



Slice and dice in Dead Space 2 with surgeon-like precision

» Walk with us as we take you through the pros and cons of EVERY weapon, the quickest ways to chop apart the Necromorphs and how to up your game to the Hardcore level... **by Andy Mills**

10 essential tips to surviving the Necromorph onslaught

Dead Space 2 is a much longer game than the first one, and it's all too easy to run out of ammo or credits without realising. Let us show you how to avoid these problems without too much hassle...

1. Bean Counter



» If you're ever unsure how much ammo you have left for your weapons, then simply press any direction on the D-pad. Your equipped weapons and their ammo counts will now appear in front of you.

2. Savvy Shopper



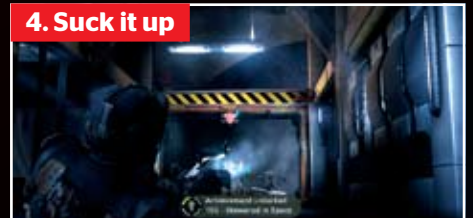
» Getting the Vintage Suit will give you a 10 per cent store discount. Wear it when buying the Advanced Suit later on in the game, then as soon as you're done shopping, switch back to the Advanced Suit!

3. Right Back at Ya!



» Use the suit's infinite Telekinesis ability to rip the pointy arms right off of the Necromorphs and fire it right back at them to cause serious damage. Upgrade your suit for an extra 50 per cent damage boost too!

4. Suck it up



» Look out for windows with the emergency markings on them. They can be shot, allowing you to suck everything from the room into space. You'll need some distance to give you time to shoot the switch to close it.

5. When a Plan Comes Together



» Keep your eyes peeled for Schematics that are lying around the Sprawl as they allow you to buy new weapons (and suits) and create and buy Power Nodes, Health Packs and ammo-types at the shop.

6. A Balanced Diet



» You only have four weapon slots, so ideally you want two short-range and two long-range weapons. Focus on one of each (we recommend the Line Gun and Ripper, then the Flamethrower and Javelin Gun as back up).

7. Quick-Time Reaction



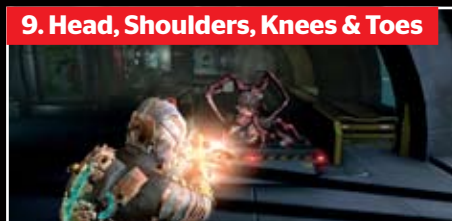
» You can abuse the times Isaac gets caught by a Necromorph. If a gang comes your way, drop a timed mine by your feet as they get close then, as you get grabbed, it'll go off, killing everything nearby but you!

8. Intelligent Hoarder



» You only have a few slots available, so you need to be careful with what you pick up. The ideal balance of slots is 30 per cent to health packs, 50 per cent ammo and the last 20 per cent to semi-conductors to sell on for credits.

9. Head, Shoulders, Knees & Toes



» Decapitating the enemy will do very little, so focus on kneecapping them first, dropping them to the ground. This will either buy you enough time to run in stomping with your boots, or run right past them.

10. Power to the Peng



» In Chapter 7, when you put the plugs into the four ports (the second time) to unlock the computer, put them in, then look to the right. There's a new pattern. Re-arrange the blocks, get in the vent and grab the loot!

Weapons guide

There's quite an assortment of weapons you can use in Dead Space 2. But before you can buy - most - of them, you need to find and download the Schematic for it first. Also, you can only hold four different weapons at a time.

Plasma Cutter

Cost: FREE

Schematic Location: N/A

Nodes Required for a Full Upgrade: 27

Primary Fire Mode: Straight firing single-shot plasma bolt.

Alt-Fire Mode: Allows you to rotate the firing angle from horizontal to vertical (and then back again).

Pros: + Doesn't cost you a penny to get.
+ Plenty of ammo available at the start.
+ Good for cutting off legs.

Cons: - Isn't very powerful, even when upgraded.
- Worth nothing at the shop (unless upgraded).
No real Alt-Fire mode.



Line Gun

Cost: 9,000 Credits

Schematic Location: In Shop in Chapter 2

Nodes Required for a Full Upgrade: 28

Primary Fire Mode: Wide beam slicer that travels in a straight line, only stopped by walls.

Alt-Fire Mode: Drops a timed mine that can be fired in succession, creating a trip wire for enemies that get too close too quickly.

