

# DEFAULT KEY MAPPING

## Moving

- ↑, **W** Move forward
- ↓, **S** Move backward
- ←, **A** Strafe (sidestep) left
- , **D** Strafe (sidestep) right
- Z** Turn left
- C** Turn right
- Q** Lean left
- E** Lean right
- Spacebar**, **Ins** Jump
- X**, **Num .** Crouch
- M** Mouse look
- Shift** (hold) Walk/run
- Caps Lock** Toggle walk/run

## Looking Around

- Del**, **R** Look up
- Pg Dn**, **V** Look down
- End**, **F** Center view

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To hear more music by Reeves Gabrels, go to [www.reevesgabrels.com](http://www.reevesgabrels.com).

## Using Items/Weapons

- Enter** Use object in hand
- Use object in world**
- Tab**, **Use** Drop/throw item
- Bksp** Put item away
- Mousewheel ↑ Select next belt item
- Mousewheel ↓ Select previous belt item
- 0-9** Select belt items
- F1** Open Inventory screen
- .** Reload weapon
- L1** Toggle scope
- L2** Toggle laser sight
- "/** Change ammo

## Other

- Pause** Pause game
- Esc** Open main menu
- F2** Open Goals/Notes screen
- F3**-**F12** Toggle nanoaugmentations on and off
- Num +** Quick save
- Num 7** Quick load
- Num \*** Take screen shot



# DEUS EX

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*Note. All references in this playguide to a "click" refer to a left mouse click. Right-clicks are referred to as "right-clicks."*



# INSTALLING & STARTING

To install *Deus Ex*, insert the game CD into your CD-ROM drive. After a few seconds, the Launch Panel will appear. Click Next to begin the install, and follow the onscreen prompts.

In the event the Launch Panel does not appear when you insert the CD, double-click on the MY COMPUTER icon, then the CD-ROM icon, and then the SETUP.EXE file to bring up the Launch Panel.

You will be asked to select the components you wish to install. The game will run more smoothly with less load time if the Game Content, Maps and Speech files are installed to the hard drive. *Do not* uncheck *DirectX* unless you are absolutely sure you have already installed *DirectX 7.0a* on your machine.

If you install *DirectX 7.0a*, you will need to reboot your computer before you begin playing the game.

## System Requirements

### Minimum Requirements:

- \* 300 MHz Pentium™ II or equivalent
- \* Windows 95/98
- \* 64 MB RAM
- \* *DirectX 7.0a* compliant 3D accelerated video card
- \* *DirectX 7.0a* compliant sound card
- \* *DirectX 7.0a* (included) or higher
- \* 4X CD-ROM drive
- \* 150 MB uncompressed hard drive space, plus space for save games
- \* Keyboard and mouse

### Recommended Requirements:

- \* AMD Athlon™ or Intel Pentium™ III processor
- \* 128 MB RAM
- \* 3D accelerator with 16 MB VRAM
  - \* 8X CD-ROM Drive
  - \* 750 MB uncompressed hard drive space, plus save game space
  - \* EAX-compliant audio card

**NOTE:** A 3D accelerated video card is required; 3Dfx Glide and Direct3D are supported. It may be necessary to update your hardware drivers before playing.

## Starting the Game

To play *Deus Ex*, make sure the game is installed and your computer is booted to the Windows desktop. Go to the Windows START menu and click ON PROGRAMS/DEUS EX/PLAY DEUS EX.

## Main Menu

The first thing you see when *Deus Ex* loads will be the Main Menu, which has the following options.

**New Game.** Begins a completely new game, starting with difficulty level and character creation.

**Save Game** (only active if you go to the Main Menu from gameplay). See **Saving & Loading**, p. 3.

**Load Game.** See **Saving & Loading**, p. 3.

**Settings.** A variety of options which allow you to fully customize your controls and settings. For more details, see **Settings**, p. 18.

**Training.** Takes you to an introductory tutorial training mission. It is not necessary to complete the training mission before playing *Deus Ex*, but training is strongly recommended for first-time players.

**Play Intro.** Replays opening cinematic.

**Credits.** Displays the game's credits.

**Back To Game.** Returns you to your game in progress. This button is only active if you go to the Main Menu from gameplay.

**Exit.** Closes the game and returns you to your Windows desktop. You will be prompted to confirm this selection before the game closes.

**You can return to this screen at any time during play, by hitting [Esc].**

## Pausing the Game

If you wish to pause the game without quitting, hit **[Pause]**. Hit it again to return to the game.

You can also use **[Esc]** to call the Main Menu or **[F1]** or **[F2]** to call the Information screens. The game will remain paused as long as the Main Menu (or one of its sub-menus) or an information screen remains up.

## Saving & Loading

You can save or load a game from the Main Menu. The Save Game option is only active when you enter the Main Menu from gameplay. You won't be able to save your game during a conversation or InfoLink message.

**NOTE.** *You can have as many saved games as you want in Deus Ex. If you like to save frequently, it is recommended that you periodically delete some of your older saved games, in order to save hard drive space. You can also conserve drive space by overwriting existing saved games, rather than creating new ones.*

The Save/Load windows have the following options.

To the left of the screen is a scrollable list of all the currently saved games, listed chronologically with the most recent at the top. The saves are identified by name and date/time of save. The default name of a save is its in-game location, but you can rename any save by clicking on it to highlight the name, then just typing in a new one.

Click on a save in the list to select it, so that you can load it, delete it or save a new game over it. Rename the new save game, if you want it to have a different name.

If you don't highlight an existing save before pressing Save, the game will create a new save at the top of the list.

To the right of the screen is a window that includes a small, monochrome image of your view at the time of the save, and the location of that save.

At the bottom are three buttons:

**Delete.** Deletes a selected save, erasing it from your hard drive.

**Save/Load.** Depending on the screen, tells the game to go ahead and load or save the selected game.

**Cancel.** Returns you to the Main Menu.

There is a built in Quick Save/Load feature which allows you to save your game using hot keys. Use numpad **[+]** to Quick Save, and numpad **[-]** to Quick Load while in-game.

