

 XBOX 360[®]

DEUS EX

HUMAN Δ N REVOLUTION™



eidos
MONTREAL

SQUARE ENIX[®]

WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to www.xbox.com/support.

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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Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.



WELCOME TO DEUS EX: HUMAN REVOLUTION

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



Left stick	Movement
Left stick button	Crouch
Right stick	Camera
Right stick button	Iron Sight / Zoom
Directional pad	Up: Cloaking Left: Move Silently Right: Typhoon Down: Smart Vision
A button	Jump
B button	(Press) Non-Lethal Takedown (Hold) Lethal Takedown
X button	Interact / Reload
Y button	(Press) Holster / Draw (Hold) Quick Inventory
Left trigger	Take Cover
Right trigger	Fire
Left bumper (LB)	Sprint
Right bumper (RB)	Throw Grenade
START button	Pause Menu
BACK button	In-Game Menu

MAIN MENU

CONTINUE

Continue playing your last saved game.

NEW GAME

Start a new game.

LOAD

Continue playing from a previously saved game.

OPTIONS

Adjust gameplay, display and audio preferences.

TUTORIALS

Access previously viewed tutorials.

CREDITS

View credits.



SAVING AND LOADING THE GAME

SAVING

Save automatically whenever you enter new locations or pass through specific areas. You can also save the game manually, anytime you want except when in a combat situation, when taking part in a conversation or during a hacking sequence.



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 "Latest Auto-Save" option from the saved game list.

GAME SCREEN



HEALTH

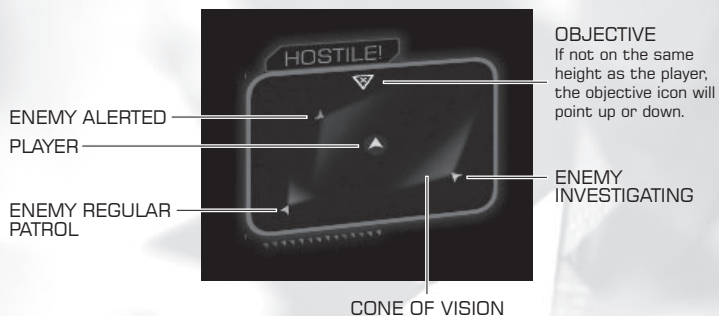
When you take damage, the bar will flash red. Your health will recover automatically if you don't take any more damage for a short time. You can take consumables to speed up your health recovery. Some consumables will also enable you to increase your base health (100).

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.

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 **ESC**, you can access your Mission Log, Augmentations Tree, Inventory, 2D Map and Media Log Tabs.

Press **RB** to move to the next Tab. Press **LB** to move to a previous Tab.

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 **UP** to scroll up or down through the Mission Summary List.

Use **RT** / **LT** to scroll up or down through the Mission Description.

To activate or deactivate a mission, press **X** on the highlighted summary. Doing so causes the mission marker to appear or disappear from your radar, as well as from your 2D Map Tab.



IN-GAME MENUS (CONT.)

AUGMENTATIONS TAB

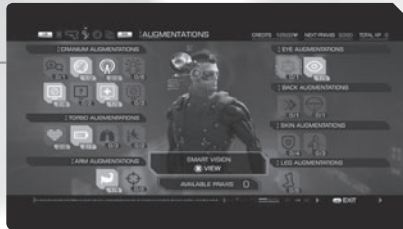
Here you can view your Augmentation Tree.

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. Simply move the **L** left or right to cycle through Augmentations and then press **X** 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.

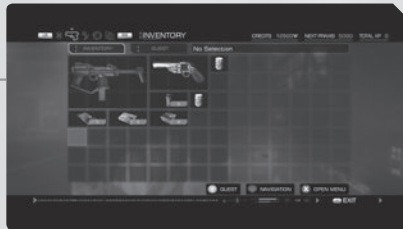
You can also visit a L.I.M.B. clinic to buy special Praxis Kits. Praxis Kits let you instantly unlock/upgrade an augmentation without having to expend any XP points. But choose wisely: money spent buying Praxis Kits is money you won't be able to spend elsewhere (i.e., to buy weapons).



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** Get rid of anything in your inventory.

