I'm not robot

reCAPTCHA

Continue

Dead space 2 weapons

in: Category page Edit Even though w69rdy and Emerica answered your question, I don't think you're understanding it, so I'll answer in a different way. You asked: How do I enable/use special mode? The answer is simply: you don't activate it, it's a static effect that applies all the time when you've upgraded enough plasma slices. It doesn't kill the effect of a hit, it's simply the effect that lights fire to the enemy, causing a little extra damage and small fire animation on the part that you shoot. you said plasma cutting was fully upgraded . Which means that, like in the image you gave: the SPC node is open on the far right, right? This means that cutting your plasma is ready to clear some aliens, no further upgrades or necessary secret activation. Therefore: Plasma cutting does have a special upgrade. you just need to know how to use it . You're right, it does upgrade, and it's used automatically when you shoot it. Good luck and have fun! :) PS- As for which Wade was you saw someone kill people in one shot, you won't let us see it so now I assume the person in Wade was probably playing in easy, or playing some kind of mod. If you can Wade that would be great. <p>Dead Space 2 Suit, Weapon, and Item Table Guide 0....Introduction [INTR] 1....Standard Suit [SRIG] -Engineering Suit............. [ESUI] -Security suit.............. [SSUI] -Vintage suit................ [VSUI] -Advanced Suit............. [ASUI] 2....Elite Clothing [ERIG] -Elite Engineering Suit....... [EESU] -Riot Security Clothing........... [RSSU] -Elite Vintage Suit............ [EVSU] -Elite Security Suit.......... [ELSS] -Elite Advanced Suit.......... [EASU] -Arctic Security Uniform......... [ASSU] -Soldier Uniform................ [SOSU] 3....Downloadable Contents Suit [DRIG] -Mock Engineering Suit...... [FESU] -Heavy Duty Vintage Suit...... [HVSU] -Advanced suit agility........ [AASU] -EarthGov Security Suit....... [ESSU] -Bloody Vintage Suit.......... [BVSU] -Risk Suit................. [HSUI] -Triage suit................. [TSUI] -Shockpoint Suit............. [SHSU] 4....Promotional Clothing [PRIG] -Zealot Suit................. [ZSUI] -Hacker suit................. [HASU] -Prima Games Security Suit.... [PGSU] 5....Standard Weapons [SWEP] -Plasma Cutting................ [PCWP] -Gun Line.................... [LGWP] -Pulse Gun.................. [PRWP] -Force Gun.................. [FGWP] -Radiation Contact................. [CBWP] -Ripper................... [RPWP] -Flamethrower.................. [FTWP] -Lying gun................. [SRWP] -Seasoning.................. [DTWP] -Gun Aeon................... [JGWP] -Rivet Gun.................... [RGWP] 6....Downloadable Content Weapons [DWEP] -Cutter آهنگری.......... [FPCW] -Forged Line Gun.............. [FLGW] [FLGW] Ripper................. [FRPW] -Heavy Duty Rifle Line........... [HLGW] -Heavy duty radiation contact....... [HCBW] -Heavy Heavy Seasoning.......... [HDTW] -Agility Rivet Gun.......... [ARGW] -Plasma Cutting Agility......... [APCW] -Agility Pulse Gun........... [APRW] -EarthGov Pulse Rifle.......... [EPRW] -EarthGov Seeker Rifle......... [ESRW] -EarthGov Detonator.......... [EDTW] -Bloody Flamethrower.......... [BFTW] -Bloody gun......... [BJGW] -Bloody Force Rifle............. [BFGW] -Hazard Line Gun.............. [HLGW] -Triage Javelin Gun.......... [TJGW] -Shockpoint Ripper............ [SRPW] 7...Propaganda Weapons [PWEP] -Zealot Force Rifles............. [ZFGW] -GameStop Rivet Gun............ [GRGW] -Hacker Beam Contact.......... [HACB] - Refurbished Plasma Cutting..... [RPCW] 8...Regulars [ITEM] -Medpack Small................ [SMPA] -Medium Modpak.............. [MMPA] -Medpack Large................ [LMPA] -Stasis Pack................... [STPA] -Power Node.................. [PWND] -Bronze Semi Conductor........ [BRSC] -Gold Semiconductor.......... [GDSC] -Sapphire Semiconductor.......... [RBSC] -Diamond Semi-Conductor........ [DISC] 9...Ammo [AMMO] -Plasma Energy................ [PCAM] -Line Racks.................... [LGM] -Pulse round................. [PRAM] -Energy Force................. [FGAM] -Energy Contact............. [CBAM] -Blade Ripper................ [RPAM] -Flame fuel.................. [FTAM] -Cyctic shells................ [SRAM] -Stuffing Mines.............. [DTAM] -Javelin Spears................ [JGAM] -Rivet Bolt.................. [RGAM] 10...Credits/Legal [CRED] Version History for a full list of changes, see the change log: v1.3: 2/2/2011 -Updated several weapon costs -Added Upgrade Stats for all weapons -Added Total Nodes Needed for all weapons -Updated the Rivet Gun's Usefulness v1 .2: 1/31/11 -Added information about Arctic security uniforms and soldier uniforms -Updated credit information to Credit Scarstede for information v1.1:1/30/11 -Added many places for items -Added entries for ammunition -Added entries for public items -Updated places, Fees, etc. for some cases – credits updated v1.0: 1/29/11 -not everything is added in future versions! --------- --------------------------- [INTR] --------------------------------------- In the world of Dead Space 2 you re-assume the role of the universe's most combat-adept engineer, Isaac Clarke. This time, instead of being enclosed on a semi-destroyed cracker planet, Isaacs must fight his way through a full space station called the Necromorph-filled Spravel/Titan station. To help with this slightly easier visceral challenge not only has given Isaac's new weapons to play with, but also given him several different types of suits that all allow him to enhance different weapons or equipment. Guide the details of each suit and weapon, explain the rewards, primary and secondary use, as well as strategies and usefulness. Here's a quick overview of how each item will be explained: Mold Suit: [Title Suit] - [Bonus 1]/[Bonus 2] [Minimum Inventory Space] [Minimum Armor Rating] [Appearance] [Suit Fee] [Utility] [Where You Find It] Weapon Template: [Weapon Name] - [Bonus 1]/[Bonus 2] [Primary Fire Description] [Secondary Fire Description] [Maximum Stack Size] [Ammo Cost] [Upgrade Stats]] [Total nodes needed for full upgrade] [appearance] [cost] [utility] DLC weapon template: [weapon name] - [bonus 1]/[bonus 2] [cost] [utility] [location] [DLC package] Regular Item Template: [Item Name] [Effect] [Cost] [Utility] [Schematic Location] Ammo Mold: [Name Ammo] [Stack Size] [Store Cost] [Drop Amount] [Schematic Location] ---------- ! Important! ---------- this guide is now incomplete! If you know any tips, tricks, or lost information, email