**Note:** *Pressing Quick Save will overwrite your previous Quick Save.*

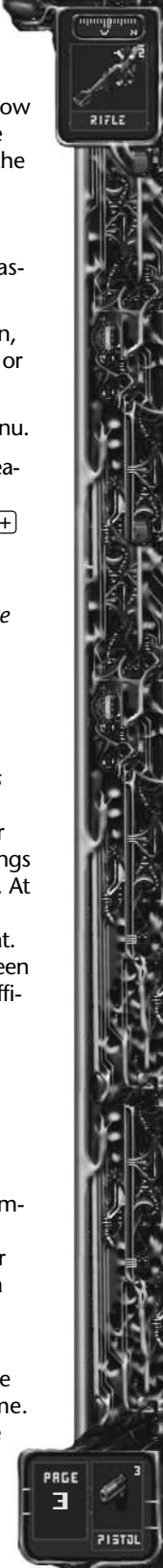
## Combat Difficulty Level


When you start a new game of *Deus Ex*, the first thing you have to do is select the Combat Difficulty Level for your new game. There are four settings — Easy, Medium, Hard and Realistic. At higher difficulty levels you will take significantly more damage in combat. There are no other differences between difficulty levels. Once you select a difficulty level, you cannot change it without starting a new game.

## CHARACTER CREATION

Before beginning play, you must complete your game character. You are automatically taken to the Character Creation screen any time you start a new game.

You may replace the name in the "real name" field by clicking on the name menu and typing a new name. This will become your "real" name in the game, but you will still usu-





ally be addressed by your code name, J.C. Denton. Your code name cannot be changed.

There are three buttons at the bottom of the Character Creation screen:

**Reset to Defaults.** Undoes all choices and returns your character to default appearance and skill values.

**Start Game.** Saves your choices and starts the game. Your appearance is set, and you can only make further modifications to your skills through normal advancement — see **Skills**, p. 8.

**Cancel.** Returns you to the Main Menu without starting a new game.

## Appearance

Using the arrow buttons beneath the character portrait, you can select among several combinations of hair color and skin tone. The portrait that's visible when you exit the Character Creation screen will determine your appearance throughout the game.

## Skills

There are 11 skills in the game. Each skill has four levels of mastery — Untrained, Trained, Advanced and Master. You begin the game with each skill at Untrained Level (except for Weapons: Pistol, which begins at Trained Level), and you are given 5000 points with which to increase your skills. The cost for the next level in each skill is given beside its name. For more information, see **Skills**, p. 8.

A small window next to the buttons keeps a running total of your current unspent skill points. There are two buttons beneath the skill list.

**Upgrade.** Highlight a skill and click UPGRADE to increase that skill one level, if you have sufficient points available.

**Downgrade.** Highlight a skill and click on this button to reduce that skill by one level (minimum level, Untrained), and return the point

value of that level to your point pool.

While creating your character, you can downgrade your automatic level of Pistol to increase your point total for other skills, but this is not recommended for first time players. Downgrade is only available at the start of a new game.

## GREETINGS, AGENT DENTON

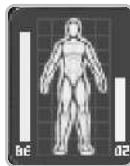
In *Deus Ex* you are agent "J.C. Denton," a nano-augmented special covert operative for UNATCO, the United Nations Anti-Terrorist Coalition.

## Passive Readouts

Your internal nano-processors constantly make diagnostic checks on your physical status. This information is transmitted directly to your optic nerve, in the form of a passive status readout, which appears along both sides of the screen.

## Damage Monitor

In the upper left corner of your view is a diagram of your body. This color-coded graphic displays the approximate degree of damage you have sustained in any given part of your body.



The colors, from best to worst status, are *Green* (near-perfect health), *Pale Green*, *Yellow* (moderate damage), *Orange*, *Red* (seriously damaged), *Black* (totally incapacitated). Only your arms and legs can appear as black ... if your head or torso receive this much damage, you're dead. However, damaged arms and legs will affect your aim, run and jump abilities.

**Bio-Energy Bar.** This bar, to the left of the body diagram, tracks the amount of bio-energy currently available to power your nano-augmenta-

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CLIPS

tions. If the bar goes all the way to the top of the diagram's head, your bio-energy is fully charged.

**Air Supply Bar.** This bar, to the right of the body diagram, is only visible when you're underwater. The longer you go without air, the smaller this bar grows. When it is fully depleted, you begin to take physical damage from drowning. If you get a breath of fresh air, even for a moment, this bar will be fully replenished.

**Environmental Hazard Readouts.** These icons on the left side of the screen flash only when you're in an environmental hazard capable of doing physical damage. Environmental hazards include radioactivity, electricity, poison gas and fire.

## Active Augmentation & Device Icons

These icons appear along the right side of your view. They tell you which, if any, augmentations or protective devices you have active at the moment.



The icons for protective devices with internal energy supplies (powered armor, hazmat suits, etc.) will also display a bar that shows how much energy remains in that item. When the bar disappears, that item is exhausted and useless, and is automatically deleted from your inventory.

## Items-at-Hand

This row of boxes along the bottom of your screen displays up to nine items from your inventory that you have "at hand," ready to produce at a moment's notice without entering your Inventory screen. The tenth box always holds your nanokey ring. These



boxes represent items already on your Inventory screen, *not* additional space apart from your inventory. (For instructions on moving or changing your items-at-hand, see **Inventory**, p. 6.)

These items can be grasped immediately by hitting the number key corresponding to the number of their box. For example, if you have a crowbar in box 3, hitting **[3]** will bring the crowbar immediately to hand, ready to use. If you already have something else in your hand, the crowbar will automatically replace it. If your mouse has a wheel, you can use it to move between and select the items-at-hand.

**Equipped Items.** If you actually have an object equipped and in your hand, that object will be visible in your view. If you wish to put the object away without replacing it with something, make sure that your cursor is not over a named object, then **[Backspace]** or right-click.

## Information Screens

Your internal nano-processors keep a very detailed record of your condition, equipment and recent history. You can access this data at any time during play by hitting **[F1]** to get to the Inventory screen or **[F2]** to get to the Goals/Notes screen. Once you have accessed your information screens, you can move between the screens by clicking on the tabs at the top of the screen. You can map other information screens to hotkeys using Settings, Keyboard/Mouse.

