DEAD SPACE

SPACE

3

CONTENTS

INTRODUCTION

Isaac Clarke returns, joined by merciless soldier John Carver, to chase a risky plan that promises to finally stop the Necromorphs. Together Clarke and Carver must explore the frozen planet of Tau Volantis and track down the secret they hope will end the Necromorph plague forever, all while overcoming avalanches, treacherous ice-climbs, and the violent wilderness. Facing deadlier evolved enemies and brutal elements, the unlikely pair must work together to save mankind from the impending apocalypse.

CONTROLS

DEFAULT CONTROLS	
Move	🕹
Zero-G Launch	🕹
Look	🕹
Crouch	🕹
Locator	🕹 (hold)
Run	LB (hold)
Roll	LB (double-tap)
Aim	LT
Melee	RT
Primary fire	RT (when aiming)
Stomp	RB
Alternate fire	RB (while aiming)
Select weapon	◇

Action/Open	Ⓐ
Reload	Ⓧ
Quick heal	Ⓑ
Kinesis	Ⓑ (while aiming)
Torque	Ⓑ (when available after using Kinesis)
Stasis recharge	Ⓨ
Stasis	Ⓨ (while aiming)
Inventory/RIG	Ⓞ BACK
Pause	▶ START

ACTION CONTROLS

This controller map allows you to run and roll by pressing Ⓐ and crouch by pressing LB. A good choice for action- and agility-oriented players, the Action Controls scheme grants easy access to movement and dodge commands.

Crouch	LB
Run	Ⓐ (hold)
Roll	Ⓐ (double-tap)

SHOOTER CONTROLS

This control scheme maps crouch to Ⓑ, allowing you to take cover quickly. You can also toggle run in gravity or land and launch in zero gravity by pressing ⭥. If you prefer traditional first- and third-person shooter controls, this is the control scheme to use.

Toggle run (gravity)/**Land** (Zero G)/ **Launch** (Zero G)	Ⓛ
Quick Heal	Ⓡ
Roll (gravity)/**Boost** (Zero G)	LB
Crouch	Ⓑ

HUD

Health
Stasis
Lower Tool Ammo
Upper Tool Ammo

HUD BASICS

While Isaac's Resource Integration Gear (RIG) keeps health and Stasis information in view at all times during combat, the heads-up display (HUD) lets you view how much ammo you have left without the need for a menu. The limited HUD keeps your eyes on the enemies and your environment instead of on your stats, but makes it simple to understand your current status at a glance.

When you aim your weapon, a display appears beside the weapon with the number of shots you have left before you need to reload. If your weapon has an Upper and Lower Tool, you'll see two numbers—the top for primary fire and the bottom for alternate fire. Reloading refills both Tools.

PAUSE MENU

Access the Pause menu to restart from your last checkpoint, invite a friend to play, adjust settings, and view achievements, progress, and unlocks. You can also choose to exit the game.

Checkpoint Restart	Restart from your last checkpoint. This means you will lose all progress since the last checkpoint.
Invite Friend	Invite a friend to your game.
Settings	Adjust A/V settings, game settings, difficulty, and more.
Achievements	View your accomplishments in-game thus far.
Progress and Unlocks	View difficulty levels you have completed, artifacts collected, optional quests you've finished, and logs and weapon parts you've found.
Save and Quit	Save your inventory and return to the main menu.

SAVING AND LOADING

The Autosave feature saves your progress and inventory at checkpoints. To reload from your last checkpoint, press ▶ and select CHECKPOINT RESTART.

MAIN MENU

This menu appears before you begin your current gameplay session and provides access to Solo Campaign, Co-Op Campaign, Game Modes, Settings, Downloadable Content, and Extras.

SOLO CAMPAIGN

Select to launch a single-player game, continue from your last checkpoint, or replay parts of the campaign.

Continue from Last Save	Play from your last checkpoint.
Continue Story	Play from the most recent point in the story you have reached.
Chapter Select	Select a previously played chapter and choose a checkpoint to replay part of the game.

