***Dead Space*** is a [science fiction](https://en.wikipedia.org/wiki/Science_fiction)/[horror](https://en.wikipedia.org/wiki/Horror_fiction) [media franchise](https://en.wikipedia.org/wiki/Media_franchise) created by [Glen Schofield](https://en.wikipedia.org/wiki/Glen_Schofield) and [Michael Condrey](https://en.wikipedia.org/wiki/Michael_Condrey), developed by [Visceral Games](https://en.wikipedia.org/wiki/Visceral_Games), and published and owned by [Electronic Arts](https://en.wikipedia.org/wiki/Electronic_Arts). The franchise's chronology is not presented in a linear format; each installment in the *Dead Space* franchise is a continuation or addition to a continuing storyline, with sections of the storyline presented in prequels or sequels, sometimes presented in other media from the originating [video game](https://en.wikipedia.org/wiki/Video_game) series, which includes two [films](https://en.wikipedia.org/wiki/Film) and several [comic books](https://en.wikipedia.org/wiki/Comic_book) and novels.

Primarily set in a [26th century](https://en.wikipedia.org/wiki/26th_century) science fiction universe featuring environments, weapons, and characters typical of the genre, the *Dead Space* franchise centers on a series of video games beginning with the release of the first *Dead Space*, which follows an engineer named [Isaac Clarke](https://en.wikipedia.org/wiki/Isaac_Clarke) and the mutated undead horrors that surround him. A central theme in the games is the fictional [cult](https://en.wikipedia.org/wiki/Cult) [religion](https://en.wikipedia.org/wiki/Religion) *Unitology* and its [fanatical](https://en.wikipedia.org/wiki/Fanaticism) followers, who believe that information about an alien artifact called the Marker is being suppressed by the Earth's government. Their primary goal is to use this Marker to bring about the so-called "convergence" or "unification", with the Markers being the source of the undead monsters encountered by the series' protagonists.

The *Dead Space* video game series has been positively received; the first game in particular won a number of industry awards for the varied elements of its gameplay and development, and is often regarded as [one of the best video games of all time](https://en.wikipedia.org/wiki/List_of_video_games_considered_the_best) by critics. From a commercial perspective, EA considered the video game series as a whole to have underperformed. After the financial disappointment of 2013's [*Dead Space 3*](https://en.wikipedia.org/wiki/Dead_Space_3), no further media for the franchise was made for the remainder of the 2010s. A [remake of the first game](https://en.wikipedia.org/wiki/Dead_Space_(2023_video_game)) was developed by [Motive Studio](https://en.wikipedia.org/wiki/Motive_Studio) and released on January 27, 2023.

Premise[[edit](https://en.wikipedia.org/w/index.php?title=Dead_Space&action=edit&section=1)]

The *Dead Space* franchise is set in the future, where humanity has been able to colonize other planets.[[1]](https://en.wikipedia.org/wiki/Dead_Space#cite_note-Lore-1) By the 23rd century, humanity has used up most of Earth's natural resources, and the world governing body, EarthGov, has fleets of "planet crackers", giant mining spaceships that harvest resources by breaking apart other planets, to gather materials for humanity to sustain itself.[[1]](https://en.wikipedia.org/wiki/Dead_Space#cite_note-Lore-1) During the 23rd century, EarthGov researchers find an alien artifact in the [Chicxulub crater](https://en.wikipedia.org/wiki/Chicxulub_crater), which they call the Marker. The Marker emits a persistent electromagnetic field from seemingly no source, which researchers believe could be used to provide limitless energy and solve Earth's ecological crisis. Work begins to [reverse engineer](https://en.wikipedia.org/wiki/Reverse_engineer) the Marker on various research stations across the colonies, but they are forced to use [bismuth](https://en.wikipedia.org/wiki/Bismuth) instead of an unidentified alien material, resulting in these duplicates being colored red instead of black as the original.

The project was highly classified, but the lead researcher Michael Altman leaks its existence to the world.[[1]](https://en.wikipedia.org/wiki/Dead_Space#cite_note-Lore-1) EarthGov assassinates Altman hoping to quell the news, but it is too late: Altman is seen as a [martyr](https://en.wikipedia.org/wiki/Martyr), and his belief of what the Marker means for humanity form the basis of a new cult-like religion, Unitology, that rapidly spreads across Earth and the colonies.[[1]](https://en.wikipedia.org/wiki/Dead_Space#cite_note-Lore-1) Unitologists believe that by worshipping the Marker, they will discover the true origin and meaning of human life.[[1]](https://en.wikipedia.org/wiki/Dead_Space#cite_note-Lore-1) They also believe that the Marker grants eternal life and will help to unify humanity, as to "make us whole", in an event known as the "Convergence".