There are eight Information Screens.

**Note.** *The Information Screens appear translucent by default, so you can retain a (rather dim) view of your surroundings while in them. The game is paused while an information screen is open.*

*Certain menu options will have a letter underlined. Press **[Alt]** plus the underlined letter to select those options.*





## Inventory

This screen records every usable object you are carrying on your person at the moment. Your inventory contains 30 slots, and each object you can carry takes up one or more slots. For more on managing and arranging your inventory, see **Inventory Management**, p. 12.

Click on any object in your inventory to move or view it. When you click on an object, a description of it appears in the window to the right.

You can move objects around on your inventory grid by clicking and dragging, provided there's an empty space large enough to hold the object you wish to move. The position of the objects on the grid won't affect their availability in gameplay. You may need to rearrange your inventory (or drop objects) to make room for a large object.

You can also drag objects between your items-at-hand bar and your inventory. Drag an object out of items-at-hand to remove it, or drag an object from inventory to an items-at-hand box to place it in that box (replacing any item that's already there).

Remember, items-at-hand are not an addition to your inventory — they are items in your inventory that are more easily accessible.

**Stacks.** Some objects, including food and several other useful items, are stackable. That is, many objects of that type can occupy a single inventory slot. If the object in your inventory is actually a stack, the number of items in the stack appears next to the item. There is a stack limit to weapons such as LAMs, EMPs and gas grenades.

**Nanokey ring.** This window shows your nanokey ring, and the number of nanokeys it currently holds. Click on it to display a list of all your nanokeys, in the order they were found (most recent first).

**Ammunition.** Click on the ammo button to view a list of ammo types in your possession, the number of rounds, and a description of each ammo type.

**Credits.** This small window at the top of your inventory box shows the number of credits you currently have available for cash transactions.

Buttons on the Inventory screen are:

**Equip/Unequip.** Places the selected object from inventory in your hand, ready to use, or unequips an equipped object.

**Use.** Instantly uses an item on yourself. For example, food may be eaten. Each press of this button will consume only a single item in a stack.

**Drop.** Drops an item from your Inventory. When you close the Inventory screen, the item will fall to the floor, where it can be picked up normally. If you return to that location during the same mission, the dropped item may still be there. If you return in a later mission, it will be gone. You can also drop an item in hand with **Tab** or **⌘**.

**Change Ammo.** Only active for projectile weapons. Cycles through all available types of ammo for that weapon. The currently active ammo type for the weapon will highlight in the weapon description window each time you click this button. You can also press **⇧** to change ammo.

## Health

This screen allows you to keep precise track of your current physical condition. It shows exactly how much damage each area of your body has sustained.



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CLIPS

Click on any of the six areas of the body diagram for a detailed description of the effects of damage to that region. Click on the *Heal* tab for the region to apply one medkit to that region.

Clicking the *Heal All* tab will apply enough medkits to your body to bring you up to full health. Caution should be observed in using *Heal All*, as it can quickly deplete your medkit supply.

A small window on the right side of the screen keeps track of the current number of medkits in your inventory.

(You can also Use a medkit from your Inventory screen or in-hand, but in those cases the healing cannot be specifically allocated.)

## Augs (Augmentations)

This screen allows you to keep track of your nano-augmentations and bio-energy levels.

You begin with three nano-augs already installed. They are listed on the bottom left of the screen.

**Infolink.** Your infolink allows HQ to monitor your activities, and allows you to receive realtime neural communications. It is always on.

**IFF.** An IFF (Identification: Friend or Foe) system is included in your software package. This analyzes people and creatures in your field of view, and identifies those that may be hostile. It is always on.

**Light.** The light can be toggled on and off with **[F12]** and is the only one of your three “standard” augs that drains bio-energy when in use. Careful — the beam may draw unwanted attention in stealth situations.

You have nine additional slots for nano-augmentations, distributed around your body as indicated in the diagram onscreen. You can fill these slots by finding *augmentation canisters*.



To install a new augmentation you must have an augmentation canister *and* have access to a medbot. If you activate a medbot with an augmentation canister in your possession, a variant of this screen will appear which includes an option for you to install the aug.

**Choosing Augmentations.** Each augmentation canister is designed for one specific upgrade slot. When you install a canister, you get to choose one of two augmentations available for that slot. Once you fill a slot, that aug is permanently installed, and the second option is gone, so choose wisely. The augmentations you select will greatly affect how your character develops, and what strategies will be most advantageous against different foes and challenges.

You won't know what any given augmentation slot can do until its canister is in your possession. At that time you can click on the canister in inventory to see the names of available options. More information about the augs will be available when you reach a medbot.

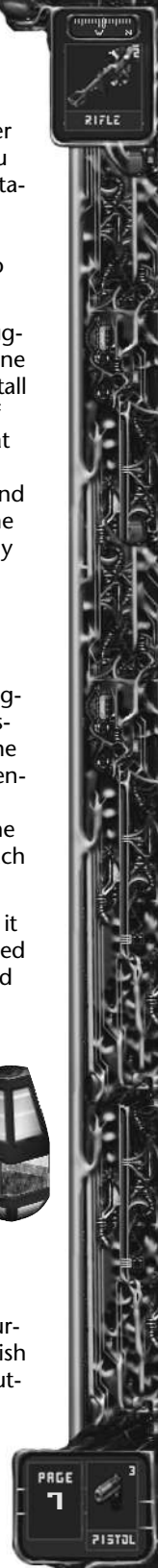
**Upgrades.** Once an aug is installed, it can be upgraded. All augs are installed at tech 1, and most can be upgraded to tech 4. Each upgrade makes the aug more powerful and efficient.


To upgrade an aug, you need an *upgrade canister*. You do not need a medbot to upgrade an aug — just Use the upgrade canister at any time. An upgrade canister will increase any one installed aug by one tech level, up to the maximum.



The Augs screen will show you the number of upgrade canisters you currently have. Click on the aug you wish to upgrade, then on the *Upgrade* button to complete an upgrade. Upgrades are permanent.

