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Installation Instructions

GOG galaxy installation

Install the GOG Galaxy client from <https://www.gog.com/galaxy>. Follow the steps of the installation program. Start GOG Galaxy and log into your GOG account.

Select Dex folder in your GOG Galaxy library and click the install button. The installation process is automatic. Wait until the client downloads all necessary data and click Play button to start the game.

Windows (installation package)

Download the installation package from your GOG library. Launch installation and follow the steps of the installation program.

To receive game achievements and stats you can add your game into the GOG Galaxy client using the scan & import folders function.

Mac and Linux (zip file)

Download Dex.zip file from your GOG library. Unzip the folder into an intended location of your choice. Start the game by executing Dex.exe file.

Gamepad config tool (not supported on Mac)

If you encounter problems playing with the controller, we recommend configuring it under the config tool attached to the game. Plug in your controller, open the game folder and run GamepadConfigTool.x86.exe. The gamepad config tool will start. Follow the instructions to configure your controller and save the results. Run Dex and enjoy playing with the controller.

Minimum System Requirements

Windows

Operating system: Microsoft Windows XP (SP2 or newer) / Vista / 7 / 8 / 10
 Processor: Intel Pentium/AMD, 2.0 GHz or faster
 RAM: 1536 MB RAM
 Graphics card: NVIDIA® GeForce® 8800 / ATI™ Radeon™ 2600 or better
 Hard disk space: 8 GB
 Sound card: 100% DirectX 9.0c compatible sound card
 Accessories: Keyboard and mouse or Windows compatible gamepad

Mac

Operating system: Mac OS X 10.8.5 or newer
 Processor: Intel Pentium/AMD, 2.0 GHz or faster
 RAM: 1536 MB RAM
 Graphics card: NVIDIA® GeForce® 8800 / ATI™ Radeon™ 2600 or better
 Hard disk space: 8 GB
 Accessories: Keyboard and mouse or Mac OS X compatible gamepad

Linux

Operating system: Ubuntu 10.04 or newer / SteamOS
 Processor: Intel Pentium/AMD, 2.0 GHz or faster
 RAM: 1536 MB RAM
 Graphics card: NVIDIA® GeForce® 8800 / ATI™ Radeon™ 2600 or better
 Hard disk space: 8 GB
 Accessories: Keyboard and mouse or Linux compatible gamepad

Recommended System Requirements

Windows

Operating system: Microsoft Windows 8.1 or newer
 Processor: Intel i5, 2.4 GHz
 RAM: 4 GB RAM
 Graphics card: NVIDIA® GeForce® GT 650M / AMD™ Radeon™ HD 5770 or better
 Hard disk space: 8 GB
 Sound card: 100% DirectX 9.0c compatible sound card
 Accessories: Keyboard and mouse or Windows compatible gamepad

Mac

Operating system: Mac OS X 10.9.1 or newer
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About the project

The story of Dex takes place in the near future of 2037. The world is ruled by corporations more powerful than governments, and society is essentially divided into two factions — those who work for the corporations and those who fight against them.

Much like our current world, the world of Dex is full of contrasts. Luxurious skyscrapers can be found just blocks away from slums inhabited by the poorest of the poor. We kept this idea of contrast in mind when designing the layout of the futuristic metropolis Harbor Prime, and were also inspired by classic cyberpunk movies, games, and literature. In the city, you can find a Chinese quarter, slums, abandoned industrial spaces, and brothels, as well as luxurious business districts, high-tech labs, and corporate headquarters.

We also strived for variety and contrast when designing the characters. In the main storyline and the numerous side quests, you can meet scientists, traders, and lawyers, as well as folks from the opposite side of the social divide: hackers, mercenaries, dealers, and numerous other street types.

Controls

The game can be controlled with mouse-and-keyboard, or gamepad. The default mode is set for mouse-and-keyboard. If you connect a gamepad to your computer, you must switch to gamepad under [Main Menu -> Options -> Controls](#).

There are separate control schemes for normal physical reality and “hacking” mode — that is, exploring augmented reality and cyberspace.

The default button configuration can be found in this section of the manual.