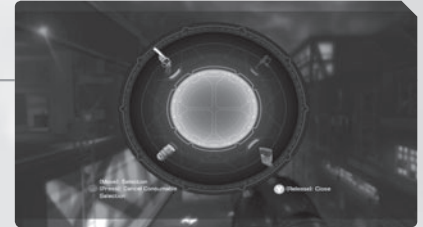


By default, the Inventory Tab uses an automatic management system to help you pack items into the grid: if you are trying to pick up a new item, so long as there is enough space left in your inventory to hold it, the system will automatically redistribute existing items to fit it in.

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

QUICK INVENTORY

Quickly access your weapons and explosive device by pressing and holding **Y** to bring up the Quick Inventory menu on-screen. Then, rotate the **DPAD** around the circle to select a weapon, grenade, or consumable item. Release **Y** to confirm your selection, or press the Left stick button to cancel your selection.



2D MAP TAB

The 2D Map Tab displays an overhead map of your current location. The **DPAD** icon represents your character and the direction he's facing. Mission objectives are represented by the **X** 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 .

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.
Exit to Main Menu	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.
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 X and thrown at an enemy by using RT .

STEALTH

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

HIDING BODIES

By pressing and **holding X** 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 B** when standing next to most surfaces.

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



COVER SWAP

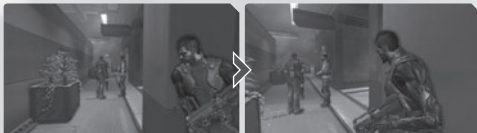
Swapping from cover to cover allows you to perform a quick lateral roll from one cover point to another. Tap **A** to go from cover to cover.



COVER (CONT.)

ROUNDING COVER

Rounding cover 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. Simply press and **hold A** 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 – simply by hacking them.



To hack, approach any device and press **X** to access the Login page. Once there, press **Y** 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 traveled in all directions while doubled-arrow lines can only be traveled 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 when hacking (i.e., the Registry), you need to capture nodes. You can only capture nodes that are bridged to ones you've already captured. Simply press and **hold X** to bring up the Hacking options wheel.

To make your selection, highlight the desired option with **Y** and then release **X**. 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 **RB** 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

Left stick	Move the cursor
Right bumper	Activate Stop! Virus
Left trigger	Zoom out
Y button	Quick Disconnect
BACK button	Help Menu
B button	Exit
Hold X button	Activate Wheel Selection Box
Release X button	Select an option in the Wheel Selection Box

SOCIAL

With some characters, you'll be able to have very 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, to think outside of the box. You might be rewarded in several ways.

MULTIPATH / MULTI-SOLUTION

Even though your objectives are pretty much 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 alternate path (there might be more than one), 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 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 as 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 **X** to open it. Containers in which items might be found include: lockers, drawers, safes, bodies and boxes.

BUYING / SELLING

In *Deus Ex: Human Revolution*, 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, as well.



GAME OPTIONS

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

VIDEO

Adjust game's brightness and turn subtitles "on" or "off".

AUDIO

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

CONTROLS

Displays the controller button layout.

GAMEPLAY

Adjust various gameplay settings.

Inverted Y-Axis (On/Off)

Reverses the up and down directions on the right stick (camera).

X-axis sensitivity

Adjust the camera sensitivity on the horizontal axis.

Y-axis sensitivity

Adjust the camera sensitivity on the vertical axis.

Aim Assist (On/Off)

Let you decide if you need help aiming at enemies or not.

Controller vibration (On/Off)

Let you decide if you want your controller to vibrate or not.

Automatic Inventory Management (On/Off)

Let you decide if you want to have total control on how you manage your inventory or if you want the game take care of it for you.

Show Cover/Takedown Prompts (On/Off)

Let you decide if you want contextual action prompts (takedowns, cover) to be displayed or not.

Cover Style (Hold/Toggle)

Let you decide if you want to use cover by manually holding the cover button as long as you're using it or if you simply want to press the button to lock on cover mode.

Objective Locators (On/Off)

Allows to disable augmented reality objective locators that float in the player's vision.

Object Highlights (On/Off)

Allows to disable the yellow highlight around interactive objects.

DIFFICULTY LEVEL

Adjust game's difficulty.

STORAGE

Allows you to change the default media on which your saved games are stored.