**Using Augmentations.** Almost all the installed augs must be activat-





ed to be used, and will drain bio-energy as long as they remain active. You can activate an aug from the Augs screen, by clicking on an installed aug, then clicking the *Activate* button. You can also activate augmentations with hot keys (F3) through (F12).

In the Augs screen, you can click on any installed aug to display a detailed description of its function, and the effect of each successive upgrade.

**Bio-Energy.** You can also keep track of your bio-energy levels from the Augs screen. Displays on the lower right of the screen show your current bio-energy levels, and the number of biocells currently available. The *Use Cell* button will apply a single cell to your energy reserves each time you click on it. (You can also Use a biocell from inventory or in-hand.) The use of 1 bio electric cell replenishes 25% of your bio-energy.



## Skills

This screen allows you to view and increase your skills. It's basically identical to the Skills screen for character creation, except that you cannot "downgrade" skills for more skill points. Once you're in the game, skills can only improve.

Click on any skill on the left side of the screen to display a detailed description of its function and effectiveness at successive levels on the right side of the screen.

A window under the list of skills displays your current total unspent skill points.

**Upgrading.** You can upgrade any skill at any time, provided you have the necessary skill points. Just click on the skill you wish to upgrade, then click the *Upgrade* button.

## Goals/Notes

To access the Goals/Notes screen directly from play, press (F2).

This extremely important screen tracks your progress through the game.

The top of the screen displays your current mission goals, divided into Primary (essential) and Secondary (optional). Primary Goals must be achieved in order to complete a mission. You will be rewarded in a variety of ways when achieving Secondary Goals.

The *Display Completed Goals* check box allows you to toggle back and forth between displaying all the goals you've received for that mission, and displaying only those goals that still remain to be achieved. The scrollable window at the bottom of the screen displays all your notes for the entire game.

Culled from e-mails, conversations and data cubes, these notes include any known passwords or security codes, as well as a great deal of other useful information. Data that was obtained from e-mail or data cubes is stored verbatim, while other important information is summarized.

You can add a note of your own by clicking the *Add Note* button and then entering your text. To end your note, just click elsewhere on the screen.

You can delete any note — yours or the game's — by clicking the *Delete Note* button. You will be prompted to confirm your choice before the note is deleted.

## Conversations

This screen allows you to access a transcript of every conversation you've held throughout the current mission. The conversations are listed chronologically (most recent first), and identified by contact, location and type (whether the conversation was face-to-face, or an infolink transmission).

Click on a conversation to display its transcript in the lower window.

## Images

These are graphics or photographs that you have loaded into your memory. Images are listed from the most recent to the oldest, and are identified by the name of the object they depict. Click on the image name to display that image.

**Notes.** The Image screen allows you to make notes directly on the image.

*Add Note.* Click on this button, then click on the spot of the image where you wish to place your note, then begin typing. When you're finished, click off your note.

*Delete Note.* Click on a note, then click this button to remove it.

*Show Notes.* This button allows you to toggle your notes from visible to invisible, to permit unobstructed viewing of the image.

## Logs

This screen keeps track of specific actions performed in the immediate past. Actions that might be logged include activating or deactivating an aug, or picking up or discarding an object.

*Clear Log.* Use this button to wipe your log clean and start fresh.

## Looking Around

The first thing you want to do is to take a good look around you. Your point of view is controlled by the mouse. Move it forward or back to look up or down, respectively, or from side to side to look in the indicated direction.

You can also control the elevation of your point of view with the keyboard.

**Delete** or **R** to look up.

**Page Down** or **V** to look down.

**End** or **F** to center your view.

**Crosshairs.** Your crosshairs appear at the center of your point of view. This makes it easy to target objects in combat, or pick them up and use them. The crosshairs can be turned off using Game Options — see p. 19.

## Focusing

When you pass the crosshairs over an object in the game that's within reach and that can be interacted with (including people, since you can talk to them or attack them), you automatically *focus* on that thing. The object's name will appear, and brackets will appear around it. While you are focused on an object, you can right-click to attempt to Use that object in the most appropriate way (pick up a small object, open a door, read a book, etc.).

## Vision Enhancements

There are several items in the game that will augment your vision.

*Binoculars* make distant objects appear closer when you Use them (see **Using Equipment**, p. 11).

*Telescopic Sights* work similarly to binoculars, but are Used differently. You must have a weapon equipped with the telescopic sight (or scope upgrade) in hand, then hit **T** to see through the sight. If your skill with the weapon is low, or if the target is very far away, you may experience some wavering of the view.

*Tech Goggles* are like binoculars, except they also provide light enhancement. Tech goggles won't allow you to see in pitch darkness, but they do make it much easier to see in dim conditions. Each set of tech goggles can only be used once, for a limited amount of time.





## Text & Readouts

Many objects in the game provide information in text or numeric form. These include books, newspapers, and data cubes. In general, these objects cannot be picked up and placed in inventory. Instead, when you right-click on the object, a text window opens on your screen from which you can read the data. If you move your view away from the object, the text window will close. If the data is important to your mission, it will be stored in your Goals and Notes screen as a note. An image may also be stored in your Images screen.

### Interactive

**Readouts.** Readouts for e-mail, security systems and so on are interactive. You input information in the form of codes or commands. Instructions are always included on the readout itself.



## Movement

By default, your basic tools for movement in the game are the arrow keys.

Press **↑** or **W** to move forward.

Press **↓** or **S** to back up.

Press **Z** to turn left and **C** to turn right.

Since you move forward in the direction you're facing, you can turn corners by using your mouse to look (and turn) left or right while moving.

**Strafing.** Strafing is stepping to the right or left without facing in that direction.

**←** or **A** to strafe left.

**→** or **D** to strafe right.

You can also strafe by holding **Alt** and pressing **Z** and **C**.

**Leaning.** You can lean to the right or left to take a quick look around the corner. Your lean will last only as long as you hold the lean key.

**Q** to lean left.

**E** to lean right.

**Speed.** You can move at two basic speeds, a walk or a run (certain augs will allow you to run even faster). Your default rate of movement is a run (you can change this in your Options menu — see p. 19). You are stealthier while walking or crawling, because you make less noise.

**Caps Lock** to toggle from one movement rate to the other.

Hold down **Shift** to go temporarily from one rate of movement to another.

