

DEUS EX

HUMAN REVOLUTION™

DIRECTOR'S CUT



eidos
MONTREAL

SQUARE ENIX®

IMPORTANT HEALTH WARNING ABOUT PLAYING VIDEO GAMES

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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DUAL SCREEN

Play Deus Ex Human Revolution - Director's Cut in the ultimate Dual Screen experience. By connecting and using Intel® software technology with your PC, the game will automatically shift to a Dual Screen mode. It's up to you to choose how you use the Dual Screen experience. Control the whole game using only your smartphone or keep your keyboard & mouse and use the second screen to complete your hacks and navigate in the menus. More information about the Dual Screen mode can be found in the Options menu in game.

WELCOME TO DEUS EX: HUMAN REVOLUTION - DIRECTOR'S CUT

The year is 2027, and the world is a place of innovation and technological advancement. Yet it is also a place of chaos and conspiracy. Powers older than nations and men with the vision and will to take control of the world manipulate events from the shadows, intent on designs so large, so intricate, they will take decades to come to fruition.

The world is as it has always been: a study in contrasts. The rich remain rich, walled within opulent protected enclaves, isolated within halos of security and consumerism. The poor remain poor, held down by their governments and employers; forced into docility by the output of an ever-present media. The planet's wounded ecosphere struggles on, slowly choking to death on pollution and neglect, while technology advances inexorably toward a Singularity. When it finally reaches one, the barriers between organic and inorganic will be erased forever.

In this time of extremes, corporations have broken free of the bounds of nation-states, eclipsing old world powers as the new players on the global chessboard. Whole cities are now corporate fiefdoms, and the national armies of the First World countries are a poor second to the private military forces of the security-industrial complex.

Humanity is changing and battle lines are being drawn between flesh and machine. The new technologies of cybernetic implants are creating a new class divide. On one side, the 'Naturals' -- humans who eschew implants because they are either morally opposed to the technology, too poor to afford it, or afflicted with a rare rejection syndrome that renders their bodies permanently incompatible with it. On the other side are the 'Augs' -- humans augmented with cybernetic implants -- and with approximately one-twentieth of humanity possessing augmentations by 2027, these people are slowly becoming the new face of Mankind.

The foundations are laid for the future of our species, but evolution is a painful process. Right now, both sides are on a collision course that threatens to end in violent, lethal upheaval. The choices made here and now will alter the course of history -- or usher in an age of darkness.

It's not the end of the world... but you can see it from here.

CONTROLS

Movement	W, S, A, D or arrow keys
Jump	SPACE
Sprint	Left SHIFT
Crouch	C
Cover	Right Mouse Button
Fire Weapon	Left Mouse Button
Reload Weapon	R
Holster / Draw Weapon	H
Iron Sight	Middle Mouse Button or Right Shift
Throw / Detonate Grenade	G
Action / Enter Hacking	E
Takedown	Q (tap for non-lethal, hold for lethal)
Activate Cloak	F1
Activate Typhoon	F2
Activate Silent Movement	F4
Activate X-Ray Vision	F3
Augmentations	O
Inventory	I
Mission Logs	L
2D Map	P or M
Toggle Quickbar Auto-Hide	`
Next Weapon	=
Mark & Track	T
Quick Save	F5
Quick Load	F8

Pause Menu	ESC
Game Menu	TAB
Play Commentary	F

MENU NAVIGATION

Movement / Selection	Arrow keys
Accept	ENTER
Back / Cancel	ESC

MAIN MENU

CONTINUE

Continue playing your last saved game.

NEW GAME

Start a new game.

NEW GAME +

Start a new game with previously acquired augmentations from a save file in which the story was completed.

LOAD

Continue playing from a previously saved game.

OPTIONS

Adjust gameplay, display and audio preferences.

TUTORIALS

Access previously viewed tutorials.

CREDITS

View credits.

EXTRAS

Watch the "Making of Deus Ex" video or enable the Developer's commentaries.

EXIT GAME

Quit game and return to your operating system.

SAVING AND LOADING THE GAME

SAVING

The game will save automatically whenever you enter new locations or pass through specific areas.

You can also save the game manually, anytime you want except when taking part in a conversation or during a hacking sequence.

You can also use the Quick Save (F5) button to perform this operation in-game.

LOADING

Reload and continue playing the game from a list of previously saved games. If you want to reload from the last saved checkpoint, select the "Auto Save" option from the saved game list.

