



Wiki Guide PDF

Deus Ex: Human Revolution

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Starting Tips

Here are some starting tips for you new players (or those who haven't touched anything on Deus Ex since *The Conspiracy*)

- The Pacifist achievement/trophy requires you to kill no living creature in the whole game (mechanicals, inorganics, robots, and Bosses are exempt for this rule). This includes the "Prologue" section of the game when you are armed with a Combat Rifle. To maintain the validity of this condition, try sneaking by the enemies instead.
- When you start the "real" game as Adam Jensen, you have 15 minutes to reach the helipad. If you fail to do so, a side mission at the Sarif Manufacturing Plant will be forfeit. Don't worry about exploring the starting area where Frank Pritchard is -- you will return to this area (Sarif Industries HQ) after the story mission.
- Money (or Credits) should be saved for Praxis Kits sold in LIMB Clinics. Praxis Kits (5000 Cr per kit) give you Praxis Points to purchase your augmentations. When you leave cities (or stage hubs) as the story goes on, the Praxis Kits sold by LIMB Clinics are replenished so you may buy them again later in the game. The only other items worth spending money on are basic weapon upgrades (not the special ones).
- Using keycodes and passwords will deny you the experience points for successfully hacking devices and doors. Experience points are needed to accumulate Praxis Points, and as mentioned above, Praxis Points are used to purchase augmentations.
- If you are reliant on keycodes (might be a handy thing on the hardest difficulty), take heart that they do not change. Please refer to the Pass Codes page for a list of keycodes.
- The conversation augment is only required for one achievement/trophy (Ladies Man). It is otherwise unnecessary, unless you are not taking the time to preview Adam's answers in the dialogues, and misjudging Eidos-Montreal's excellent script-writers.
- The achievements/trophies for winning dialogues are determined by the **first** response you select for that NPC. The outcome for the side mission (if any) afterward is determined by your responses and the NPC's responses, both of which are randomized.
- There are four endings, chiefly determined by your actions in the final level (mostly determined by finding and talking to key NPCs). Every other conversation, like Deus Ex 2 Invisible War and Alpha Protocol, pertains to side missions.
- Explore everywhere. The Traveler, Explorer, Pathfinder, and Trailblazer XP awards are worth 100, 200, 300, and 400 experience points (respectively) and can be awarded in the oddest places, like storage closets in residences or ventilation ducts. Exploring a myriad number of closets and ducts means a myriad accumulation of experience points, and hence, more Praxis Points for augmentations.
- CQC takedowns, whether on alerted or unalerted enemies, only require one energy cell. If you

upgrade your energy regeneration to the maximum (using 2 Praxis points) you can do one takedown every 20 seconds, as opposed to one every 40 seconds.

- Spending an additional 2 Praxis Points lets you take down two enemies who are close by. Note that this double-kill only counts as 1 takedown for the achievement/trophy Consciousness is Over-rated. It does however award slightly more xp than taking them down one-at-a-time.
- Only your first energy cell will recharge by itself, regardless of any augmentation upgrades you acquire. However, any cells only partially depleted will recharge.

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Hacking

Hacking is an invaluable means for Adam to progress deeper into the world of Deus Ex and should not be pushed aside.

In addition to giving you more access to weapons, items, and areas (the Traveler experience bonus can sometimes be the result of entering an area locked by a hackable door), the act of hacking itself also gives you experience points, which in turn, allow you to earn valuable Praxis Points to activate your augmentations.

Hot Tip

When you have a chance to hack a device without repercussion, you should do so in order to gain the experience points from the hacking attempt, as well as any potential experience points from the data stores within that device's or door's network. The only exceptions to "not hacking" would be in a high-pressure boss fight, or in the final boss battle (since you won't have the luxury of New Game+ in Deus Ex 3).

Here are some pointers to getting the most out of hacking:

- **XP Bonuses.** Remember that each successful attempt nets you some XP depending on the level of difficulty.
 - Level 1 - 25 xp
 - Level 2 - 50 xp
 - Level 3 - 75 xp
 - Level 4 - 100 xp
 - Level 5 - 125 xp
- Before you even start capturing the first node, look at the entire network. If you can find a way to ease your progress through the network, try to go for it, just remember that the network will find you out sooner or later. Be careful of one-way gates as sometimes the obvious path won't work from the direction you are coming from. It is also worth noting the path the search protocol will take to get to your I/O port, as this will tell you what nodes to fortify when you get detected.
- You can act on more than 1 node at once, so if you get detected, attack everything while fortifying what you have. In high-level (4 and 5) systems it is usually impossible to avoid detection, and in these cases a brute force attack/fortify approach can be more effective than stealth.
- The speed a node is captured is based on its level, and this applies to the search protocol as well. Fortifying nodes gives you more time once detected by increasing the time taken to capture these nodes. The search protocol will also add levels to any node it captures, slowing the rate at which you can capture them. A node will also be captured faster if attacked from more than one route at the same time.

- Special Nodes, known as API nodes (marked by a gear icon), can help make your hack attempt easier. **Spam** nodes lower the level of the security node by 1 point (stacks to a minimum security node rating of 1), increasing the amount of time you have to hack. **Clearance** nodes will reduce the level of random nearby nodes by 2 points, making them easier and safer to take over. **Transfer** nodes will reduce one nearby node by 2 points, and raise a second nearby node by 2 points.
- Invest in hacking software (although you find a lot of free ones). **Stop! Worms** will get you an extra 5 seconds of capturing time (multiple worms stack effects) and the **Nuke Virus** can help you capture the nodes which have a high chance of alerting network security to your presence. The greatest source of hacking software is in fact the datastores that are available for capture during hacks.

Hot Tip

IGN recommends hoarding both **Stop! Worms** and **Nuke Viruses** for high-level hacks. Use the Nuke Virus for any node with a 50% or higher rating (you can also chance it for a 50-50 chance). Stop! Worms are best for your last stretch to the spherical node you need to capture to seize control.

- Invest in **Hacking Stealth** as well as **Hacking Access** (to get a chance to hack higher level devices). Hacking Stealth takes precedence over Hacking Fortify, since fortifying a node often results in alerting network security. As you finish exploring Detroit (after your first story mission), you should be able to defeat Level 3 devices easily, push-over Level 2 locks, but have a challenge with Level 4 and Level 5 locks.
- If you are about to get caught, remember that you will always have at least 2 tries. So don't be afraid to quit and try again. If you're really aching to get it and you only have one chance left, save before you hack and you can always load up your save if you mess up and sound the alarm.
- If the risk is too much to capture extra nodes, just find the fastest way to the capture point and make do with the XP bonus. There is no sense risking calling in the guards for an extra 25 credits from storage nodes.
- It is also possible to get all the bonuses of a hacking attempt by taking over the Diagnostic Subroutine (red tower) nodes that will start the search protocol for your presence. Remember that if arrows point away from the node, there is no way for you to take it over.
- Late game systems sometimes will have more than one sphere node and for a successful hack, both the sphere nodes must be captured. There are also systems with more than one diagnostic subroutine (red tower) node.

Social

Deus Ex Human Revolution is not a first-person shooter. This is important so let's repeat that -- *Deus Ex Human Revolution is not a first-person shooter.*

While there are instances of combat, you will find the odds heavily favor a sneaky surprise attack on the unwary, given the damage ratings of the weapons and the availability to cloak, snipe, or get the drop on enemies using Adam's takedown.

For the most part, you will find that talking to neutral and friendly NPCs work more to your advantage than most. In some cases (e.g., an early example would be Zeke Sanders), you can even talk an enemy into leaving combat and leaving altogether.

Hot Tip

The C.A.S.I.E. conversation augmentation dramatically improves Adam's ability to gauge people's intentions; however, it is only necessary if you are going after the Ladies Man extra task. However, having it available means you can talk your way past many more situations that would have devolved into combat.

Aside from Ladies Man, there are only about a few conversations in Deus Ex Human Revolution which require you to make the correct **first** dialogue choice to earn the achievement/trophy (otherwise, let 'er rip), and you do not need the C.A.S.I.E. augmentation to pick the correct response.

- Unforeseen Consequence
- The Desk Job
- Yes Boss
- The Throwdown
- Darker Shades
- The Last Straw
- The Final Countdown

Gameplay Approaches

Here is some basic gameplay knowledge for Deus Ex Human Revolution. While these basic topics of the game are covered in the in-game tutorial videos, there are some occasional errata / details that IGN has for you that you should be aware of.

- Starting Tips
- Combat
- Hacking
- Stealth
- Social

Combat

Going the all out on lethality can reward you with some intense firefights, especially later in game where guards can activate alarms which in turn release the security bots. Not to mention that some of your adversaries are also augmented with stealth capabilities, requiring you to buy the wall penetration imaging augmentation. This will show you where exactly they are in the environment, and with the Mark & Track upgrades you can keep track of them without wasting energy on maintaining the wall penetration augmentation.

Combat Tips

- Use cover! If it isn't obvious by now, use cover to your advantage. Not only does it protect you from the spray of bullets coming your way, but combined with the stealth augmentation can provide with some excellent flanking maneuvers
- Upgrades! look for weapons upgrades or buy them if you really need to, they just might give you the advantage you need for battle against regular enemies and the boss battles ahead. And remember to focus on upgrades that would help you not only offensively, like Recoil Reduction, but also defensively such as Dermal Plating
- The brute force approach, favored by some, is chiefly about killing first, and looting the corpses for personal secretaries and items later. That said, opt for long ranged sniper tactics, and perhaps a combat rifle (or shotgun) for back-up.
- You can also try to find a more advantageous position by looking around before going in guns blazing. This will ensure that you can take out the most enemies whilst taking the least amount of damage.
- Carry around other weapons along with extra ammo, you never know what upgrades you may find for your extra weapons or what kind of situation you would need it for
- HEADSHOTS!!! The only way to pick off enemies undetected from a distance is with a headshot from a silenced weapon, it is recommended that you do this while peeking from cover with a laser sight attached to the weapon, the 10mm pistol and combat rifle are great at this. Be advised that some enemies wear helmets and can take multiple shots to the head before death.

Stealth

Stealth in Deus Ex is a good approach to get increased XP for Praxis points. The "Ghost" 500 point bonus is gained by accomplishing a mission objective without being seen by hostiles. You should be able to get the bonus, even if a guard goes into an alarmed state, if you hide before he begins firing. In addition, the bonus "Smooth Operator" is given if the alarm system is not triggered before you accomplish the objective and is worth 250 XP.

That being said, the stealth gameplay of Deus Ex requires a lot of patience, observation, and planning. Blindly switching from cover to cover will definitely get you caught, losing you the bonuses unless you reload a previous save.

Stealth Tips

- Use Cover and Line of Sight to your advantage. Most guards can't see behind solid objects and have a set Line of Sight that your radar will display with the right upgrades.
- Timing is everything! If you have tranquilizer darts and a guard likes to hang out in an area where his buddies can't see him, make sure that he falls asleep there and not in the middle of his patrol where they meet up. Cameras and turrets usually pan around the room and will notice your movements from cover to cover and will sound the alarms if you become too obvious!
- If you're stuck as to how to get around the guards, look around! There may be a secret vent that you can use to get around entire floors or even lead you to rooms with tranquilizer darts and stun darts. Remember, this game was designed to have multiple ways of solving problems, although you may need the right augmentation to experience them.
- Search empty rooms for codes and hacking supplies. Security Cams and other mechanical obstacles cannot be permanently disabled unless you have EMP grenades on hand or access to the right security hubs. The grenades are a hard find and hacking security hubs will let you disable them without anyone noticing.
- Observe the patrols. Sometimes you need to hang back and observe the situation, since the guards you knock out can still be found by their roaming friends and brought back to consciousness. Make sure that when you knock someone out from a distance, his buddy won't find him sleeping on the job before you can stash him away.
 - One way to take care of bodies is to hide them in vents, since patrols will never look in them.
- Check your map often. You may just find that going up (or down), even when your objective is on the same floor, can lead you to unguarded rooms with several benefits, like the traveler and pathfinder bonus each worth 100 and 300 points respectively. Who knows you might find the security hub or vent you were looking for!
- If in doubt, save. If you think you have a plan that you can use to knock out all the enemies in the room without them noticing, save at a safe location and try it out! That way if things don't

work out, you can load your save without fear of losing that precious bonus XP.