**Jumping.** You can jump across gaps and up onto objects. The exact distance of your jumps depends on your speed (which varies depending on your augs and your current damage).

**Spacebar** or **Insert** to jump.

**Ladders.** Throughout the game you will need to climb up and down ladders. To climb a ladder, center yourself in front of the ladder and use the arrow keys normally to move. If you believe you're in front of a ladder, but you're not going up or down, try jumping to get yourself started. If you crouch before attempting to mount a ladder from the top, you are less likely to fall down.

To **climb up**, look up and press **↑** or **W**. To **climb down**, press **↓** or **S**, or look down and press **↑** or **W**.

**Swimming.** Swimming is just like regular movement, except that you can move up or down as well as forward, back and side to side. If you face down (using the mouse) while swimming you will submerge, and if you face upwards you'll ascend. Remember that if you're submerged for too long you'll start to take damage, and may drown.

## Stealth (Crouching & Crawling)

Hold down **[X]** or numpad **[.]** to crouch.

You can crawl, or move while crouched, but at a reduced rate.

Crouching has a number of important purposes in the game. First, it allows you to take cover behind low objects or pass through low openings.

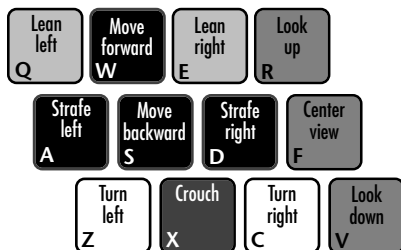
More importantly, however, when you are crouched you become much stealthier, taking full advantage of whatever cover is available and moving almost silently. It becomes very difficult for most enemies to see you.

Of course, stealth has its limits. You may still be vulnerable to electronic sensors, or in a very open area, or if the enemy is very close. Any noise you make may give you away. It's always a good idea to stick to shadows and keep as much distance as possible between you and the enemy while moving stealthily.

If you attack somebody, that will probably attract the attention of everybody in the vicinity, even while crouched (although it is often possible, with some skill and tactical foresight, to take down an enemy silently and quickly).

You cannot crouch while swimming.

**Jump-Crouch.** If you need to crawl over a low obstacle with limited headroom, or climb through a small window, you can Jump-Crouch. Hold **[X]** to crouch, then immediately hit **[Spacebar]** to jump through.



## Using Equipment

Throughout a mission you will find many objects that you can pick up and carry. Anything that you can carry in your inventory can be useful.

The easiest way to use an object is to have it in your hand, and left-click (you can also use an object directly from your Inventory screen — see p. 6).

The easiest way to bring it to hand is to have it in one of the nine items-at-hand slots across the bottom of your screen. Each of these boxes is numbered and the corresponding number key will bring the item in that box to hand.

You can place items from your inventory into your items-at-hand slots as described in **Inventory**, p. 6.


**[Tab]** or the middle mouse button will discard an item without using it.

**[Backspace]** or the right mouse button will return an item to your inventory without using it, emptying your hand. Note that the right mouse button will only work if you are not focusing on a usable object (like a door or button — see **Focusing**, p. 9) in the game.

**Stackable Items.** Stackable items include grenades, food, medkits, bio-cells, lockpicks and nano-tools.

You can only have one slot full of a given stackable item at any time. If you have your slot full, and you find additional items of that type, the game will refuse to pick them up until you reduce the number in your stack. Stacks can be placed in your items-at-hand slots. See **Stacks**, p. 6.





**Multiple Items.** You can carry more than one of some non-stackable items (including most of the self-powered items; see below), each in a separate slot. For other objects (including most weapons), you can put only one in inventory — if you try to pick up another, the game will tell you that you already have one. (However, it *will* add the ammo from the second weapon to your inventory, if applicable.)

**Object Size.** Several objects, particularly large weapons, take up several slots in your inventory. Rifles, LAWS and swords are all particularly bulky.

Note that however many slots a weapon takes up in your inventory, it will only take up a single box in your items-at-hand.

## Nanokeys

A nanokey is a unique pattern of nanites used to open a particular nanolock. They are found in small blue cylinders, and are stored in your nanokey ring. The nanokey ring takes up no slots in your inventory, but is always found in the last (0) slot of your items-at-hand, from which it cannot be removed.

Your nanokey ring can be brought to hand and used normally on any locked door. If you have the correct nanokey encoded on your key ring, the lock will open.

## Self-Powered Items

Several defensive and survival items (including, but not limited to, powered armor, tech goggles and rebreathers) have an internal power supply. Once activated, self-powered items will run until they exhaust all energy. They cannot be reused or returned to inventory. Typically, an item's charge lasts a few seconds or minutes ... just long enough to get you through the worst part of a firefight, or to the end of a long underwater tunnel.

## Inventory Management

There is no place to store items between missions, other than in your inventory. If you go back to the same location in different missions, anything you left behind will be gone.

Therefore, it is extremely important that you take only those items that you expect to find most useful. Your choices will have a great impact on your strategy and character development throughout the game. Game essential items cannot be discarded.

## Weapon Upgrades

Reloadable ranged weapons can be upgraded in a number of ways. These upgrades are found in the form of nanokits throughout the game. To upgrade a weapon, drag the upgrade nanokit over the weapon in your inventory that you wish to upgrade. Once a weapon is upgraded, that upgrade cannot be removed or transferred. If you discard an upgraded weapon, you lose all its upgrades as well.



To see which weapons an upgrade will work on, click on it in the inventory. All your weapons compatible with that upgrade will highlight.

Some upgrades (e.g., sights and silencers) can only be used once on a given weapon. Others (e.g., accuracy, speed, recoil and clip mods) can be used multiple times for cumulative effect (although the effect often diminishes as more identical upgrades are added).

Some weapons come with “standard” upgrades. The sniper rifle comes with a telescopic sight, while the stealth pistol and minicrossbow have no need for a silencer weapon upgrade.

## Communicating

If you walk up to friendly people (not a “foe” according to your IFF), you can click on them and they’ll usually have something to say to you. If you’re not in a hurry (or being shot at), it’s usually worthwhile to try to talk to everyone you can.

