.

Schematics

Some weapon and ammo types will be automatically made available to purchase at the store as you progress through the game (e.g., the Line Gun, the Javelin Gun) but for the most part, you will be required to locate special item schematics, e.g., the Pulse Rifle schematic, and bring them to any store so that that item is made available for purchase. Many schematics are located inside Power Lock Rooms so always save one power node to open these rooms as sometimes it may be critical to your survival to acquire a certain weapon or ammo type.

Here is a complete list of all the default weapon and item schematic locations in the game organized according to chapter and order of appearance in the game:

Chapter 1

(There are no schematics in Chapter 1.)

Chapter 2

- ***Power Node Schematic*** — At the beginning of the chapter in the Power Lock Room at the end of the concourse just past the save station.
- ***Stasis Pack Schematic*** — Near the end of the chapter on the empty train track in the Galilei Transit Station. Use TK to grab it.

Chapter 3

- ***Pulse Rifle Schematic*** — At the beginning of the chapter behind the tram wreckage at the back of the warehouse on the left.
- ***Javelin Spears Schematic*** — At the end of the chapter in the Cassini Towers lobby where you get locked down with a bunch of enemies. The schematic is up a short flight stairs to the left of the Marker statue.

Chapter 4

- ***Security Suit Schematic*** — Mid-chapter, after using stasis to pass through the slamming door, you'll pass a save station. The schematic is high up on a shelf to your left.

Chapter 5

- ***Ripper Schematic*** — Early in the chapter after exiting the crypt you enter the Gravity Control Room and take a cargo lift to the bottom floor. The schematic is on the far wall to the right as you get off the lift.
- ***Medium Med Pack Schematic*** — Mid-chapter, after enabling zero-g in the Gravity Control Room, fly to the top and pass through a hole that caskets are passing through. The schematic is floating in mid-air in the middle of the next area.
- ***Line Racks Schematic*** — Mid-chapter later, after crawling through a vent, you drop through to the floor below. Go straight and hang a left into the next room. The schematic is straight ahead in front of the entrance.
- ***Detonator Schematic*** — Near the end of the chapter in the save station room right before meeting Daina.

Chapter 6

- ***Seeker Rifle Schematic*** — At the beginning of the chapter, you'll find a save station in a laundromat. Opposite the laundromat is a door leading out to a balcony. The schematic is on the floor on the right side of the balcony.
- ***Pulse Rounds Schematic*** — Mid-chapter, after the cutscene with Ellie where she releases the door lock, turn right and go to the end of the balcony just past the Bold Stylings sign.
- ***Flamethrower Schematic*** — After the gymnasium battle, exit the gym and follow your locator to find a classroom on the right. Enter the classroom and find the schematic on the floor to the right.

Chapter 7

- ***Ripper Blades Schematic*** — At the beginning of the chapter at the very bottom of the zero-g area where you have to repair the elevator.
- ***Force Gun Schematic*** — After fighting off all the Tripods in the Solar Array Elevator, exit the elevator and turn left to find some lockers. The schematic is in one of those lockers.
- ***Contact Beam Schematic*** — Late in the chapter, you go onto a catwalk and fight off a whole bunch of enemies after which you do a hack to enter the Solar

Array Control Pod to go out into space. There is a Power Lock Room at the end of this catwalk. The schematic is in that room.

Chapter 8

- ***Vintage Suit Schematic*** — At the beginning of the chapter, go in the Operation Control Room to find a Power Lock Room on the right. The schematic is in the Power Lock Room.
- ***Detonator Mines Schematic*** — Mid-chapter, just inside the Pressurization Control room to the left on the floor (room with the Bench).
- ***Large Med Pack Schematic*** — At the end of the chapter in the room where you meet Ellie and Stross.

Chapter 9

- ***Flame Fuel Schematic*** — Mid-chapter, after taking the Elevator to High Pressure Storage, you enter a 'hull-breach' room containing an Exploder and a Slasher. Continue from here to Fuel Pressurization Tower Mid-Level where you'll see two ramps leading up to the right. The schematic is at the top of the first ramp (watch out for trip mines) on the right behind some crates.
- ***Seeker Shells Schematic*** — Near the end of the chapter at the end of the trek through the stalker warehouse, you encounter a Guardian. There is a secret nook between the Guardian and the elevator. The schematic is in there (along with some other goodies).

Chapter 10

- ***Force Energy Schematic*** — Mid-chapter, on the bottom floor of the zero-g Centrifuge puzzle room.

Chapter 11

- ***Contact Energy Schematic*** — Mid-chapter, when you're out in space, you'll find the schematic all the way to the back on the right side of the exterior of the tube you have to go in to escape (after moving the lasers).
- ***Advanced Suit Schematic*** — Mid-chapter, in the Power Lock Room after working your way through the catwalk full of Slashers and Pukers.

Chapters 12, 13, 14, 15

(There are no schematics in chapters 12-15.)

Suits

Starting at the first store, special suits can —and in the case of the engineering suit, *must*— be purchased to facilitate a more 'pleasant' journey through the Dead Space 2 environment. Although each suit offers some small extra protection against alien attacks (armor %), the real advantage in upgrading to a better suit is extra slots allotted to your inventory allowing you to carry more stuff.

Here is a rundown of all the suits available in a default, non-patched new game:

Engineering

10 inventory slots, 5% armor bonus, automatically available at first store.
Cost: 1,000 credits.

Security

15 inventory slots, 10% armor bonus, +5% pulse rifle damage bonus, schematic found in Chapter 4. Cost: 20,000 credits.

Vintage

20 inventory slots, 15% armor bonus, 10% discount on all items at store, schematic in Chapter 8. Cost: 40,000 credits.

Advanced

25 inventory slots, 20% armor bonus, 50% stasis recharge time bonus, schematic in Chapter 11. Cost: 40,000 credits.

As Isaac dons each new suit, all the armor and inventory slot bonuses acquired from previously purchased suits are retained and included along with the bonuses of the new suit.

WEAPONS

Dead Space 2 has ten default weapons (not including downloadable or bonus content) well suited to a number of different playing styles and preferences. If you're into something more conventional than go with the Pulse Rifle which fires just like a machine gun or the Force Gun which handles like a shotgun. Other weapons are less conventional but more powerful such as the Ripper which excels in close combat and does it very cheaply or the Contact Beam which instantly kills most enemies although ammo is expensive.