Graphics Settings Guide

This article originally appeared on GameSpy. Check out their Deus Ex Graphics Guide for screenshots, comments and discussion.

Deus Ex Human Revolution is not just another console port. Developer Nixxes has delivered a superb PC version that really makes the most of the added grunt afforded by the stupidly powerful PC platform. Delving into the graphics options of the PC version reveals a nice range of graphics options, allowing you to tweak the game to your heart's content. With the help of Nixxes, today's Before You Begin guide explains what each setting actually means, as well as the performance impact each setting will have on your game.

How we tested

Testing performance was very easy - at the very beginning of the game is a section where the player automatically walks through a series of laboratories, packed with characters and lots of graphical detail. We used the most excellent Fraps application to record the average performance (framerate for those in the know) of this section. All testing was done at 1920 x 1080p with DirectX 11 enabled, as it's actually faster than with DX disabled. Each test was run with all graphics options at the minimal value, except for the value being tested. Finally, our test PC was armed with an Intel i5 750 CPU, 4GB of memory and an NVIDIA GTX 460 Video Card, placing it firmly in the mid-range, not-stupid-expensive category. The good news is that even with every setting cranked to the maximum value, the game was still perfectly playable in this opening section.

Setting 1: DirectX 11

Enabling DirectX 11 allows the game to use better special effects. According to Nixxe, that main difference is that DX11, "...has tessellation on characters and soft shadows (both of which are not available in DX9). Also, because the DX11 version employs compute shaders we can use higher quality blurs for Depth of Field and SSAO". Basically speaking, enabling DX11 makes the game look better, but to our surprise it also made the game run much faster. Because of this, all of our testing had DX11 enabled.

Graphic Setting	Performance Change
DirectX 11	+4%

Setting 2: Tessellation

We assume that you'll need to have DX11 mode enabled to see this feature, as it's one of the key technologies delivered by this API. Tessellation is a way of increasing the detail of objects in games without much of a performance hit - to get technical, it actually breaks up larger polygons into lots of smaller polygons, allowing for more natural looking surfaces. In Deus Ex it's only used on the character models, to give them a more organic, less rectangular look. The performance hit is quite

minimal.

Graphic Setting	Performance Change
Tessellation	-14%

Setting 3: Post-Processing

Post Processing is a relatively new term in the world of PC games, and is used to describe a range of techniques applied to the image after it's been created, to give it a more cinematic feel. In Deus Ex this single setting controls the application of Depth of Field (where objects are blurred depending on where the camera is focused), Bloom/Glow (bright objects have a glowing effect to them) and Colour Correction (a cinema technique, used to give the overall scene a specific colour range, delivering a certain feel to the image). We were very surprised at what a minimal effect enabling this option had on the game.

Graphic Setting	Performance Change
Post-Processing	-4%

Setting 3: Shadows

There are three different options for shadows in the game. Off is pretty self explanatory, disabling every shadow in the game, and looking quite bad as a result. Normal shadows are a very simplistic method of creating shadows, resulting in relatively sharp edges. The best setting is soft shadows, which have a nice blurred edge, just as they do in real life. According to the developers, "Soft Shadows use a 25x25 pixel shadow filter to realize soft 'penumbra' shadow edges". The performance difference between the two will be noticeable on a lower end machine.

Graphic Setting	Performance Change
Normal Shadows	-9%
Soft Shadows	-17%

Setting 4: SSAO

This stands for Screen Space Ambient Occlusion, and it's a cutting-edge effect that delivers a far more natural look to the image (it was first used by Crytec in Crysis). Here's the technical explanation from the folks at Nixxe: SSAO is the post effect that produces dark creases and contact shadows to enhance the realism of the scenes in Deus Ex: Human Revolution. The "Off" setting is mostly there to aid lower end machines, since this effect is quite costly. However, switching the SSAO to "Off" will result in a flatter looking image, as a lot of the subtler shadows are generated by the SSAO. The "Normal" setting will calculate the SSAO at a quarter resolution (i.e. 640x360 if your display mode is set to 1280x720) to provide a good compromise between quality and performance. The "High" setting, finally, computes SSAO at full resolution in order to provide the best visual result." As

expected, this setting has a massive impact on performance, so lower end PCs should disable it.

Graphic Setting	Performance Change
SSAO Low	-34%
SSAO High	-60%

Setting 4: Antialiasing Mode

This setting removes the dreaded jaggies, a phenomenon that appears when a straight line is drawn on screen at an angle off perfectly horizontal or vertical. Antialiasing totally removes these, making the image look much more solid and real, and the ability to enable high levels of antialiasing is one of the PC platforms great strengths. The PS3 and 360 just don't have the muscle to do this well, whereas most PCs can enable levels of antialiasing that would have the consoles crying in shame. Deus Ex has several different methods of antialiasing, each with a different visual look and corresponding performance difference.

Graphic Setting	Performance Change
Edge Antialiasing	-8%
FXAA High Antialiasing	-21%
MLAA Antialiasing	-22%

Setting 5: Texture Filtering

This is our final setting, and it's a nice one for improving image quality with a minimal performance hit. It basically makes textures in the distance look better, and they merge more naturally with closer textures. As you can see, enabling this barely has any performance impact, but it can make the image look dramatically better.

Graphic Setting	Performance Change
16X Anisotropic Filtering	-6%

Crank it all up

Enabling all of these effects has a dramatic boost to the game's visual appeal, and if you've got the grunt to do so, you should. However, we should point out that doing so doesn't add all of the performance hits on top of each other, which would result in a 123% performance decrease. The actual performance hit of everything enabled is much less than that, and our PC remained totally playable with everything switched on.

Graphic Setting	Performance Change
Everything Enabled	-71%

Source: Deus Ex Graphics Guide

Augmentations

There are 7 categories of Augmentations in Deus Ex Human Revolution. Unlike Piezochem's "bio-mods", Sarif Industries' "augmentations" are proto-type bio-mods and are viewed by a human body's immune system as foreign matter.

Implant rejection is high. When this occurs, a drug called neuropryzene is administered to sufferers before the onset of infection and death. Adam Jensen (the dude you play in DX3) does not exhibit symptoms of implant rejection.

- Arm Augmentations
- Back Augmentations
- Cranium Augmentations
- Eye Augmentations
- Leg Augmentations
- Skin Augmentations
- Torso Augmentations

While augmentations "naturally" activate (based off of story events), they can be unlocked earlier using Praxis Kits. Each kit allots you one Praxis Point for use in unlocking an augmentation or a higher level of proficiency in an augmentation tree.

Additionally, every 5000 points of experience you earn will acclimatize Adam's body to his implants -- this is represented by the game's automatic conversion of that sum of 5000 points into a single Praxis point.

Arm Augmentations

There are 10 total arm augmentations available in-game, split into 2 separate augmentation trees. 8 augmentations upgrade Adam's actual cybernetic arms, which increase his overall strength and inventory capacity.

The other two upgrade the arm's stabilization which help with aiming the currently equipped firearm.

- Cybernetic Arm Prosthesis
- Arm Stabilizer

Cybernetic Arm Prosthesis

Upgrade Cost: Aquired by default

Use: This ability varies per upgrade (see below).

Instant Take-Down (Upgrade Aquired by Default)

Upgrade Requirement: Cybernetic Arm Prosthesis Augmentation

Upgrade Cost: 2 Praxis Points

Use: Take-down a single individual

Activation: Contextual

Energy Consumption: One Energy Cell

Punch Through Wall (Upgrade)

Upgrade Requirement: Instant Take-Down Upgrade

Upgrade Cost: 1 Praxis Point

Use: Blast through weakened walls

Activation: Contextual

Energy Consumption: 1 Energy Cell

Hot Tip

The Wall Punch upgrade allows Adam to automatically kill anyone who is on the other side of a wall being breached. Needless to say, this instantly negates your Pacifist achievement/trophy unless you load your game from an earlier point in time.

Recoil Compensation 1 (Upgrade)

Upgrade Requirement: Punch Through Wall Upgrade, Move/Throw Heavy Objects

Upgrade Cost: 1 Praxis Point

Use: Reduces recoil by half

Activation: Automatic

Energy Consumption: None

Recoil Compensation 2 (Upgrade)

Upgrade Requirement: Recoil Compensation 1

Upgrade Cost: 1 Praxis Point

Use: Eliminates all recoil

Activation: Automatic

Energy Consumption: None

Hot Tip

The Recoil Compensation Aug makes the Heavy Rifle a vastly more viable weapon. Without it the weapon is very much "spray and pray" whereas with level 2 of this aug it is possible to write your name (or anything else) on the walls.

Move/Throw Heavy Objects (Upgrade)

Upgrade Requirement: Instant Take-Down Upgrade

Upgrade Cost: 1 Praxis Point

Use: Move and throw heavier objects

Activation: Contextual

Energy Consumption: Low

Hot Tip

The ability to move heavy objects lets you access some vents and paths you cannot get to normally. Besides being able to move heavy objects as mobile cover (enemies do not react to a moving vending machine, as long as you are not visible), you can use heavy objects to block doors and hallways so enemies cannot approach you.

If you can get behind a turret you can pick it up and place it in front of a wall!

Carrying Capacity 1

Upgrade Requirement: Instant Take-Down Upgrade

Upgrade Cost: 1 Praxis Point

Use: Increases inventory size by two columns

Carrying Capacity 2

Upgrade Requirement: Carrying Capacity 1

Upgrade Upgrade Cost: 1 Praxis Point

Use: Increases inventory size by an additional two columns

Carrying Capacity 3

Upgrade Requirement: Carrying Capacity 2

Upgrade Upgrade Cost: 1 Praxis Point

Use: Unlocks inventory total size

Hot Tip

Given the amount of loot and items you have to carry, increasing your inventory size is mandatory. Just don't go overboard until you are ready to leave Detroit about a quarter of the way through the game; you can make repeated runs to the weapons dealers in Detroit to sell loot. You need increased inventory when you are collecting items in story-based levels so you can sell the items later.

Aim Stabilizer

Upgrade Cost: 2 Praxis Points

Use: This is designed to reduce your movement-induced aiming penalties.

Hot Tip

The in-game description is slightly misleading. This augment basically reduces weapon swaying when aiming down-sight.

Aiming Motion Control 1 (Upgrade)

Upgrade Requirement: Aim Stabilizer Augmentation

Upgrade Cost: 0 Praxis Point

Use: Reduces reticule growth due to movement by 50%

Activation: Automatic Energy Consumption: None

Aiming Motion Control 2 (Upgrade)

Upgrade Requirement: Aiming Motion Control 1 Upgrade

Upgrade Cost: 1 Praxis Point

Use: Negates all movement-induced reticule growth

Activation: Automatic

Energy Consumption: None

Back Augmentations

There are two main augmentations installed into the back of Adam.

- Reflex Booster
- Icarus Landing System

Reflex Booster

Upgrade Cost: 2 Praxis Points

Use: Gives you the ability to take-down multiple targets.

Multiple Take-Down Upgrade

Upgrade Requirement: Reflex Booster Augmentation

Upgrade Cost: Included in Reflex Booster Upgrade

Use: Take-down two opponents at once.

Activation: Contextual Energy

Consumption: One Energy Cell

Hot Tip

The double takedown upgrade counts only as a "single" instance of a takedown for the purposes of the achievement/trophy. It does however, give you the most experience points (125) when you use it against enemies.

Icarus Landing System

Upgrade Cost: 2 Praxis Points

Use: Fall from any height without fear of injury.

Descent Velocity Modulator (Upgrade)

Upgrade Requirement: Icarus Landing System

Upgrade Cost: Included in Reflex Booster Upgrade

Use: Fall from any height without fear of injury.