Pros: + Packs a punch, even from the get go.
+ The Alt-Fire timed mine has strategic benefits.
+ Is easily one of the best guns in the game.

Cons: - Slow rate of fire can catch you out.
- Slow reload speed until upgraded.
- Requires 28 power nodes to fully upgrade.



Pulse Rifle

Cost: 7,000 Credits

Schematic Location: On a shelf near the start of Chapter 3

Nodes Required for a Full Upgrade: 24

Primary Fire Mode: Rapid firing barrage of energy packets.

Alt-Fire Mode: Packs a bunch of energy packets into a working grenade that fires in a small arc.

Pros: + Plenty of ammo around.
+ Works well on smaller Necromorphs.

Cons: - Requires a fair few nodes to get something decent out of it.
- Not very powerful on the bigger enemies.
- The Alt-Fire grenade isn't terribly effective.



Ripper

Cost: 8,000 Credits

Schematic Location: In Chapter 3 near the rotating gravity device.

Nodes Required for a Full Upgrade: 26

Primary Fire Mode: Projects a lethal spinning metal blade inches in front of you.

Alt-Fire Mode: Rapidly fires off a metal blade at high-velocity in a straight line.

Pros: +The king of close-quarter combat. Rips enemies to pieces with ease.
+ Plenty of ammo lying around the Swarm.

Cons: - The Alt-Fire isn't very good.
- Takes longer to reload.



Top Dead Space 2 secrets

On mission 13, when you're on the top floor at the very start, take a right at the end of the corridor and on your left is a working ATM machine. If you stomp on it, it'll drop a secret 10,000 credits! Bonus!

Weapons guide continued...

Javelin Gun

Cost: 11,000 Credits

Schematic Location: The Shop in Chapter 3

Nodes Required for a Full Upgrade: 26

Primary Fire Mode: Straight firing single-shot metal spear.

Alt-Fire Mode: Allows you to send an electric charge to the spear, frying anything nearby (at the cost of an extra shot).

Pros: + Perfect for precision long range shots.
+ The Alt-Fire will also damage any enemies near your target.

+ Can pin enemies to the wall!
+ Can be fired into the scenery to create an electrified trap!

+ Easy to find ammo.

Cons: - Very slow reload times.

- Low ammo count (even when upgraded).



Seeker Rifle

Cost: 11,000 Credits

Schematic Location: Chapter 4

Nodes Required for a Full Upgrade: 26

Primary Fire Mode: Single-shot sniper rifle.

Alt-Fire Mode: Allows you to zoom in a bit closer for a better view.

Pros: + You can pop the head off of a Necromorph with a single shot!

+ Allows you to zoom in slightly closer.

Cons: - A Headshot doesn't usually kill a Necromorph.
- The zoom isn't as far as you'd expect or you'd like it to be.

- Fires far too slowly in the heat of battle.
- Doesn't do much damage until upgraded.



Flamethrower

Cost: 8,000 Credits

Schematic Location: Chapter 6

Nodes Required for a Full Upgrade: 26

Primary Fire Mode: A blast of super hot, skin burning flames.

Alt-Fire Mode: Turns a whole canister into a makeshift grenade.

Pros: + Really, really handy for the smaller Necromorphs.

+ Tons of ammo to be picked up.

+ Does serious damage when powered up.

Cons: - Pretty rubbish Alt Mode.

- Burns through the ammo very quickly.



Contact Beam

Cost: 9,000 Credits

Schematic Location: Chapter 7

Nodes Required for a Full Upgrade: 27

Primary Fire Mode: Hold the fire button down to build up and release a high intensity blast.

Alt-Fire Mode: Slams your gun into the ground, creating a shockwave that will repel anything that's too close for comfort.

Pros: + A fully charged shot will - literally - blow most Necromorphs to bits!

+ Packs a mean punch right from the start.

+ Did we mention how cool it is to blow the Necromorphs to pieces?

Cons: - Costly to restock at the shop.

- Takes a few seconds to charge up the Alt-Fire.



Force Gun

Cost: 11,000 Credits

Schematic Location: Chapter 6

Nodes Required for a Full Upgrade: 27

Primary Fire Mode: Fires a wide blast of kinetic energy that affects everything in front of you.

