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## Dead space ignition achievements

in: Articles Needing Fact Cleanup, Lore, Gameplay English Edit Share One of the many Peng posters found aboard the rooms of the USG Ishimura The Peng Treasure is a type of ug found in all episodes (singleplayer) of the Dead Space series. The Treasure itself is cast in the shape of a woman; The Treasury can only be obtained once during a single playback, but can be obtained again during a subsequent play-through of the single-player campaign. Once the Treasury is obtained, the player receives a exploit/trophy, and can sell the item to the Store for a large amount of credits. What is Peng? [Edit - change the source] The term Peng is considered by many to be a type of erotic entertainment/service featuring an attractive woman. It can also be simply a brand of contraceptives. Many also believe that Peng can also refer to one type of recreational drug, or both. On board the USG Ishimura and Titan station, multiple posters and graffiti found on the walls of the sprawl depict a woman with lines such as I Want More Peng. Or more specifically: There's always Peng! In many languages, peng is often slang for attractive or money. See the Trivia section for more information. Dead Space[edit' to change the source] In Dead Space The Peng Treasure is only available in chapter 11 of the game, but the treasure can be seen in Chapter 1: New Arrivals; The Treasure can be found and picked up by Kinesis in a separate path between two entry lanes into the shed bay. It is located on the ground between the two large footbridges. Once you've secured the Peng Treasury, you'll unlock an Achievement/Trophy titled There's Always Peng! That's worth 15 on Xbox 360, and a Bronze Trophy on PlayStation 3. The Peng treasure can be sold in a store for 30,000 credits, making it the most valuable treasure found in the game. Dead Space 2[edit ' edit' the source] In Dead Space 2, The Treasure can be found in chapter 7: Power from the Sun. After using Watchman Phillips' corpse to unlock his office door and navigating three successive corridors to come to the mainframe room, there are two rooms to enter to defeat the mainframe lockout. In the left room right next to the player's access hatch comes out of (enter the left room) there is another diagram showing the player how to organize the different circuits, different from the diagram to unlock the lockout. When you have the circuits shown on the diagram, they turn blue instead of green. Once completed, another rerouting button will be displayed. Use this button to rotate the access hatch to enter The Treasury is at the back of the room, in clear view, sitting standing on the floor. The collection of the peng treasure will award the player the Achievement/Trophy 'Collect Peng'. It can be sold in the Store for 10,000 credits. The room itself is also filled with other goodies, goodies, Power Nodes Dead Space 2: Severed [edit - modify the source] In dead space 2: DLC cut, the Peng treasure returns. It can be found near the first maintenance access point that Isaac Clarke used in his escape from Titan Memorial Medical Center in the boiler room. Once the Treasury is collected, the player will receive the 'Peng Me Again' Award of Excellence. It can be sold for 10,000 credits at the Store. Dead Space (Mobile)[edit the source] In Dead Space (Mobile), The Peng Treasure is found in chapter 12: Yesterday's problem in the reactor core while fighting The Boss. The Treasure is located directly behind the machine used to kill The Boss. The Treasury must be obtained before defeating The Boss; Collecting The Peng Treasure rewards the player with the achievement There's Always Peng. In addition, the Peng Treasury can be sold in the store for 50,000 credits. Dead Space 3[edit - modifying the source] In Dead Space 3, The Peng Treasury is found in chapter 14: Everything Has Its Place, during the optional mission to the Reaper Barracks. The Treasury is located at the end of the first tube behind the spiked piston. An improved Kinesis is needed to reach the treasure. It is worth nothing unlike previous games, other than the Achievement / Trophy There's Always Peng!. Trivia [modifying - modifying the source] The Peng Treasury has the smallest value in Dead Space 2, but the treasure is worth getting because of what you find in the room with it: Two, and on very rare occasions, three power knots can be found in the same room as the treasure. In many Scandinavian languages, gg can be used