Activation: Automatic. To stun nearby targets upon landing, press the "fire" button while falling.

Energy Consumption: None

Hot Tip

The Icarus Landing System is needed if you plan on fully exploring the game in Detroit, Hengsha, and other places, as the Traveler, Explorer, Pathfinder, and Trail Blazer experience bonuses are sometimes earned only if you fall through a vertical shaft.

Also the stun will kill anyone too close to the landing zone.

Cranium Augmentations

There are a total of 8 Cranial Augmentations for Jensen, with half of them involved in hacking. For players who wish to explore the entirety of the world of Deus Ex, one's hacking skills need to be at their peak.

- Social Enhancer
- Wayfinder Radar System
- Infolink
- Stealth Enhancer
- Hacking Capture
- Hacking Analyze
- Hacking Fortify
- Hacking Stealth

Social Enhancer

Activation Cost: 2 Praxis Points

Use: This augmentation, known as C.A.S.I.E., allows you to monitor the behavior patterns from human subjects you are conversing with. This will allow you to figure out the specific conversation method to use in certain situations, uncover various clues, intentions, and view a "persuasion" gauge for your target.

Emotional Intelligence Enhancer (Upgrade)

Upgrade Requirement: Social Enhancer Augmentation

Upgrade Cost: N/A

Use: Analyze and persuade people into following a certain course of action

Activation: Contextual

Energy Consumption: None, but this upgrade will introduce a number of overlays in the upper-left corner of the screen.

Hot Tip

The C.A.S.I.E. augment will let you persuade certain parties with nearly 100% fool-proof success. However, it is only *mandatory* for the conversation described in Ladies Man. On extremely rare occasions, an augmented individual will be aware of the C.A.S.I.E. and will be immune to its effects.

Wayfinder Radar System

Activation Cost: Default

Use: This ability allows you to track enemies, security cameras, turrets, and robots on your radar.

Radar 1 (Upgrade)

Upgrade Requirement: Wayfinder Radar System Augmentation

Upgrade Cost: N/A

Use: Track hostile targets up to a range of 25m

Activation: Automatic

Energy Consumption: None

Radar 2 (Upgrade)

Upgrade Requirement: Radar 1 Upgrade

Upgrade Cost: 1 Praxis Point

Use: Doubles the radar's range to 50m

Activation: Automatic

Energy Consumption: None

Hot Tip

If you are looking to finish the game stealthily on the cheap, expanding your radar so it behaves like the *Metal Gear SOLITON* radar will let you see all enemies in range and which direction they are facing on the mini-map. You can add vision cones with another augment later, but for 1 PP, you already get an idea of the number of enemies you have to deal with.

Infolink

Activation Cost: Default

Use: Allows you to communicate wirelessly anywhere. Seriously, anywhere.

Cochlear Implant (Default Upgrade)

Upgrade Requirement: Infolink Augmentation Upgrade

Cost: N/A

Use: Receive communications without fearing of being overheard Activation: Automatic

Energy Consumption: None

Subvocal Communication Implant (Default Upgrade)

Upgrade Requirement: Infolink Augmentation

Upgrade Cost: N/A

Use: Communicate without being heard

Activation: Automatic

Energy Consumption: None

Stealth Enhancer

Activation Cost: 2

Use: This augmentation will display stealth-related information like last known location, mark targets, and cones of vision depending on the number of upgrades you put into this speciality.

Noise Feedback (Upgrade)

Upgrade Requirement: Stealth Enhancer Augmentation

Upgrade Cost: N/A

Use: Displays the range at which the noise you produce travels

Activation: Automatic

Energy Consumption: None

Hot Tip

Noise feedback creates an expanding grey circle on your radar to show how far away you can be heard. It does not take into account closed doors or walls. With Upgraded Radar 2 (see above), Noise Feedback becomes impractical to use due to its reduced size.

Cones of Vision (Upgrade)

Upgrade Requirement: Stealth Enhancer Augmentation

Upgrade Cost: N/A

Use: Displays the enemy's cones of vision

Activation: Automatic

Energy Consumption: None

Hot Tip

Unless you are completely ignoring the little enemy arrows on the mini-map, you will find the Cone of Vision upgrade unhelpful.

Last Known Location Marker (Upgrade)

Upgrade Requirement: Noise Feedback Upgrade

Upgrade Cost: N/A

Use: Once detected, displays an icon at the location the enemy last saw you Activation: Automatic

Energy Consumption: None

Mark and Track 1.0, 2.0, 3.0 (Upgrade)

Upgrade Requirement: Noise Feedback Upgrade

Upgrade Cost: N/A

Use: Displays an icon over up to three targets (1.0), five (2.0), or seven (3.0), so they can be easily tracked.

Activation: From a distance, place the reticule over an opponent and hold the Interaction Button to

mark him.

Deactivation: Aim at the tracking icon and hold the Interaction Button.

Hacking Capture

Activation Cost: N/A

Use: This augmentation allows you to hack higher level terminals and disable security devices linked to security hubs.

Capture 1 (Upgrade)

Upgrade Requirement: Hacking: Capture Augmentation

Upgrade Cost: 1 Praxis Point

Use: Hack level 1 terminals

Activation: Automatic

Energy Consumption: None

Capture 2 (Upgrade)

Upgrade Requirement: Capture 1 Upgrade

Upgrade Cost: 1

Use: Hack level 2 terminals

Activation: Automatic

Energy Consumption: None

Capture 3 (Upgrade)

Upgrade Requirement: Capture 2 Upgrade

Upgrade Cost: N/A

Use: Hack level 3 terminals

Activation: Automatic

Energy Consumption: None

Capture 4 (Upgrade)

Upgrade Requirement: Capture 3 Upgrade

Upgrade Cost: N/A

Use: Hack level 4 terminals

Activation: Automatic

Energy Consumption: None

Capture 5 (Upgrade)

Upgrade Requirement: Capture 4 Upgrade

Upgrade Cost: N/A

Use: Hack level 5 terminals

Activation: Automatic

Energy Consumption: None

Camera Domination (Upgrade)

Upgrade Requirement: Hacking: Capture Augmentation

Upgrade Cost: N/A

Use: Deactivate cameras linked to security hubs

Activation: Automatic

Energy Consumption: None

=== Hot Tip=== Hacking turrets and bots and choosing "Enemies" rather than "Disabled" will cause them to take *lethal action* against enemies. If enemies are killed, it will immediately negate the Pacifist condition.

Turret Domination (Upgrade)

Upgrade Requirement: Camera Domination Upgrade

Upgrade Cost: N/A

Use: Disable turrets linked to security hubs or turn them against their allies

Activation: Automatic

Energy Consumption: None

Robot Domination (Upgrade)

Upgrade Requirement: Turret Domination Upgrade

Upgrade Cost: N/A

Use: Disable robots linked to security hubs or turn them against their allies

Activation: Automatic

Energy Consumption: None

Hacking Analyze

Add-on Activation Cost: 1 Praxis Point

Use: Gain information about nodes on a network before making a decision

Detection Feedback (Upgrade)

Upgrade Requirement: Hacking Analyze Add-on Augmentation

Upgrade Cost: N/A

Use: Place cursor over any node to see the chances of detection

Analyze All Datastores (Upgrade)

Upgrade Requirement: Detection Feedback Upgrade

Upgrade Cost: N/A

Use: Place cursor over datastore to view its content.

Hot Tip

The chances of detection can already be seen by selecting the node. The contents of a datastore can only be xp, money or software upgrades, making this aug largely useless.

Hacking Fortify

Activation Cost: N/A

Use: Increases a node's rating to slow down trace attempts.

Fortify 1 (Upgrade)

Upgrade Requirement: Hacking: Fortify Augmentation

Upgrade Cost: N/A

Use: Adds one point to a node's rating

Activation: Automatic

Energy Consumption: None

Fortify 2 (Upgrade)

Upgrade Requirement: Fortify 1 Upgrade

Upgrade Cost: N/A

Use: Adds two points to a node's rating

Activation: Automatic

Energy Consumption: None

Fortify 3 (Upgrade)

Upgrade Requirement: Fortify 2 Upgrade

Upgrade Cost: 1 Praxis Point

Use: Adds three points to a node's rating

Activation: Automatic

Energy Consumption: None

Hot Tip

Fortifying nodes will increase the amount of time the diagnostic subroutine takes to capture that node, therefore giving you more time before you are locked out. However, fortify has a higher chance of detection than capturing another node, and therefore Hacking Stealth is more useful.

Hacking Stealth

Use: This augmentation decreases the chances of detection when capturing or fortifying nodes.
Activation Cost: 1 Praxis Point

Stealth 1 (Upgrade)

Upgrade Requirement: Hacking: Stealth Augmentation
Upgrade Cost: Included in Upgrade
Use: Decreases chances of detection by 15%
Activation: Automatic
Energy Consumption: None

Stealth 2 (Upgrade)

Upgrade Requirement: Stealth 1 Upgrade
Upgrade Cost: 1 Praxis Point
Use: Decreases chances of detection by 30%
Activation: Automatic
Energy Consumption: None

Stealth 3 (Upgrade)

Upgrade Requirement: Stealth 1 Upgrade
Upgrade Cost: 1 Praxis Point
Use: Decreases chances of detection by 45%
Activation: Automatic
Energy Consumption: None

Eye Augmentations

There are two augmented systems for Adam implanted in his eyes. Unless you are adopting an open combative approach on the hardest difficulty level, there are no optional augmentations recommended in these categories.

- Smart Vision
- Retinal Prosthesis

Smart Vision

Upgrade Cost: 2 Praxis Points

Use: See through walls

Wall-Penetrating Imager (Upgrade)

Upgrade Requirement: Smart Vision Augmentation

Upgrade Cost: N/A

Use: Track threats through walls

Activation: Manual

Energy Consumption: Low

Hot Tip

This aug becomes more useful late-game due to the increased complexity of the levels. It allows you to see guards, robots, hackable terminals and computers through walls and uses very little energy.

Retinal Prosthesis

Upgrade Cost: Acquired by Default

Use: Main function is to display the HUD. Other possible upgrades are a cool-down timer and a flash suppressant.

Retinal HUD (Upgrade)

Upgrade Cost: Acquired by Default

Use: Displays the HUD and augmented reality.

Activation: Automatic

Energy Consumption: None

Flash Suppressant (Upgrade)

Upgrade Requirement: Retinal HUD Upgrade

Upgrade Cost: 1 Praxis Point

Use: Protects against the effects of concussion grenades

Activation: Automatic

Energy Consumption: None

Hot Tip

Useful if you ever get sick of being the stealthy, sane super-assassin and decide to gun down cops in the street with your heavy-rifle and rocket launcher.

Cooldown Timer (Upgrade)

Upgrade Requirement: Retinal HUD Upgrade

Upgrade Cost: 1 Praxis Point

Use: Know exactly when enemy combatants will drop out of their alarmed state and return to a relaxed standing.

Activation: Automatic

Energy Consumption: None

Leg Augmentations

There is only one major augmented system in Adam, although there looks to be room for more.

- Cybernetic Leg Prosthesis

Cybernetic Leg Prosthesis

Upgrade Cost: 2

Use: This ability will allow you to sprint faster, jump higher, and run silently

Activation: Depends on upgrade

Energy Consumption: Depends on upgrade

Jump Enhancement (Upgrade)

Upgrade Requirement: Cybernetic Leg Prosthesis Augmentation

Upgrade Cost: Included with Prosthesis upgrade.

Use: Jump up to 3m high

Activation: Automatic

Energy Consumption: None

Hot Tip

The jump and speed upgrades are handy if you are tired of walking everywhere. For certain obstacles, the jump booster is handy if you cannot locate objects to create a staircase for. In some cases, the extra height is helpful, but not always.