Alt-Fire Mode: Focuses the blast into a concentrated surge of energy in a straight line.

Pros: + Really useful for pushing away multiple Necromorphs who are too close for comfort.

+ The Alt-Fire will kill most in one shot.

Cons: - The main firing mode barely tickles a higher level Necromorph.

- The gun looks like a giant hole-punch.

Overview: The main mode is weak, so until it's powered up, it's best for pushing Necromorphs away, or using on the smaller ones. The Alt-Fire packs a punch, but you need a good aim.



Detonator

Cost: 8,000 Credits

Schematic Location: Chapter 5

Nodes Required for a Full Upgrade: 20

Primary Fire Mode: Fires a single-shot mine that sticks to most surfaces at any angle and creates a trip wire effect.

Alt-Fire Mode: Deactivates any unexploded mines, allowing you to collect them again.

Pros: + Allows you to create trip-wire traps.

+ The mines can be deactivated and recollected if unused.

+ Can be fired behind you to slow down any pursuers (hint, hint).

Cons: - Best used on a New Game+ run through where you know where the enemies come from.

- Not exactly the strongest of any of the possible weapons available.

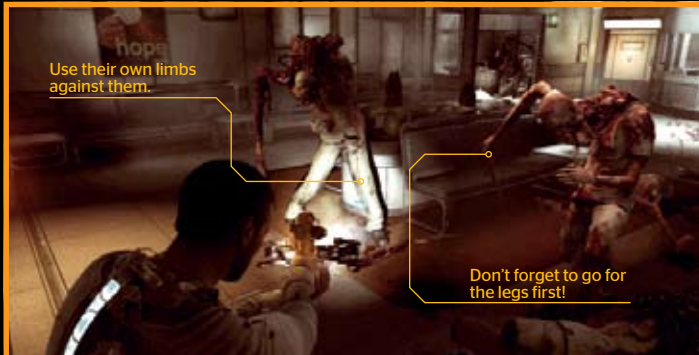


Top Dead Space 2 secrets

Once you finish the game and start run two on the cleared file, there will be new suits to get. The best one - the Advanced Elite Suit - can be found at the top of the lift ride (just behind you) in Chapter 13.

Enemy combat strategies

There's not much in the way of bosses in Dead Space 2, but with various Necromorphs around, we thought we'd show you the best way to take their names and kick their asses.

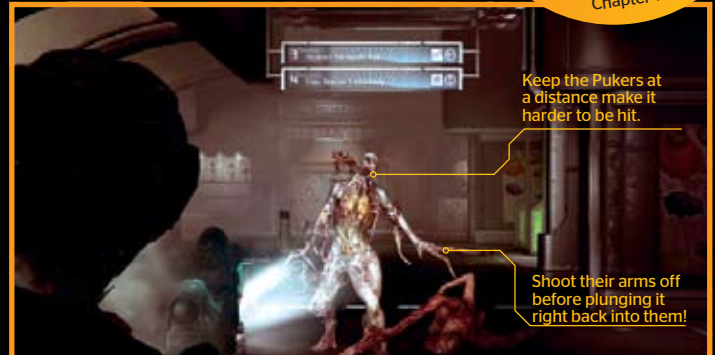


Use their own limbs against them.

Don't forget to go for the legs first!

Name: Slasher
Found: From Chapter 1 onwards
Characteristics: The basic Necromorph that charges right towards you, arms flailing all over the place. If you cut its legs off, it'll drag itself towards you, undeterred!
Best Weapon to use: Use the Plasma Cutter (or Ripper) on either of its legs

to send it collapsing to the floor, giving you some time to run in and forcefully push the sole of your boot through its deformed skull.
Of Note: Thanks to their arms being no more than spikes, you can use Telekinesis to rip them off and send them right back (to finish them off), or use them on other enemies.



Keep the Pukers at a distance make it harder to be hit.

Shoot their arms off before plunging it right back into them!

Name: Puker
Found: Chapter 1 onwards
Characteristics: These acid-filled creatures will send projectile acid-vomit in your direction from a fair old distance. Cutting off its head or a leg (on their own) won't take them out.
Best Weapon to use: A single-fire shot weapon (like the Plasma Cutter

early on or even the Line Gun) can be used to lop off the two limbs needed to take it down for good.
Of Note: If the acid they throw-up hits your square on when you're wearing your suit, your ability to move will be greatly reduced for quite a few seconds (or until a Necromorph hits you out of it).