**Conversations.** Throughout the game there are certain particularly important people who you’ll need to have longer conversations with. When you approach these people and click on them, the screen changes to a “third-person” view and the conversation begins.

You cannot abort a conversation once it begins. While in conversation you cannot be attacked, but enemies can use the time to get into position to attack you as soon as you stop talking.

**Infolink Messages.** From time to time you will also receive messages from HQ via your neural infolink. Infolink messages are usually very important warnings or information, and should be attended to very closely. Receiving an infolink message does not interrupt your actions in any way.

**Records.** Everything said to you in your current mission (remarks, conversations and infolink messages) is stored in your Conversations screen (see p. 8). Mission-crucial information from conversations (including all pass-codes) is permanently recorded on the Goals and Notes screen (see p. 8).

## Combat

To attack an enemy, you must have a weapon in your hand. Make sure you’re in range, position your cursor over the target, and click.

**Caution:** Many otherwise friendly locations will turn into deadly ambushes if you’re rash enough to enter with a weapon carried openly.

## Aiming

In *Deus Ex*, it is important not only to know who you’re shooting at, but also where you’re hitting them. Just like you, enemies take damage to specific areas of the body.

**Head shots** are devastating, but the head is hard to hit except from surprise or very close range.

**Torso shots** are easy to make and can take an enemy out, but it takes a lot of them to do so.

**Arm and leg shots** are easy to make, and can incapacitate an enemy, but they are not fatal .

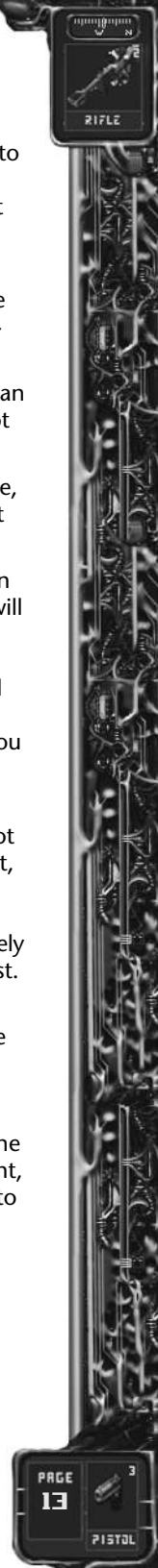
**Sighting.** When you have a weapon at the ready, a targeting crosshair will appear. When using a telescopic sight, you may notice that your crosshair wavers. Increased skill and weapon upgrades will steady your hand, making it easier to sight. If you move or lose your target, the crosshair resets.

The targeting crosshair indicates shot accuracy. When you acquire a target, the crosshair is spread out. As you hold your aim, it contracts around your target, and when it is completely contracted, your hit chances are best.

There are two special sights which require special commands to toggle on and off:

toggles a *telescopic sight*.

toggles a *laser sight*. Note that the laser produces a visible speck of light, which may alert attentive enemies to your presence.





## Weapon Types

There are dozens of different weapons in *Deus Ex*. They include, but are not limited to, blunt instruments, knives, swords, pistols, rifles, assault guns and heavy weapons of various sorts. There are even exotic weapons like mini-crossbows and throwing knives.

Some general advice on different kinds of weapons ...

**Close Combat.** The important thing here, of course, is to make sure you're in range. Be warned — enemies who know you're there won't stand still and wait for you to hit them.

Most close-combat weapons (crowbars, batons, knives, swords) do not require ammo, but a few powered items (like the riot-prod) do.

**Non-Lethal.** Only weapons specifically designed to be non-lethal, like the riot prod, can stun an enemy. A non-lethal weapon might stun an enemy for only a moment, or it might also put him out for the duration. In general, if a stunned enemy is still on his feet, either get away or hit him again, pronto.

**Auto-Fire.** Automatic weapons like the assault gun are great, but thanks to physics they have an annoying habit of "pulling up" in combat, ruining your aim. To minimize this effect, fire in short bursts. High skill and weapon upgrades also help minimize this problem.

**Fire and Forget.** Some weapons, notably the LAW (Light Anti-tank Weapon), are strictly one-shot. Once you use them, they vanish from your inventory forever (although of course you might find a different LAW later).

**Area-Effect.** Some of the most powerful weapons — rockets, grenades, flame-throwers, etc. — have an

area effect. This can be devastating against crowds of enemies, but always remember that if you're standing too close, you *can* be hurt or even killed by your own weapon.

Grenades can be particularly treacherous. They *bounce*. If your aim is off, the grenade you were trying to throw through a window can bounce off the sill and end up right back at your feet.

## Reloading & Ammunition

A weapon reloads automatically each time it runs out of ammo (assuming more ammo is available). You can turn off auto-reload using the Game Options screen, see p. 20.

However, reloading during a firefight can cost precious moments. To make sure a weapon is fully loaded before trouble starts, use [F] while the weapon is in-hand.

Ammunition does not take up space in your inventory. When you click on a weapon in inventory, its description will display all the ammo types it can use, and any types that are currently in your possession appear brighter. (It is possible to carry around ammunition for a weapon you don't have yet.)

To find out how much ammunition of a given sort you have available, click on the Ammo button in your Inventory screen. The Ammo button will list the ammunition you have, and the types you need for the weapons in your possession.

You can change ammo types from your Inventory screen, by clicking on the weapon, then clicking on the ammo type you wish to load. You can also change ammo types by taking the weapon in-hand and using [Q].

## Booby Traps

LAMs (Light Attack Munitions) and other grenades are adhesive, and equipped with a proximity sensor that allows them to be used as a makeshift mine or booby trap.



To make a booby trap, ready the grenade and click on any flat surface within reach. (Your hand will turn to show you're within reach of a suitable surface.) After a few

seconds the proximity sensor will activate and anyone passing within a few feet of the grenade will set it off. (You can't set off your own booby traps, but you can be caught in the blast if a nearby enemy sets one off.)

Note that enemies can set booby traps for you. You can deactivate these by quickly moving towards the grenade and right-clicking on it before it detonates. Once it is deactivated, right-click on it again to pick it up.

## Damage & Healing

### Taking Damage

When you take damage, it's important to remember that you take it to a specific body region. The various regions and the effects of wounds are discussed under **Health**, p. 6.