Sprint Enhancement (Upgrade)

Upgrade Requirement: Cybernetic Leg Prosthesis Augmentation Upgrade Cost: 1 Praxis Point

Use: Sprint faster

Activation: Automatic

Energy Consumption: None

Run Silently (Upgrade)

Upgrade Requirement: Cybernetic Leg Prosthesis

Upgrade Cost: 1 Praxis Point

Use: Run and walk silently

Activation: Manual

Energy Consumption: Low

HOT TIP

The Run Silently upgrade is as useful if not more useful than the invisible skin modification. When you are invisible, your foot steps can still be heard, which can cause awkward moments when the guards start looking for you, because they heard your foot steps. If you are silent, you are visible to the sense that is 360 degrees, rather than 180.

Sprint Silently (Upgrade)

Upgrade Requirement: Run Silently Upgrade

Upgrade Cost: 1 Praxis Point

Use: Sprint without generating any audible sound

Activation: Manual

Energy Consumption: Low

Jump/Land Silently (Upgrade)

Upgrade Requirement: Sprint Silently Upgrade

Upgrade Cost: 1 Praxis Point

Use: Jump and land from any height in total silence

Activation: Manual

Energy Consumption: Low

Skin Augmentations

There are two major augmentation systems seeded throughout Adam's skin.

- Dermal Armor
- Cloaking System

Dermal Armor

Upgrade Cost: 2 Praxis Points
Use: Protects you from damage.

Damage Reduction 1 (Upgrade)

Upgrade Requirement: Dermal Armor Augmentation
Use: Reduces damage by 15%

Damage Reduction 2

Upgrade Requirement: Damage Reduction 1 Upgrade
Use: Reduces damage by 30%

Damage Reduction 3

Upgrade Requirement: Damage Reduction 2 Upgrade
Use: Reduces damage by 45%

Hot Tip

In addition to ignoring the energy loss from EMP attacks, EMP shielding also grounds Adam completely, allowing him to touch live current without injury.

EMP Shielding

Upgrade Requirement: Damage Reduction 2 Upgrade
Use: Prevents augmentation deactivation and energy loss from EMP grenades and electricity.

Cloaking System

Upgrade Cost: 2 Praxis Points

Use: Become invisible for a short period of time... but people can still hear you move.

Activation: Manual

Energy Consumption: High

Base Longevity

Upgrade Requirement: Cloaking System Augmentation

Upgrade Cost: Included in Initial Upgrade

Use: Regulates the rate at which energy is consumed while cloaking.

Activation: Three seconds per Energy Cell

Hot Tip

Using cloaking goes hand in hand with increasing your Bio-Energy Batteries. Without spare batteries, you can cloak for a maximum of 7 seconds. With a full set of five batteries, you can cloak for 35 seconds. Cloaking is handy if you need a 5-7 second (read: *brief*) moment of invisibility to go from cover to cover in densely patrolled areas.

Cloaking also allows you to pass through laser fields undetected.

Longevity Upgrade 1 (Upgrade)

Upgrade Requirement: Base Longevity Upgrade

Upgrade Cost: 1 Praxis Point

Use: Reduces energy consumption by 40%

Activation: Five seconds per Energy Cell

Longevity Upgrade 2 (Upgrade)

Upgrade Requirement: Longevity Upgrade 1 Upgrade

Upgrade Cost: 1 Praxis Point

Use: Reduces energy consumption by 60%

Activation: Seven seconds per Energy Cell

Torso Augmentations

There are four augmented systems in Adam's upper body.

- Sentinel RX Health System
- Sarif Series 8 Energy Converter
- Implanted Rebreather
- Typhoon Explosive System

Sentinel RX Health System

This is your standard health system that allows you to regenerate your health when you take damage.

Cardioverter Defibrillator (Default Upgrade)

Upgrade Requirement: Sentinel RX Health System

Upgrade Cost: N/A

Use: Regenerates Health

Activation: Automatic

Energy Consumption: None

Angiogenesis Protein Therapy (Default Upgrade)

Upgrade Requirement: Sentinel RX Health System

Upgrade Cost: N/A

Use: Regenerates Health

Activation: Automatic

Energy Consumption: None

Sarif Series 8 Energy Converter

Grants additional energy cells and speeds up energy recovery

Base Energy Level (Upgrade)

Upgrade Requirement: Sarif Series 8 Energy Converter Augmentation Upgrade Cost: None

Use: Grants two energy cells

Energy Consumption: None

Hot Tip

Unless you are using Cloaking a lot, you are better off spending PP on the energy recharge rate rather than extra battery cells.

Energy Level Upgrade 1 (Upgrade)

Upgrade Requirement: Base Energy Level Upgrade

Cost: N/A

Use: Grants an extra energy cell

Energy Consumption: None

Energy Level Upgrade 2 (Upgrade)

Upgrade Requirement: Energy Level 1 Upgrade

Upgrade Cost: 1 Praxis Point

Use: Grants an extra energy cell

Energy Consumption: None

Energy Level Upgrade 3 (Upgrade)

Upgrade Requirement: Energy Level Upgrade 2 Upgrade

Cost: 1 Praxis Point

Use: Grants an extra energy cell

Energy Consumption: None

Base Recharge Rate (Default Upgrade)

Upgrade Requirement: Sarif Series 8 Energy Converter

Upgrade Cost: None

Use: Recharges partially-depleted energy cells

Energy Consumption: None

Hot Tip

If you love CQB and takedowns, maximizing your energy cell Recharge Rate and buying the Multiple Takedown upgrade will let you take out the trash every 20 seconds. Mix it up with some cover, ducking, and old-fashioned *Metal Gear* shennanigans, and Adam Jensen will give Solid Snake a run

for his emblems.

Recharge Rate Upgrade 1 (Upgrade)

Upgrade Requirement: Base Recharge Rate

Upgrade Cost: 1 Praxis Point

Use: Speeds up energy recharge

Recharge Rate Upgrade 2 (Upgrade)

Upgrade Requirement: Recharge Rate Upgrade 1

Upgrade Cost: 1 Praxis Point

Use: Speeds up energy recharge

Implanted Rebreather

Protects against harmful gases and allows you to sprint for longer periods.

Chemical Resistance (Upgrade)

Upgrade Requirement: Implanted Rebreather Augmentation

Upgrade Cost: N/A

Use: Renders immune to toxic gas and gas grenades

Activation: Automatic

Energy Consumption: None

Hot Tip

There is almost always another way around an area polluted with biotoxins. You can also locate the shut off valve to get rid of gas-filled areas. However, if you love using Gas Mines and Grenades against enemies to knock them out, the Re-Breather allows you to escape respiratory injury when you expose yourself to those devices -- Adam will breathe fine in the green gas, but enemies will not.

Hyper-Oxygenation 1 (Upgrade)

Upgrade Requirement: Implanted Rebreather

Upgrade Cost: N/A

Use: Sprint for an extra 2.5 seconds

Activation: Automatic

Energy Consumption: None

Hyper-Oxygenation 2 (Upgrade)

Upgrade Requirement: Hyper-Oxygenation 1 Upgrade

Upgrade Cost: N/A

Use: Sprint for an additional 2.5 seconds

Activation: Automatic

Energy Consumption: None

Typhoon Explosive System

Launch mini-explosive in a 360 degree arc, range of 8m

Hot Tip

If you want to kill bosses quickly and without a thought, upgrade the Typhoon system to the maximum level and hoard Typhoon ammunition. It should only take about 3 or 4 blasts at knife-range to kill a boss (even on the hardest difficulty level). Anything more, and it's likely overkill.

Light Damage Variant (Upgrade)

Upgrade Requirement: Typhoon Explosive System Augmentation

Upgrade Cost: N/A

Use: Deals enough damage to kill all living targets. Robots get damaged, but not enough to be destroyed.

Activation: Manual Energy Consumption: One Energy Cell

Heavy Damage Variant (Upgrade)

Upgrade Requirement: Light Damage Variant Upgrade

Upgrade Cost: N/A

Use: Deals enough damage to kill any enemy, including all robot types.

Activation: Manual

Energy Consumption: One Energy Cell

Walkthrough

Below you'll find our contents for the campaign walkthrough of Deus Ex: Human Revolution. Be sure to also check out the Side Quests, Cheats, and Codes sections throughout our Wiki Guide for even more Deus Ex: Human Revolution content.

Detroit 1 Quests

- Sarif Industries
- Back in the Saddle
- Securing Sarif's Manufacturing Plant
- Neutralize the Terrorist Leader
- Extraction
- Tying Up Loose Ends
- Visiting the L.I.M.B. Clinic
- Investigating the Suicide Terrorist
- No Place Like Home
- Stopping the Transmission
- Extraction 2.0
- The Transmission
- Follow the Clues in Highland Park
- Whispers of Conspiracy

Hengsha 1 Quests

- Hunting the Hacker
- Gaining Access to Tai Yong Medical
- Searching for Proof
- Entering the Dragon's Lair

Montreal Quests

- Confronting Eliza Cassan

Detroit 2 Quests

- Confronting Sarif
- Finding Isaias Sandoval
- Cashing in Old Favors

Hengsha 2 Quests

- Find Vasili Sevchenko's GPL Device
- Dealing with the Tongs
- Stowing Away

Singapore Quests

- Rescuing Megan and Her Team

Panchoa Quests

- Shutting Down Darrow's Signal

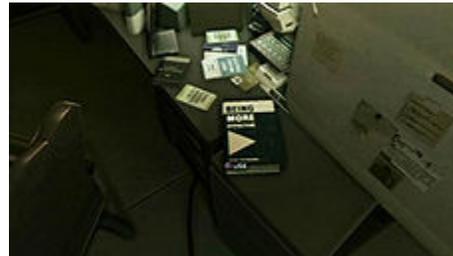
Sarif Industries

Walthrough Video Part 1

Click this link to see the video

<http://www.ign.com/videos/2011/09/02/deus-ex-human-revolution-walkthrough-part-1-intro-sequence>

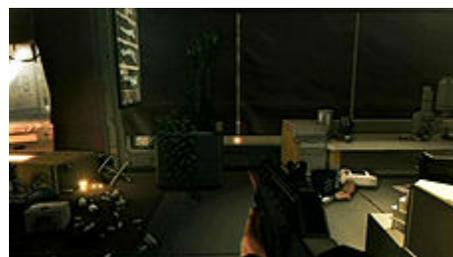
Prologue



After the opening cut-scene you'll be in Megan's office. There are six things you need to interact with in order to get the **Old School Gamer Achievement/Trophy**. Look near the printer and interact with the toy car, next to the computer for the book titled "Being More Effective," and interact with Megan's computer. The remaining objects are the picture frame next to the computer monitor, the Picus Daily Standard news tablet at the edge of the desk, and then the **eBook** on the couch.



Once done, walk out of the office with Megan as you tour the facility. Eventually you'll find yourself in David Sarif's office. After a brief bit of dialog an alarm sounds and you'll have to spring into action. Enter the nearby elevator.



As you move through this facility you'll be given the option to watch tutorial videos to learn the controls. Continue to navigate the facility and admire the particle effects. After you see the scientist

thrown against the glass, enter the room to your left, and move the boxes away from the vent. Crawl through the vent and you'll pop out into an office. Continue to move through the facility and enter the lab after you're given a combat tutorial.



Get into cover after you enter the lab and wait for the two soldiers to get about halfway down the stairs. **Note:** If you shoot these soldiers you can kiss that Pacifist Achievement goodbye so decide how you want to play this game before you open fire. Continue up these stairs and proceed to the next area of the facility. Before you enter "Lab 3" take cover by the door and use this vantage point to eliminate the three soldiers in this room.



Continue through this lab and then down the "4-B" hallway. Duck under the chemistry lab blast door, spot the mysterious augmented soldier, and then proceed to take cover next to the red coolers along the wall. Again, either choose to fire on these soldiers or sneak by them to remain a pacifist. If you elect to attack, fire from this cover position as they enter the lab, targeting the gas canisters to reduce this threat. As you continue through a hallway a cut-scene will start to play ending this prologue level.