Schematics

Weapons and ammo are gradually made available for purchase by finding special schematics throughout the game and then bringing those to the next store. When you bring a weapon or ammo schematic to a store, that weapon or ammo type will be available to purchase at any store from that point on.

Be advised that if you miss or simply can't find a weapon or ammo schematic, that weapon or ammo type will become automatically available for purchase starting at the *second store* after the point where that schematic is normally found or the first store in the next chapter (which ever comes first). Hence, all weapons and ammo will eventually become available for purchase at the store regardless of whether you retrieve schematics or not (which is something you may want to consider if your inventory is too full to take on a schematic). Finding schematics will just make those weapons or ammo types available earlier.

Buying Weapons

Once available at the store, weapons are not that expensive to buy, ranging from 8000 to 11,000 credits. All weapons can be resold back to the store for half of their original value. If they have been upgraded with power nodes, each placed power node will add 5000 credits to the resale price but you should only sell upgraded weapons if you absolutely have to.

A much better idea would be to wait until Chapter 7 where you'll be granted the RESPEC option at the bench which will allow you to pay 5000 credits to grab back all the power nodes you used on any particular weapon. Those nodes will be added back to the supply in your inventory and the weapon can then be resold for half of its original sale price without losing all the power nodes you used on it.

Ammo Drops

Although the types of ammo dropped from killed enemies are random as well as the types of ammo at predesignated ammo pickup locations, the chances that those ammo drops and pickups will be for a particular weapon increase if the weapon is *currently equipped*. In other words, if you're currently carrying the Javelin Gun, you're more likely to find Javelin Spears ammo.

You can further tweak things in your favor by simply carrying less weapons. For example, you're more likely to find Javelin Spears if you ***only carry the Javelin Gun*** as opposed to carrying the Javelin Gun along with other weapons. If you carry other weapons then the game will then be triggered to drop ammo for those other equipped weapons as well. This is a trick you can use to get extra ammo for a newly acquired weapon until you can find the ammo schematic allowing you to purchase that ammo type at the store.

A few more quick notes to remember about all weapons in the game:

- When you become more proficient with various weapons (meaning you can afford to sell spare ammo), an important factor to consider when deciding which weapons to equip is how much that spare ammo can sell for and more particularly how much a full inventory stack can sell for. For example, a full inventory stack of Contact Beam ammo sells for a whopping 6000 credits. Compare this to a Javelin Spears inventory stack which sells for a piddling 1000 credits.
- Weapons that are not currently equipped cannot be upgraded at the bench. However, previously applied upgrades will not be lost when storing weapons in the safe.
- Weapon magazines will be refilled automatically when applying a CAP upgrade at a bench. Hence, a part of your strategy should be to arrive at a bench with your weapon(s) empty or near empty so you can get a free refill by applying a CAP upgrade.

Best Weapon?

There is no absolute best weapon but rather it's a matter of personal preference. My personal preference leans heavily towards a reasonable mix between efficiency (kill the bad guys dead quick) and economy (do it cheap). The following Dead Space 2 weapons review is based on this preference although each and every weapon has its merits and, for your convenience, these are all analyzed in considerable detail. The weapons are listed in the order in which they become available in the game.

Plasma Cutter

Weapon Name	Plasma Cutter
Weapon Description	High energy mineral cutter
Weapon Cost	Free in Chapter 1
Primary Fire	Fire a narrow cutting beam vertically
Alt Fire	Fire a narrow cutting beam horizontally
Default clip size	10
Ammo Name	Plasma Energy (Ionized Gas Cartridge)
Ammo Cost	1200 credits (stack of 6)
Inventory Slot Stack Size	25
Full Inventory Stack Sell Price	2500 credits
Weapon Schematic Location	N/A - Given free in Chapter 1
Ammo Schematic Location	N/A - Ammo automatically available for purchase at first store in Chapter 2

Basics

The Plasma Cutter is the first weapon available in the game and is fairly easy to use although handling requires some precision since it relies heavily on dismemberment to be effective. This makes it less conventional as a weapon but all in all, it is the most versatile and serves well as a main weapon in the first half of the game and then later as an emergency backup when more powerful weapons become available.

Alternatively, if you learn some advanced techniques (see below), a fully upgraded Plasma Cutter can serve you well throughout the game and can achieve a low cost-per-kill ratio on all kinds of enemies.

The two firing modes of the Plasma Cutter are simply how the cutter is oriented, either **vertically** (ideal for dismembering arms) or **horizontally** (ideal for dismembering legs). Pressing Alt Fire simply toggles between the two firing modes.

Ammo is cheap for the Plasma Cutter although ammo drops are so plentiful that if you play carefully, not only will you never have to buy ammo but you will be able to sell all spare ammo you collect in order to get extra credits to buy more power nodes. Up until about Chapter 10, it should be fairly safe to forge ahead from every store location with just a full Plasma Cutter magazine as the game will readily feed you enough plasma energy ammo to handle all tasks suited for this weapon. However, this assumes you know how to handle the Plasma Cutter efficiently and economically (see below).

Claw-ectomies

The Plasma Cutter excels against Slashers especially in the first half of the game. You should be able to kill most Slashers with a single plasma energy round using the following tactic which I've dubbed the 'Claw-ectomy':

1. Put the Slasher in Stasis.
2. Set the Plasma Cutter to vertical and cut off one arm (usually takes one shot).
3. Use TK to grab a claw off the dismembered arm.
4. Spear the Slasher with its own claw.

For most Slashers, this will result in an instant kill making the Plasma Cutter an extremely economical weapon to use with an excellent cost-per-kill ratio and for this reason, upgrading the Stasis Module should be one of the first things you do to enable you to use this tactic more often.

Groin shots

When you have no stasis (or time) to perform a Claw-ectomy, an alternative tactic is to put the Plasma Cutter in horizontal firing mode and aim carefully for the groin (Slashers, Pukers and Spitters). Groin shots deal extra damage for undocumented reasons and often result in 1-2 shot kills (probably because shooting the groin simultaneously deals damage to three main hit areas on the enemy, i.e., the body and both legs). This is especially useful on Pukers since Claw-ectomies don't work on them because they don't have claws you can cut off and shoot back at them.