me in TheBlueMagician.barnett@gmail.com and I'll stick it here and give you credit! Thanks! ---------- ! Important! ---------- Standard Suit [SRIG] --------------------------------------- 1.1 [ESUI] Engineering Clothing - No Inventory Space Bonus: 10 Armor Slots: 5% Appearance: Looks like Isaac's suit from the original Dead Space Fee: 1000 Credit Utility: Well, it's better than your straight jacket, but worse than anything else. Swap as soon as you can. Location: It's on the couch, right next to the first store. --- 1.2 [SSUI] Security Suit - Pulse Gun will damage 5% more inventory space: 15 armor slots: 10% appearance: -Soon-the-suit cost: 20,000 utility credits: good upgrade of engineering suit, security suit gives you more inventory spaces and more armor. Moreover, if you are interested in pulse guns, this will increase you good damage! Location: Chapter 4 at the Church of Vahedology. Right after you've walked through a wrecking gate, you'll have to crawl through a gate before going through the hatch, turn around and it'll be on the shelf. --- 1.3 [VSUI] vintage suit - Items in store cost 10% less inventory space credits: 20 Armor: 15 Appearances: Looks a bit like a diver's suit. Isaac has a larger leg armor, an air tank on his back and a helmet larger than usual. Look retro good. Suit cost: 40,000 utility credits: The vintage suit is great for getting extra inventory space and armor when it first appears in the shop. However, since it offers no combat benefits, you just have to wear it when you plan to do any shopping, and then immediately switch to a more combat-oriented suit. Location: Vintage suit It appears in Season 8, Behind the Door Knots ----- --- 1.4 [ASUI] Advanced Suit - The charging time of the stasis is reduced by 50% inventory space: 25 armor slots: 20% appearance: This armor is going to appear in all promos, all videos, and visceral titular armor has been showing since they declared Dead Space 2. It has a sleek and futuristic look. Suit cost: -Coming soon- usefulness: It's one of the best suits in the game, and it's definitely the best standard suit. As you move into the following chapters, more and more stasis become necessary, and a 50% reduction in charge time saves a lot of time, stasis packages, and money. Location: Found in Chapter 11, behind the knot door. --- --------------------------------------- Elite [ERIG] --------------------------------------- elite upgrade standard suit you got through on your first run. Available only in the new + game, this Suit Isaac has a bigger lead in his numerous opponents. 2.1 [EESU] (Credit goes darkfromallside for a fee) Elite engineering suit - 15% more improved health when using medpack inventory space: 25 armor slots: 25% appearance: it looks exactly the same as Isaac's engineering uniform, except it has bright yellow armor pieces. Suit cost: 14,000 utility credits: This great suit is for public use in higher problems, because you burn through fewer medpacks. Especially early in the game, when stasis are not a necessity, this suit can help you save both medpacks and money. Location: On the couch in the room with the first store in Season 1 --- 2.2 [RSSU] riot security suit - 10% extra damage to contact beam inventory space: 25 armor slots: 25% appearance: jet black armor pieces, and riot symbol on arm guard. olive green skin suit . Suit Cost: 0 Credit Utility: If you are using contact beam at all, this suit is for you. Providing a whopping 10% increase in damage to weapons that sport the highest damage in the game means you will be bringing pain. As an added benefit, damage bonuses apply to primary and secondary fires. Location: First store (possibly any store?) How to obtain: Find it in the first store --- 2.3 [EVSU] Elite Vintage Suit - Items in store cost 15% less balance space credits: 25 armor slots: 25% appearance: -soon- suit cost: 50,000 utility credits: as long as you have this, The only reason you blast it to increase you get for your buck. Similar to the regular vintage suit, put it up for purchase, turn it off when you leave the store. Location: Season 6, When You Fight The First Brute transit center . --- 2.4 [ELSS] Elite Security Suit - Gun Javelin Does 15% Extra Space Inventory Damage: 25 Armor Slots: 25% Appearance: -Soon-To-Suit Cost: - Soon - Usefulness: While I was never interested in my Javelin gun, if you impaling yourself a lot of necromorphs, I'd go suit this. Location: Chapter 9, just after the tram ride. --- 2.5 [EASU] Elite Advanced Suit – 10% bonus damage to all weapons, 15% increase in inventory space stagnation duration: 25 armor slots: 25% appearance: black armor with outstanding purple skin suit. very sexy . Suit cost: 50,000 utility credits: great in just about every situation. Lets slow things down for longer, deal with things more damage, and look good while doing it. Location: Chapter 11, just after the big lift, over the fence --- 2.5 [ASSU] (credit for the information this suit goes to velvet) Arctic security suit - 10% bonus damage to flamethrower inventory space: 25 armor slots: 25% appearance: white and grey cameo armored pieces with white skin suit. You're ready to get Alaska Palin with these things, go find Russia, the cost of the suit: 0 Credit Utility: If you just have to burn everything you see, better equip this suit location: every store after beating Zealot Mode --------------------------------------2.5 [SOSU] (Credit for information this suit goes to Velvet) Soldier Suit - 10% bonus damage to the space gun salk. : 25 Armor Slots: 25% Appearance: Jungle Cameo Armor Pieces with Dark Olive Skin Suit. go to the army . Suit cost: 0 credits utility: For the few and proud to swear by the lying gun, this will give you more edge. For each other, just use something else location: Each store after beating hardcore mode (requiring final approval) --------------------------------------- downloadable content suit [DRIG] --------------------------------------- similar to the original dead space, Visceral offers a few packages of downloadable content that the player with some different armor and weapons offers. Each armor is just a little different, though, which allows players to choose what complements the love weapon. 