Sarif Industries

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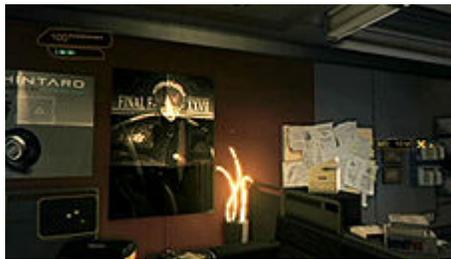
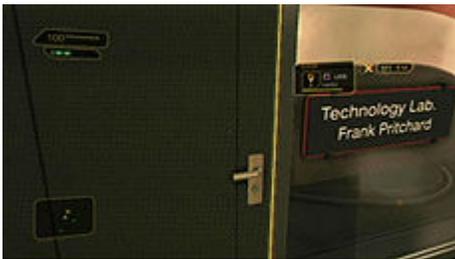
Back in the Saddle

Walkthrough Video Part 2

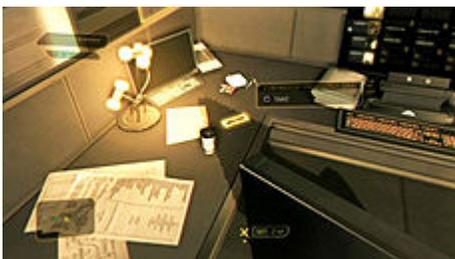
Click this link to see the video

<http://www.ign.com/videos/2011/09/02/deus-ex-human-revolution-walkthrough-part-2-back-in-the-saddle>

Meet With Pritchard in the Tech Lab



Follow the waypoint up to the second floor to Pritchard's office. Look on the wall above the motorcycle to see that Final Fantasy has made it into the future. Look on the couch by the backpack to pick up a Credit Chip and find a Cyberboost Proenergy Bar on his desk by his keyboard (go ahead and take it, he won't mind).



Talk to Pritchard about the attacks on Sarif from six months ago and you'll have two dialog choices. These were our choices that will net you 150 XP:

- **Confront:** If you've got a problem...
- **Confront:** I suggest you leave...

Go to the Helipad



After speaking with Pritchard it's time to make your way to the nearby helipad. If you elect to take your time by exploring this facility right now it will affect the mission and the hostages will be killed. You're coming back here after the mission so put your exploratory nature to rest for now. Get to the helipad and have a brief conversation with Malik. These were our dialog selections and will net you 150 XP.

- **Reassure:** Only one way to find out.
- **Ready:** I'm Ready

Securing Sarif's Manufacturing Plant

Walkthrough Video Part 3

Click this link to see the video

<http://www.ign.com/videos/2011/09/02/deus-ex-human-revolution-walkthrough-part-3-the-warehouse>

Enter the Manufacturing Plant



Once you're inside the transport you'll have an extended conversation with Malik and be provided with the details of the mission. You'll also have the choice of what weapon you will use which will affect your approach to the upcoming mission and the game. You can choose "Lethal" and "Non-Lethal" and "Close Range" or "Distance Weapon." You can choose only one weapon giving you the option of the Revolver, Assault Rifle, Stun Gun and Tranquilizer Rifle. We selected "Non-Lethal" and "Distance Weapon" so that provided us with a Tranquilizer Rifle and nine darts. Enter the building and choose to speak to the officer if you want some more background on the terrorists. Open the nearby locker to pick up some Painkillers and then exit out the door. Pritchard will contact you letting you know about two main routes into the building: Rooftop access or through the front door.



Climb down the ladder to the alleyway below sneak up to the corner leading into the alleyway and spot the mercenary. Crouch-walk up to him and suppress him by means of your choice, just make sure it's quiet. To your left along the alleyway is a storage room. Feel free to go in here and pick up a box of Stun Gun Darts that would help if you picked the Stun Gun as your primary weapon. If you choose to you can jump over the boxes and use a tunnel for stealth or hiding bodies.

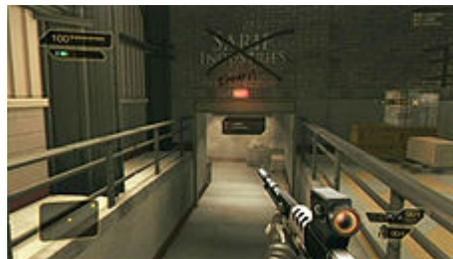
Front Door Infiltration



Sneak up to the box and spot the two soldiers making their rounds outside of the manufacturing plant. If you choose to enter through the doorway you'll have to suppress two soldiers. Do it quietly and you won't alert the third guard inside the building. You will however, have to deal with him once he walks outside during his rounds. Once this area is suppressed, walk in through the hallway and pick up the concussion grenade on top of the crate.



Crouch and lean against the wall and observe the mercenaries movements in this facility. There are three primary guards that you need to be mindful of, while two of them are distracted by the contents of the crates. Wait for the first guard to start his patrol away from your location and move behind the plastic wrapped boxes to sneak up on the guard smoking a cigarette. Suppress him when the adjacent guard is not paying attention and then drag his body behind the boxes.



Turn your attention to the first guard you spotted in this facility, suppress him, and then take care of the remaining patrol guard without drawing attention to the remaining two who should still be immersed in the contents of the crates. Once the room has been cleared of hostiles, proceed to ladder in the corner that leads up to the walkway above.

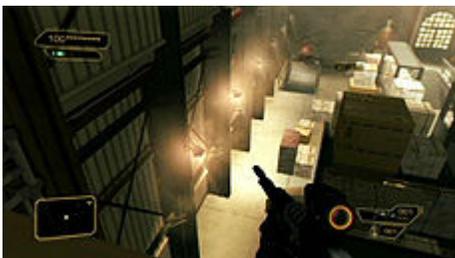
Alternate: Rooftop Access



Alternatively you don't even have to attack the guards stationed outside of the manufacturing plant. Next to the alleyway where you suppressed the first mercenary, there is a wooden box that can be placed next to the metal crates. Place it nearby the crates, hop on top of it, and walk over to the ladder. Climb up and you'll be on the rooftop.



Up ahead will be an area blocked off by electrical charges. See the box up against the wall? Pick it up to reveal a passageway for you to crouch through. Disable the electric current by interacting with the power supply box, continue along the roof, and use the vent shaft to sneak into the building.

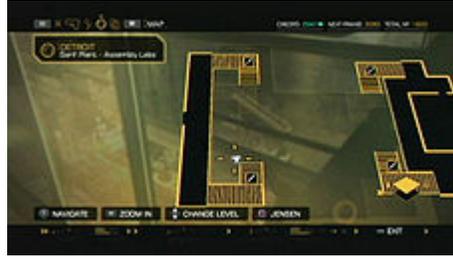


You'll come out on top of some boxes with the option to go down the nearby ladder into the small office. If you elect to enter the office you'll find some goods in the nearby locker. Exiting this door will pop you out inside the facility. Refer to our Front Door Infiltration techniques (above) to pass this room.



Walk over to the adjacent section of the warehouse and use the ladder to climb up to the second level. From here you'll see a vent you can enter. Pick up the nearby box, carry it over and place it under the vent. This will allow you to hop on the box and enter through the vent, exiting to a janitor

closet near the locker room.



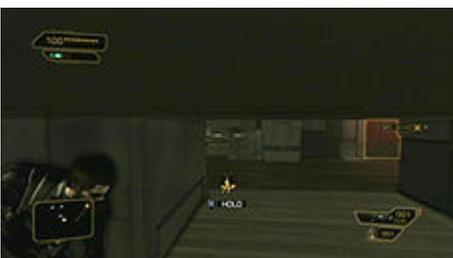
Sneak through this locker room undetected and exit to the hallway. Pritchard will contact you to let you know you have to hack the nearby door. Successfully hack this door, pick up the Cyberboot Energy Bar on the ground in this small room, and proceed to the next area where you'll be overlooking a laboratory with three guards currently distracted by a dead body. With the guards distracted, move quickly (but silently) down the stairwell to your right and hide under it.

Secondary: Secure the Hostages



Now that you're under the stairwell (see above) look over at the wooden crate. Move it away from the wall to expose a vent. Proceed into the vent, up the ladder, and into another vent. Walk slowly across the catwalks to the adjacent end of the room and into another vent. Follow that out into the small office where the hostages are being held. Interact with the bomb and successively hack the panel attached to the bomb to diffuse it and save the hostages to earn 400 XP.

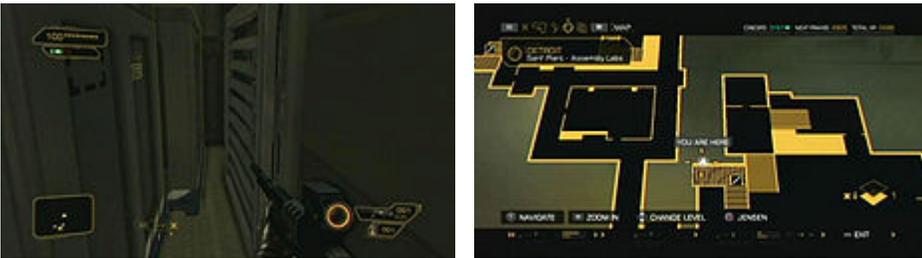
Retrieve the Typhoon



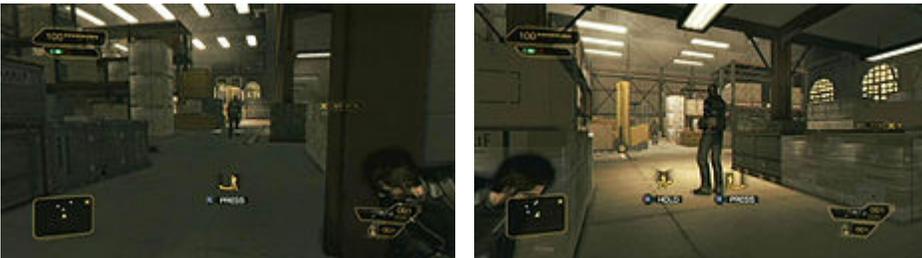
Leave the small office and backtrack the way you came, proceeding through the vents and appearing back under the staircase. Nearby is a red door that you'll have to enter. Make sure the nearby guards are not looking in your direction as you slowly move over to the door and enter the hallway.



Continue through this area and avoid detection from cameras and the single guard patrolling this area. Suppress this guard without detection and proceed to the Security Level 3 door. Hack the terminal on the door. Pick up the Cyberboost Energy Bar on top of the crate, and immediately go into cover behind some white boxes after walking through the door.



To your left you'll see a stack of boxes. Silently move over to these boxes and move these out of the way to reveal an air vent. Proceed through this vent and appear in a closed off room being patrolled by a single mercenary. Silently take him out, check out the storage room for a grenade and some Stun Gun ammo, and then take position by the red door that leads out to the lab.



Take cover from the door and analyze the guard movements. Sneak over to a set of boxes once they're not looking in your direction and be patient about timing your move to the elevator door. Before leaving try and make it to Storage Room 3, on the other side of the room for a Damage Upgrade Mod.



Exit from the elevator and pick up the Praxis Point on the ground directly in front of you. For our play

through we didn't spend this point until later in the game, electing to save it until we had 2 Praxis Points to purchase a new ability instead of upgrading an existing one. Move over to the corner and look down the hallway. Spot the vent on the right side of the hallway and proceed through it. You'll pop out of the vent behind the automated turret allowing you easily walk through the marked door, starting a short cut-scene where you'll retrieve the Typhoon. If you followed our guide to a "T" to this point, you should be awarded with a total of 750 XP and the **Ghost Achievement/Trophy**. As soon as you pop out check on a crate for Stun Gun Darts and a Credit Card Chip. Also if you check the room for a small blue box on one of the servers you will find a stop worm virus and a nuke virus under one of the small cardboard boxes.

Before you leave this area, you may want to head back to the hallway in front of the turret to an office containing a free copy of each of the virus programs, a pocket secretary, and a hacking opportunity on the computer that controls the turret and camera down the main hallway. If you lift up a box on a white crate you will find another eBook to read, just for XP. In order to do this without alerting the turret, you can easily stack a couple of handy cardboard boxes directly in front of the turret before heading back through the air duct. Do this and you can walk across the mouth of the hallway, provided you avoid the security camera.