Crippling

As a last resort, e.g., when really pressed for time against an advancing mob, put the Plasma Cutter in horizontal mode and fire off a couple of quick shots at the enemy's leg to chop it off and put it in crawl mode. Then you can put the Plasma Cutter in vertical mode and chop off an arm to kill it.

Upgrading

The most significant upgrades you can make to the Plasma Cutter is to do the following at (or before) the bench in Chapter 5:

- Three DMG upgrades (60% increase in damage)
- One SPD upgrade (increases the fire rate)
- One CAP upgrade (increases magazine size to 12 shots)

These upgrades—which will cost you seven power nodes— will make it much easier to handle the boss monsters in Chapter 5, i.e., the Tripod-Slasher hybrid in the Grand Hall and the Tormentor boss at the end, both of which the game forces you to deal with in a series of quick-time event scenarios. With the above upgrades, each of the four scenarios in the Tormentor quick-time event (where you have to shoot the yellow infected flesh) can be handled with a single Plasma Cutter shot.

The SPC Upgrade

A fully upgraded Plasma Cutter will cost you a mere 18 power nodes (4 node slots can be skipped). Even though this is a devastating weapon sporting a 20-shot magazine and a rapid fire rate, I typically abandon the Plasma Cutter around Chapter 10 because a fully upgraded Ripper can do most of the heavy lifting with regards to close combat and can do it considerably cheaper than the Plasma Cutter.

Notwithstanding, if you like the feel of the Plasma Cutter, it will serve you well fully upgraded but you should understand a thing or two about the SPC upgrade:

The SPC upgrade sets the enemy on fire with each shot and, more importantly, creates a post-shot burn effect similar to the flamethrower where the enemy takes continuing damage after being set on fire. As a result, you may want to slow down your rate of fire to take advantage of this.

As an example, a fully upgraded Plasma Cutter *without* the SPC upgrade typically takes four shots to kill a Lurker (shooting directly at the Lurker's body). With the SPC upgrade, you can consistently kill Lurkers with three body shots, sometimes as little as two. This will render moot the tactic of having to carefully aim to dismember each of a Lurker's three tentacles to get a kill essentially making it much easier to kill Lurkers. Similar results can be achieved if you take advantage of the post-burn effect on other enemies.

Plasma Cutter Cheats

Here are some, ahem, *notes* on how to use your fully upgraded Plasma Cutter effectively:

- *Against Slashers and Spitters* - Put it in stasis and go for an instant kill with some carefully placed groin shots pausing between each shot to maximize the SPC post-burn effect. This works extremely well on normal Slashers which can be killed with one or two shots. Super Slashers will take three shots to the groin to bring them down and a final shot to dismember an arm to kill it.
- *Against Pukers* - Same technique as the Slashers. Put it in stasis and try for an instant kill with some slow well-placed groin shots (two or three shots). If you end up only crippling it, stasis it again and then run up close and line up your line of fire (with the weapon in horizontal mode) so that it will shoot all the way through its body starting at the head. This will do a lot more damage than trying to dismember an arm with the weapon in vertical mode. You can typically finish off a crawling puker like this with one or two shots.
- *Against Crawling Stalkers* - Crawling Stalkers have a strange weak point directly on their shoulders (not on the joint but right on the shoulder itself). A fully upgraded Plasma Cutter can often one-shot kill Crawling Stalkers hit directly on the shoulder.
- *Against Lurkers* - Yeah I know... Dismember all three of a Lurker's tentacles to kill it. But did you know that Lurkers have a weak spot on their heads just below the center tentacle? Two shots here with a fully upgraded Plasma Cutter will usually get an instant kill.
- *Against Pregnants* - Pregnants are weak at the ankles. A fully upgraded Plasma Cutter can bring down a Pregnant with a single shot to one of its ankles. Then shoot one of its arms a couple of times to finish it off.
- *Against Brutes* - This is probably a poor choice of weapon to take up against a Brute but if you must, a fully upgraded Plasma Cutter can dismember a Brute's arm with eight shots (shoot directly at the yellow infected flesh with the Plasma Cutter in vertical mode). Alternatively, you may want to run around behind the Brute and chop off one of its tiny legs instead (easier). Once dismembered, the Brute will be put in 'spit-bomb' mode. You can use TK to catch the spit bombs and then launch them back at it to kill it (typically three to five spit bombs will kill it).

ENEMIES

Dead Space 2 enemies, a.k.a., *necromorphs*, come in all shapes and sizes. All of them can kill you, some quicker than others. Each enemy takes a different strategic approach to kill efficiently. Simply plowing into them all with reckless abandon will eventually result in running out of ammo and/or getting killed.

Be advised that most enemies have a grabbing attack they can use if they manage to get close enough to you for a certain period of time. This will trigger a Quick Time Event (QTE) where you'll be required to rapidly tap the Action button in order to break free. The quicker you manage to break free, the less damage you'll take. You'll always take at least some damage so getting caught in a grabbing attack when in low health can result in a sudden death. The grabbing attack becomes much more serious on higher difficulty levels as enemies will deal more damage.

Successfully getting free from a grabbing attack will usually result in a cutscene where Isaac kills the enemy but not always. Other times, he'll simply break free and stand there in front of the enemy at which point you'll have to react quickly to kill the assailant before it attacks again.

Slashers

Slashers are the first enemy you'll face in Dead Space 2 and they will plague you in various forms throughout the game so learning to deal with them effectively and economically is essential. These humanoid necromorphs have large claws for arms and must be right up close to attack you with them. Upon seeing you, Slashers will usually advance slowly and menacingly for a moment before breaking into a full run and then finally lunging at you bringing their claws down to attack.



The weapon of choice for early Slashers is the Plasma Cutter and while tougher Slashers (e.g., Super Slashers) found later in the game are best dealt with using the Ripper or the Flamethrower. Lone Slashers should be put in stasis and then killed using your melee attack to save ammo.

TK Spearing Slasher Mobs

When dealing with multiple Slashers early in the game, the best tactic is to kill the first one however you can and then use TK to grab two claws off its dead body and launch those at the next Slasher to kill it. Then grab two claws off that Slasher's body and use those to spear the next. In this manner, you can kill an entire mob of Slashers using very little ammo.

Naturally things don't always work out so neatly, e.g., you'll sometimes grab up something else by mistake instead of a claw messing up the whole rhythm but if you stick as best as you can to the plan, you'll still save a lot of ammo.