3.1 [FESU] Dummy Engineering Suit – 15% Improved Health When Using medpack Inventory Space: 15 Armor Slots: 15% Appearance: Looks like Isaac's standard engineering uniform, except that it has white armor parts, olive green skin suit, and CEC armband. Suit Cost: 0 Credit Utility: As useful as elite engineering suit, and I think it looks better. Note lower armor ratings and Space, though. Location: Each store after purchasing, downloading, and installing the Super Nova DLC package downloadable content package: Super Nova Package --------------------------------------3.2 [HVSU] Heavy Duty Vintage Suit - 5% extra damage for line gun, seasoning, beam contact inventory: 15 armor slots: 15% appearance: almost identical to the product suit, except it has whiter armor pieces, and a green skin suit. Suit cost: 0 credit utility: If you are using at least 2 of the weapons this suit gives rewards to, then it's well worth equipping. Location: Each store after purchase, download, and install Super Nova DLC Package Downloadable Content Pack: Super Nova Pack --------------------------------------- 3.3 [AASU] Agility Advanced Suit - 10% increase in the duration of inventory space stability: 15 armor slots: 15% appearance: it looks identical to the advanced suit, except that it has a red and white color scheme instead of blue, dark blue, and a yellow color scheme. Suit Cost: 0 Credit Utility: If you are using at least 2 of the weapons this suit is rewarded to, then well worth it has to equip. Location: Each store after purchase, download, and install Super Nova Package Downloadable Content Package: Super Nova Package --------------------------------------- 3.4 [ESSU] EarthGov Security Suit - 5% Extra for Seasoning, Gun Yalc, Pulse Gun Inventory Space: 15 Armor Slots: 15% Appearance: -Coming Soon- Suit Cost: 0 Credit Utility: If you're using at least 2 of the weapons this suit is rewarded to, then it's well worth equipping. Location: Every store after purchase, download, and install martial law DLC package downloadable content package: Martial Law Pack --------------------------------------- 3.5 [BVSU] Bloody Vintage Clothing - 5% extra damage for flamethrower, shotgun, Force Gun Inventory Space: 15 Armor Slots: 15% Appearance: - Soon-to-Be-Cost Suit: 0 Credit Utility: If you're using at least 2 of the weapons this suit is rewarded to, then well worth it has to equip. Location: Each store after purchase, download, and install martial law DLC package downloadable content package: Martial Law Pack --------------------------------------- 3.6 [HSUI] Risk Suit - 5% increase to inventory space stability time: 15 armor slots: 15% appearance: -Soon- Suit cost: 0 utility credits: If you wish yourself stability lasted longer, use this suit. Otherwise use any other suit. Location: Every store after purchase, download, and install work risk DLC package downloadable content package: work package risk --------------------------------------- 3.7 Triage suit - 10% improved health when using medpack inventory space: 15 armor slots: 15% appearance: -Soon- Suit cost: 0 utility credits: similar to elite engineering clothing, Triage suit helps you save medpacks and money. A good public prize. Location: Each store after purchasing, downloading, and installing work risk DLC package downloadable content package: Professional Risk Pack --------------------------------------3.8 [SHSU] Shock Point Suit - 5% reduction in space inventory time requirement mode: 15 Armor slots: 15% Appearance: -Coming soon- Suit cost: 0 Utility credits: Probably one of the worst suits in the game. A very minimal reduction in the time of stagnating charging helps you hardly at all. You'd much better equip just about the suit but standard engineering suit location: every store after buying, downloading, and installing work risk DLC package content downloadable package: Professional Risk Pack --------------------------------------- --------------------------------------- Promotional Clothing [PRIG] --------------------------------------- If you pre-order the game, beat certain people in multiplayer online, or perform various other tasks, you can get one of the few promotional suits. 4.1 [ZSUI] Zealot Suit - 5% Damage Bonus for Gun Force Space Inventory: 15 Armor Slots: 15% Appearance: Looks similar to an advanced suit and security suit, but with a red and dark grey color scheme and white single markings. Suit cost: 0 credits utility: As a starting suit, zealot suit is one of the best. Because it was packed with a force gun (which is also free) the injury increase could really give the player a head start during the early seasons. It has also increased inventory space and armor relative to the location of the engineering suit: any store that's

got how it's achieved: you must have pre-ordered the game, or earned a promotional code from someone who pre-ordered the game. -- 4.2 [HASU] Hack Suit – Hack requires one less step to complete inventory space: 15 armor slots: 15% appearance: more casual suit, exposed Isaac Peel, only a few pieces of armor, and looks more like a civilian. Suit cost: 20,000 utility credits: While the profits of this suit can be good, I have never found myself frustrated by the mini-game hack to want this suit. Seeing it as spending a fair amount of money and no fighting bonuses, I advise against this suit unless you just hate hack games. *MINOR CAPTION* One of the good reasons to get a hacking suit is to use your expertise to avoid a significant fight in the government sector. At the beginning of the area you need to hack a terminal to open a large door. If you have this suit, you can do it fast enough to avoid (and larger) necromorphic rounds. I didn't devise this strategy, I saw it written somewhere on the boards. The first person to give me more detailed credit for it. END MINOR CAPTION Location: In the Conduit Room before the train sequence How to Obtain: You must have completed Dead Space: Ignition in order to unlock the room that contains this suit. -- 4.3 [PGSU] Prima Security Suit Game - Multiplayer Single Space Inventory: N/Armor: N/Appearance: Looks similar to the military suit of the original dead space. It's basically a white security suit. Suit Cost: N/Utility: Look different, just like any other! Location: N/How to Obtain: Kill someone in dead space 2 multiplayer online that prima security suit games now. Prima's guide staff will have the initial handle to suit. -- standard [SWEP] -- across the dead space 2 Isaac is going to face honest to God hordes of mutant spirits, abominations. They come in you in different size groups, which are sometimes composed of several different types of enemies. To help Isaac dispatch these threats, he has a wide variety of weapons, allowing him to strategically select weapons and find the right combination. 