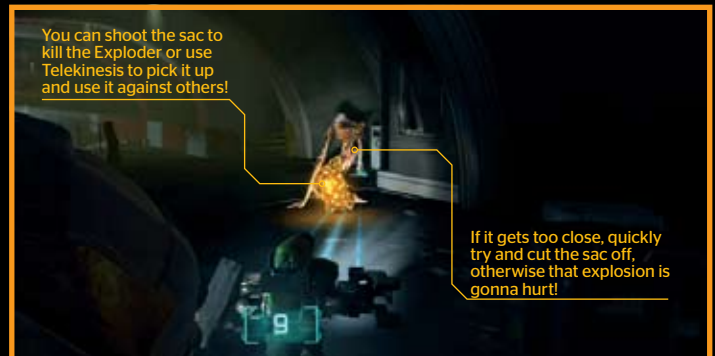


Freeze the Leapers with a well placed stasis shot.

Shoot both of their arms off before going in to finish them off with a boot to their evil faces.

Name: Leaper
Found: Chapter 2 onwards
Characteristics: Pulling themselves along the ground with the only limbs they have left (their arms), these legless corpses will scurry across the floor and fling their razor-sharp tails at you if you get within range of them.

Best Weapon to use: Quite simply freeze them on the spot with a well-placed stasis shot, and then run in with a head-crunching boot (or two) to their mutated noggin for a relatively easy kill.
Of Note: Don't let them get too close otherwise that tail of theirs can cause you some serious pain!



You can shoot the sac to kill the Exploder or use Telekinesis to pick it up and use it against others!

If it gets too close, quickly try and cut the sac off, otherwise that explosion is gonna hurt!

Name: Exploder
Found: Chapter 2 onwards
Characteristics: Walks around all suicidal with a large embryonic sac that's highly explosive! Trundles towards you with a reasonable pace, so best to kill at a distance.
Best Weapon to use: If you're going to shoot the sac from a distance

(your best tactic by far), then pretty much any projectile attack will explode it in one shot. But the Harpoon Gun and Pulse Rifle are extra useful.
Of Note: If you cut the sac from the arm of the Exploder, then you can use Telekinesis to fire it - with great effect - at other Necromorphs!

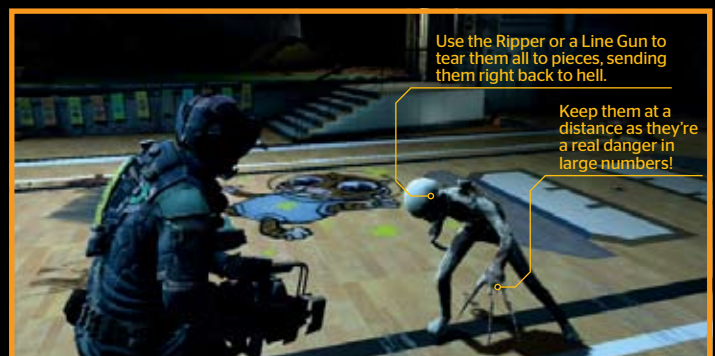


Make sure you kill it before it infects any corpses!

Freeze this sucker with a stasis shot, or use a well timed Line Gun mine to send it packing.

Name: Infector
Found: Chapter 2 onwards
Characteristics: These pains in the backside take regular corpses left lying around and transform them into advanced slashers. This takes a few seconds to achieve, buying a quick player enough time to take out both the corpse and the Infector.

Best Weapon to use: A stasis shot to freeze it before following up with a dose of the Ripper or Flamethrower close up will be enough to send it back to hell.
Of Note: If you stomp on any corpses you see (and remove their head and arms), then an Infector can't transform it, saving you ammo!



Use the Ripper or a Line Gun to tear them all to pieces, sending them right back to hell.

Keep them at a distance as they're a real danger in large numbers!

Name: The Pack
Found: Chapter 2 onwards
Characteristics: Essentially little children with super sharp razor-like hands, they come out in packs of around five or more at any one time to tear you apart.
Best Weapon to use: Without a doubt bring out the Ripper (or a

Flamethrower) and watch as they haplessly run right into your blade! Be sure to keep moving the blade to catch them all.
Of Note: If you're being overrun by a load of them, use a stasis shot and then drop a Line Gun timed mine to buy yourself some time and take a few out in the process.

