



You can find blueprints for more advanced space suits, known as RIGs, around the Ishimura.

Dead Space

An even more gruesome remake



INFO

FORMAT PS5

PRICE £69.99

ETA Out now

PUB EA

DEV Motive

PLAYERS 1

LENGTH 12 hrs

ACCESSIBILITY
Colour blind mode (three options); aim assistance (inc. settings for aim assist friction and magnetism); content settings; sprint and aim toggles; HUD options; subtitle options



Fuck this ship," says graffiti, down on the mining deck where the bulk of a humongous spacecraft's work takes place, "it's a shitty capitalist organisation." Dead Space may be a remake of a game from 2008 set in the future, but its concerns are modern. Through small, cumulative changes, developer Motive has not only revitalised the game, it's highlighted its humanity.

As in the original you're Isaac Clarke, an engineer (and a welcome mundane kind of bloke) sent as part of a search and rescue team to investigate the loss of contact with a massive mining ship. Naturally, once aboard, you learn there's been more than a technical issue and soon you're fighting tooth and nail against murderous zombies.

"Cut off their limbs", scrawled in blood on a wall at the outset of the story, isn't simply a piece of environmental art that's endured from the original, it's instruction and world building wrapped up in a package with all the subtlety of a sledgehammer moulded out of plastic explosives; an approach to horror that's effectively gleefully tossing buckets of red slop at the audience and yelling 'Boo!' between throws. It's remained iconic because it is both an incredibly efficient way of communicating the game's tone and mechanics and so morbid that you just have to laugh.

COMPLETELY ARMLESS

The years have not made it less surreal to admit, but dismembering those zombies (called 'necromorphs') is still so much fun. Survival horror, in terms of its action, is best when you're given lots of options under pressure. There are numerous ways to handle or deal with each enemy in Dead Space, whether that's removing a leg to slow them down or ripping off an arm before throwing it back at them as a weapon. Every



Isaac ends up drenched in the wettest-looking blood we've seen in a game.





1
2



1 The remake finally has Isaac drenched in blood. It couldn't feel more appropriate. 2 Dead Space 2's great full 3D movement in zero gravity is retrofitted into the original. 3 That fog isn't just for show or atmosphere, your enemies can hide in it.

» combat encounter is bursting with possibility. What has been refined here are the controls and visual feedback. Flesh will now be torn off of enemies under the barrage from your futuristic power tools, a nasty detail that also signals how close to being severed a limb is. As you carve away, Isaac will end up drenched in the wettest-looking blood we've ever seen in a game. That man is going to need so many showers when this is over.

If you're worried that, having played the original, enemies will be too predictable for you, then the game's 'Intensity Director' is here to keep you on your toes, feeding random encounters into the game. None of our playthroughs have been exactly the same. One waltz through a room will be suspenseful but uneventful. The next will have enemies crawling out of every vent. Even light and power failures are handled under this system, leaving it feeling like your own personalised hell.

SHIPPING INCLUDED

For all their slashing and screaming, though, the necromorphs aren't the real villains of this first instalment, which is why it still stands apart.

■ Horror stories are often only as good as their haunted houses. The Ishimura is one of the best. ■

Sequels traded coherency for spectacle and variety, but moved the series away from the self-contained spookfest that still works so well here. Horror stories are often only as good as their haunted houses, and the USG Ishimura, a Planet Cracker-class mining vessel, remains one of the best (there's a reason Dead Space 2 brought it back). These Planet Crackers are spacecraft so huge they can tear entire planets into digestible chunks – perhaps the most unsettling idea in the entire game, when you stop to think about it.

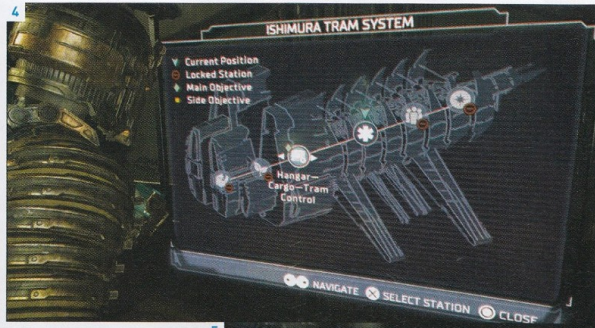
Our favourite changes that this remake brings to the table are the ones that enhance the original vision. Here, the Ishimura has been turned from a series of individual levels into a single sprawling labyrinth of oversized machinery, where you reach decks by actually travelling through its darkest depths or across the hull itself. Tram stations have become places you unlock to more easily

return to previous areas (useful for revisiting locked doors or secrets), but even riding on one, there are no loading screens. You can gaze through the thin windows and watch the vessel's vast interior pass you by as part of the universe's grimmest commute. It's a location that will live on in your mind even after completion.