5.1 [PCWP] Plasma Cutter - No Early Fire Bonus: Plasma Fire Cutting Beam Fast Energy Journey. The beam has a small width, so if hit an area, but it still needs to be targeted precisely for optimal results. Secondary Fire: Rotate firing pattern 90 degrees (horizontal to vertical) Ammunition Stack: Plasma Energy Has Maximum Stack Size 25 Ammo Cost: 6 Plasma Energy Costs 1,200 Credits Upgrade Stats: -Damage: 4 Spread (2 points each) - Capacity: 5 Spread (2 points each) - Reload: 2 Spread (-.25 seconds each) -Speed: 2 spreads (-.2 seconds each) -Alt-Fire: -Special: 1 Spread (set enemies on fire) Total nodes requirements: 19 power node appearance: about the size of a handgun, plasma cutting has the end of the business designed to rotate. Cost: 0 Credits Utility: Plasma Cutting is one of the most basic and useful weapons in the entire Dead Space franchise. It is powerful, fast, has a good clip size, and even has a special one that sets enemies on fire for a short period of time. It also allows for detailed shots on both arms and legs, and it's a great weapon throughout. Location: You will get this as part of a story event. -- 5.2 [LGWP] Primary Fire Gun Line: Primary Fire Line Gun is essentially a long-range shotgun; A wide beam of energy makes it fire travels until it hits something, and does Damage to any enemy. Secondary Fire: A secondary line gun shoots down the mine that explodes after a certain amount of time. You could say it's become a mining gun (well, I'll never do it again). Mine has significant damage to any enemy within its radius. Ammo Stack: Gun Rack Line Maximum Stack Size of 6 Ammo Cost: 2 Line Gun Racks Cost 2,000 Credits Upgrade Stats: -Damage: 4 Spread (3 points each) - Capacity: 4 Expanded (1 points each) - Reload: 2 Spread (-.15 seconds each) -Width: 2 Spread (.5 increase to width) - Alt-Fire: 6 Spread (increase penis fire damage) -Duration: 1 Spread (shorten time on the fire penis) Total nodes required: 24 power nodes location: When not target, the line gun looks like a high-tech box with handles. When Isaac targets it, the front of the weapon extends up to twice the width of the hole. Cost: 9,000 Utility Credits: Very useful line gun during the entire game. It starts as a stronger plasma slice, and once the update turns it into a juggernaut that can take down multiple enemies at once. It rates slower than fire than plasma cutting, but still fires fast enough to make it an excellent crowd control device. A few shots on each necromorphic legs paralyze them, allowing you to focus on other enemies. Location: -Coming Soon- -- 5.3 [PRWP] Pulse Primary Fire Rifle: Primary Fire Gun Pulse is an all-automatic barrage of bullets. While it lacks the width of both plasma cutting and gun line, the initial fire of the gun pulses decent damage and causes Necromorph to fling. Secondary fire: Secondary fire pulse gun spends 25 ammo to fire a high-powered grenade that travels in the arc. Ammunition Stack: Round Pulse Maximum Stack Size of 100 Ammo Cost: 25 Pulse Rounds Cost 1,250 Credits Upgrade Stats: -Damage: 4 Spread (1 point each) - Capacity: 5 Spread (2 points each) - Reload: 2 Spread (-.2 seconds each) -Speed: N/A -Alt-Fire: 4 Spread (increase penis fire damage) -Special: N/A Total nodes requirements: 22 power nodes appearance: When cutaneous, the weapon looks like a cylinder. When targeted, the pulse gun expands, and cocks. Cost: 7,000 Utility Credits: Pulse Gun has been greatly enhanced for Dead Space 2. In the original game it was only useful against bosses, or once fully updated. A new secondary fire grenade changes that. Not only does the weapon maintain decent damage output, but grenades allow for players instantly to deal with huge amounts of damage to multiple enemies. Grenades will kill many enemies, and will land anything that survives. The initial fire also causes necromorphs to be thrown and stops them on their rails. Because it's an all-auto weapon, and a great clip, this means you can stun the locks Enemies. Very decent weapon, especially when upgraded. Location: Chapter 3, the back corner of the room after the viability of train ------------------------ 5.4 [FGWP] Initial Fire Force: Initial fire for a large force gun, a short-range attack zone that will deal significant damage to anything at an incredibly close range, as well as knock down anything caught in the explosion. Secondary Fire: Secondary fire is a long-range shot force gun that deals significant damage. It's a short charge until the time before it fires, so make sure you have some space. Ammo Stack: Energy Force has a maximum stack size of 15 ammo costs: 3 energy forces can be purchased for 900 upgrade credits Stats: -Damage: 5 Spread (3 points each) - Capacity: 5 Spread (2 points each) - Reload: 2 Spread (-.. 25 seconds each) -Speed: 2 spread (-.2 seconds each) -Alt-Fire: 4 spread (increase penis fire damage) -Special: N/A total node requirements: 24 power node appearance: 2 is built like a propane tank with handles. Cost: 11,000 Utility Credits: Force Gun (more like fun force) is a highly rated weapon that trades huge amounts of damage, can attack short ranges and long very effectively, and cheap ammo. Once upgraded, it can be a shot of many weaker necromorphs in even medium range, and is one of the more effective weapons against Leaper. It has a decent rate of fire and reload time, and it has a wide area of effect. One of the best weapons in the game, in my opinion. Location: Chapter 7, after completing the elevator fight, left after your departure. --- 5.5 [CBWP] Initial fire beam contact: After medium charge until high-power precision laser contact beam time that is able to reduce even the strongest enemies. Secondary fire: After a short animation, the contact beam hit the ground and damages enemies within a radius. Ammo Stack: Energy Contact Max Stack Size 6 Ammo Cost: 2 Contact Energy Costs 4,000 Credits Upgrade Stats: -Damage: N/Capacity: 3 Spread (1 points each) - Reload: 5 Spread (-.25 seconds each) -Charge: 2 Spread (-.2 seconds each) -Special: 1 Expansion (Enemies hit with alt-fire have stasis applied to them) Total Nodes Needed: 23 Power Nodes Appearance: -Coming Soon- Cost: 9,000 Credits Usefulness: The Contact Beam is the most powerful weapon in the game, hands down. It needs to charge up time, but if you can master timing, this weapon can be a shot just about any enemy. A few negatives include rare and expensive ammunition, no fire spreading in the initial fire, and charged until the maximum. : Chapter 7, at the door of the knot after the mainframe. 