Enemy combat strategies continued...

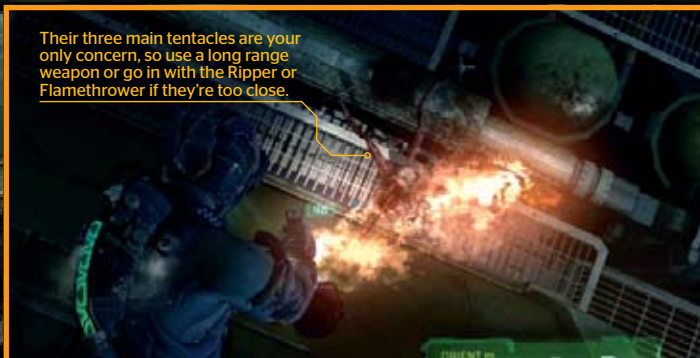


Freeze the Stalker as it charges in a straight line towards you to make this a piece of cake.

Now immediately switch to the Ripper and watch its limbs go flying as it keeps running right into the blade!

Name: Stalker
Found: Chapter 3 onwards
Characteristics: These wolf-like Necromorphs run around and hide behind objects, checking out where you are before running out and rushing - in a straight line - head first right at you.
Best Weapon to use: The best choice

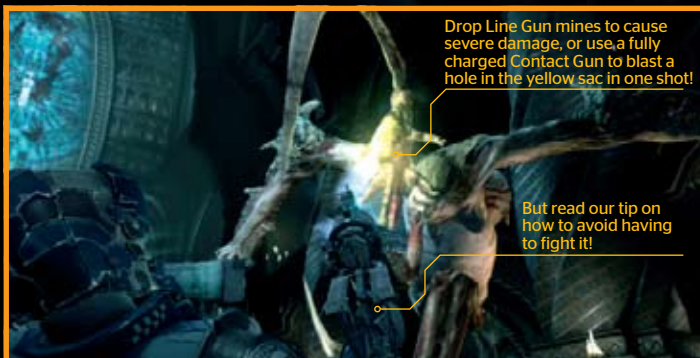
by far is freezing them with a stasis shot and then letting them continue to run right into a Ripper blade! Works every single time.
Of Note: There's normally a stasis refill station near each major encounter with multiple Stalkers, so stay near it if you're low on manual Stasis refills.



Their three main tentacles are your only concern, so use a long range weapon or go in with the Ripper or Flamethrower if they're too close.

Name: Lurker
Found: Chapter 4 onwards
Characteristics: These pests cling onto the walls and try and shoot you down with the projectiles fired from their three tentacles. Quite difficult to hit due to their small size.
Best Weapon to use: The Harpoon Gun is the weapon of choice here as a

head shot will drop it pretty quickly (on the first two difficulties). Use it's Alt-Fire mode if you don't get the headshot to guarantee the kill.
Of Note: Hold up any corpse with Telekinesis when they fire for it to absorb the shots. Now fling it at the Lurker to throw it off guard before going in for the kill.



Drop Line Gun mines to cause severe damage, or use a fully charged Contact Gun to blast a hole in the yellow sac in one shot!

But read our tip on how to avoid having to fight it!

Name: Tripod
Found: Chapter 4
Characteristics: This is a mini-boss of the church, and it'll automatically grab Isaac before attempting to impale him on the third pull.
Best Weapon to use: You can in fact skip this boss fight without firing a shot by waiting for the third pull,

hitting pause and selecting 'restart from checkpoint'. This will restart you back at the church but with the boss nowhere to be seen!
Of Note: If you leave Isaac to get killed however - just for the fun of it - you'll witness a much longer than usual, and rather painful looking, death sequence!



Top Dead Space 2 secrets

On run two of a cleared game file, there's a hidden Advanced Vintage Suit in Chapter 6 by the suit statue (where you fight the Brute in the open room). It'll net you a sweet 15% discount in the shop when you're wearing it!



Ignore the Tormentor as you can't kill it normally.

The final phase of this fight requires you to shoot the gas canisters floating around to cause a chain reaction.