You can also use the Quick Load (F8) button to perform this operation in-game.

GAME SCREEN



HEALTH

When you take damage, the bar will flash red. Your health will recover automatically if you don't take any more damage for a short time. You can take consumables to speed up your health recovery. Some consumables will also enable you to increase your base health (100).

ENERGY

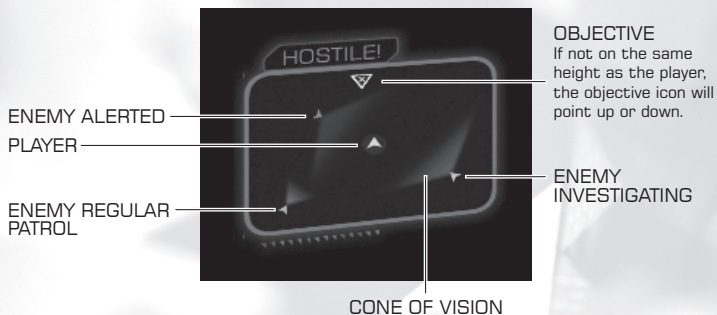
You need energy to power and use your active augmentations; if the gauge empties completely, you must regenerate or acquire more energy before you can use augmentations again. You can consume a nutrient to replenish your energy.

QUICKBAR

Let you change a weapon, use an item, etc., quickly without having to go in the inventory menu.

RADAR

This icon represents your radar. It shows you where your objectives are located and gives you information about surrounding enemies.



ENEMY ALERT LEVEL

Green: Represents a neutral NPC

White: Enemy is patrolling, but not suspicious of your presence.

Yellow: Enemy is suspicious of your presence and is looking for you.

Red: Enemy is attacking you and knows where you are.

WEAPON

The Weapon icon shows you which weapon is currently equipped. The numbers appearing in it give you information about ammo.

EXPLOSIVES

The Explosives icon indicates which explosive device is currently equipped. The number appearing in the icon tells you how many of these explosives exist in your inventory.

INFOLINK

An embedded neural chip in your brain allows you to receive real-time messages and mission briefings from the people you're working for, without attracting the attention of anyone in your surroundings.

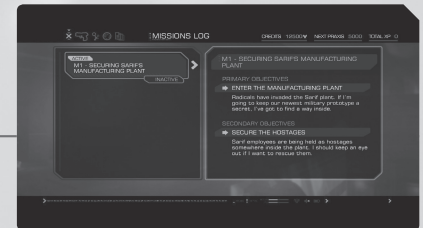
IN-GAME MENUS

By pressing TAB, you can access your Mission Log, Augmentations Tree, Inventory, Map and Media Log Tabs.

Click the upper left menu to switch tabs.

MISSION LOG TAB

The Mission Log Tab is where information about all your main and optional missions is stored. On the left side, you'll find the Mission Summary List. Here, you can read summaries of all active or completed or failed missions (optional missions included). On the right side, you'll find a more detailed Mission Description for whichever mission is currently highlighted in the Mission Summary List.



Use the mouse wheel to scroll up or down through the Mission Summary List.

Use the mouse to scroll up or down through the Mission Description.

To activate or deactivate a mission, click on the mission status (active/inactive). Doing so causes the mission marker to appear or disappear from your radar, as well as from your Map Tab.

IN-GAME MENUS (CONT.)

AUGMENTATIONS TAB

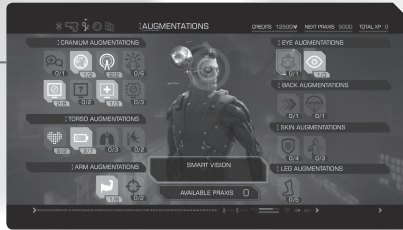
Here you can view your Augmentation Tree.

The Tree is divided into 7 categories: Cranium, Eye, Arms, Legs, Skin, Torso, and Back.

For each category, there is a selection of augmentations that can be unlocked or upgraded. Use the mouse to cycle through Augmentations and then click on the one you want to upgrade. From there, you'll be able to choose which ability you want to unlock.

Augmentations can be unlocked/upgraded by using Praxis Points, which are awarded by earning enough XP points. Some augmentations require more than one Praxis Point to be unlocked/upgraded.

You can also visit a L.I.M.B. clinic to buy special Praxis Kits. Praxis Kits let you instantly unlock/upgrade an augmentation without having to expend any XP points. But choose wisely: money spent buying Praxis Kits is money you won't be able to spend elsewhere (for example, to purchase weapons).