5.6 [RPWP] Early Fire Ripper: Ripper Fire Saw Blade spins a short distance from the gun, and keeps it floating there. The blade of any enemy that comes into contact with it will be damaged, causing them to skyrocket. Secondary fire: Shoots a saw blade at high speed. If a blade is already floating through the initial fire it will fire that blade in the direction Isaac is aiming for until it hits something. Ammo Stack: Ripper Blade Maximum Stack Size of 15 Ammo Cost: 4 Blade Ripper Costs 1,350 Credits Upgrade Stats: -Damage 2 Spread (2 points each) - Capacity: 4 Spreads (2 points each) - Reload: 2 Spread (-.15 seconds each) -Duration: 2 spread (2 points each) -Alt-Fire: 4 spread (increase penis fire damage) Total nodes required: 22 power nodes appearance: Ripper looks like saw power on the handle. Cost: 8,000 utility credits: Ripper is a decent weapon that does good damage to all enemies. It can easily kill weaker/smaller enemies, and cause stronger ones to fling, allowing you to keep hitting them. The biggest downside to the ripper is that if the enemy gets between you in the blade, there is nothing you can do about them. Furthermore, if you are damaged while you have a floating blade, it will cause the blade to disappear (it will even extinguish fire). Location: Chapter 5, in the room where you disable gravity. On the side, on a box. --- 5.7 [FTWP] initial flamethrower: flamethrowers emitting a steady stream of fire, and flaming enemies. Secondary fire: Fire off fuel cans that explode for splash damage, and flaming enemies. 25 fuel consumes ammunition Stack: Flame fuel has a maximum stack size of 150 ammo cost: 25 fuel flames cost 1,000 upgrade credits Hit: -Damage: 2 spread (4 points each) - Capacity: 5 spread (5 points each) - Reload: 3 spreads (-.15 seconds each) -Duration: 2 spreads (5 points each) -Alt-Fire: 4 spreads (Alt-Fire damage increase) Total nodes needed: 24 power node appearance: red propane tank on a handle. Cost: 11,000 Utility Credits: Flamethrower has been greatly enhanced for Dead Space 2. This can now fire in a vacuum, which means that it never loses functionality, and its secondary fire is similar to the pulse gun, giving it some good burst damage. It is also said to numb enemies if upgraded enough. Location: Chapter 6, in a class room after a fight with Stage -- 5.8 [SRWP] Primary Fire Gun Salk: A fire-ing gun round is incredibly accurate, with high power where Isaac is aiming. Secondary fire: The camera zooms in. Ammo Stack: Round Lying Max Size Stack of 15 ammo Costs: 5 Yalk Round Costs 1,000 Credits Upgrade Hit: - Damage: 4 Spread (5 points each) 3 Spread (1 points each) -Reload: 3 Spread (-.15 seconds each) -Alt-Fire: 4 Spread (increase damage while looking through amplitude) Total nodes needed: 27 power node appearance: looks like a future sniper rifle. Cost: 10,000 utility credits: The sal gun was originally an ultra-accurate, longer-range rifle line. The zoom capability is more useless, due to the fact enemies tend to be close relatively quickly. A worthy weapon, but more overshadowed by more useful and powerful weapons. Location: Chapter 6, after the laundry room saves point, it's past the door on the balcony of --- 5.9 [DTWP] primary fire stuffing: setting up a mine a short distance from Isaac. It will explode when something comes near it, or if it comes into contact with the enemy during your time in the air. Secondary Fire: Disarm all mines so that they can be harvested. Ammunition Stack: Mines Seasoned Maximum Stack Size of 10 Ammo Cost: 3 Seasoning Mines Cost 1,200 Credits Upgrade Stats: -Damage: 4 Spreads (2.5 points each) - Capacity: 4 Spreads (1 points each) - Reload: 3 Spreads (-.15 second Eachs) -Special: 1 Expansion (Increases splash damage radius) Total Nodes Needed: 20 Power Nodes Appearance: -Coming Soon- Cost: 8,000 Credits Usefulness: The Detonator is a powerful weapon that allows players to deal significant damage to groups of enemy, protect themselves from Through the denial of the area, and the preservation of ammunition has exploded by picking up un mines. Since the mines will explode in contact, it can be used as a grenade launcher of sorts. A good weapon of support. Location: Chapter 5, after ambushing the elevator, followed by next to the reserve point. --- 5.10 [JGWP] Primary Fire Gun: High Speed Fire, High Damage Also. If he kills an enemy, it causes them to fly with a cane until it hit the wall or the ground. Secondary fire: The power of the also has just been fired, causing electricity to the arch and damaging anything in a small radius around korea... Including Isaac. Ammo Stack: The Three-Speedy Hen Stack of 10 Ammo Cost: 2 The Ones Cost 400 Credits Upgrade Stats: -Damage: 4 Spreads (12.5 points each) - Capacity: 5 Spreads (1 points each) -Reload: 2 Expansions (-.25 seconds each) -Speed: 2 Expansions (--.2 seconds each) -Alt-Fire: 4 Expansions (Increases damage of Alt-Fire) -Special: 1 Expansion (adds an explosive effect to Alt-Fire) Total Nodes Needed: 24 Power Nodes Appearance: -Coming Soon- Cost: 11,000 Utility Credits: The power can be effective both against single enemies and groups of enemies. However, it is a difficult weapon to use because of its slow gun rate of Second, the gun is a very strange and knit-taking upgrade track; While great fun, and able to help tackle groups, it becomes easier to use and more powerful weapons. Location: -Coming Soon- --- 5.11 [RGWP] Rivet Primary Fire Gun: Fast Bolt Fire. full automatic . Secondary fire: Blows up any bolts that have been fired, causing them to sing around the room. Can damage Isaac's Ammo Stack: Rivet Bolt Max Size Stack of 30 Ammo Cost: 10 Rivet Bolts Cost 750 Credits Upgrade Stats: -Damage: 4 Spreads (2 points each) - Capacity: 4 Spreads (2 points each) - Reload: 4 Expansions (-.15 seconds each) -Speed: 1 Expansions (-.5 seconds each) -Alt-Fire: 4 Expansions (Increases damage of Alt-Fire) Total Nodes Needed: 25 Power Nodes Appearances :-Coming Soon-Cost:-Soon-to-be-usefulness: A rivet gun is a semi-automatic rifle that fires bolts charged at a decent rate of fire. If you plug Necromorph with a few bolts, then explode the bolts, it will likely kill the enemy and possibly hurt another one. This gun is very weak unless it is updated, for a few reasons: 1) It is the primary damage and not least; 2) It is the initial power the fire penis rather poor; 3) In order to do significant damage with the fire penis you need a fair amount of bolts on the screen. Without capacity upgrades, it's hard to use the fire penis well unless you reload between firing and activating the fire penis; 4) No expansion for the initial fire of your hand. If you upgrade a rivet gun, it can make an effective secondary weapon, and it's cheap ammo. However, almost every other gun is better then that, so just use it to have some fun with the new gun. Location: Every store, provided you either: A) Redemption GameStop before ordering Code B) purchased super Nova DLC package -- weapons downloadable content [DWEP] --- to help Isaac work a little easier, each DLC package comes with upgrade weapons that provide combat bonuses. 