### Healing

There is no "natural healing" in *Deus Ex*. You'll need access to some sort of healing agent to mend your wounds. The main methods for healing are described below.

Medkits used from the Health screen can be allocated to specific body regions. All other forms of healing are assigned by your internal systems to the body regions that seem to need it most.



**Medkits.** These compact scientific wonders repair physical damage almost instantaneously. A medkit

will heal between 30 and 50 points of damage, depending on the region being healed and your skills. Medkits can be Used in-hand, or from the Inventory or Health screens. See **Health**, p. 6.

**Medbots.** Medbots are semi-autonomous mobile surgery units. A medbot can heal up to 300 points of physical damage when used. The same medbot can be used any number of times, but they require one minute to recharge between uses. Medbots are also necessary to install new aug's. The main limiting factor with medbots is that you have to go where they are — you can't take one with you.



**Aug's.** Certain nano-augmentations will allow you to heal damage.

**Food.** The nano-systems in your body can take complex carbohydrates and use them as "fuel" to repair physical damage. Food can be eaten from inventory or in-hand. While the healing from a single candy bar is negligible, three candy bars, four sodas and a food packet can yield significant healing. Healing from food cannot be allocated to specific parts of the body.

Nutritionally balanced soy food is by far the best food for healing. Fresh water provides minimal healing, as do the sugars in candy bars and sodas.



Alcoholic beverages (beer, wine and liquor) also do limited healing, but your nano-metabolism accelerates their intoxicating effects. Expect to experience a few moments of disorientation after metabolizing alcohol.

Cigarettes have no healing effect.





## Energy

Your augs are powered by bio-electric energy, bio-energy for short. Your body does not produce bio-energy naturally — you have to store it in internal “batteries.” When this energy reserve is exhausted, you cannot use any augs (except your Neural Link and IFF, which are not powered by bio-energy).

You can track your current bio-energy levels by the height of the bar to the left of your damage readout (the higher the better), or by the graph on your Augs screen (see p. 7).

There are two ways to replenish your bio-energy when it starts to get low.



**Repair Bots.** These useful little mechs will charge your bio-energy (up to 75% of your maximum capacity per use). You can use a repair bot any number of times, but they require one minute of recharge time between uses.

**Biocells.** These stackable cells are quite common. They give you a one-time shot of bio-energy. It takes about four biocells to fully restore completely depleted energy reserves.



## Spy Stuff

As a UNATCO special agent, you have been trained in advanced intrusion techniques. Of course, it's always a good idea to check and make sure nobody's left a nanokey or a datacube with a digital code lying around, before using up your lockpicks and multitools.

## Lockpicking

The modern **lockpick** is an unstable matrix of nanites which will attempt to configure itself into the correct nanokey pattern to open a given lock. Lockpicks are single-use objects, and it may take several used in sequence to recreate the correct nanokey pattern.



When you approach a locked door your internal sensors will analyze it and estimate the number of lockpicks that will be required to breach it. This information will automatically display itself. If the door cannot be picked, the Lock Strength will be listed as “INF”.



**Breaking Down Doors.** Your sensors will also estimate the physical strength of the door, and you will be able to tell if the door can be broken down by force. Explosives and heavy weaponry can be used to break down doors. If the door cannot be broken, the Door Strength will be listed as “INF”.

## Electrical Intrusion

This technique is similar to lockpicking, except it is used to bypass digital keypad locks, security cameras and turrets. A **multitool** is used for this purpose. Like lockpicks, your internal sensors can analyze a security system and estimate the number of multitools you will require to bypass it.



Some doors with digital keypads can only be bypassed with multitools. Others can either be bypassed with multitools or opened with lockpicks, whichever is more efficient in the circumstances.



# THE WORLD

There are many things in the world that you can interact with directly.

## Long-Range Transport

When you have to travel from one place to another, you may need to use a boat, helicopter, subway or other means of long-range transit. To make such journeys, just approach the vehicle and right-click on it (for boats and helicopters), or enter it (e.g., for subways). You will then make the remainder of the journey automatically.

## Moving & Throwing

Even if an object is too large or bulky to be placed in your inventory, you can still move it from one place to another. Medium-sized objects like boxes and chairs can be picked up and carried if your hands are empty (right-click to pick up and move an object) and even thrown short distances (**T** or right-click again to throw). Larger objects like crates and barrels can be pushed around (just position yourself behind the object and move toward it). Certain augurs will allow you to pick up and move much larger and heavier items.

## Containers

Keep an eye open for wooden supply crates. These can contain a variety of useful equipment, including ammo, medical supplies and tools. To open a supply crate, you need to break it open with a crowbar, knife, sword or similar substantial object. (You can even shoot it open, if you want to expend the ammo.) Supply crates are identified with symbols that show whether they're carrying munitions, medical supplies or general supplies.

Be careful what you smash open, other containers such as barrels and TNT crates may contain hazardous materials like radioactives, poison gas or explosives. However, these objects can be used against enemies, by shooting at them from a safe distance.

## Computer Terminals

Computer terminals often contain useful information such as email, and sometimes they can be used to control security systems. To use a computer terminal, you need to enter the correct user name and password (this information can be obtained from data cubes, email, or through conversations), or you must have sufficient Computer skill to hack your way in. Any user names or passwords you happen to stumble upon are permanently recorded on your Goals and Notes screen (see p. 8).

**Public Terminals.** These are found in public places like subway stations. They do not require a user name or password to use, but they only convey bulletins of general public interest.

## Credit Chits & ATMs

The "hard currency" of the world is the credit chit, a sort of one-use, fixed-balance credit card. They can be used to buy food and supplies. ATMs are available in public places that allow users to access their bank accounts and withdraw funds in the form of credit chits. ATMs can be hacked for cash using the Computer skill. Once you obtain credit from any source, it's yours until you spend it. Your current funds on hand are displayed on your Inventory screen (see p. 6).



## Security Stations

Security stations are used to turn security cameras on and off, open sealed doors, and even control automatic turrets. You can also use a security station to monitor the situation at a remote security camera. Security stations require a login and password to access (see **Computer Terminals**, p. 17), or sufficient Computer skill to hack your way in.