Name: The Tormentor
Found: Chapter 5
Characteristics: A mammoth sized Necromorph who grabs you and tries to eat you. It'll then chase you down a long corridor before trying to devour you in the reaches of space.
Best Weapon to use: The Line Gun is your weapon of choice for this fight.

Aim for its large yellow section and one to two shots per part will do. Don't forget to aim for the floating canisters in space.
Of Note: When you're running away from it down the corridor, open the door, then turn around and freeze it with Stasis before legging it to the end of the hallway.



Top Dead Space 2 secrets

Not happy that you've spent a Power Node to open a room only to find none inside to replace it? Simply restart the last checkpoint and try again as the contents are semi-random, meaning you may get one after a few goes.



Always remember to freeze a Brute with a stasis shot as soon as it appears!

Drop a Line Gun mine by its feet, and if that hasn't finished it off then a couple of shots from your Line Gun will.

Name: Brutes
Found: Chapter 6 onwards
Characteristics: Running straight for you like a steam train, these extra large Necromorphs will flatten you if you stand still for too long.
Best Weapon to use: Drop a Line Gun mine by its feet before immediately freezing it with a Stasis

shot. You might need a single Line Shot afterwards to finish it off, but when powered up, a single mine will kill one!
Of note: If you don't have the Line Gun (and why not?!), then freeze it up close, get behind it and use your best close-quarter weapon on its exposed back area.



Remember to keep your distance and and that you can use any weapon or item lying around to cause it to kill itself!

Name: Cysts
Found: Chapter 5 onwards
Characteristics: These boil-like enemies can be found on nearly any surface, and can be identified from a distance by a loud grunting and spluttering sound that gets louder as you approach it. Fires out explosive projectiles if you're too close.

Best Weapon to use: Anything at all. Even firing a dead corpse at it will make it kill itself, and you can then re-use said corpse as often as you like on more cysts!
Of note: If you still hear the wheezing sound somewhere nearby, you haven't killed them all in that area, so be extra cautious!



Keep an eye out for these annoying buggers, as they'll home in on you from any range!

A single Line Gun mine will finish off this Necromorph in double-quick time!

Name: Guardian
Found: Chapter 6 onwards
Characteristics: A half-human body trapped and stuck to the wall in a sea of brown Necromorph sludge. Fires off small pods that grow some really annoying tentacles.
Best Weapon to use: The Alt-Fire mine of the mighty Line Gun is

perfect for dropping right beside it. Even when relatively unenhanced, it'll still be able to kill a guardian in one go!
Of note: Watch out for those pesky pods as they will drop if it spots you. Use a Javelin Gun shot or one of the other long-range weapons available in order to kill them.

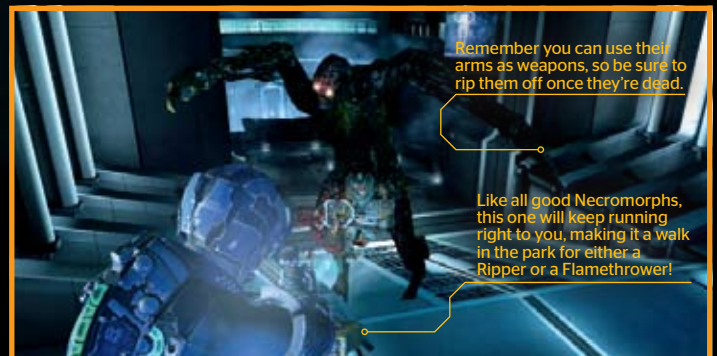


Don't let it get too close with its nasty scythe-like arms!

Don't cut its head off! It'll drop loads of swarm-like Necromorphs! Burn it to death with your Flamethrower instead.

Name: Pregnant
Found: Chapter 5 onwards
Characteristics: A rather fat looking Necromorph that wields a couple of impressively large scythes in place of their arms. Not the fastest of enemies, but they can still keep up with a running Isaac.
Best Weapon to use: The Ripper

works really well because - like pretty much every other Necromorph in the game - once it sees you, it'll make an enthusiastic beeline straight towards you itself.
Of Note: Feel free to chop off one of its scythe arms and throw it right back at it for some sadistic laughter-inducing fun.