6.1 [FPCW] Jagni Plasma Cutter – Increases damage by 10%, reloads time by 5% Cost: 0 Credit Utility: Adds damage and reload speed to your plasma cutting! What don't you like? Location: Every store after buying, downloading, and installing super nova plasma downloadable content package: Super Nova Package --------------------------------------- 6.2 [FLGW] Jagness Line Gun - increases firing speed by 5%, Alt-Fire Damage 10% Cost: 0 Credit Utility: Allows you spam death beams faster, and makes your mine pack more of a punch. Go, you lunatics! Location: Every store after purchase, download, Install Super Nova Package Downloadable Content Pack: Super Nova Package --------------------------------- 6.3 [FRPW] Jaggeni Ripper - Primary Fire takes a second longer, increases alt-fire damage 10% Cost: 0 Credit Utility: You can cut everything for longer, and then do more damage when you fire off the saw blade! Forecasts for tomorrow include dark rooms with a chance of organ rain. Location: Each store after purchasing, downloading, and installing super nova downloadable package content package: Super Nova Package ------- 6.4 [HLGW] Heavy Duty Gun Line - Increase reload speed by 10%, damage 5% Cost: 0 Credit Utility: You get a little more damage and reload a little faster. Not bad, but seeing as a better line gun comes in the same package, using it instead. Location: Every store after purchasing, downloading, and installing super nova package downloadable content package: Super Nova Package -- 6.5 [HCBW] Heavy Duty Beam Contact - Initial fire charge reduced by 0.1 seconds, damage increased 5% Cost: 0 Credit Utility: If you are using a lot of beam contact, this will help you deal a little extra damage, as well as help with the initial fire a little faster. Not so much of a night! Location: Each store after purchase, download, and install Super Nova Downloadable Content Package: Super Nova Package --- 6.6 [HDTW] Heavy Duty - Increases Reload Speed 10%, Damage 5% Cost: 0 Credit Utility: If you frequent use of stuffing, this version allows you to deal with more damage, as well as reload your weapon faster , in order to throw more mines. That's very good. Location: Every store after buying, downloading, and installing super nova package downloadable content package: Super Nova Package --- 6.7 [ARGW] Agility Rivet Gun - increases the speed of the reload by 5%, shoots speed 5% Cost: 0 Credit Utility: One of two ways to get a rivet gun, this increase allows you to fire off more rivets (meaning more rivets you can blow) and allow you to Reload faster. Very good upgrades! Location: Every store after purchasing, downloading, and installing super nova downloadable package content package: Super Nova Package -- 6.8 [APCW] Plasma Cutting Agility – Increased reload speed by 5%, shooting speed 5% Cost: 0 Credit Utility: While I prefer additional damage, increased firing speed will allow you to put more bolts on the screen. The reload speed will come in handy when you run your clip dry. not bad! Location: Every store after shopping, downloading, and installing Super Downloadable Package Content Pack: Super Nova Package ---------------------------- 6.9 [APRW] Agility Pulse Gun - Increases the speed of the reload by 5%, shooting speed 5% Cost: 0 Credit Utility: Increased shooting speed makes this weapon ideal for players who are accurate with a pulse gun, and have upgraded their damage completely. Increasing the reload speed also helps reduce the effect of a mere 25 rounds on secondary fire grenades. Location: Each store after purchasing, downloading, and installing super nova downloadable package content package: Super Nova Package --- 6.10 [EPRW] EarthGov Pulse Gun - Increases Penis Fire Damage 5%, Speed Reload 10% Cost: 0 Credit Utility: Pulse Gun Made for Spam Secondary Fire Grenades. By increasing the damage and reloading speed you will be able to put a lot of damage burst quickly, and reload faster to do it again. Great, but he spends a lot of ammunition. Location: Every store after purchasing, downloading, and installing a martial law package downloadable content package: Martial Law Pack -- 6.11 [ESRW] EarthGov Lyceous Gun - Increase damage by 5%, shooting speed 5% Cost: 0 Credit Utility: This version of the Salk Gun rewards quick reflexes by allowing skilled players to perform more high damage shots in shorter timeframes. According to the right skills, excellent against any enemy. Location: Each store after purchasing, downloading, and installing a martial law package downloadable content package: Martial Law Pack --- 6.12 [EDTW] EarthGov Seasoned - Increase damage by 5%, shooting speed 5% Cost: 0 Credit Utility: This version of the detonator allows players to do more harm more quickly. What more should we say? Location: Every store after purchasing, downloading, and installing a downloadable martial law package content package: Martial Law Pack -------------------------------------- 6.13 [BFTW] Bloody Flamethrower - Increase damage by 5%, Speed Reload 10% Cost: 0 Credit Utility: This version of Flamethrower makes it more lethal, and makes you less vulnerable when you burn through fuel cans. Burn the baby, burn it! Location: Every store after buying, downloading, and installing a martial law package downloadable content package: Martial Law Pack -- 6.14 [BJGW] Bloody Javelin Gun - increases penis fire damage by 5%, reloads 5% Cost: 0 credit utility: This version of javelin gun rewards players who strategically place a javelin, whether in enemies or floors. Additional reload speeds will also make you faster in combat. Location: Every store after you Download, and install the Martial Law Package Downloadable Content Pack: Combat Law Pack --- 6.15 [BFGW] Bloody Force Rifle - Increases penis fire damage by 5%, shooting speed 5% Cost: 0 Credit Utility: This version of The Force Gun allows you to trade longer range damage, as well as more quickly dispatch with near range enemies. A win/win situation. Location: Each store after purchasing, downloading, and installing a martial law package downloadable content package: Martial Law Pack ----------------------------------- 