Neutralize the Terrorist Leader



With the Typhoon in your possession it's now time to take down Zeke Sanders. Leave this area by proceeding down the hallway and then up a flight of stairs. Take cover from a nearby crate and wait for the two guards down the middle of the hallway to stop their conversation. Once they split up on their patrol routes, quickly move forward and suppress them one at a time. Take out the enemy that walks DIRECTY away (the one heading for the stairs) first as the other just looks over a balcony. Enter the nearby office door and pick up the Pocket Secretary on the table.



Enter the room at the end of the hallway on the floor and spot the air vent. Follow through to appear in a restroom on the lower level. Sneak out of this room and into an adjacent one with an open red door. Take position on the opposite side of this small room and silently take down one of the guards patrolling just outside of this area. That will leave two more mercenaries for you to take out.



The two guards are patrolling and occasionally being distracted by trying to access the computers. When they're distracted, it's time to make your move and take them out one at a time. Take out the guy with a military vest on first (the far one) as the civilian dressed NEVER looks back. You can search their bodies to obtain various Pocket Secretaries to access these computer terminals. **Note:** Contained IN the computers there is nothing interesting or worth hacking into for, HOWEVER, if you take the time to hack each one you get some fairly decent XP, Creds and Items. A list of Username's and what you get is below.

Username	XP	Creds	Nuke/Stop
----------	----	-------	-----------

FMarchand	25	0	Stop Worm
GThorpe	25	0	N/A
MRoss	25	125	N/A
FBrooks	25	0	N/A
RMCcauf	25	0	N/A
SGrimes	25	0	N/A
TCaldwell	25	0	Nuke Virus
VClark	25	150	N/A
CParker	25	0	Stop Worm
MLatona	25	150	Nuke Virus

As you can see, individually there is nothing but all up you gane **XP 250, Creds 425 and 2x Stop Worm and 2x Nuke Virus.**

Once this room is clear, proceed out the door and up the stairs.

Confront Zeke Sanders and Rescue Jose Thorpe



After the cut-scene you be in a stand-off with Zeke Sanders as he's holding Jose Thorpe hostage. You'll have three options to deal with Sanders, but if you want to have a chance to save Thorpe and walk out of here with 1,750 XP you'll need to select the following dialog options. (An option has it that Zeke releases Thorpe and tells you that maybe he owes you one. He then runs away. He will be seen later.)

- **Fight Zeke:** Not a chance. This ends now. Depending on your weapon you'll either kill or tranquilize Sanders. Taking him alive will allow you to question him later in the game (we think) and reward you with some more XP. It is possible to neutralize Zeke AND save Thorpe if Zeke is neutralized quickly enough (the tranquilizer is a very effective weapon in this situation).
- **Let Zeke Go:** This option will try to talk him down, if you do it right he will walk away and Josie will be safe. He can't be reasoned with to surrender and flees with Josie as a human shield. As soon as he leaves the room you can hear the police confront Zeke, he fires his revolver and the police return fire only to hit Josie while Zeke makes his escape.
- **Rescue Hostage** In order to rescue the hostage, choose "Free the Hostage", "Empathize", "Reason", "Empathize". For the PC version the order is "Reason", "Empathize", "Reason".

Extraction



This is a fairly simple objective: Go to Malik's transport and leave this area. Feel free to speak with Jose Thorpe (assuming you've saved her) and her husband who is waiting with the SWAT team to check in on them and make sure they're OK.

Tying Up Loose Ends

Walkthrough Video Part 5

Click this link to see the video

<http://www.ign.com/videos/2011/09/02/deus-ex-human-revolution-walkthrough-part-5-lesser-evils-side-quest>

Give Typhoon to Pritchard



Once you get back to base you can speak to Malik for a bit to get some background on the attack. Once done, proceed to Pritchard's office and give him the Typhoon to pick up 1,000 XP. Now proceed to the penthouse to speak with Sarif about the next mission.

Meet with Sarif in the Penthouse



After you get to the Penthouse you'll meet with Sarif to debrief. Although it didn't seem like anything really comes out of the dialog choices we encountered, here's what we selected and we earned 1,000 XP.

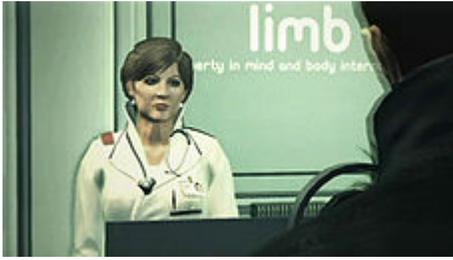
- **Placate:** Maybe someone else is...
- **Debate:** Boss, what you're asking me...
- **No:** Just... figured I'd point it out.

You'll obtain your next set of missions to visit the L.I.M.B. Clinic and retrieve the data hub from the dead terrorist. As you leave you'll have your first Side Quest appear to enter your office. This will be for the Lesser Evil Side Quest. Also, as you leave the facility you'll be confronted by Cassandra Reed and the opportunity to begin the Motherly Ties side Quest. All of our Side Quests are covered on the applicable Side Quests page in our guide.

Note

: This would also be a good time to walk around and use all the door codes and computer passwords you have acquired. If you read the emails you have acquired you can go in multiple rooms and find a lot of credit chips and some eBooks.

Visiting the L.I.M.B. Clinic



This is a fairly simple "Go to point A and talk to this person" type of quest. Basically, the game is going to teach you where to go to buy some supplies with all of those Credits you should have been looting from any enemies you have suppressed. We elected to spend some money and purchase a Praxis Kit (5,000 credits), bringing our total to four. We then upgraded to have a Cloaking Device and the Social Enhancer (which will help with the Lesser Evil Side Quest as well as the Ghosts and Proxy Soldiers quest). Go through the sliding doors to the back of the clinic and you will find an eBook on a cart in the hallway.

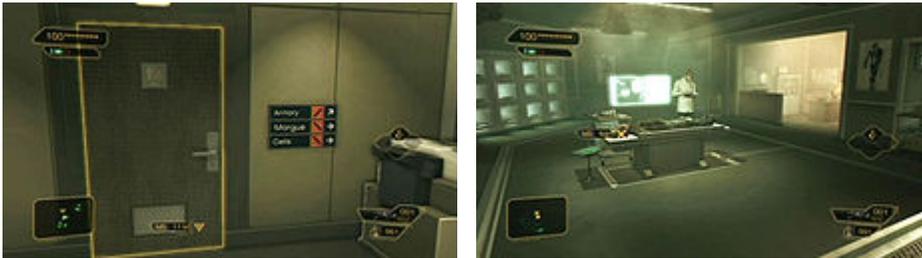
Investigating the Suicide Terrorist

Walkthrough Video Part 6

Click this link to see the video

<http://www.ign.com/videos/2011/09/02/deus-ex-human-revolution-walkthrough-part-7-the-corpse>

Retrieve the Dead Terrorist's Neural Hub



Now that you have permission to move freely through the station, follow the appropriate signs down to the morgue and investigate the body. Interact with the body in order to obtain the Getting Things Done reward worth 1,750 XP. Your objective will update to have you go back home and use your home computer. Right now would be a good time to complete the Lesser Evil and Motherly Ties Side Quests since you're in the police precinct. Refer to our Side Quests page on completing these objectives.

No Place Like Home

Use Home Computer to Analyze the Hub



When you get to your apartment there are a few things you can pick up. First things first though, walk over to the computer in your bedroom and interact with the terminal to start a short cut-scene.



Sarif will contact you about your next major mission but take the time to interact with the safe terminal to open up your secret inventory stash. The code is 5375 and this will give you access to some credits, ammo, as well as a weapon mod for your pistol.

Finish Side Quests



At this point if you haven't done so, work on finishing up any outstanding Side Quests and see if you have enough money to buy that last Praxis Kit from the L.I.M.B. clinic. We used our our Praxis Kits to purchase the Smart Vision upgrade that allows us to see through walls. If you don't have enough money to buy the last Praxis Kit from the clinic, go speak to Grayson who runs a little illegal shop out of an abandoned gas station. You can find him near Time Carella's location down the steps from the Line 2 Central Station.

Be sure to check the roof of his shop for your first chance to obtain the sniper rifle tucked away in a vent. You can also unlock a Level 4 security door near the Detroit L.I.M.B. Clinic to enter an apartment building with an open window. With the Icarus augmentation, you can simply look down

and use the vents/protrusions to break your fall or by creatively stacking a box and a barrel on the dumpster behind the shop. Once you're all set, proceed to the mission waypoint.

Stopping the Transmission

Video Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2011/09/02/deus-ex-human-revolution-walthrough-part-12-shut-down-the-satellite>

Locate and Shut Down Antenna in Derelict Row



Navigate your way through the city streets to your objective by following your map. Once you arrive there you'll be turned away at the entrance by a gang member. Enter the alleyway to your left and spot the ladder that leads up the fire escape. Climb the stairs until you enter the apartment complex and then exit out to the rooftop.



You have two options to get to the fire escape across from you: Jump (if you purchased the Icarus Landing System) or if you look just over the edge and spot the vent system. Hop on top of it and hug the side of the building until you can jump off of it onto the air conditioners and then to the fire escape.



Now that you're on the fire escape, slowly make your way down and try and avoid detection by the gang members below. It's better to time your movements when they're not looking down into the alleyway. If you are spotted while climbing down, go into cover along the ledge and the enemy should lose interest rather quickly.



Once you're on the ground level in the alleyway, stay crouched, and make your way behind the delivery truck and through the door ahead. Close the door behind you to minimize the noise and then take out the guard in front of you. Crouch and walk under the walkway and get near where you hear the guards talking. Wait for them to finish their discussion before moving forward, otherwise they'll spot you. Move slowly away from them waiting for the opportunity to continue forward behind the red shipping container. If you have the cloaking device you can just sneak right by most of this and take position behind a cement divider.

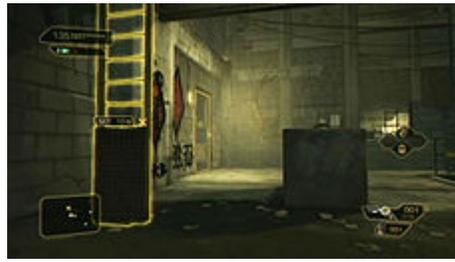


As the nearby guard walks away, proceed along the left wall among the shipping containers. There are cover positions to move between as more guards continue to talk to one another (do any of them even do their job?). Remain in cover and continue along this route and through the cement tubes.

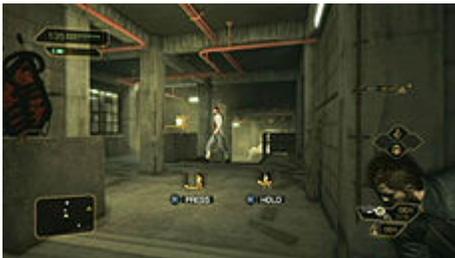


Continue to move slowly towards the opening in the building and spot the weapon cache. Pick up what you can make the room for, especially the Ammo Capacity Upgrade kit that can be applied to one of your lethal weapons. Once you're stocked up, jump up out of this hole into the room above you.

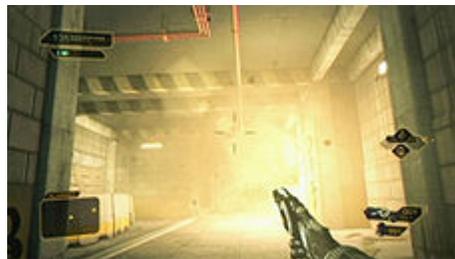
Manhole Cover: I'm aware of the nearby manhole cover but unsure where it leads or if it was really worth pursuing since it was covered with guards. This is an entrance to the next area if you decided to take the sewer path. Since we did not, this manhole cover can be ignored. If you wish to take it, I eliminates the need for stealth above as there are only a few enemies on the way. It brings you up JUST outside the area where the Weapons Cache is but if you use it you only will miss out most of your stealth 'training' on the way in.