INVENTORY TAB

The Inventory Tab is where you manage your weapons and other items. There are 5 actions that can be performed in this menu:

MOVE

Move/reposition items around the grid.

USE/EQUIP

Equip a weapon or explosive device or use an item. To equip weapons and explosives, or to use a consumable item, you can also use the "Quick Inventory" system.

COMBINE

Combine compatible items together.

EXAMINE

View additional information related to the weapons/items you are carrying.

DROP

Remove anything in your inventory.





By default, the Inventory Tab uses an automatic management system to help you pack items into the grid: if you are trying to pick up a new item, so long as there is enough space left in your inventory to hold it, the system will automatically redistribute existing items to fit it in.

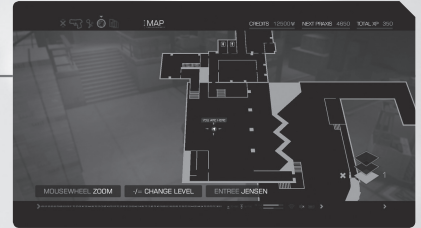
Select QUEST to access important items that are relevant to your quests.

QUICKBAR

You can drag items/weapons directly in the quickbar at the bottom of the screen or you can select an item/weapon in the inventory and press the desired numeral key (0-9).

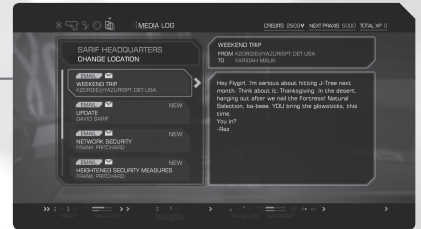
MAP TAB

The Map Tab displays an overhead map of your current location. The  icon represents your character and the direction he's facing. Mission objectives are represented by the  icon.



MEDIA LOG TAB

The Media Log Tab displays all the text-based media you have found in the game. This includes e-mails, ebooks and pocket secretaries.



PAUSE MENU

You can access the Pause Menu by pressing Esc.

RESUME

Continue playing your current paused game.

LOAD

Load a previously saved game.

SAVE

Save your game progress at the current point.

OPTIONS

Use it to change your game options.

EXTRA

Toggle the Developer's commentaries feature.

EXIT GAME

Quit the current game and return to the Main Menu.

AUGMENTATIONS

At the beginning of the game – well, after the initial incident that kicks off your adventure, that is – your body will be fully equipped with augmentations. Some of your new abilities will be functional right away, but others will need to be unlocked.

There are 2 categories of Augmentations:

- Active** You must manually turn these augmentations on and off in order to use them. Some of these are mapped to the following keys: F1, F2, F3, F4
- Passive** These augmentations are always on, or will trigger automatically when needed

XP AND LEVELLING UP

You earn Experience Points for every mission you complete, every secret you discover, and various other meaningful actions you take. By collecting experience points you will unlock Praxis points – something you need to acquire and unlock new augmentation abilities.

COMBAT

Although you can play most of the game without killing anyone, combat might save your life from time to time. Some augmentations will help you in combat, but taking advantage of the game's Weapons and Environmental Opportunities are another possibility.

WEAPONS

There are 2 different categories of weapons to choose from:

- Lethal weapons** Enable you to definitely put an end to enemy threats.
- Non-lethal weapons** Enable you to defeat enemies without killing them.

ENVIRONMENTAL OPPORTUNITIES

When in combat, pay close attention to your environment. You might see two types of objects that can be used against your foes:

- Explosive objects** Objects such as fire extinguishers, barrels, etc.
- Moveable objects** Objects which can be grabbed by pressing E and thrown at an enemy by using the Left Mouse Button.

STEALTH

You might choose to avoid enemies or take them down without being noticed. Stealth is based on breaking the line of sight between you and the enemy, as well as on your ability to stay silent.

HIDING BODIES

By pressing and holding E while targeting a body; it enables you to grab hold of one arm or leg. Drag the unconscious body around and leave it in areas where there's no risk of it being seen. This way, you can ensure that your unconscious enemies are not re-awakened.

COVER

Protect yourself by using cover; just press and hold the right mouse button when standing next to most surfaces.

Cover is not only useful in combat; it is also a valuable option when playing stealthily, in that it allows you to progress without being detected.