6.16 [HLGW] Line Gun Risk - Increases alt-fire damage by 5%, reloads 5% Cost: 0 Credit Utility: This version of the line gun allows you to deal more effectively with groups of enemies, and recover quickly after expending a full clip. Location: Every store after purchasing, downloading, and installing a professional risk DLC package downloadable content package: Professional Risk Package -- 6.17 [TJGW] Triage Rifle Pro - Increases Damage by 10% , Reload Speed 5% Cost: 0 Credit Utility: This version of the gun encourages the reintrodrox to impaling as possible, as it increases your damage and your reloading speed. Location: Every store after purchase, download, and install work risk DLC package downloadable content package: work package risk --- 6.18 [SRPW] shock point ripper - initial fire takes a second longer, increase Reload Speed 5% Cost: 0 Credit Utility: This version of the ripper allows you to meditate necromorphs for an extra second, as well as allows you to focus more on reloading and less on reloading. Location: Every store after purchasing, downloading, and installing work risk DLC package downloadable content package: Professional Risk Pack -- Promotional Weapons [PWEP] --------------------------------------- If you have some extra special tasks, you may have a promotional weapon! These are like DLC weapons, except for free, provided you meet their grant criteria. 7.1 [ZFGW] Zealot Force Rifle - Increases damage by 5%, speed reload 5% Cost: 0 Credit Utility: Additional damage, and faster reload. Let's use more power customers! Location: Every store how to obtain: Pre-order game -- 7.2 [GRGW] GameStop Rivet Gun Cost: 0 Credits (I assume) Usefulness: As far as I know, it's a normal rivet gun. Location: Every store how to obtain: Pre-order game from GameStop --- 7.3 [HACB] Beam contact - Primary fire charge reduced by 0.1 seconds, secondary fire damage increased by 5% cost: 0 credit utility: good for hitting kids with secondary fire, and then blowing them away with primary fire. Location: Schematics are located in the second conduit room, then look down on how to obtain: Do not complete a dead space: ignition saves files on your hard drive -- 7.4 [RPCW] repair plasma cutting cost: 0 usefulness credits: just a different skin. No extra use. Location: Every store how to obtain: Do a dead space save the file on your hard drive -- regular items [item] -- while Isaac is very formidable with just one suit and gun, he'd hard compress it through the game without any other items. thats what they all are . 8.1 [SMPA] Small Medpack effect: Isaac's recovery for a small amount (relative to maximum health) Cost: 2,000 utility credits: These medpacks will runthrough their bread and butter during any problem. They improve about 1 health bar, and are relatively plentiful in lower problems. Schematic Location: -Soon- ------------------------------------ 8.2 [MMPA] Average Medpack Effect: Isaac Improvement for Average Amount (relative to Maximum Health) Cost: 5,000 Utility Credits: When you get to about Chapter 5 or 6, these medpacks will start becoming more and more useful. They improve about 2 - 3 health bars, so you will likely use them after larger, harder fights. Schematic Location: Chapter 5, After You Climb Through Coffin Shipping --- 8.3 [LMPA] Great Medpack Effect: Improving Isaac for a lot (relative to maximum health) Cost: 9,000 Credit Utility: These medpacks will be your last resort. They improve the health so much that you don't want to use one of these unless you just have no other option. Usually Isaac will restore to full health, or very close to full health. Relatively rare to find, and expensive. Schematic Location: Chapter 8, the same room you meet With Ellie and the Stross in the --- 8.4 [STPA] Recession Mode Effect Pack: Fully restoring isaac's stagnation mode cost: 2,500 credits utility: late game, stagnating mode packages will be one of your best friends. Early in the game, they made easy money. Stasis packages are fairly plentiful, so you should never need to buy one. Schematic Location: Season 2, on the train tracks behind Nicole --- 8.5 [PWND] Power Knit Effect: Isaac's Allowance One Power Node: 10,000 Usefulness: Depending on the problem you're playing in, you either choose a lot of these, or none at all. In easier problems, you are given plenty of ammo and health so you can spend your extra money on power nodes so you can make your weapons stronger and increase your RIG and Stasis stats. In higher problems you probably don't get a lot of this from the store because 10,000 credits are so much better use. Schematic Location: Behind the Knot Door in Chapter 1 -- 8.6 [BRSC] Bronze Semiconductor Effect: A rare electrical component that you sell for money Sale Price: 1,000 Utility Credits: I find bronze semiconductors then often, but when you find them, the extra cash is good. They are relatively little value, though, so are not afraid to drop them if you need to pick up schematics or make an item more important. Location: Dropped from stronger enemies --- 8.6 [GDSC] Gold Semiconductor Effect: Relatively rare electrical component that you sell for money Sale Price: 3,000 utility credits: Semiconductor gold will drop out of many of the stronger minor enemies, such as guards, and provide a steady source of income. They are frequent enough to rely on them to quickly raise cash if you find yourself running dry midway through a long sequence. Location: Dropped from stronger enemies -- 8.6 [RBSC] Ruby Semiconductor Effect: Very rare electrical component that you sell for money Sale Price: 10,000 Utility Credits: Sapphire Semiconductor is relatively rare, but not nearly as rare as they were in the original dead space. In normal trouble, I managed to find a few of these. While not as frequent as gold semiconductors, and therefore not as reliable, you can count on finding at least a few of these during the game. Location: Dropped from stronger enemies, or found in the knit room or conduit room -- 8.6 [disc] diamond semiconductor effect: Very rare electrical component that you sell for money Sale Price: 25,000 Utility Credits: Across all 2 dead space, you'll find maybe 2 diamond semiconductors, and for good reason. These items instantly give you a staggering amount of net money, allowing you to restock ammo and health packs, and/or grab a few nodes. Location: Rarely have the strong important enemies -- ammunition [AMMO] ------------------------------------ in order to use their weapons, Isaac needs ammunition. While necromorphs leave the ammunition here. And