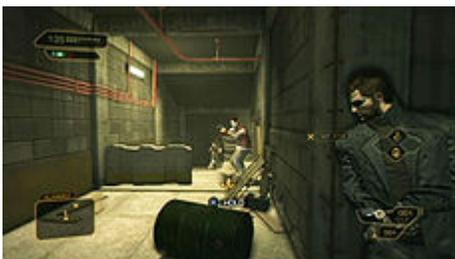
Crouch under the wood panels blocking the door. Keep an eye on the nearby guard positions and make your move to the door pictured above when the coast is clear -- make sure you close the door behind you to reduce any noise you might make. There's one guard patrolling the level you're on now. Once you approach the corner, spot him and wait for his back to be turned before you suppress him.



Ahead of you will be two gang members sitting down on the sofa and watching television. Remain crouched and sneak by them into the elevator shaft. Climb the ladders all the way to the top level with the hallway covered in proximity mines.



To your left are a couple of barrels. Pick one of them up, walk away from the proximity mines, and then toss it into the hallway setting all of them off. Yes, this will alert the guards but they will not walk into your line of sight. Simply remain calm and wait for the alert level to return to normal. (Alternatively you can crouch and walk slowly to disarm the mines manually).



Once the two guards have calmed down, sneak into their little area and suppress the first guard who takes a seat on the couch while the other one steps outside. Suppress the first guard and then turn your attention to the guard outside.



With the last two guards taken care of, make your way to the antenna and shut it down by completing the hacking mini-game. Doing so will net you a "Getting Things Done" reward for 2,500 XP. Soon after Malik will arrive. Rendezvous with the transport to gain 1,000 XP and proceed to your next mission at the FEMA facility.

Extraction 2.0



Once this mission is complete make your way up the stairs to the location where Malik just landed. Hop in the transport and proceed to the next location.

The Transmission

Video Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2011/09/02/deus-ex-human-revolution-walthrough-part-14-the-bull-boss-fight>

Boss Battle: Barrett



Barrett has three core attacks that you need to avoid: Machine gun, grenades, and his melee attack. You can avoid the melee attack by simply staying away from him, keeping yourself at a decent range. Now all you have to do is move from cover to cover along the pillars and cement barricades to make yourself a harder target for Barrett to hit.



Depending on how you've upgraded your character your approach to attacking Barrett will change. If you happened to have picked up a rocket launcher earlier in the game, simply equip that and unload on him until he's dead.



Our approach was a little more subtle than that. Notice how there are a sufficient amount of red barrels and gas canisters in this room? As we were moving around this room and making ourselves a hard target for Barrett to hit, we got in close and shot him once with the stun gun. This renders himself frozen for a few seconds, long enough to grab a red barrel (or gas canister) and fling it at Barrett causing some explosive damage.



There is also a significant amount of ammo and other weapons on top of some crates in some of these side rooms. Utilize all of these strategies we've listed above and Barrett will fall in battle, starting a cut-scene, and rewarding you with The Bull Achievement/Trophy as well as 2,500 XP.

Another easy way is to shoot Barrett in the head 5 times with the sniper rifle. You can pick one up in the F.E.M.A. Facility basement from one of the enemies on the catwalk above when you reach the room with the turret.

READER 1 - I hit him with the stun gun from behind the pillar to your right. Turn around, threw one gas canister at him. Ran down, picked up the first Red container, then the second one. I stunned him again hiding behind the concrete barriers. Then just let loose with the shotgun.

READER 2 - I armed myself with the aug (Flash Suppressant and Chemical Resistance). Armed my EMP grenades. Threw one..moved right behind the pillar..waited..EMP went off I then threw 3 Frag Motion Detectors (from Cloak and Dagger side mission)..hid behind the pillar..while he was hurting from that..threw 2-3 Frag Detonaters and Set them off..he never moved and took a little under 10 seconds. BUT gotta be quick.

Follow the Clues in Highland Park



With Barrett defeated search the room for any remaining ammunition or weapons you can carry (you'll be able to sell off whatever you don't need once you get back to downtown Detroit). Go and meet Malik by using the nearby elevator. Interact with the transport to leave this area and pick up 1,000 XP.

Whispers of Conspiracy

Meet Pritchard in My Office

After you land back at Sarif HQ Pritchard will get on the comm with you, mentioning that he requires an urgent meeting with you. Meet him in Jensen's office to find out what's going on. Once the cut-scene is over, go speak with Sarif in his penthouse.

Video Walkthrough

Meet Sarif in the Penthouse

As you exit the elevator you'll find William Taggart hanging outside of Sarif's office. You'll have a couple of dialog responses. Here's what we picked:

- **Confront:** My memories are none...
- **Question Him:** I'm curious. What is it...



Proceed into Sarif's office and speak with him. Below are our dialog choices that completed the primary and secondary objectives, earned the Boss Man Trophy Achievement, and 2,000 XP. Here's our dialog responses:

- **Refocus:** I want to, believe me...
- **Refocus:** Boss, I think we're getting...
- **Placate:** Boss, I never meant to imply...
- **Placate:** Boss, I'm sorry if you think this is....

If you have the CASIE mod (the social augmentation), you can also use the Alpha pheromone option. You'll threaten to quit because Sarif won't level with you, and his secret keeping is hamstringing your operations. He'll admit to hiring a private investigator to keep tabs on you, and to opening the back door into the network so the investigator could get in.

The Helipad Weapons Stash

There is a weapons stash found on the right hand side of the helipad, down a ladder, and protected by a level 5 security door the code to which is 8053. Alternately the code can be found in Malik's office on her computer if one would like more experience. Her office is on the second floor and has a

level 3 security door. Hack that and her computer to get the code. From there proceed to the weapons stash and enter the code. Inside the room is assorted ammo and possibly a weapon mod.

Meet Malik at the Helipad



After confronting Sarif, speak with him again to cue up the next objective and meet Malik at the helipad. Before we did we spent two of our Praxis points on obtaining the Stealth Enhancer, and one Praxis point to have the Cones of Vision ability. Once you meet Malik at the helipad, speak with her to travel to Hengsha. Warning: If you are in the middle of any side quests, make sure you finish them before traveling to Hengsha. Otherwise they will be cancelled.

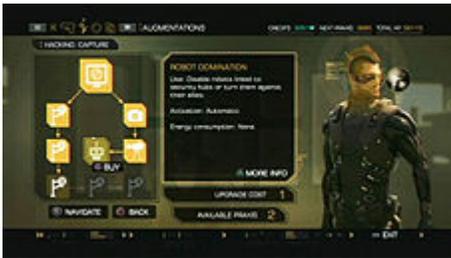
Hunting the Hacker

Video Walkthrough ==

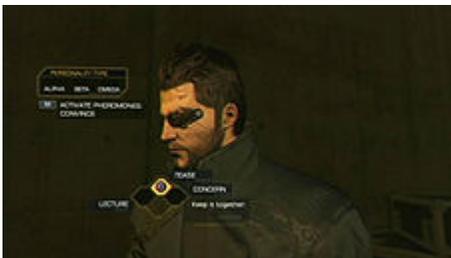
Click this link to see the video

<http://www.ign.com/videos/2011/09/02/deus-ex-human-revolution-walthrough-part-18-the-hacker>

Meet Van Bruggen in the Alice Garden Pods



Before continuing on this quest it's recommended you finish up the Bar Tab side quest for the XP and the chance to pick up a Praxis Kit (assuming you elected to help Jaya). Our current batch of upgrades involves upgrading our Augmentations to move heavy objects, dominate turrets, robot domination, and the ability to hack level 3 terminals.



As you make your way to the Alice Garden Pods you'll run into Malik, starting a brief dialog exchange and the option to obtain the Shanghai Justice side quest. See our side quest page for completing that side quest. Here's our responses to Malik:

- **Tease:** Keep it together.
- **Accept:** Okay. I'll help.



Continue into the pods area and follow the waypoint until you come across van Bruggen's personal pod. Interact with the pod to start a brief conversation with van Bruggen, updating your objective to steal an employee card from a Tym guard that can be found at the Hung Hua Hotel.

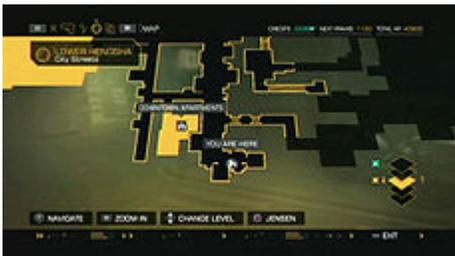
Hunting the Hacker

Video Walkthrough ==

Welcome to Hengsha



Welcome to Hengsha! The moment you step off of your transport you'll have the opportunity to complete the Rotten Business side quest. See our side quests page on completing that quest. There's also a vender, Lin Fu Ren, who runs a shop on the ground level of Hung Hua Hotel. If you have extra weapons or ammo you want to sell off, or if you want to purchase additional weapons and ammo, he's your guy.



On your way to your objective, it's recommended you take a slight detour in Lower Hengsha near the Downtown Apartments (see image above). There is a storage locker you can hack (5377) to pick up 500 credits and some ammunition. Now it's time to stop playing tourist and proceed to the Youzhao District.

Investigate the Penthouse Apartment



As you approach this area you'll find it under heavy guard from local police -- this isn't the way in. Instead, walk down the street towards the Jiu Schichang District sign and spot the security panel along the left wall. Hack this to open up a storage locker to pick up 125 credits, a P.E.P.S. gun, and P.E.P.S. ammunition. Continue down this street and spot the air vent to your left next to some

garbage cans. This is your entry point.

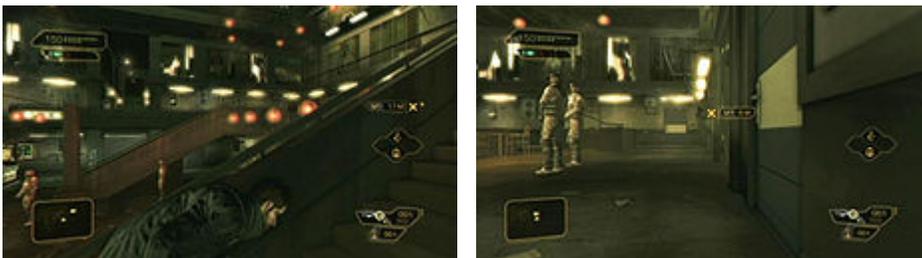
ALTERNATIVE INFILTRATION: After encountering the Belltower blockade, backtrack around the eastern side of the building. You're looking for a ladder up to some scaffolding, which should be on the western side of the street. Follow the upward climb of ladders, AC units, scaffolding, and ramps until you reach the rooftops. You should be near a large billboard. There's a locked door just west of the billboard. Once hacked, you can enter a small sub-area of the building, attached via a ventilation duct to the main complex's elevator shaft.

ALTERNATIVE INFILTRATION: There's a destructible section of wall on the rooftop just north of the billboard (the other side of the billboard from the perspective of the door). If you have the wall-breaking aug, you can bust through the wall to gain entry. This area is patrolled by a lone Belltower guard. Depending on when you arrive, a second guard may be briefing the first on guarding the rooftop. The second guard will leave if you're willing to wait. Either way, you will need to subdue or kill this guard before breaking the wall.

Once in this sub area, open the vent and crawl through. If possible, jump the elevator when it rises (don't worry, you won't be crushed).

Before leaving the elevator shaft, be sure to drop down to the bottom floor. There's a Praxis kit sitting in plain site. You can either jump down (if you have the Icarus aug) or climb down the ladders if you don't.

There's a duct at the very top of the elevator shaft, which can only be reached by elevator surfing or by using a box and the high-jump leg augmentation. Another duct sits one level down, and they both drop you into the hall outside of the penthouse, so getting to the top duct only nets you an extra 100xp traveler bonus.



As you exit the vent, stay crouched, and ascend the staircase when no guards are looking in your direction. At the top of the stair you'll find two guards engaged in a conversation with their backs to the entrance. Remain crouched and move fast behind them (seriously, they won't notice you), and proceed into the building towards the elevator. Activate the elevator control switch to continue up to the penthouse.