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WALKTHROUGH

Introduction

The following is a complete walkthrough of the Dead Space 2 single player campaign. This walkthrough will have a heavy emphasis on strategy, i.e., how to effectively kill the enemies, how to handle major battles with ease, which weapons/equipment to use and how to upgrade those weapons/equipment and how to manage your resources to progress through the game with finesse.

I will show where all the benches, stores and save stations are as well as all power nodes, schematics and some notable valuable pickups. However I won't be clogging up the text describing where every single last ammo drop and pickup is because I think that—with all due respect—other 'strategy' guides (if it be proper to call them such) place way too much emphasis on this and fall pitifully short on how to actually play the game. It will be assumed from this point forth that the player will take the time necessary to search everywhere in the gamescape as he/she proceeds to get all the goodies. :)

There will also be a huge emphasis on playing economically, i.e., using the least ammo (and the least costly ammo) to get the most kills. This also means using TK combat skills a lot and, in later chapters, occasionally speed running past certain sections of the game simply because those sections are not likely to give you a good return on your investment (it may cost you more ammo and resources to kill the enemies than what they give you back in return in ammo drops).

This walkthrough was optimized for and thoroughly tested on the Zealot difficulty setting and is annotated throughout with alternative strategies for the Hard Core setting. However it will work fine for lower difficulty settings (you'll just have a lot more ammo at your disposal).

As for weapons, the various weapon loadouts I'll be highly recommending to complete the game are as follows:

Chapters 1 - 6

Plasma Cutter
Line Gun
Ripper
Detonator

Chapter 7

Force Gun
Line Gun
Ripper
Detonator

Chapters 8 - 15

Contact Beam
Line Gun
Ripper
Detonator

CHAPTER I

After the opening cutscene, the game starts you off in the middle of an alien infested hospital in the Sprawl, a megalopolis on a fragment of Titan, one of Saturn's moons. Isaac has apparently lost all memory of what happened to him over the last three years (since his ordeal on the Ishimura in Dead Space 1) and finds himself bound in a strait jacket in the hands of a rescuer named Franco. However, something has gone horribly wrong with the hospital and before his very eyes, Isaac watches Franco get attacked by an Infector and transformed into a necromorph. He is then contacted by a mysterious woman who identifies herself as 'Daina' and instructed to 'run'.

At this point you take control of Isaac and must run the gauntlet to safety through a commotion of aliens running rampant throughout the hallways of the hospital. (Don't worry. The strait jacket thing doesn't last long.)

The Strait Jacket Run

From your starting point in the strait jacket, turn left a little bit and run down the left side of the corridor, veering right to avoid an alien breaking through a window and then run past the alien strapped down on the gurney. Continue straight on through a doorway marked the 'Outer Hall' (you'll see a white sign) and then turn left and head towards the white sign reading 'To Secure Area'. Turn right immediately afterward and run straight down veering right to avoid another necromorph bursting out to attack you. At the end of the hall, turn right again and head through another doorway marked 'To Secure Area'. As soon as you go through this final door, a necromorph will tackle Isaac to the floor. This will put you in the game's first Quick Time Event where you'll be required to rapidly (and repeatedly) tap the Action button in order to survive. When Isaac kicks the alien back through the door, you are successful.

Getting Out of The Strait Jacket

After fighting off the alien, do an about face and follow the hallway straight down to find the first Save Station.



Save the game and continue through the door just to the right of the Save Station. Up ahead some armed security will spot Isaac but as they open fire, an alien bursts through the ceiling grabbing and killing them both. Continue past the remains of the security guards, turn right, go down the hall and find another white 'Secure Area' sign on your left. Go through this doorway, turn left at the red 'No Access' sign further on and go up the stairs. Turn left and go into the 'Observation Room'.

Here you'll have to snake your way through by going down a small set of stairs on the left, turn right, go across the glass floor and back up another small set of stairs to find a video playing on a monitor showing Nolan Stross, one of the hospital's 'test subjects' being interrogated. Watch the video if you want to get a little taste of who Stross is (someone you'll encounter frequently throughout the game) and then exit the Observation Room through the glass doorway beyond and go through the red 'unlocked' door on your left. Continue down a hallway and through another 'unlocked' door and then turn right to find a deranged doctor named Foster Edgars scratching lines on the window. Approach to trigger a cutscene where Edgars grabs Isaac and holds a scalpel to his throat while Isaac pleads for his life. With a stabbing motion, Edgars cuts Isaac out of the strait jacket and then directs him towards a locker containing a small med pack and a flashlight.

After you grab the med pack and flashlight, turn again to face Edgars at which point he commits suicide by cutting his own throat. It should now be quite apparent to you that the Titan Memorial Medical Center is a very dark and dangerous place. Lucky for you, you're out of the strait jacket and you can now use a flashlight by pressing the Aim button and do a melee attack with it by pressing the Fire button.

Activating the Locator

After the encounter with Edgars, continue on through the unlocked door to the right of Edgars' dead body and then on down the hall to take the elevator to the 'Patient Rec Room'. Here Isaac is once again contacted by Daina who tells him that he is suffering from a unique form of fatal dementia and that she is trying to rescue him. (Hmmm... How convenient!) Isaac reluctantly agrees.

When you exit the elevator, you'll be given an in-game popup tip about using the Locator. When you press the Locator button, a glowing blue line will appear on the floor showing you the way to your current objective and you'll be able to make use of this feature at most anytime throughout the game. You can also turn your mousewheel (PC version) while holding down the locator button to toggle between different locator paths to help you find the nearest Save Station, the nearest Bench or the nearest Store.

Since you now have use of the locator, this walkthrough will henceforth be primarily concerned with showing you how to survive Dead Space 2 by advising you which enemy types you'll encounter on your journey through the game as well as the specific rooms or areas you'll find them in and how to best deal with them. Wherever it is referenced to 'continue', simply use your locator (on the 'Objective' setting) to find your way.

Getting and Using TK Module

Your next objective will be to acquire the TK Module which will enable you to use telekinesis to remotely pick up, move or launch objects. Use the locator to snake your way through a very dark hospital room (use the flashlight to help you find your way). Eventually you'll find a save station at the end of a hall beside some wheelchairs.