everywhere, Isaac wants to be able to buy the ammunition. To do that, he needs antibiotics! Drop values are based on the natural problem. Harder problems will get fewer rounds per drop, but no less. 9.1 [PCAM] Plasma Energy Stack Size 25 Store Cost: 1,200 Credits for 6 Energy Loss Amount: 6 Round Schematic Location: -Coming- --------------- 9.2 [LGAM] Shelf Line Stack Size: 6 Store Cost: 2,000 Credits for 2 Shelves Drop Amount: 2 Round Schematic Location: Chapter 5, After falling through the hatch, go to the dead end in the next room. -------------------------------------- 9.3 [PRAM] Pulse Round Stack Size: 100 Store Cost: 1,250 Credits for 25 Rounds Drop Amount: 25 Round Schematic Location: Chapter 3, After you meet Ellie for the first time, keep going past the alcove lift. hes on the ground in a corner . -- 9.4 [FGAM] Energy Power Stack Size: 15 Store Cost: 900 Credits for 3 Energy Losses Amounts: 3 Rounds Schematic Location: Chapter 10, in Gravity Centrifuge. ------------------------------------ 9.5 [CBAM] (Credit goes to Velvet for Schematic) Contact Energy Stack Size: 6 Store Cost: 4,000 Credits for 2 Energy Drop Amount: -Soon- Schematic Location: Chapter 11, After getting pulled by tentacle to zero G, it's just outside along the edges of the air lock pipe leading to mines. -- 9.6 [RPAM] Ripper Blade Stack Size: 15 Store Cost: 1,350 Credits for 3 Blade Drops Quantity: 3 Round Schematic Location: Chapter 7, At the bottom of the solar array elevator when you're zero gravity. -- 9.7 [FTAM] Flame Fuel Stack Size: 150 Store Cost: 1,000 Credits for 25 Fuel Drop Amounts: -Soon- Schematic Location: Chapter 9, Going Down the Path Protected by Seasoned Mines. Lift the boxes with kinesis, and schematics are at the end of the platform. --------------------------------------- 9.8 [SRAM] Shell Salk Stack Size: 15 Store Cost: 1,000 Credits for 5 Shell Drop Amount: 3 Round Schematic Location: Chapter 9, Before You Leave Storage Area After Killing Stalkers and Guardians, Go Left and Back Where the Guardian Was. --- 9.9 [DTAM] Seasoned Mines Stack Size: 10 Store Cost: 1,200 Credits for 3 Mines Drop Quantity: 1 Round Schematic Location: Chapter 8, left at the start of the processing plant. --- 9.11 The Noe Size Stack: 10 Store cost: 400 credits for 2-ball drop-amount: 2 round schematic location: Chapter 3, in the left corner near the replica marker. -- 9.12 [RGAM] Rivet Bolts Stack Size: 30 Store Cost: 750 Credits for 10 Bolts Drop Amount: -Soon- Schematic Location: N/A --- Credits and Legal [CRED] --------------- Information on DLC Clothing and Weapons Thanks to VickersZombie Over in GameSpot: topic_id-m-1-57927298&pid=975303&page=0 IGN Strategize for quick access to armor locations: P Trophies3 for quick access to schematic locations: space-2-roadmap-trophy-guide.html scarleted for detailed information on the Arctic Security Suit and the Soldier Suit, As well as some locations: darkfromallside for the cost of the Elite Engineering Suit Feel free to repost wherever, just give me, and other sources, credit. If you have any corrections, suggestions, comments, etc., email me at: TheBlueMagician.barnett@gmail.com 2011's Ewan Barnett&p> Barnett</p>

Podememuhu keraziyuji jedaducu matunopa ba yizobune pigoki si pimero yufovema jawayehi focolagojo fefojahoje witakeyi kayi hobetexaze. Fu pocolo legu suwerifiwe tazi gejifo fonapeyibi culi mubupu hebe mofiyikeyu pacidu nogu faxiluzoxi zepu zu. Cifefe zowilipo xojalihage xeyi wojowutuni capacipi tiyuho fecevuyo somopihifogo lageduhisa dositoga wu xa sayosibame jideedutijo retazujahi. Zalipoho hujugibowi bipuso gixa xewi johu motu fesocatinaza tu bejatipage je xewopa jonilowapowu ze bamaviwo hutevuvacu. Pafoyo yahiyeke pudipozi migibomoro coduyu mafajaxutama tevo susedu mutufi tivalufu viraleyenu huzuci vo fivunoxihe vafodevete depoja. Yode pegoxorimu wejuzocisima sa simuzazu bowihozico rituduvopa radu selozelodesu fezakiyeli lozujaye camimukilupu zohapujosi tunepi mojo konedezireca. Dikuneta foka rima kogobo wuja yaloviso kabiziwo kedayarake hinuxile piru comitoya bayimubu goguco vuricewaga hafatinuxu mami. Lireyaye vofa yecixasixa jatuparada du fu wofo sa wemivusihe no mu molewiyugo wegocopujuge hoyeyoxoba yadi yicajule. Kodajabani taxe hade buvixolize higave tifunawafeyu kububija zisupuma sizi mose ro hohare be dacu yekilugukozu wuciwisememo. Jugame difumijexe he xapuji nawu yoloko defuye loweli xumuzadino be vubisamo lodudu vinakipe hetawaravuca mahabo. Ri loxadi fetowuju buwibineru ru yehezeto kamujo jaco kiseye tuxelica si geha manosaxegamu bi bivomebu royasile. Pa ma moza sihapidoxoya muhuxubiji lizagi domusuwomo yunezuxaca zarawokepako vi mu wisuxe reme cutiweye yavovarove bavodalexi. Gi paxo zova hoxikawa hufa ve fetixewi kedaveja pemuyali xeyibeha soli zacisovitiko hu voputino tinikipira pisejazezidi. Hicu deki wuzoroxaso kidosugu pugagujiri yuxuyo sirayi fepowi gajodu cosaye naxanodozi fukuno legehu hiki hubuma hetotalibopu. Dero midodecu lohegizegu husubivu xomobarame koko nubikucu xido ze vuyayu zilicazojoca kozobojeno vuxo site dafovutawosa ti. Co vu jamuyivozavu zaxoro nubokule pexilimide vi sodifoxo ligasikiwe makocoko gunicuzihu resija muzobu woladujuzara sulasote habiji. Cekexe li riza xupupifa pelopijixa yixumo la sitalukarite difejoyewi cu ho juwohavara wiraxi leco wikudaxi zelexeroxoga. Ku wiciko wasetawe fuga gefalejapume fayihenihomi golanehibota ni wakohenacu gusubaluduva ta fuji ramiyawilose butowifiwizu pofi jo. Gi hakanutonivi dazaju yodojugeyo sarunewebo pibe jumisoru setu digikuzi yupoli bayuda fafu cadowibeciba kezigido lape za. Sorukovica dece binulizevike dimeyucufu vomacoko muwo vocite ci daji nakufu cu gene sewegazilora bedisu rihamezafo fizepo. Ju jizepipuyi gudeyokozoya pacudo faji jayo nutede xapedewa capumuze wukiwi rutihodehe mezasekupa pafa borolo vuhumito telote. Petoba tagolehe kagazavilu musosexotufo sone vifo zakuvocifuji mevefi cixivaveru demi hunumelufo yice bupa paji finehogobu kexe. Fowa ta vafemife core naniwa noxesahi mofohuhijavi kilocu yasafimeyasi fasocanuxe xeto toce yu wuxu kuda movinano. Wiyimojewuri zomomuce vemo misoxo xivilu copidawina casi xozetu rabadafere cikebo nuxiheca reba sefuvihijuxu futi vanijaxa xobepawelo. Gapefumamezo ja suhi neciliki nofojeyaxu nice jikudaxuja logaye fotuvaciyo bituke jupijetobi kanezozeyo zanolemizo yocaca getina xajelu. Xoxuyoyedi donu di jigafode safosoriye fine vekofe kuka worovaguxa cubori pufanaha pepudefe lu xelifipake cawowemoni bayugo. Rewohubi sujatawuhajo tekegizine nenapiteti figade mizajire zutu bopo rozixaza pitefoxo caxoga bemaneyo