COVER SWAP

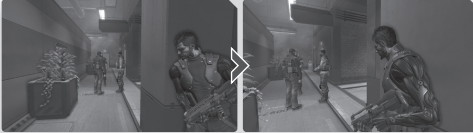
Swapping from cover to cover allows you to perform a quick lateral roll from one cover point to another. Tap SPACE to go from cover to cover.



COVER (CONT.)

ROUNDING COVER

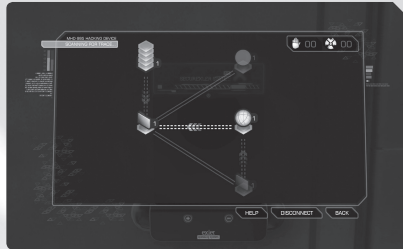
This allows you to stay in cover as you move from one surface to another. It comes in very handy when you need to stay hidden from a patrolling foe. Press and **HOLD** space when reaching a corner to turn around it.



HACKING

During the game, you'll encounter various locked computers and electronic devices. These can be accessed by either finding the correct password somewhere in the mission or – if you have the proper Hacking Augmentations – by hacking them.

To hack, approach any device and press E to access the Login page. Once there, press E again to summon the hacking screen.



The hacking screen represents a network that you have infiltrated through an I/O Port. Your goal is to reach the network's Registry before its Diagnostic Sub-Routine discovers your original point of entry (the I/O Port) and kicks you out.



I/O Port

The I/O port is your entry point into the Network.



Directory

These are common nodes you will have to capture to progress through the network.



Bridges

To reach a node, you will travel through bridges. You can't travel both ways on all bridges, so pay attention: doubled-lines mean the bridge can be travelled in all directions while doubled-arrow lines can only be travelled in the direction indicated by the arrows.



Registry

This is your destination. You need to access the Registry (sometimes there may be more than one) to access the Data of the hacked computer or device.



Diagnostic Sub-Routine

The Diagnosis Sub-Routine is a security system that's been installed in every Network. It will try to prevent you from accessing protected Data by attempting to reach your I/O port.



API

By capturing an API, you will affect – either positively or negatively – the Rating of surrounding nodes connected to the API by a bridge.



Data Store

Data Stores hold valuable items, such as programs or money. They're often outside the critical Network path. Capturing them is riskier because it takes valuable time, but the reward might be worth it.



Rating

The Rating exposed on the side of every node indicates how difficult it is going to be to capture it.

HOW TO HACK

To reach your goal (the Registry), you need to capture nodes. You can only capture nodes that are bridged to ones you've already captured. Click and hold the Left mouse button to bring up the Hacking options wheel.

To make your selection, highlight the desired option with your mouse and then release the Left mouse button. The options are described below:



Capture

Allows you to capture nodes. This is the basic function required to progress through a Network. Every time you highlight the Capture option, you will see a "Detection Probability Rating." This indicates how likely it is that the Diagnostic Sub-Routine will detect your intrusion into the Network.



Fortify

Allows you to build up extra protection around nodes you have captured. It comes in handy in situations where slowing down the Diagnostic Sub-Routine's progress is the best way to succeed.

HACKING (CONT.)



Nuke

Allows you to instantly capture nodes, without cost or delay. Each Nuke program has a one-shot use, however, so use them wisely.



Stop!

Allows you to stop the Diagnostic Sub-Routine's progress for a few seconds. Like the Nuke, it has a one-shot use; use it wisely. Press Q to activate the Stop! program.

Hacking successfully will allow you to access emails, open locked doors, shut down cameras and more. But be careful: there is a limit to how many hacking attempts you can make against any given device. If you spend them all, the device will lock down for a certain period of time while an alarm is triggered, attracting nearby enemies. Should a device become locked down, you will need to wait for a cool-down period to end before attempting to hack it again.

HACKING CONTROLS

MOUSE:

Hold left button and drag : move screen

Scroll wheel: zoom in/out

Left button click on a node : open the selector wheel

Left button click on one of the selector wheel symbols : execute a command

Left button click on the canvas : close the selector wheel if it's open

KEYBOARD:

Directional keys (default: W, A, S, D) : move canvas

'Q' : Quick Stop

ESC : Back / Disconnect (with confirmation)

SOCIAL

With some characters, you'll be able to have in-depth dialogues – 'arguments' in which you can try to convince them to help you in some way.

When you meet one of these characters, a selection wheel will appear, displaying 3 different approaches for you to choose from. Listen carefully to what a character tells you, read between the lines, and choose the answer you think will be most likely to convince them.