Save Station



Save the game and then continue through the unlocked door opposite the save station. Your locator will lead you to enter a room where Isaac has an attack of dementia. To the right beyond this point is a glowing blue panel on the wall with an image of a wrench alternating with a handprint. These panels always indicate that you can interact with them (by pressing the Action button) to have Isaac enter a crawlspace. Use your directional buttons/keys to move through the crawlspace until the bottom falls out and Isaac crashes through to the floor of circular room where you'll find a patient suspended in midair on a Telekinetic Surgical Binding unit.

Your locator will draw a path that is blocked by a window which can't be broken by your flashlight (go figure). In order to continue, you'll have to use the TK Module to pick up and launch an object at the window to break it. To do this, interact with the glowing blue panel marked 'Telekinetic Surgical Binding Active' beside the suspended body. Isaac will equip himself with the TK Module.

From this point forward, you'll be able to use Telekinesis (TK) by pressing and holding the Aim button (regardless of which weapon is equipped) and then pressing the Telekinesis button. If an object Isaac is pointing at is grabbable, it will be drawn towards him and held suspended in front of

Slack's Game Plan

Only use med packs if you absolutely have to, i.e., Isaac is limping around or you've maxed out your inventory. Your health bar will get refilled completely for free when you acquire the Engineering Suit near the end of the chapter so any spare med packs you have when you arrive at the store can be sold for extra credits.

his outstretched hands. You can use the laser sight on the flashlight (or whatever weapon you have equipped) to aim an object 'grabbed' using Telekinesis and press the Fire button to launch it. (See **Using the TK Module in Combat** for complete details).

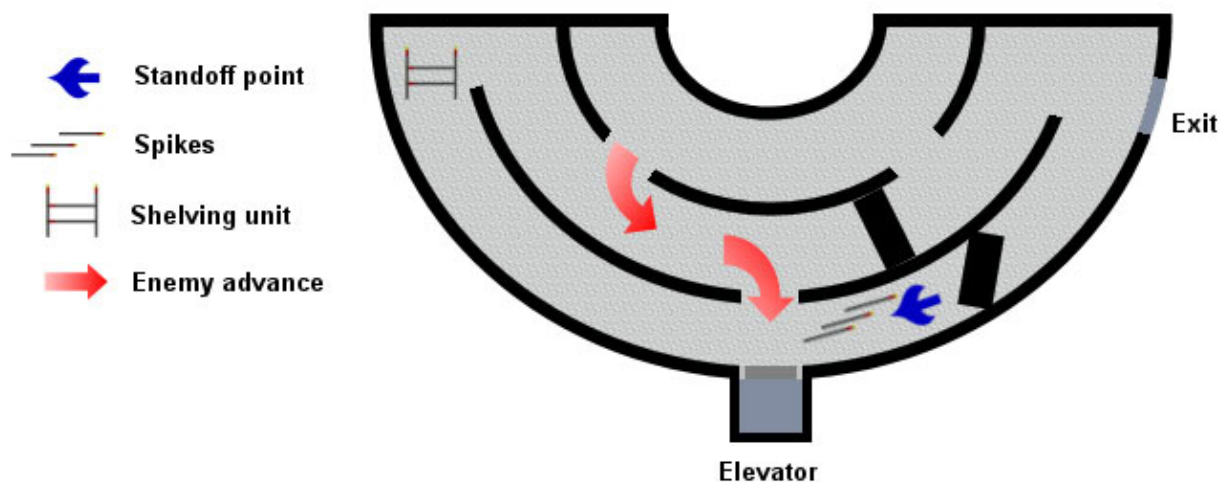
To continue, use TK to grab one of the spikes beneath the body on the TK Binding unit (now deactivated) and launch it to break the window blocking your path. This will trigger two Slashers to come at you. Spear them dead by grabbing and launching spikes at them (aim right at their bodies). If you miss and they get too close, remember that you can use a melee attack to knock them back. After killing them, their dead bodies can be looted by melee attacking them or launching objects at them. You can also loot dead enemies by stomping on them or launching their bodies against any surface.

Collect the goodies and take the elevator up to the...

Surgical Observation Area

In this area, you'll encounter three more Slashers which must all be killed with only the TK Module at your disposal. The best place to make a stand is directly to the far right after getting off the elevator.

Surgical Observation Area



However, there are only two spikes over there. You can get some more by first going quickly left from the elevator along the back wall until you see a shelving unit off in the distance. Use TK to grab this and then do an about face and carry the shelving unit towards your standoff point. On the way, launch the shelving unit against the back wall near your standoff point and it will break into pieces creating four more

spikes to add to the two already there. Using these six spikes, you should be able to easily kill all three Slashers as they approach your standoff point.

Loot all the dead Slashers and the two wall pickup boxes as you snake your way down and up the access ramps towards the exit at the far right of the room from the elevator entrance.

Upon exiting the surgical observation area, you'll get a popup tip about stomping indicating that all green boxes you find around the gamescape can be stomped (or launched against any surface) to break them open to loot them. The two dead Slashers in this hallway can be looted as well by stomping or using a melee attack.

After looting the Slasher in the wheelchair at the end of the hallway, melee attack it again to loosen one of its claws. You can then use TK to bring the claw into the next area where you can use it in battle.

Getting Your First Weapon: The Plasma Cutter

Continue on ahead into Intensive Care room. In here you'll acquire your first weapon: the Plasma Cutter. Loot all the side rooms first to collect some plasma energy ammo and some cash (carefully avoid the Slasher strapped down to the gurney around the other side) and then retrieve the Slasher claw you brought with you and go into the center room where you'll find a hysterical patient screaming for help. Quickly wish him luck (he's gonna need it) and then move behind him to find a blue panel marked 'Surgical Tissue Incision in Progress'. Drop the Slasher claw beside the panel and then interact with the panel to get the Plasma Cutter. This will trigger two Slashers to come at you.

Now pick up the claw and launch it at the first Slasher to knock it down and then rush up and melee it to death. Quickly grab a claw off its corpse and go park yourself in front of the doorway to the surgery room and wait for the second Slasher to enter. When it does, spear it to knock it down and then quickly grab another claw off the dead slasher and use that to spear it dead. Loot both dead Slashers and then continue around to the Slasher strapped to the gurney and kill it with your plasma cutter (this is the only way to kill it). Loot it for goodies and then continue past the gurney to exit the room.