## SETTINGS

The settings for the game can be changed by clicking on the Settings button in the Main Menu. These options provide great latitude in customizing your gaming experience.

All of the Settings screens include the following buttons.

**Reset To Defaults.** Return all the options on this screen to their original, default values.

**OK.** Accept the information on the screen as modified, and return to the Main Menu.

**Cancel.** Return to the Main Menu without saving any changes.

You can obtain an on-screen description of each function in the Settings menu by passing your mouse cursor over that button.

From any Settings menu you can use **[Esc]** to save changes and return to the previous menu.

## Keyboard/Mouse

This screen includes a scrollable list of most of the keyboard and mouse commands in the game. In addition to providing an in-game ready reference, it can also be used to remap your keyboard commands to better suit your playing style.

To remap a command, open the Keyboard/Mouse screen, highlight the command you wish to change with the mouse and hit **[Enter]** or double click on the command, then press the key or button you wish to assign. Note that you will not be able to reassign the **[F1]**-**[F12]** keys. After you have finished binding all of your controls, click OK to exit.

## Controls

This screen allows you to set various control settings.

**Always Run.** Your default movement speed within the game is run. When this option is turned off, your default movement will change to walk. Walk is less noisy and more stealthy, but run will get you there faster. With either setting, you will still be able to toggle your movement speed with **[Caps Lock]** (see **Movement**, p. 10).

**Toggle Crouch.** This option changes the crouch command (**[X]**, by default) from a press-and-hold function to a toggle. If this option is on, pressing the **[X]** key will toggle between a crouched and an upright position.

**Invert Mouse.** This function inverts the vertical mouse axis, so that when you push the mouse forward you look down, rather than up, and vice versa.

**Mouse Sensitivity.** Allows you to increase or decrease the responsiveness of your mouse.

## Game Options

These options mostly deal with how you experience the world of the game.

**Object Names.** When enabled, you will see the name of an object when you pass your cursor over it. This option is enabled by default.

**Weapon Auto-Reload.** If this option is enabled, you will automatically reload your weapons (if you have the ammo) whenever you empty your clip. This option is enabled by default.

**Gore Level.** This option can be set to Normal or Low. The Low Gore Level shows none of the blood visible in the default Normal level.

**Subtitles.** Allows you to set the game to play voice only, or voice with subtitles, during conversations.

**Crosshairs.** You can toggle the crosshairs that determine where you are aiming in combat between visible and invisible.

**HUD Augmentation Display.** This option allows you to toggle between showing only active augmentations in your view, or showing all your augmentations (and whether they are active or inactive at the moment).

**UI/Menu Background.** Allows you to set what will be visible in the background when you are looking at an information screen or menu. The options are **Render 3D**, which continues to show the animated world, **Snapshot**, which shows a still image, and **Black**, which shows nothing. Snapshot or Black may enhance performance on some slower machines.

**Player Bob.** Allows you to turn on or off the slight “bob” that occurs when your character is moving, to simulate realistic walking.

**Log Timeout Value.** Determines the amount of time your Log screen will retain messages (see **Logs**, p. 9).

## Display

These options allow you to increase or decrease the visual realism of the world. Often, performance can be enhanced on slower machines by sacrificing some visual realism.

**Adjust Brightness.** Opens a slider window that can be adjusted to make the game brighter or darker.

**Toggle Full-Screen Mode.** Toggles the game between full-screen mode and an inset window on your desktop. Expect the game to run significantly faster in full-screen than in a window.

**Rendering Device.** Allows you to select the 3D graphics mode you wish to run the game in. This option brings up the same graphics menu that is displayed when the game is run for the first time. Be sure to save your game before you attempt to change your rendering device, because the game will exit and restart when this option is selected.

**Screen Resolution.** Allows you to raise or lower the screen resolution. The higher resolutions offer better graphical quality, but you will get a slower frame rate. If the game is running slow, try lowering the screen resolution.

**Texture Color Depth.** Allows you to select between 16-bit and 32-bit color depth. 32-bit color is richer and more realistic, but the game will run a bit slower, and not all graphic cards support 32-bit.





## World Texture Detail/Object

**Texture Detail.** Allows you to set the detail levels for the background objects and architecture within the game. Lowering the detail texture levels may increase performance.

**Detail Textures.** Allows you to turn detail textures on or off. This may improve performance at the cost of some visual realism.

**Decals.** Allows you to turn decals (blood, shadows, scorch marks and similar visual effects) on or off. Disabling decals may improve performance on some slower machines.

## Colors

These options allow you to adjust the color scheme of in-game menus and icons.

**Menu Translucency.** Allows you to set your menus between translucent and opaque.

**Menu Color Scheme.** Allows you to select among a variety of menu colors.

**HUD Borders Visible.** Allows you to turn the ornamental borders of your status readouts on or off.

**HUD Borders Translucency.** Allows you to set the ornamental borders of your status readouts to be translucent or opaque.

**HUD Background Translucency.** Allows you to set the background of your status readouts to translucent or opaque.

**HUD Color Scheme.** Allows you to change the color of in-game screens (HUD overlays, Inventory, Goals/Notes, etc.)

## Sound

Controls the volume and quality of the game's sounds.

**Music Volume.**

**Sound Effects Volume.**

**Speech Volume.**

These three sliders control their respective volume levels.

**Effects Channels.** Allows you to set the maximum number of effects channels, up to 16. More channels create a more rich and realistic sonic environment, but may require more processing power.

**Sample Rate.** Allows you to select from three sample rates. Lowering the sample rate may increase performance slightly, but will result in lower sound quality.

**Sound Quality.** Allows you to select between 8 and 16-bit samples. Selecting 8-bit may increase performance, but will result in lower sound quality.

**Reverse Stereo.** The sound going to your left and right speakers is reversed.

**Dolby Surround Sound.** Enables Dolby Surround. (Your computer must be connected to a Dolby ProLogic receiver in order for you to hear the Dolby Surround Sound.)

**Hardware 3d Support.** Enables 3D sound, if your sound card supports EAX or A3D.

## Previous Menu

This button returns you to the Main Menu. **[Esc]** will also take you to the Main Menu.