If you are equipped with the proper social augmentation, three new options will become available. Choosing the right response from these new options will instantly convince the character.



EXPLORATION

The game world is rich and filled with opportunities. Don't hesitate to explore beyond the main path. You might be rewarded in several ways.

MULTIPATH / MULTI-SOLUTION

Although your objectives may seem straightforward, the path to achieving them isn't always obvious. Most of the time, there will be more than one way to reach a goal.

Whether you find an alternative path or use the environment to your own advantage, or apply your augmented abilities and any tools at hand in creative ways, you can always find alternatives to combat.

OPTIONAL QUESTS

Deus Ex: Human Revolution - Director's Cut is filled with characters to interact with. As you explore the world, you might encounter people who need help solving their own problems. It's up to you to decide whether to offer to help these people or not.

By helping characters in need, you could discover more than you realize. You might learn more about the characters and world around you, for instance, or learn a few things about yourself. You can also gain valuable rewards. So it might be a good idea to explore the game world and speak to the people who populate it.

EXPLORATION (CONT.)

LOOTING / CONTAINERS

By exploring your surroundings carefully, you can often find items lying around in the game world. Sometimes, they'll be a little more hidden. When you see a container in which items might be concealed, aim at it and press E to open it. Containers in which items might be found include: lockers, drawers, safes, bodies and boxes.

BUYING / SELLING

In *Deus Ex: Human Revolution - Director's Cut*, Credits are useful in several ways: You can use them to buy Praxis Kits, Weapons, and other Items.

L.I.M.B. CLINICS

Praxis Kits, which can be used to unlock or upgrade your augmentations, are sold inside every L.I.M.B. clinic. These clinics are mostly found in the game's city HUBs.



WEAPON DEALERS

Even though you will find weapons on fallen enemies or by exploring the game world, some weapons, ammo, and items will only be available through black market merchants. Merchants can also buy back some items.



GAME OPTIONS

Access the Options menu from the Main Menu or at any point during the game by pressing ESC.

CONTROLS

Displays the controller button layout, allows to change the layout.

DUAL SCREEN

Setup and read about the Dual Screen experience.

GAMEPLAY

Adjust various gameplay settings.

VIDEO

Adjust game's brightness, change display modes and access advanced video settings (such as anti-aliasing, tessellation, etc.)

AUDIO

Adjust the game's music, dialogs and SFX volume levels.

DIFFICULTY LEVEL

Adjusts the game's difficulty.

LIMITED WARRANTY

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EPILEPSY WARNING

Please read before using this video game or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights or patterns, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor (particularly since experience of any of these symptoms could lead to injury from falling down or striking nearby objects). Parents should ask their children about the above symptoms - children and teenagers may be more likely than adults to experience these seizures.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen.
- Sit a good distance away from the monitor, as far away as the length of the cable allows.
- Preferably play the video game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

WARNING: AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain television screens and monitors. Some televisions, especially front- or rearprojection types and plasma screens, can be damaged if any video games are played on them. Static images or pictures presented during the normal course of playing a game (or from putting the game on hold or pausing) may cause permanent picture-tube damage, and may “burn in” to the screen, causing a permanent shadow of the static image to appear at all times, even when the games are not being played. Always consult your television screen or monitor manual or otherwise the manufacturer to check if video games can be played safely.

SQUARE ENIX SUPPORT CENTRE

If you are having a technical problem with Deus Ex: Human Revolution - Director’s Cut, please visit the Square Enix Support Centre website at <http://support.eu.square-enix.com/>, where answers to the most frequently asked questions are available. Should these not answer your query, details of telephone and web chat support are also provided. Please note phone and web chat support are available Monday – Friday, 9am – 6pm, UK time.

The Square Enix Support Centre does not provide game tips or data. Please be aware that the Square Enix Support Centre may not be able to answer certain questions.

CUSTOMER SUPPORT TECHNICAL HELPLINE:

0870 6000 182 (NATIONAL RATE, UK CUSTOMERS ONLY)

Available Monday – Friday, 9am – 6pm, UK time.

For queries regarding the replacement of discs or manuals (after the 90 day warranty period) or other non-technical and non-gameplay queries, please contact customer services as detailed above. In the event that you need to return your game to us, please send any correspondence including details of the problem encountered to the address below:

Square Enix Ltd, Customer Support, Wimbledon Bridge House, 1 Hartfield Road, London, SW19 3RU, UK

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www.square-enix.com



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