After exiting the Intensive Care room, Daina will contact Isaac again with advice to dismember enemies to kill them more effectively. This is advice you should take very seriously in order to save a ton of ammo.

Save Station



Go into the next hallway where you'll find a save station. Save the game and

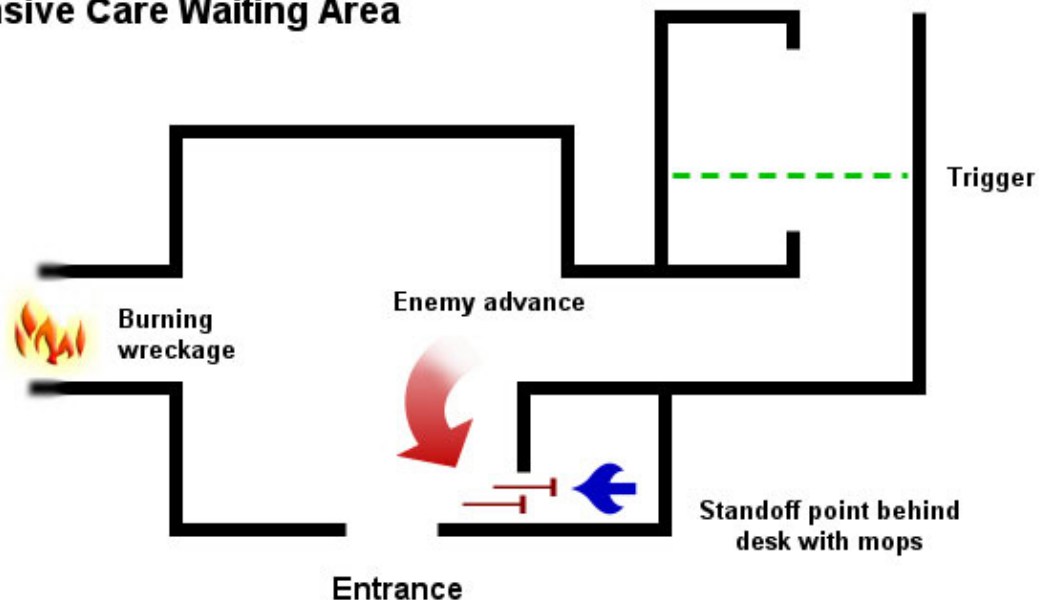
continue on into the...

Intensive Care Waiting Area

In this area, you'll find three Slashers who will come at you when you continue past the reception desk and around the corner to trigger a sudden vent of steam from the pipes above. Before triggering the Slashers, you can retrieve two sponge mops; one behind the reception desk and another just past the reception desk leaning up against a janitor's utility unit. Both of these mops pose as sharp objects that can be launched at the Slashers.

The best place to make a stand is behind the reception desk forcing the Slashers to come at you through the opening to the reception desk. This will also make it easier to grab claws off the Slashers you kill because the opposite wall to which they'll be skewered to will only be a short distance away.

Intensive Care Waiting Area



Place the two mops on the floor in the entrance leading behind the reception desk and then clear all other loose objects out of the way before proceeding. Then follow your locator around until there is a big vent of steam and then quickly return behind the reception desk to make a stand. Spear the first Slasher dead with the two mops and then quickly grab two claws from it and use those to kill the second Slasher. Rinse and repeat with the third.

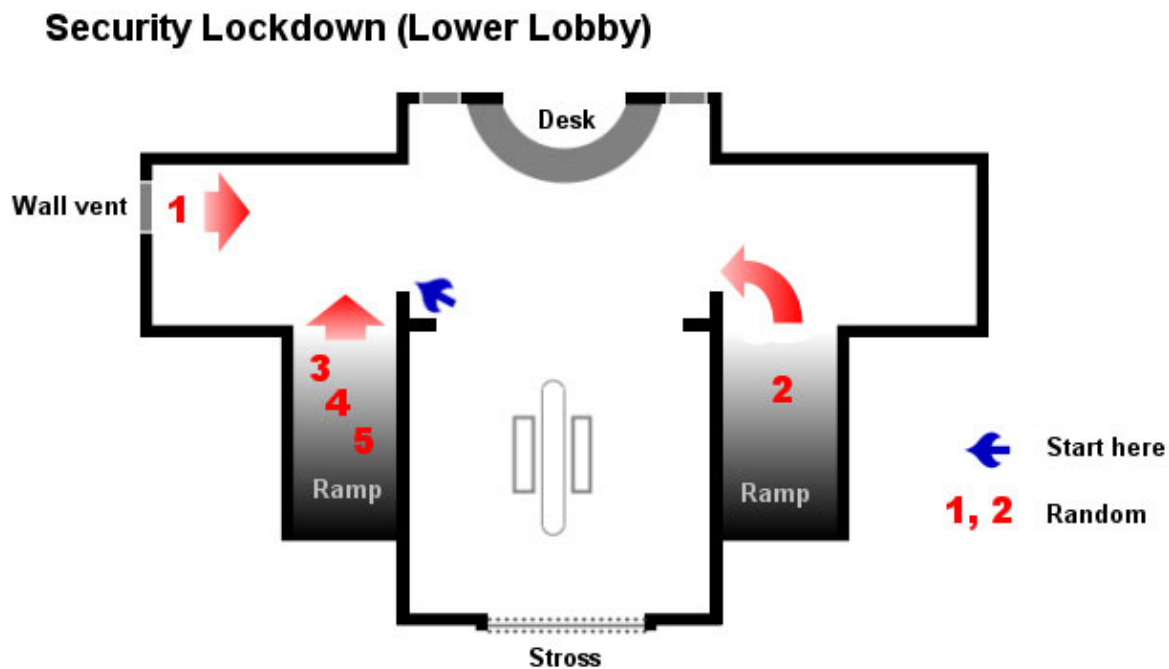
After doing in the Slashers, loot the entire area. (Don't forget a hidden green box to the right of the exit door behind the burning wreckage. Use TK to grab it.) Then exit and pass through a couple of rooms that have more loot in them. Continue on,

looting everywhere as you go until you reach the...