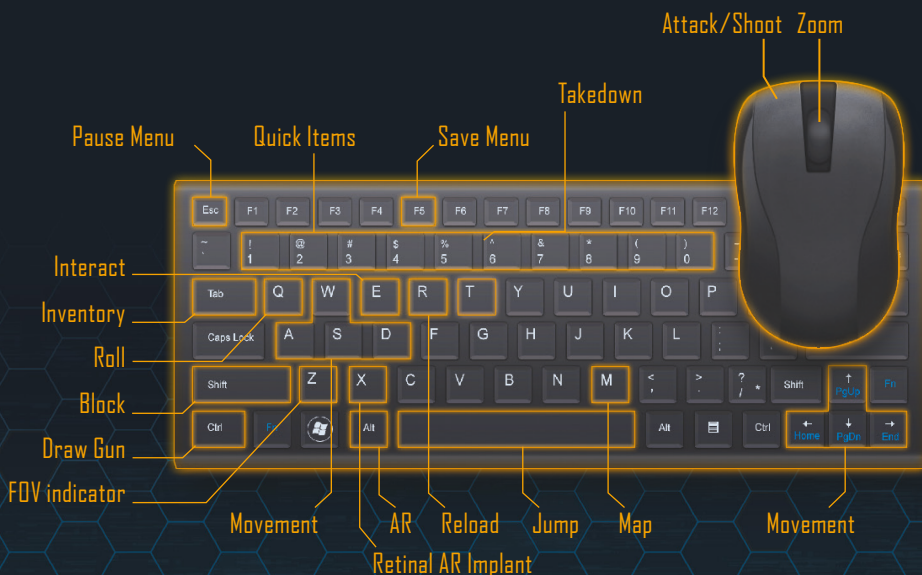
You can also customize the controls settings in the game — to do so, please go to [Main Menu -> Options -> Controls](#).

Ranged Combat

There are a variety of weapons you can use throughout the game. They vary in accuracy, damage, range, recoil etc. It is up to you to determine which is best for which situation.

In order to use a weapon, you must place it in a Quick Item slot. This allows you to draw the weapon at any time, whether you're carefully approaching an enemy or already in the middle of a fight.

Note that some weapons, such as the shotgun, cannot be used without the Ranged Weapons skill level 4.



Melee Combat

Melee combat requires good timing and reflexes as well as a careful approach and analysis of your enemies' moves. It is recommended you block enemy strikes whenever possible, but be aware that some enemy attacks — in particular those with weapons — are unblockable. In such cases, try rolling out of danger.

When you decide to strike back, you can do so by diving in with a jump kick or delivering a flurry of punches. More options will become available as you develop your Melee skill, including extended combos and the sweep kick.

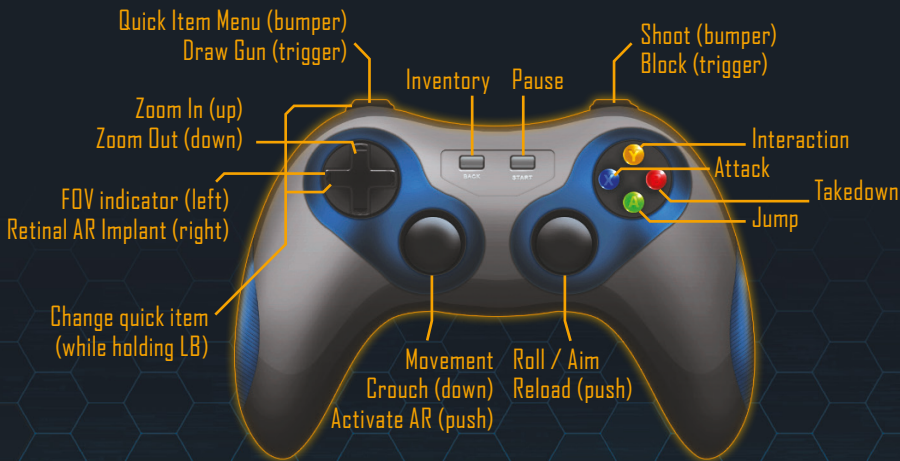
Stealth

In some situations, it's a good idea to use stealth to take out your enemies one by one, all without alerting others nearby.

To do this, you must remain out of sight. If you manage to sneak up behind an enemy, you will have the opportunity to perform a Takedown, which kills your target instantly — and silently.

You may also hide behind cover spots and wait for the right moment to pounce.

Note that certain enemy types are immune to Takedowns and must be taken out the old-fashioned way.



Hacking

AR (Augmented Reality)

You can use AR to hack into certain devices and even some enemies.