CO-OP CAMPAIGN

Select to join a public co-op game, find friends currently in-game, create a private game with friends, or launch a public game for other players to join.

Quick Match	Join a public game that's currently in progress.
Find Friends' Games	Check to see if friends are currently playing public games of *Dead Space 3™*.
Create Private Game	Create a co-op campaign that can be joined by invitation only.
Create Public Game	Create a co-op game that's open for any player to join.

NEW GAME+ MODES

Play *Dead Space 3* in a different way from the normal campaign. Complete the game on any difficulty level to unlock these additional modes.

New Game+	This game mode is locked until you complete the game once. Your inventory and weapons will carry forward, although your chapter progress will be reset.
Classic	This game mode is in the spirit of the original *Dead Space™*.
Pure Survival	This game mode emphasizes resource management.
Hardcore	This game mode provides a challenge beyond even the Hard and Impossible modes.

SETTINGS

Access the Settings menu to adjust screen settings, game settings, and controller settings, or to look at the controller map.

A/V Settings	Adjust brightness and volume settings, and turn subtitles on or off.
Game Settings	Turn Co-op Partner Locator on or off, choose whether or not to skip tutorials, toggle vibration settings, and adjust aiming.
Controller Settings	Invert the x-axis and y-axis as desired and adjust the controller sensitivity.
Controller Map	Look at the default controls and alternate control schemes.
Kinect Commands	Look at the Kinect commands and use the Kinect Tuner.

DOWNLOADABLE CONTENT

View a list of features and items available for purchase, including suits, weapons, resource and weapons packs, Scavenger Bot upgrades, and new episodes.

EXTRAS

Access Extras to redeem a code to download new content, activate your online pass, view your progress, refresh your memory on *Dead Space*'s backstory, and view the credits.

Redeem Content	Redeem a code for downloadable content.
Online Pass	Activate your online pass to enjoy online functionality.
Progress and Unlocks	Browse your completion by difficulty level in each chapter, view the number of artifacts recovered, and more.
Previously On	Watch a video that helps catch you up on the lore and backstory of *Dead Space*.
Credits	View the credits for *Dead Space 3*.

INVENTORY

Adding useful items, such as Med Packs, to your inventory is key to success. When you see a container or box, press ⬚ to stomp on it or ⬚ to perform a melee attack and open it. Press Ⓐ to add the revealed item to your inventory. Press ⬚ to open the inventory display and view your items, consume Med Packs, and equip weapons, among other things.

LADDERS

When you see a ladder with blue rails, you can climb it. Press Ⓐ to begin climbing and move 🕹 to ascend or descend.

RAPPELLING

When rappelling down the side of a cliff, move 🕹 to rappel and press ⬚ to jump. Move 🕹 to descend, move from side to side, and dodge falling rocks. You may occasionally lose your footing, but you can continue rappelling once you've regained your balance.

STASIS

Press Ⓨ while aiming to fire Stasis at your target. Stasis makes enemies slow down, leaving them vulnerable to attack. Stasis can be used in other ways while exploring, as well. Use it to slow down fans or other quick-moving obstacles.

KINESIS

Kinesis lets you pick up objects and throw them out of your way—or at enemies. When you see an object you want to move or throw, hold ⬚ to aim at it and hold Ⓑ to grab and move it. Release Ⓑ to drop it or press ⬚ to throw it wherever you're aiming. You can also twist open doors and locks by using torque on them with multiple taps of Ⓑ while engaged with Kinesis.

RESOURCES

Use resources to create weapons and craft items at the Bench. Equip Scavenger Bots to locate hidden caches of resources. When the Scavenger Bots are successful, the resources become available the next time you're at a Bench. If you choose to sell certain crafted items at the Bench, you'll receive a refund of half of the resources that went into crafting the items. View resources on the right side of the inventory screen.