Yet what is any ship without its crew?

CREW EXPENDABLE

Among the remake's more substantial additions are side-quests littered throughout the Ishimura. The characters feel richer for these sub-plots, which give people like Isaac's girlfriend Nicole agency in events instead of just being his motivational props. Carrying out the dialogue in the main story. And speakers include the main man himself, as Isaac actually speaks now – he's no longer a silent protagonist. Purists might bristle, but to me it's much less



4 The Ishimura is no longer a series of levels but one seamless location. 5 Isaac talks now, but don't expect him to make quips or one-liners. 6 The iconic image that defined the original game.



jarring than a character standing saying nothing when numerous people are chatting to him. Which isn't to say he's become a Nathan Drake-style chatterbox; you can still expect those long stretches of quiet whenever you're alone. It just allows him to build relationships with those around him, which elevates just about every narrative beat. There's a palpable sense of tragedy in the remake because the characters feel like they had lives outside of the game's events, and not one of them just keeled over when disaster struck.

Everywhere you turn these people are trying to save the Ishimura. Almost every level has you fighting to repair a vital system, necessary to sustain life amid the hostility of the void. At points the remake makes you

choose which systems to switch on with limited power. Light or life support? Sight or sound? The necromorphs are simply obstacles, they can be survived. But if any part of the ageing Ishimura ceases, it will kill everyone aboard. It's a system doomed to failure upon which we're nonetheless dependent.

The existential crisis at the heart of Dead Space isn't about horrors from the depths of space but about the hostile positions humanity will contort itself into in the pursuit of profit. It is not the slobbering space zombies that haunt us after we leave the game, it is that ship and its crew, fed into this nightmare. No matter how many necromorphs you defeat, no matter what horrors you lock away, the Ishimura remains. Waiting for you to return.

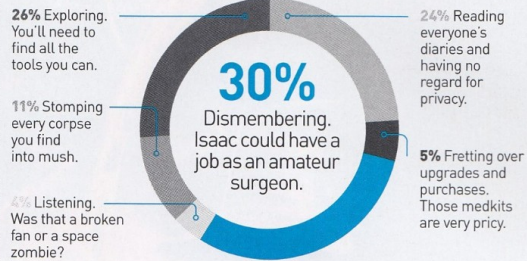


A remake that deepens the original's darkness, reshaping its iconic haunted house for the better, while bringing its characters into the light. **Samantha Greer**



THE PLAYBOOK

WHAT YOU DO IN: DEAD SPACE



THE DUALSENSE DIFFERENCE

HAPTIC FEEDBACK

Stomping your boots across the metal hallways gives a slight haptic rumble.

ADAPTIVE TRIGGERS

The adaptive trigger can lock up when a weapon runs empty, putting you in Isaac's shoes. Upsetting!



LOVING/HATING



THE RIPPER

This device, which launches a levitating saw blade, has replaced the plasma cutter as our favourite weapon thanks to its fab feel.



REMAKE

This is greedy but we can't help lamenting the lack of a brand-new entry in the series, now it's back on top form.

3D AUDIO: SOUNDS OF THE FUTURE

You'd expect the remade Dead Space to sound great given the original's reputation, and it doesn't disappoint. The depth and quality of sound, making you aware of every rattle on metal, might be the best of anything I've played on PS5.



IS IT BETTER THAN?



NO

Neck and neck. Dead Space has the edge in set-piece variety; the Resi 2 remake manages to be scarier.



YES

Dead Space wipes the blood-stained floor with recent shoddy knock-off The Callisto Protocol.



NO

Dead Space is incredibly impressive but it doesn't quite match the sheer terror of Alien Isolation.

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IT'S ALIVE! The changes, the enemies, the scares, the jokes,
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