When you enter AR, you will see potential targets, as well as viruses patrolling around. Avoid hitting them if you don't want them to start attacking you.

By moving your avatar onto a target, you can start hacking it. Once the hacking starts, your target's icon expands into a circle, and you can see a progress bar around it. The hacking proceeds as long as you remain within the circle; if you exit it, the progress bar will start decreasing and eventually reset.

At the same time, viruses will become alerted to your presence, and depending on your target's type, different defenses will be activated, in an attempt to ward you off. Each hit you take decreases your Focus, and running out of Focus means getting kicked out of AR and suffering some brain damage.



Once you successfully hack a target, you may move on to another one, or exit AR at any time: the effects of your hacking will all be applied at once as soon as you return to the physical world.

The effect of hacking varies depending on your target: a camera may simply be disabled, while a turret will turn against your enemies. Feel free to experiment to discover all possibilities.

Cyberspace

When you hack into a computer, you enter Cyberspace.

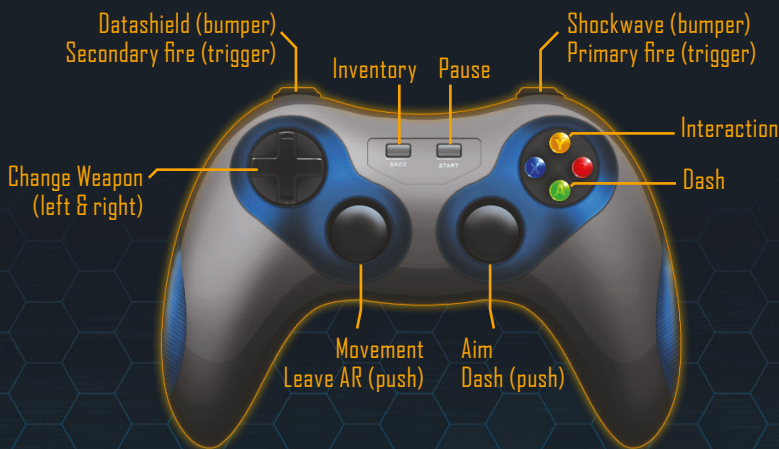
Each network has its own architecture, protected by different viruses. Use your avatar for navigation in order to uncover confidential data or manipulate security systems.

Once you've got what you came for, you can disconnect from the network via any exit node.

Software Skills

Software skills can be used both in AR and in Cyberspace, and grant you secondary attacks against viruses. Choose the right weapon against the right type of enemy.

Each software skill can be learned and later upgraded via software discs. You can find discs or buy them from shops. Additional skill levels reduce upload times and increase overall efficiency.



How to play

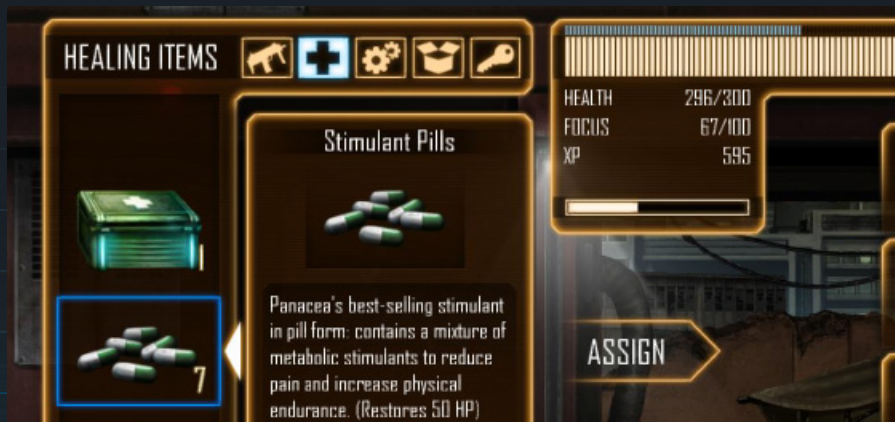
Interaction with environment

When exploring Harbor Prime, you should look for every opportunity to interact with the world around you; by talking to characters, picking up items, opening doors or containers, activating devices, and so on.



Items and Inventory

All items you find or buy go into your inventory. From there, you can manage all the items you've acquired: observe them, use them or assign them to Quick Item slots for easier access.