as another word for o or rgen. In German, ang is also considered the sound of a firearm, or a firearm made during shooting/shooting. The description in the treasure game is the same as the realization name: There is always Peng! This is a great asset in Dead Space (mobile), as its sale value will allow you to earn enough credits to buy a level 2 RIG, and is 1/4 the cost of the heavy pulse rifle The Peng Treasure can be useful when you need pocket money for weapons, power nodes, ammunition, health packs and Stasis packs. According to several online dictionary services, the definition of Peng is an attractive woman. Or a good looking person. Peng! is also the name of Stereolab's first full-length album, released in 1992. This is a plausible explanation since there is also an exclamation mark in the description of the element. Peng is the second of three sacred words; a word preserved and protected by a secret order of medieval knights. In Canada, a person with a degree in engineering and then a successful several years later, is called P.Eng. It is generally accepted that this abbreviation is expanded to be professional engineer, which happens to be the profession described by Isaac. Peng is also featured in Urban Urban here in The Dead Space 2: DLC Cut, the Peng/Trophy achievement is titled Peng Me Again. One of Dead Space's object artists is Wang Peng. In Dead Space in the bathrooms, there is graffiti that says I give big peng still alluding to the true meaning of peng[citation needed]. Gallery [edit -modifying the source] displays Peng as it is presented on Titan StationDead Space (Mobile) Peng SignThe Peng Treasure, as seen in Dead Space once picked up. Peng Advertisement for Dead Space 3Peng Poster Found in Terra NovaAdd a photo at this Gallery Sources[edit - edit the source] - List of achievements and trophies for Dead Space 2 Articles Needing Fact Cleanup Lore Gameplay Community content is available under CC-BY-SA unless otherwise noted. Dead Space: Ignition PS3 Trophys and Xbox 360 Achievements list. This is the new title of the Dead Space series, a survival horror adventure game. Dead Space: Ignition will be released on October 12, 2010.Dead Space: Ignition PS3 Trophies Dead Space: Ignition has a total of 12 trophies. Among the 12 trophies, there are 9 bronze trophies, 2 silver and 1 gold. Each trophy is listed below with directional score to win them: Bronze Trophies: Dirty Work Unlock Level 4 RIG Engineering. Stop the clock! Successfully complete any hack on the leaderboards. I don't have time to bleed! Successfully complete the Ignition mode within 25 minutes by any route (excluding movies). Trace Element Successfully hack Trace Route in any single player mode. All your Trace are owned by us successfully complete all Trace Route hacks in any single player mode. Taken by storm the nucleus! Successfully perform a System Override hack in any single-player mode. Infectious Successfully complete all System Override hacks in any single player mode. Serious laser Succeed a hardware crack in any player mode. Planet Cracker has managed to complete all the hardware cracks in any single player mode. Silver Trophies: Catch me if you can! Make a path in ignition mode through the leaderboards. Did anyone survive? Full ignition mode. Golden Trophy: Chief Engineer Complete all hacks in any single player mode. Dead Space: Ignition Xbox 360 Achievements: Dead Space: Ignition has 12 achievements with a total of 200 points. Each achievement is listed below with a tip to achieve them: Chief Engineer 35Complete all hacks in any single player mode. Catch me if you can! 20Complete a ignition mode path through the Rankings. Did anyone survive? 20Complete Ignition Mode. Dirty work! 10Unlock Level 4 Engineering Stop the clock! 5Successfully complete any hack on the leaderboards. I don't have time to bleed! 20Successfully complete Ignition mode within 25 minutes by any route (excluding movies). Trace Element 15Successfully complete a Trace Route hack in any single player mode. All your Trace are belong to us 15Successfully complete all Trace Route hacks any single player mode. Taken by storm the nucleus! 15Successfully complete a System Replacement hack in any single player mode. Infectious 15Successfully completes all System Override hacks in any single player mode. Laser Burn 15Successfully complete a hardware crack in any single player mode. Planet Cracker 15Successfully complete all hardware cracks in any single player mode. 2i.redd.it/a4dr7v page... 2i.redd.it/a4dr7v...