The EarthGov researchers also discover that the electromagnetic fields sent by the Marker and its duplicates cause living people to suffer paranoia and hallucinations, while also causing the dead to reanimate, becoming "[Necromorphs](https://en.wikipedia.org/wiki/Necromorph" \o "Necromorph)", biological monstrosities which rise to attack the living. EarthGov immediately terminates the Marker project and abandons all research stations where the work had been done, covering up their locations, knowing as they do that the followers of Unitology would desperately want to seek these Markers out in order to advance their beliefs and bring about Convergence.

In the 26th century, a planet-cracker vessel mining the world of Aegis VII called the *USG Ishimura* discovers a Red Marker buried near an abandoned colony.[[1]](https://en.wikipedia.org/wiki/Dead_Space#cite_note-Lore-1) The *Ishimura* captain, a devout Unitologist, ordered his crew to bring the Marker aboard the ship, which causes the crew to become paranoid, turn on each other, and leads to a Necromorph infestation onboard the *Ishimura*.[[1]](https://en.wikipedia.org/wiki/Dead_Space#cite_note-Lore-1) Among the crew of the *Ishimura* is a medical officer named Nicole Brennan, who sends a cryptic distress signal to her significant other out of desperation.

Games[[edit](https://en.wikipedia.org/w/index.php?title=Dead_Space&action=edit&section=2)]

*Further information:*[*List of Dead Space media*](https://en.wikipedia.org/wiki/List_of_Dead_Space_media)

|  |  |  |  |
| --- | --- | --- | --- |
| **Year** | **Title** | **Developer** | **Platform(s)** |
| 2008 | [*Dead Space*](https://en.wikipedia.org/wiki/Dead_Space_(2008_video_game))[a] | [EA Redwood Shores](https://en.wikipedia.org/wiki/Visceral_Games) | [Xbox 360](https://en.wikipedia.org/wiki/Xbox_360),[[2]](https://en.wikipedia.org/wiki/Dead_Space#cite_note-1xboxspot-2) [PlayStation 3](https://en.wikipedia.org/wiki/PlayStation_3),[[3]](https://en.wikipedia.org/wiki/Dead_Space#cite_note-1ps3spot-3) [Microsoft Windows](https://en.wikipedia.org/wiki/Microsoft_Windows)[[4]](https://en.wikipedia.org/wiki/Dead_Space#cite_note-1pcspot-4) |
| 2009 | [*Dead Space: Extraction*](https://en.wikipedia.org/wiki/Dead_Space:_Extraction)[b] | [Visceral Games](https://en.wikipedia.org/wiki/Visceral_Games) | [Wii](https://en.wikipedia.org/wiki/Wii), [PlayStation 3](https://en.wikipedia.org/wiki/PlayStation_3) |
| 2010 | [*Dead Space Ignition*](https://en.wikipedia.org/wiki/Dead_Space_Ignition)[c] | [Xbox 360](https://en.wikipedia.org/wiki/Xbox_360),[[5]](https://en.wikipedia.org/wiki/Dead_Space#cite_note-ignea-5) [PlayStation 3](https://en.wikipedia.org/wiki/PlayStation_3)[[5]](https://en.wikipedia.org/wiki/Dead_Space#cite_note-ignea-5) |
| 2011 | [*Dead Space 2*](https://en.wikipedia.org/wiki/Dead_Space_2)[d] | [Microsoft Windows](https://en.wikipedia.org/wiki/Microsoft_Windows), [PlayStation 3](https://en.wikipedia.org/wiki/PlayStation_3), [Xbox 360](https://en.wikipedia.org/wiki/Xbox_360) |
| [*Dead Space*](https://en.wikipedia.org/wiki/Dead_Space_(mobile_game))[e] | [IronMonkey Studios](https://en.wikipedia.org/wiki/Firemonkeys_Studios) | [iOS](https://en.wikipedia.org/wiki/IOS),[[6]](https://en.wikipedia.org/wiki/Dead_Space#cite_note-appstpre-6) [Android](https://en.wikipedia.org/wiki/Android_(operating_system)),[[7]](https://en.wikipedia.org/wiki/Dead_Space#cite_note-andmarket-7) [BlackBerry PlayBook](https://en.wikipedia.org/wiki/BlackBerry_PlayBook), [BlackBerry 10](https://en.wikipedia.org/wiki/BlackBerry_10) |
| 2013 | [*Dead Space 3*](https://en.wikipedia.org/wiki/Dead_Space_3) | Visceral Games | [Microsoft Windows](https://en.wikipedia.org/wiki/Microsoft_Windows), [PlayStation 3](https://en.wikipedia.org/wiki/PlayStation_3), [Xbox 360](https://en.wikipedia.org/wiki/Xbox_360) |
| 2023 | [*Dead Space*](https://en.wikipedia.org/wiki/Dead_Space_(2023_video_game))[f] | [Motive Studio](https://en.wikipedia.org/wiki/Motive_Studio) | [Microsoft Windows](https://en.wikipedia.org/wiki/Microsoft_Windows), [PlayStation 5](https://en.wikipedia.org/wiki/PlayStation_5), [Xbox Series X/S](https://en.wikipedia.org/wiki/Xbox_Series_X_and_Series_S) |
| **Notes:**  a – The Xbox 360 and Microsoft Windows versions were not released in Asia.[[2]](https://en.wikipedia.org/wiki/Dead_Space#cite_note-1xboxspot-2)[[4]](https://en.wikipedia.org/wiki/Dead_Space#cite_note-1pcspot-4)  b – Re-released on PlayStation 3 as a bundle with [*Dead Space 2*](https://en.wikipedia.org/wiki/Dead_Space_2), along with [PlayStation Move](https://en.wikipedia.org/wiki/PlayStation_Move) support.[[8]](https://en.wikipedia.org/wiki/Dead_Space#cite_note-e32010-8)  c – Co-developed with [Sumo Digital](https://en.wikipedia.org/wiki/Sumo_Digital).  d – A remaster of [*Dead Space: Extraction*](https://en.wikipedia.org/wiki/Dead_Space:_Extraction) was included in the PS3 version of the game.  e – Removed from all mobile app storefronts.  f – Remake of the original *Dead Space*. | | | |