Upper Lobby (Security Lockdown)

After entering the Upper Lobby, Isaac meets Stross who runs downstairs imploring Isaac to follow. Loot the upper lobby, reload your plasma cutter and then proceed down the to the lower lobby. Here you'll find Stross scampering beneath a rapidly closing security gate which shuts down before Isaac can escape along with Stross. Ooops. But hey don't worry. You didn't blow it. It's impossible to get under the gate before it closes. You see, Dead Space 2 now wants to test your mettle by getting you nice and cozy with five salivatingly ferocious Slashers who want to (*ahem*) ask you a few questions before unlocking the doors and allowing you to continue. So, decisions, decisions... Stop and chat? Or kill them all? (It's probably easier to just kill them all.)

To help you get the drop on this Slasher mob, the spawn order and spawn points are detailed in the map below:



The best place to start is tucked away in a little corner beside the left ramp facing the wall vent (right next to the weight scale). Slashers [1] and [2] will always spawn from the wall vents as shown on the map. It's random which comes first so if you don't see the Slasher popping out of the vent right away then you know it's coming down the ramp behind you on the other side. Stand your ground and kill whichever comes first with the Plasma Cutter and then extract claws off it to spear the second. This will typically force the next three Slashers [3, 4 ,5] to all come down the ramp

to your left which is greatly to your advantage because they'll all be coming from one direction. Use Slasher claws to kill the one in the lead and then extract claws off it to spear the next. Only use the Plasma Cutter if you run out of claws or if it looks like you're going to get overrun.

After you kill all the Slashers, the alarm will stop, the lights will go on and the door to continue will unlock. Loot the area (including the dead Slashers) and pay particular attention to looking behind the Emergency Admittance reception desk to find your first Power Node. This, along with other numerous power nodes you'll find throughout the game, can be used at a bench to upgrade your favorite weapons.

Power Node



Continue on through the door behind the reception desk and follow your locator to eventually find a save station.

Save Station



Make sure you save the game here as the Triage Room, which is coming up next, can be particularly dangerous.

Tips & Tricks

If you've been playing on Normal difficulty and you've been playing carefully, you may find that at this point that you'll run out of space in your inventory. If you're trying to decide what to leave behind, always drop small med packs in favor of Plasma Energy pickups. A full Plasma Energy stack sells for 2500 credits whereas a small med pack only sells for 1000.

Triage Room (First Hack, Stasis Module)

In the Triage Room, you'll have your first encounter with Hacking. Completing the hack will give Isaac the Stasis Module which can be used to slow down fast moving objects. This is typically used to solve puzzles but it can also be used in combat to slow down enemies.

To continue, find the hack panel, interact with it and complete the hack by spinning the pointer (for the PC version, move your mouse in a circular motion to spin the pointer) and press the Fire button whenever you see a blue light. Clicking on three blue lights completes the hack.

As soon as you complete this hack, get ready to rock-and-roll as an **instant-kill Slasher** (the only one in the game) will come charging towards you. Initially it'll be under the effects of Stasis but it'll quickly break out of it. Immediately put it in stasis again to slow down its movements to a crawl for a few seconds at

which point you can safely attack it. Quickly melee it four times and then put it into stasis again before your first stasis shot wears off. Then melee it again to finish it off. After it's dead, grab two claws off it (they may be scattered around the room somewhere) and place them in front of the security gate off to one side.

You can now avail yourself of one of two Stasis Recharge stations situated on either side of the room to refill your stasis meter for free.

Security Gate

Your objective now is to get through the Security Gate uphead. Interacting with the *Security Gate Motor Control* will open the gate but you'll find it shuts quickly as soon as you approach. To remedy this situation, go back and hit the gate control switch again and then before approaching the gate, aim at the right edge of the gate doorway and press the Stasis button to put the gate in stasis. Run quickly to get a free refill from one of the Stasis recharge stations and then run through the open gate before the stasis wears off and then quickly use TK to pull in the two claws you dropped earlier. (Use the gate control switch on the other side to open the gate again if you don't have time to grab the claws through.)

Hard Core Notes

Playing on Hard Core, you'll probably want to give the Instant-Kill Slasher a double shot of stasis right away just as a precautionary measure in case your first stasis shot misses. Alternatively, shoot your stasis at the ground at the Slasher's feet to zap it with a 'splash' stasis effect. Then shoot one of its legs off with the Plasma Cutter (two or three shots) and then melee it to finish it off.

Pukers

After exiting the Triage Room, continue through the door to the right bringing the claws and a sponge mop found in the corner along with you. In the room beyond are two Pukers which you'll trigger when you go to the doorway. You can use the two claws and the sponge mop to spear-kill one of them. You'll have to kill the second one with the Plasma Cutter since Pukers don't have sharp claws you can extract from them. Shoot the Puker in the groin area to do extra damage which is a technique that can sometimes result in one or two-shot kills. Later on we'll learn a good technique to kill Pukers using the **catch-and-return** technique.

Power Node



Loot the Puker room making sure you pick up your second power node on the counter beside the wall pickup box and then continue on to take the 'Elevator to Patient Care'. On the elevator ride up, Nicole, Isaac's kinda-sorta dead girlfriend, will

drop in to say 'hello'. Don't worry about this... (yet). Exiting the elevator will take you into an area containing the *Heart to Heart Gift Shop*.

Power Node



Loot the area making sure you pick up another power node behind the gift shop counter and then continue on *Critical Needs Patient Room*.

Critical Needs Patient Room (Hull Breach room)

Before entering this room, open the door and look carefully to find a Slasher laying on the floor near the window at the other end. You can pick up any object in the gift shop area and launch it at the Slasher to break off its claws. Then use TK to grab a couple of claws off it and place those just outside the door. Then use TK to grab the Slasher itself and pull it back and launch against the floor to produce some loot.

Now as you enter this room, the window at the opposite end will break and eventually blow out, sucking everything in the room out into the vacuum of outer space. Isaac will cling on to the counter for dear life and eventually you'll gain the ability to aim his plasma cutter to shoot the red triangular emergency hatch shut down switch located just above the blown out window. Do so to save the day (and remember to report this catastrophe to your supervisor) and then return through the entrance to retrieve the two Slasher claws you stashed earlier and bring them through into a little hallway a little hallway beyond. Grab some loot at the end and then stop at the doorway to the right.

First Store

Store



Save Station



Power Node



In this room, which also contains a save station, you'll be able to interact with the first Store in the game which allows you to sell extra ammo and equipment for game credits, stash extra ammo and equipment in the Safe and/or purchase weapons, ammo and equipment.