SCAVENGER BOTS

Scavenger Bots are devices designed to help you locate resource caches. Resource caches emit an audible ping; listen closely to the sounds around you to know when to equip the Scavenger Bot.

To equip a Scavenger Bot, simply press ⬚ and select it from among your weapons.

Hold ⬚ to aim with the Scavenger Bot and look for resources. The Scavenger Bot screen acts as a type of compass, so arrows that point up or down are an indication that you need to ascend or descend floors. The radar informs you if you're facing the correct direction. When you're close to resources, the Scavenger Bot display pulses and signals audibly. Fire with ⬚ to release the Scavenger Bot and let it locate the resources for you. The resources will automatically be available the next time you're at a Bench. Placing a Scavenger Bot away from the target area results in a smaller bounty of resources.

To check the status of a Scavenger Bot, open the RIG Display and select the Scavenger Bot screen.

RESOURCE INTEGRATION GEAR

The Resource Integration Gear (RIG) helps you keep tabs on your health and Stasis recharge.

HEALTH

The spinal display glows to reveal your overall health, with a full bar indicating good health. As you take damage, the bar shortens and changes color. Yellow means that you have less than half of your health. Red means that you have less than a quarter of your health and are in critical condition. Use a Med Pack to restore some health. When you die, the game automatically reloads from your last checkpoint.

STASIS

Your current stock of Stasis is indicated by the half-circle on Isaac's back to the right of his spinal column. When full, the half-circle is colored blue and completely filled in. As you use Stasis, it decreases in size and changes color. Press Ⓨ to recharge your Stasis and consume an item.

INVENTORY/RIG DISPLAY

The Inventory/RIG display lets you view your weapons, key items, and resources. Press ⬚ to view your inventory and scroll with ⬚ and ⬚ to see your Mission objectives, Database, and Scavenger Bots.

Opening the RIG display does not pause the game. You can continue moving Isaac with this translucent display open or press Ⓑ to exit the display. Aiming with ⬚ also closes the display.

INVENTORY

The inventory screen displays items such as Med Packs and ammo clips in the central inventory section, with weapons and key items on the left and resources on the right. Select any item and choose MOVE or DROP to give it a new home in your inventory or eliminate it and make space for more items. If you want to consume a Med Pack instantly to increase health, select it and choose USE. You can also choose GIVE to hand your items to your partner in co-op games.

MISSION

The Mission screen lists primary objectives on the left and optional missions on the right. The lower portion of the screen displays the personal journal, which details the story and reminds you of the logical next move, such as using the locator to find the next RIG coordinates. Press Ⓐ on any objective to make it the active objective for your Locator.

DATABASE

The Database lets you view your entry logs and artifacts. These help you keep track of your progress in each chapter and remind you of what to do next. Scroll to the far right to view Tutorials.

SCAVENGER BOTS

The Scavenger Bots screen keeps you up to date on what each of your Scavenger Bots is doing. Scavenger Bots still in your possession are waiting to be deployed. Once released, a bot appears with a timer indicating when it will return. After it has located resources, it can be reacquired at the next Bench you visit.

BENCH

The Bench is a workspace for you to build weapons from parts or blueprints, upgrade existing weapons with Circuits, craft items such as Stasis Packs, and view your inventory. This is also the only place you can access your Safe Inventory.

Weapon Crafting	Modify and upgrade an existing weapon or build a new weapon from scratch.
Blueprints	Select a default blueprint or custom blueprint to instantly create a weapon, using available scavenged parts.
Weapon Upgrades	Add Circuits to upgrade an existing weapon.
Craft Items	Create items such as ammo clips, Med Packs, Stasis packs, and Tungsten Torque Bars, to give you an edge in and out of combat.
Safe	View and manage equipment in the RIG Inventory and Safe Inventory.

BUILDING A WEAPON

Design your own weapons to customize your combat style. At the Bench, select WEAPON CRAFTING to design a weapon from scratch using Resources and parts, or select BLUEPRINTS to instantly assemble a weapon from an existing blueprint.