**Main series**[[edit](https://en.wikipedia.org/w/index.php?title=Dead_Space&action=edit&section=3)]

|  |  |
| --- | --- |
| **Release timeline**  Main series in bold | |
| **2008** | [***Dead Space***](https://en.wikipedia.org/wiki/Dead_Space_(2008_video_game)) |
| **2009** | [*Dead Space: Extraction*](https://en.wikipedia.org/wiki/Dead_Space:_Extraction) |
| **2010** | [*Dead Space Ignition*](https://en.wikipedia.org/wiki/Dead_Space_Ignition) |
| **2011** | [***Dead Space 2***](https://en.wikipedia.org/wiki/Dead_Space_2) |
| [*Dead Space* (mobile)](https://en.wikipedia.org/wiki/Dead_Space_(mobile_game)) |
| **2012** |  |
| **2013** | [***Dead Space 3***](https://en.wikipedia.org/wiki/Dead_Space_3) |
| **2014** |  |
| **2015** |  |
| **2016** |  |
| **2017** |  |
| **2018** |  |
| **2019** |  |
| **2020** |  |
| **2021** |  |
| **2022** |  |
| **2023** | [***Dead Space* (remake)**](https://en.wikipedia.org/wiki/Dead_Space_(2023_video_game)) |

***Dead Space***[[edit](https://en.wikipedia.org/w/index.php?title=Dead_Space&action=edit&section=4)]

*Main article:*[*Dead Space (2008 video game)*](https://en.wikipedia.org/wiki/Dead_Space_(2008_video_game))

Systems engineer Isaac Clarke joins a search and rescue team for the USG *Ishimura*, which had gone radio-silent, after receiving a message from his girlfriend Nicole. Their ship suffers damage when attempting to dock with the *Ishimura*; while the rest of the crew assess the situation and search for a means to leave the *Ishimura*, Isaac explores the ship to look for Nicole. The ship is overrun by Necromorphs, forcing Isaac to defend himself by weaponizing his mining tools and "Resource Integration Gear" (RIG) spacesuit capabilities. Due to the Red Marker's influence, Isaac experiences recurring visions of Nicole, who guides him to return the Marker to the planet. Towards the end of the game, it is revealed that one of the rescue team members, Kendra Daniels, is a double agent. She betrays Isaac, but is killed by a large Necromorph creature before she can escape, while Isaac commandeers her ship and escapes Aegis VII after defeating the creature and allowing the Marker to be destroyed by a sabotage attempt he had initiated earlier. The sole survivor of the entire ordeal, Isaac soon hears something behind him and looks back to see a horrific hallucination of Nicole.

***Dead Space 2***[[edit](https://en.wikipedia.org/w/index.php?title=Dead_Space&action=edit&section=5)]

*Main article:*[*Dead Space 2*](https://en.wikipedia.org/wiki/Dead_Space_2)

*Dead Space 2* reveals that Isaac has become mentally disturbed and unstable after he destroyed the Red Marker on Aegis VII, and that he was captured by EarthGov and taken to the Sprawl, a massive space-station built into the remains of Titan, Saturn's largest moon. Once there, EarthGov scientists extract information from his mind to build another Marker, and he is later confined to a hospital on the Sprawl due to a dementia-like mental illness caused by the first Marker. A Necromorph outbreak in the Sprawl instigated by the Marker copy soon occurs, thrusting Isaac into a struggle to survive the Necromorph epidemic. Haunted by hallucinations of the deceased Nicole Brennan, Isaac manages to destroy the Marker copy and undo its influence on his mind. Isaac succeeds in escaping with another survivor, Ellie Langford, before the explosive destruction of the station, and goes into hiding from EarthGov authorities as his mind still retains information about the Markers.