Quick Items

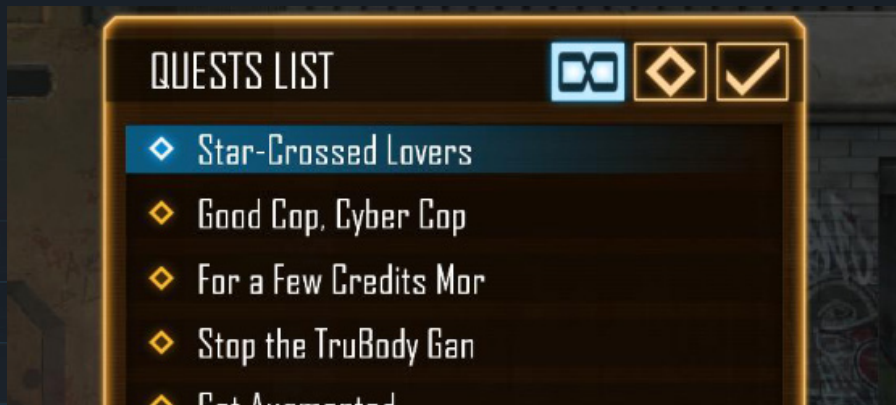
For fast access to your items, move them from your Inventory to Quick Item slots.



Quest Log

Your Quest Log keeps track of all your acquired quests. It automatically updates any progress you make towards quest completion.

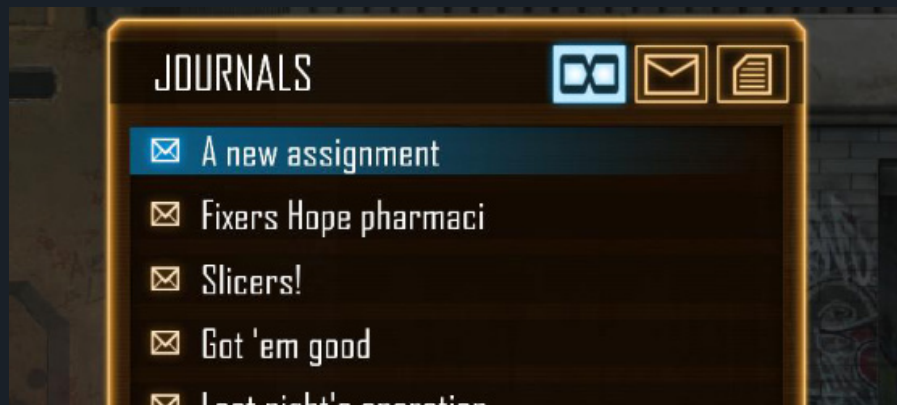
Check it out whenever you feel stuck or need a reminder of what to do next.



Journal

Your Journal keeps track of newspaper articles or personal emails that you've read.

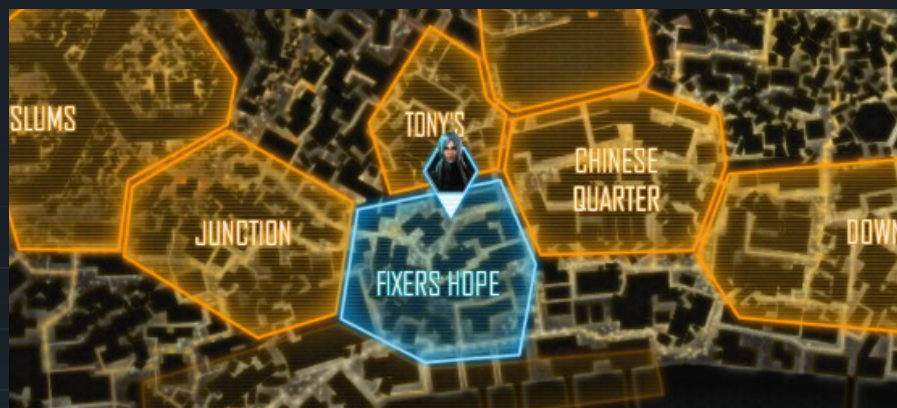
Make sure to keep an eye on them — some may contain useful information.



Map

The map of Harbor Prime allows you to visualize your current location and the overall layout of the city.

You can also use it to instantly travel to any location, just as long as you have visited it before.



Weapons



Handgun

Standard issue street piece.

Revolver

A beauty of a revolver. 12.7mm to punch through the tough stuff.



SMG

A submachine gun. Three words: rate of fire. Requires Weapons Proficiency — Ranged skill Level 4.