SELECTING A FRAME

To create a customized weapon, select CRAFT NEW WEAPON from the Weapon Crafting menu at the Bench. When frame options appear, choose what type you want. A Compact frame creates a one-handed weapon, while a Heavy Frame creates a two-handed weapon.

TOOLS

Every gun has an Upper Tool and a Lower Tool, so it can deal two different types of damage. This makes you a more versatile fighter, ready for all situations and enemies at any range.

After selecting a frame, choose an Upper Tool from the new menu. This is your primary fire. The next screen you see serves as a customization menu. Below Upper Tool, select LOWER TOOL to choose your alternate fire option. You can also choose a melee Tool here, in case enemies get too close.

TIPS

Tips modify the firing based on the Tools you choose for your gun, so these options do not become available until you've selected your Tools. For instance, if your Upper Tool is a Plasma Core, your Upper Tip options let you select exactly how you want to blast enemies with kinetic or charged energy.

Pay attention to changes to damage, reload, clip, and speed on the lower right-hand side of the screen, which vary by Tip. Each Tip also has a range and accuracy rating, so you can customize your weapon to your combat strengths and weaknesses.

ATTACHMENTS

An attachment gives you an extra bonus for your weapon's stats or capabilities. You can apply two attachments to each weapon. Depending on your combat needs, choose an attachment that subtly boosts the damage you deal with a new feature, such as fire damage or Stasis, or select an attachment that increases clip size for yourself and your partner, automatically reloads your weapon, or heals a partner when you consume a Med Pack.

CIRCUITS

Circuits give your weapon bonuses to reload, rate of fire, damage, or clip. To begin adding Circuits, select an empty Circuit slot and select one of these features from the menu that appears, then add any Circuit you have found, or craft a new one by selecting CONSTRUCT NEW CIRCUIT.

Each Frame comes with a specific number of Circuit slots. If your weapon has fewer than eight Circuit slots, you can unlock more with Tungsten.

Some Circuits have a single boost, such as +2 Damage, while others have two, such as +1 Reload +1 Rate of Fire. If you see a Circuit with minor structural flaws, noted in the description on the right side of the screen, it means the Circuit has a bonus at the expense of another feature. For instance, +2 Rate of Fire -1 Damage gives you a faster firing speed at the expense of damage dealt.

COMPLETING CONSTRUCTION

When you're finished designing your weapon, press ⓨ to create a blueprint for it (to share with your friends in co-op games), or press Ⓑ to construct it.

MODIFYING A WEAPON

At the Bench, select WEAPON CRAFTING and choose a weapon to modify or upgrade it. This takes you to the weapon construction menu, where you can change or add Tools, Tips, Attachments, and Circuits to your weapons. If you only want to upgrade a weapon with Circuits, select WEAPON UPGRADES from the Modify Weapons menu to skip the entire weapon construction menu.

CRAFTING ITEMS

Crafting items using resources adds valuables to your inventory when you can't find enough in containers. Craftable items include ammo clips, Med Packs, Stasis packs, and Tungsten Torque Bars. Each item in the list has a number on the right that tells you how many you already have in your Inventory.

All of the items you craft take up room in your inventory—though you can add an unlimited number of Tungsten Torque Bars because they stack in a single slot. To sell an item and gain resources as payment, select it from the list and press ⓨ. Just remember that the resources you receive for selling an item are typically only half of the resources that go into crafting the item in the first place. You can also share items by pressing ⓧ in co-op games.

SAFE INVENTORY

The Bench gives you access to your Safe Inventory, so you can move items from your Safe to the RIG Inventory for use. To view your inventory at the Bench, select SAFE from the Bench menu. To move an item from the RIG Inventory to the Safe Inventory or vice versa, select the item and press Ⓐ. Once an item is in your Safe Inventory, you cannot access it until you are at a Bench. To sell an item, press ⓨ.

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