***Dead Space 3***[[edit](https://en.wikipedia.org/w/index.php?title=Dead_Space&action=edit&section=6)]

*Main article:*[*Dead Space 3*](https://en.wikipedia.org/wiki/Dead_Space_3)

*Dead Space 3* occurs a few years later. While Isaac Clarke and Ellie Langford returned to Earth and dated for a while, their relationship fell apart. As he is struggling with the breakup in his apartment on the moon, Unitologists led by Jacob Danik activate a Marker near the colony, causing a Necromorph outbreak. Isaac is rescued and enlisted by EarthGov soldiers to help locate Langford, who had traveled to Tau Volantis, one of Earth's oldest off-world colonies, in search of the true origins of the Markers and a means to stop the Necromorph scourge once and for all.

***Dead Space* remake**[[edit](https://en.wikipedia.org/w/index.php?title=Dead_Space&action=edit&section=7)]

*Main article:*[*Dead Space (2023 video game)*](https://en.wikipedia.org/wiki/Dead_Space_(2023_video_game))

Rumors of a revival of *Dead Space* within EA appeared in early 2021. [*Venture Beat*](https://en.wikipedia.org/wiki/Venture_Beat) reported in July that this revival was a remake of the first game, in the same vein as the [*Resident Evil 2* remake](https://en.wikipedia.org/wiki/Resident_Evil_2_(2019_video_game)), and would be a relaunch of the franchise. EA confirmed the remake of *Dead Space*, under development by [Motive Studio](https://en.wikipedia.org/wiki/Motive_Studio), in their EA Play event the same month.[[9]](https://en.wikipedia.org/wiki/Dead_Space#cite_note-9)[[10]](https://en.wikipedia.org/wiki/Dead_Space#cite_note-GameSpot-10) It was released on January 27, 2023.

**Spin-offs**[[edit](https://en.wikipedia.org/w/index.php?title=Dead_Space&action=edit&section=8)]

***Dead Space: Extraction***[[edit](https://en.wikipedia.org/w/index.php?title=Dead_Space&action=edit&section=9)]

*Main article:*[*Dead Space: Extraction*](https://en.wikipedia.org/wiki/Dead_Space:_Extraction)

A prequel to the first *Dead Space*, *Dead Space: Extraction* follows a group of colonists from the Aegis VII colony who are beset by Necromorphs created when the Red Marker is removed. Originally released as a [rail shooter](https://en.wikipedia.org/wiki/Rail_shooter) title for the Nintendo [Wii](https://en.wikipedia.org/wiki/Wii) in 2009, a port with [PlayStation Move](https://en.wikipedia.org/wiki/PlayStation_Move) support for the PlayStation 3 was later released as a downloadable game on the [PlayStation Network](https://en.wikipedia.org/wiki/PlayStation_Network) in 2011. It was also bundled with copies of the limited editions of *Dead Space 2* for the PlayStation 3.

***Dead Space Ignition***[[edit](https://en.wikipedia.org/w/index.php?title=Dead_Space&action=edit&section=10)]

*Main article:*[*Dead Space Ignition*](https://en.wikipedia.org/wiki/Dead_Space_Ignition)

A prequel to *Dead Space 2* released in 2010, *Dead Space Ignition* is an [action](https://en.wikipedia.org/wiki/Action_game) [puzzle video game](https://en.wikipedia.org/wiki/Puzzle_video_game) which follows Franco Delille, an engineer who witnesses the initial Necromorph outbreak on the Sprawl. The ending of *Ignition* directly sets up the opening of *Dead Space 2*, where Delille is ordered to find and free Isaac Clarke from an EarthGov asylum, only to be killed and transformed into a Necromorph.

***Dead Space* (mobile game)**[[edit](https://en.wikipedia.org/w/index.php?title=Dead_Space&action=edit&section=11)]

*Main article:*[*Dead Space (mobile game)*](https://en.wikipedia.org/wiki/Dead_Space_(mobile_game))

A 2011 tie-in to *Dead Space 2* developed by IronMonkey Studios, *Dead Space* was a [mobile title](https://en.wikipedia.org/wiki/Mobile_game) about a newly converted Unitologist on a mission in the mines of Titan Station. The game features an appearance from Titan Station's director Hans Tiedemann, a major antagonist of *Dead Space 2*, and provides context behind the Necromorph infestation of the Sprawl. It has since been removed from all mobile app storefronts.[[11]](https://en.wikipedia.org/wiki/Dead_Space#cite_note-11)