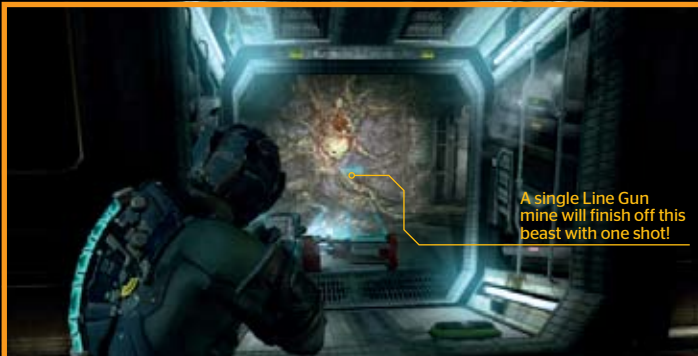
Remember you can use their arms as weapons, so be sure to rip them off once they're dead.

Like all good Necromorphs, this one will keep running right to you, making it a walk in the park for either a Ripper or a Flamethrower!

Name: Advanced Slasher
Found: Chapter 7 onwards
Characteristics: These are almost black slashers with glowing yellow eyes, and they're much faster and more aggressive than their light-skinned brethren.
Best Weapon to use: Freeze them with a Stasis shot then run into them

with a Ripper blade or a Flamethrower for maximum damage with minimum effort.
Of note: They're very deadly and usually don't hunt alone, so if you see one, keep your eyes open and your close range weapon handy for whatever else is lurking in the dark nearby!

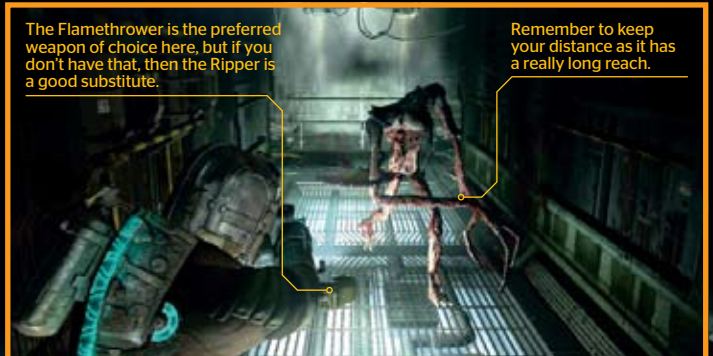
Strategies continued...



A single Line Gun mine will finish off this beast with one shot!

Name: The Nest
Found: Chapter 7 onwards
Characteristics: These huge Necromorphs sit in their own large cocoon and fire three blue homing shots in your direction once they spot you casually walking past.
Best Weapons to use: The trusty Alt-

Fire mine from the Line Gun will - once again - kill this Necromorph in a single shot!
Of note: Every time you kill one it'll leave a valuable Ruby Semiconductor floating above their head for collecting. Make sure you have a spare inventory slot available so you can pick it up!



The Flamethrower is the preferred weapon of choice here, but if you don't have that, then the Ripper is a good substitute.

Remember to keep your distance as it has a really long reach.

Name: Divider
Found: Chapter 8 onwards
Characteristics: Tall and extremely skinny, the Dividers will come right for you at speed and will take you out really quickly if you're not on the ball and ready for their attack.
Best Weapon to use: Ideally freeze it and then use the Flamethrower as it'll

burn the mini Necromorphs that come off it once you kill the main one. Failing that, use a ripper and be sure to aim down afterwards!
Of note: Don't even think about trying to dodge them as they'll follow you wherever you go, even when you move between rooms! Nowhere is safe from these guys.

Top Dead Space 2 secrets

If you're finding Hardcore mode tough going, you can always buy one of the exclusive top-tiered suits from PSN or Xbox LIVE to increase your damage resistance and start off with a top of the line, pimped out weapon.

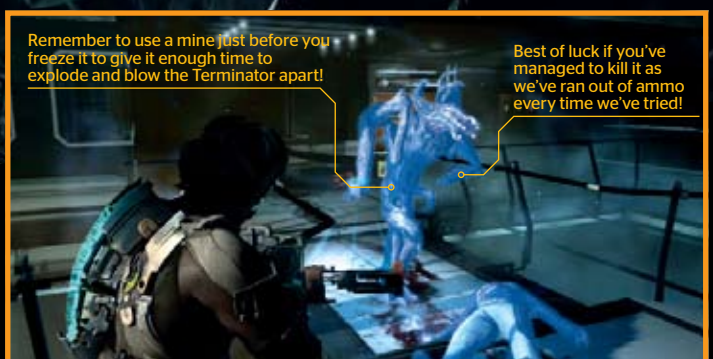


Use a stasis shot so you can focus your shots on the torn part of its limbs, as it's the only weak spot on it.