But beware when you first enter this room as there is a Slasher playing possum on the floor just to the right of the save station. I highly recommend that you inch through the left side of the doorway and move toward the Store on the left to avoid triggering the Slasher (we'll deal with it after saving the game).

Do business at the store which will necessarily involve purchasing the Engineering Suit (1000 credits) to allow you to continue through the door marked 'To Emergency Arrival Area'. Remember that donning the Engineering Suit will automatically refill your health bar so don't waste any med packs doing this.

Now that Isaac is pimped out in his new Engineering suit, save the game and then put the Slasher playing possum in stasis and spear it dead using the two Slasher claws you brought through earlier. Grab the power node from the box on the wall behind and then grab two more claws off the dead Slasher and bring them with you as you continue on into the vacuum passage that follows the Store room.

Power Node



Here you can use TK to grab a power node floating out in space off in the distance directly ahead as soon as you enter the area (look for the light purple sparkle) and then bring the claws one-by-one into the Emergency Arrival Area before the air in your Engineering Suit runs out. Don't worry. You'll have two full minutes to accomplish this task.

Emergency Arrival Room (Tripod Boss Monster)

In this room, Dead Space 2 wants to pit you against a boss monster before the first chapter is even over (gee thanks!) Using only the plasma cutter and stasis, you'll be tasked with eliminating (and with extreme prejudice) a huge 3-legged, stomping, swiping, tongue-lashing, pouncing monstrosity known as a Tripod before you can continue on to finish the chapter.

Slack's Game Plan

I highly recommend that you simply reload your Plasma Cutter and then sell ALL your spare Plasma Cutter ammo and anything else you collected (including all med packs). There is more than enough ammo up ahead to handle the Tripod Boss at the end of Chapter 1.

If playing on Hard Core, keep one Plasma Energy stack (25) to deal with the Tripod Boss (probably won't need it but just in case...)

The Tripod trigger line is about halfway into the room just past the three columns as you face towards the burning wreckage at the end. Any green pickup boxes beyond this point can actually be grabbed using TK and looted without triggering the Tripod to come out so if you're short on ammo, you can safely loot the entire room before getting underway.

The Tripod's weak spots are the yellow infected fleshy parts on its legs but you can shoot it anywhere on its legs to inflict damage as well as its tongue (after you cripple it). Also keep in mind that there is a stasis recharge station at the back of the room.

The Tripod has two basic close attacks, either a swipe or a stomp, which it can perform with either leg. It also has a particularly dangerous long-range leaping attack which you can disable by simply not getting too far away from the Tripod. And finally, it has a short lunging tongue attack which it uses after you've crippled it.

You'll have to kill the Tripod by either:

- a. Dismembering both of its legs (eight to ten shots each leg with the Plasma Cutter or spear the first leg with two Slasher claws to save ammo).
- b. Dismembering one leg (effectively crippling it) and then shooting the blob on its tongue four times with the Plasma Cutter. The Tripod can be lured into using its tongue attack by backpedalling far away from it.

Best Tactics

The absolute easiest and cheapest way to kill the Tripod is to place the two Slasher claws you brought with you behind the center column. Then go around the right side of the column and toward the burning wreckage at the end to trigger the Tripod. After the cutscene ends, run back behind the center column. When the Tripod comes around put it in stasis and spear one of its legs with a Slasher claw. Put it in stasis again and spear the same leg with the second Slasher claw to dismember it and put it in crippled mode.

(If you screw this up, you can reload your last save, kill the Slasher playing possum next to the Store again to get some more claws and try again. Be advised that if you kill the Slasher *before* you save the game, the game will 'disappear' any Slasher claws you retrieved if you reload the save or do a checkpoint restart. This is why it's better to kill that Slasher *after* you do business at the Store and save the game to make it easier to practice using the Slasher claws on the Tripod.)

After cutting off the first leg, run quickly to the Stasis Recharge station to get a refill. Then turn and backpedal away from the Tripod. Watch for it to lunge at you. When it does, put it in stasis and you'll see that it has extended its tongue to attack you.

Shoot the blob on its tongue twice with the Plasma Cutter and then backpedal away again to get it to do its lunging attack again. Stasis it when it does and shoot the blob on its tongue twice again to finish it off.

The Tripod is now effectively dead (kinda sorta). However, make sure you loot its body from a distance using TK otherwise the Tripod will give you one last tongue licking (and not the kind you get from a newborn kitten either). As for the loot, this tripod usually coughs up a Gold Semiconductor which you can sell at the store for 3000 credits.

Alternate Plasma Cutter Method

If you don't have Slasher claws available, you can kill the Tripod by dismembering both its legs using the Plasma Cutter. The best tactic to use is to simply backpedal clockwise around the center column (which is the only column the Tripod cannot destroy). As it chases you around the column, it will typically do a swiping attack using its left leg. Bait it to do the attack by letting it get closer and then backpedal quickly out of range. As soon as it plants its left leg on the floor again after the attack, shoot it with the Plasma Cutter. Likewise, if it does a stomping attack with its right leg, there will be a window of opportunity to target its planted left leg right after the stomp.

Continuing methodically like this, you should be able to safely dismember its left leg while putting yourself in little danger since it cannot do its leaping attack while maneuvering around the column like this. Once it's crippled, it will be relatively easy to run and get stasis refills and then put it in stasis to shoot off its remaining leg.

After killing the Tripod, reload your Plasma Cutter and don't forget to get a free stasis refill at the Stasis Recharge station before exiting the room into the 'Vehicle Maintenance Bay'. Loot this area for three cash pickups and then continue on to a crawlspace panel at the end. Go through the crawlspace and into the *Worch Tools* shop. At this point you'll see a text title in the bottom right of your screen indicating that Chapter 2 has begun. In this room you'll find a store and a bench. (There is a save station just up ahead. That'll be covered in Chapter 2.)

Chapter 1 - Final Notes

I know you're just itching to get slicing-and-dicing with Plasma Cutter but the early chapters of the game (most particularly Chapter 1) are your big chance to take advantage of weaker enemies to save a lot of ammo by using TK attacks at every opportunity. This will save a ton of ammo, the excess of which you can sell at the store at the end of the chapter. This money can then be used to buy extra power nodes which will give you a big head start on upgrading the weapons of your choice.

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