Dart Gun with Counter-Endorzyne

A dart gun from Holm. It contains a counter-drug that neutralizes the effects of Endorzyne.



Shotgun

A beast of a weapon for when things need to e.n.d. Requires Weapons Proficiency — Ranged skill Level 4.

EMP Gun

A serious high-tech immobilizer. For when 'stopped' is as good as 'dead' in a fight.



Laser Gun

A prototype weapon that can be found in Redwood-Watts.

Character development

XP and Leveling Up

You receive experience points (XP) for successfully completing quests, exploring the physical world and cyberspace, and engaging in combat. When you accumulate enough XP, you advance to the next level, which rewards you with additional skill points.

TIP: The items Old Datachip and Hi-End Datachip, which can be found, received or bought, give you experience points directly upon use. If you find yourself finishing a mission and in need of just a few dozen XP to reach the next level, buying a datachip might be a good idea!

Skills

Every time you level up, you are granted skill points which can be spent freely in any of the available skills categories.

Each additional skill level provides you with new/improved abilities; simply select them to view their description.

The cost of each skill level ranges between one and three skill points, depending on the degree of specialization.

Implants

Implants can grant you all sorts of new abilities.

However, you only have a limited number of slots available, so you must choose wisely which ones to install.

You can acquire additional implant slots by specializing in the Endurance skill.

Implants



Artificial Limbs

Enables High Jump, allowing access to otherwise-inaccessible places.



Retinal Targeting Scope

Your aiming accuracy increases by 20%.



Nanite Blood Infusion

Enables automatic health regeneration over time.



Respirator

Grants immunity to toxic gas damage.



Electrostatic Conductors

Grants immunity to electricity damage.



Ballistic Dermal Layer

Reduces damage caused by ranged weapons by 25%.



Mirrorshade

Enables the use of Mirrorshade Cloaks, each allowing you to be invisible for a duration of 8 seconds.



Reinforced Circulatory System

Increases HP by 100.



Charged Hands

Your fists become electroconductive, increasing the damage of your punches by 25%.



What is Cyberpunk?

The term "cyberpunk" was first used by American writer Bruce Bethke in his short story Cyberpunk from 1983. The story describes a group of "cybernetic punks" and presents them as a subcultural threat to the mainstream society. Bethke's cyberpunks manifest their resistance against the mainstream society through hacking and cybercrime, which makes them significantly more dangerous than their punk cousins from the 20th century.

The word "cyber" can be explained with reference to cybernetics, which is a science studying systems (both biological, social and artificial) and the transfer of information within them. It is closely connected with information, interaction and communication and as a result also with social control, which is one of the frequent motives of cyberpunk works.

"Punk" is a social phenomenon emerging in the 1970's as a successor of various Western underground cultures mixed with popularity of punk-rock music. It strives to shock and deconstruct social norms with emphasis on freedom of individual and opposition towards authorities. Punk is also frequently connected with anarchist ideas, anti-capitalism, promiscuous sex and recreational use of drugs.

The term "cyberpunk" puts the powerful system of technologically advanced society in contrast with the freedom of individual. The situation is well described with the phrase "high tech — low life" (advanced technology — miserable life). Cyberpunk introduces a vision of the world where technological advancement greatly surpasses the humane level of the society and technology thus becomes humanity's own whip instead of being a tool.

Main characters



Dex

Young, restless middle-class girl who thinks about the meaning of life and her place in society. Out of the blue she is contacted by legendary hacker Raycast and finds herself being hunted by a squadron of elite soldiers, with no time to think or plan.

Decker

Graying old gridrunner and veteran of street brawls and corporate runs. One day Decker packed his stuff, said, "I'm out of the game" to his compadres, and bought an old pub. Over the years he transformed it into a stylish underground lair called Fixers Hope. It is popular amongs hackers, cypherpunks, and hacktivists.



Tony

Young, enthusiastic hacker who once made his living by farming virtual currency in online worlds. Over the years he went from simple bot scripting to owning a massive server farm in the Chinese quarter. Apart from earning cash through services to hardcore online gamers, he sometimes provides "ass-covering" services during illegal operations and corporate runs. Yes, that's how he met Decker.

Raycast

Legendary hacker. No one has ever met him, but everyone has heard of him. Raycast has played a role in most of the major scandals and information leaks of the last decade.



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Mike Gisondi

Rebecca Riisness

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Jim Higha

Juwana Jenkins

Lily Chu

Adad Warda

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