That tail can cause some serious damage if you let it get too close!

Name: Master Leaper (Real name not known as a new enemy in DS2)
Found: Chapter 1 Boss and again in Chapter 9
Characteristics: These really large Necromorphs jump around using their front limbs, and can cause some serious damage if they manage to get too close.

Best Weapon to use: A Stasis shot and a Line Gun round to each of their arms will take them down for good. Use a long range weapon if the Line Gun isn't available.
Of note: You'll face multiple Master Leapers in Chapter 9 if you kill them. Instead, shoot off only *one* arm and use the exploding canisters on them.



Remember to use a mine just before you freeze it to give it enough time to explode and blow the Terminator apart!

Best of luck if you've managed to kill it as we've ran out of ammo every time we've tried!

Name: The Terminator (Actual name unknown as it's a brand new enemy to DS2).
Found: Chapter 16
Characteristics: Appears right near the very end of the game and is a very tall, thin Necromorph that has five eyes and certainly appears to be indestructible!

Best Weapon to use: Seeing as you can't kill it, we thoroughly recommend a Line Gun mine at its feet, followed up immediately with a Stasis shot to slow it down for longer.
Of note: We've thrown tons (and tons) of ammo at it and haven't managed to kill it yet. So kudos to whoever of you manages this task!

Survive Hardcore mode

Take your game up a notch with top five hardcore-difficulty tips!

You'll be given the chance to prove just how good you really are at Dead Space 2 once you've beaten the game and unlocked the uber-hard Hardcore difficulty. It's called Hardcore mode for a reason, and it takes a completely different way of playing if you're to make it to the end for those Achievements/Trophies.

Bear in mind that it's not possible to start on Hardcore difficulty with anything bought from your last play through. It must be a fresh game from the start, meaning you need to be extra, extra careful with the bare minimum of ammo and health available to you.

Top Dead Space 2 secrets

When powering up your weapons at the bench, you don't have to fill in every node to max it out. As long as you fill in every one of the coloured parts, you can avoid the wasteful links, saving you three to four nodes per weapon!

1. Evil kinesis

With ammo drops and packs containing hardly anything (and wall cases mainly holding health instead of ammo), focus on using your Telekinesis abilities to send the pointy bits of the enemies you come across right back at them on a frequent basis, as it's free and infinite. Also, focus on upgrading your suit first (for a very useful Telekinesis damage boost), then your Stasis rig before you focus on powering up your weapons of choice.



2. Of corpse you can

If you can't kill a Necromorph due to a lack of ammo or sharp objects nearby, then fire anything at it (including the corpse of another dead Necromorph if there's one nearby) in order to push it to the ground and buy you some time. Now run over and stamp on it repeatedly until it eventually dies and drops a very valuable pick up. Until an item or credit is dropped, you can't be entirely sure if it's actually dead and if it'll go after you again next time you pass it.



3. No checkpointing your saves

Hardcore mode also brings with it a whopping total of three separate saves. Not save slots, but actual number of times you can save your game. And to make matters worse, you can't cheat by choosing 'restart checkpoint'. So you need to pick your saves, very, very carefully as when you die, that's how far back you'll restart!

The long - but smart - way to decide where you should save should be dictated by where you're most likely to die.



4. Dodgemo

With everything else in mind, try to save health, ammo and time by simply running past or freezing as many enemies as you possibly can. Some rooms require you to kill everything (such as the school stage), but plenty of areas can simply be run through without incident, allowing you to evade quite a lot of enemies, and save precious ammo. This will preserve what few items you actually have for the really tough and essential battles.



5. Ripping the line

Once you've suitably upgraded your Suit and Stasis powers at the Bench, it's imperative that you have the right range of weapons to hand. Without a doubt, make sure you buy the Line Gun first, then the Ripper, as they're the perfect balance of long and short range attacks, uber-powerful and easy to use. Upgrade the damage ratings first on each weapon, then work your way to upgrading the rest of each weapon with the power nodes.