There will be two guards on patrol in the hallways outside of the apartment. Your best approach is to

suppress each of these guards silently through either a stun gun or knocking them out. Now continue into the apartment, crouched, and silent. If you upgraded your strength augmentation you could have move the nearby vending machines out of the air to reveal a vent. Crawling through this vent will lead you directly into the apartment undetected.



There are three guards stationed here while two of them are more interested in the scenic view than the goings-on in the apartment. That leaves you with having to keep an eye on the guard doing the kitchen patrol. Wait for him to take in the scenic view before continuing through the rubble into the office, being mindful of the other guard on patrol who is also staring out the window. Hop over the rubble to enter the office and pick up the nuke virus software and stop worm software (2) on the desk. You'll have to successfully hack the computer (use some of the software you picked up a moment ago to slow down the intrusion detector) to complete this objective. Once done, read through the emails to update your objectives.



Backtrack out of the apartment the way you came in and if necessary, take out the guards. Take the elevator back down to the ground level of the apartment complex. As you exit the elevator you'll have a staircase directly in front of you. Ascend these stairs to reach the rooftop -- your exit out of here.



Once you get to the rooftop move to your left and use the electric generators for cover from the guards patrolling this area. Continue down the ramshackle ramp, towards the edge of this rooftop, and then hop on top of air conditioners on your way down to street level. Now make your way to the Hive Nightclub by using your map.

Get Inside the Hive Nightclub



If you don't want to pay the 1,000 credits to get into the nightclub there's an air vent with your name on it.

You can also obtain platinum membership card to live on same floor in brothel as prostitute giving you side quests, by hacking into room, hack 3, on very right side of the hallway. There is a hive bouncer with prostitute in bathroom, sneak into living room, card is on table.

To the left of the nightclub is an alleyway. Continue down this alleyway and spot the large dumpster. Hop on top of the dumpster, move the boxes out of the way, and enter the vent that will lead you to the men's restroom inside the nightclub.



Now that you're inside the club, go and speak to the bartender Bobby Bao. You can purchase a couple of cocktails from Bao that can help to temporarily increase your health (good to hang onto for later), but to keep the quest moving you should ask him about Tong. He'll direct you upstairs to speak to the manager of the club.



This manager is a tricky interview but we managed to figure out how to get the information we needed. Here's our dialog responses:

- **Insist:** You've obviously got no idea...
- **Advise:** I've got backup and support...
- **Advise:** All I need from van Bruggen is...

In the PC version this will get you into seeing Tong instead of sending you to the bar to talk to Bobby Bao first. The side quest will still be available too if you are interested in starting it now. Just talk to Bobby Bao.

At this point the manager told us to go spend some credits at the bar so we went downstairs to speak with the bartender Bobby Bao, opening up the Bar Tab side quest (see our side quest page). Now we're capable of going back up to the manager to find out about Tong. Here's our dialog choices that finally netted us an appoint with Tong and the Darker Shades Achievement/Trophy along with 1,750 XP:

- **Pinpoint:** You expect me to fall for that?
- **Insist:** Something tells me...
- **Advise:** All I need from van Bruggen is...

Meet with Tong in His Office



Proceed down the stairs and through the door that is marked on your HUD. Continue down the hallway, past the guards, and into Tong's office. Guess who? After this short bit of dialog your objectives will be updated and you'll have earned 1,000 XP. Now make your way out of the club. If you haven't accepted the Bar Tab side quest yet, you'll be directed to the bartender Bobby Bao to accept it before you leave the club.

Video Walkthrough

Meet Van Bruggen in the Alice Garden Pods



Before continuing on this quest it's recommended you finish up the Bar Tab side quest for the XP and the chance to pick up a Praxis Kit (assuming you elected to help Jaya). Our current batch of upgrades involves upgrading our Augmentations to move heavy objects, dominate turrets, robot domination, and the ability to hack level 3 terminals.



As you make your way to the Alice Garden Pods you'll run into Malik, starting a brief dialog exchange and the option to obtain the Shanghai Justice side quest. See our side quest page for completing that side quest. Here's our responses to Malik:

- **Tease:** Keep it together.
- **Accept:** Okay. I'll help.



Continue into the pods area and follow the waypoint until you come across van Bruggen's personal pod. Interact with the pod to start a brief conversation with van Bruggen, updating your objective to steal an employee card from a Tym guard that can be found at the Hung Hua Hotel.

Gaining Access to Tai Yong Medical

Video Walkthrough

Click this link to see the video

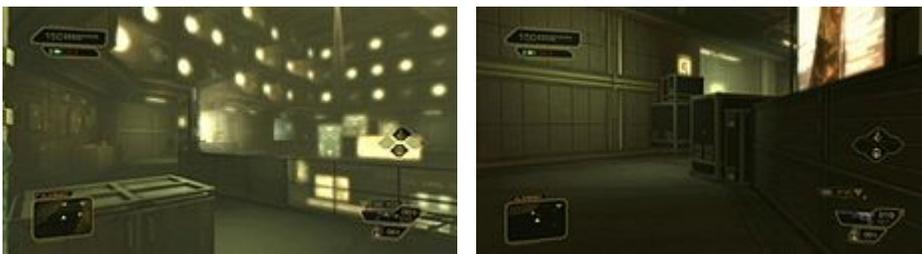
<http://www.ign.com/videos/2011/09/02/deus-ex-human-revolution-walthrough-part-19-sarifs-side-quest>

Escape the Alice Garden Pods Ambush



After the cut-scene you'll be in a position to hand over a 10mm pistol to Van Bruggen (if you have it in your inventory) or decline to give him a weapon. If you give him a weapon it will be gone from your inventory -- so if you want to keep your upgraded pistol, you're going to have to let Van Bruggen go it alone. For us, we didn't want to loose our upgraded pistol so we left Van Bruggen to his fate. Now it's time to escape the Alice Garden Pods in one piece.

If you give Van Bruggen a weapon (and you can give him a machine pistol if you have one in your inventory), he will survive the attack and reward you with 2,000 credits once you're in the Dragon's Lair. Van Bruggen's survival will also be discussed on a terminal in Dragon's Lair. Tong's dialogue in Hengsha the second time will change based on your decision here.



The first step in escaping this area is to make your way to the ground floor. This can be accomplished through brute force or by sneaking past a majority of the guards while suppressing a few others. Here's our route: Take cover by the boxes outside of the pod room where you spoke to Van Bruggen and spot the guard patrols in front of Pod 5 to your left.



Wait for them to walk into that pod area and continue towards Pod 5. Suppress the two guards on patrols in this pod room and then make your way out the back door and down the stairs to the ground floor.



Continue down these stairs silently as to not bring attention to yourself from the other guards patrolling the lower pods. Once you get to the lower area, get in cover and analyze the guard patrol patterns.



Continue to move up to the edge of the entryway, remaining in cover, and giving you a better vantage point for the guard patrols. To the left, just outside of the hallway, is a stack of hard shell black containers and a cardboard box; make these your next cover position when the timing of the guard patrols allows it.



From this cover position you should have a cardboard box to your left. Grab this and use this as a mobile cover device, dropping it back on the ground and taking cover behind it when guards start to patrol near you. Continue this tactic as you make your way to the nearby exit (marked on your GPS) and continue down the stairs.



Continue down the hallway to the locker room doors and sneak into this room. There is one guard and a security camera that you have to be mindful of, but other than that it's fairly simple to sneak past both of them and into the hallway. Continue down the hallway to the ladies' room and remove the box next to the furthest toilet stall. This will reveal an air vent for you to crawl through.



As you exit from the vent you'll see a turret along with two guards keeping close tabs on this room -- except they're all facing away from you making it very easy to sneak behind them undetected. Continue through the showers until you come across another shower area with an electrically charged floor.



As you enter the room look to your right to see a pile of boxes. Move most of these out of the way and toss a single box at the nearby proximity mines (three of them) just ahead of you -- don't worry, it won't alert any guards. With the area cleared of mines, continue through the rest of the shower room while avoiding other electrically charged areas on the floor.



Continue towards the entrance to the laundry room. Sneak forward and take cover by the yellow laundry hamper to give you a vantage point on the guard patrols. Once one of the guards comes close to this location, wait for them to turn around, and then suppress each of them. Continue through the remainder of the laundry room.



As you approach the long hallway that leads to the exit you'll have two more guards to contend with, one wielding a heavy machine gun. Stay in cover and observe their movements while waiting for them to split up. This will allow you to concentrate a ranged attack on the heavy soldier. Once the other goon is distracted by the sight of his comrade on the ground, take him out, and then make your way to the exit.

Go to TYM Via the Employee Shuttle



As you walk out of the door, proceed up the nearby stairs to avoid the police road block, and make your way to Tai Young Medical Shuttle, next to the L.I.M.B. Clinic on your map. Speaking of L.I.M.B., we purchased a new Praxis Kit and obtained the Recharge Rate Upgrade 1 and 2 abilities. Take this time to complete any outstanding side quests because once you board the employee shuttle, you will never have a chance to finish these quests. When you're ready, board the shuttle to Tai Young Medical.

Searching for Proof

Video Walkthrough

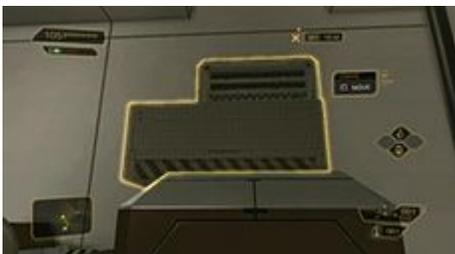
Click this link to see the video

<http://www.ign.com/videos/2011/09/02/deus-ex-human-revolution-walthrough-part-23-the-medical-facility-pt-2>

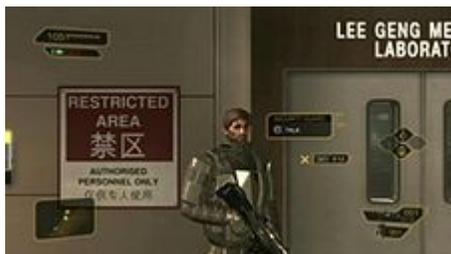
Find and View Van Bruggen's Recording



As you exit from the elevator make sure you holster your weapon so you don't draw unneeded attention to yourself. Follow the walkway along the perimeter (follow the line on the ground) until you come to a storage room across from a door labeled restrictive area.



Next to the red crates are some containers and two small boxes that are blocking an air vent. Remove these boxes and jump on top of the crates, make your way into the air vent, and follow it through into the nearby lab.



Exit from the vent and stay crouched. On the small table next to the silver helmets is an Access Card. Backtrack out of this area through the vent. Now you can approach the guard at the entrance to the laboratory and present to him this access card for easy entry into the facility.



At this point you can freely move about the lab as long as you keep your distance from the guards and keep your weapon holstered. This is a good time for you to pick up any loot in the area, including a Praxis Kit in a desk drawer in one of the medical offices upstairs (pictured above). At this point we maxed out our Energy Level Augmentations for our character.



Continue to move through the rest of the upstairs area of the lab and make your way to the Data Core room. You can still move freely through this area until you eventually want to gain entry to the Data Core room itself. If you have the Pheromone Augmentation you'll be able to sweet talk your way past the guard into this area. Otherwise, you're going to have to be sneaky.



Nearby you'll see a laser field that is occasionally patrolled by a single guard. Next to this field is a console that is easy to hack, allowing you to disable the laser field. Once it's down, sneak up behind this guard and suppress him. Continue down the walkway and get into cover. Use a ranged weapon, like a tranquilizer rifle or silent sniper rifle to take out the guard on patrol at the far end of this walkway without alerting anyone nearby.



Halfway down the walkway is a set of stairs that leads to the Data Core room, patrolled by a single guard. Suppress this guard to obtain the Pocket Secretary on his body that contains the code for entering the Data Core room (0703). Enter this code at the door to enter this room.



As you enter this room you'll see it is guarded by a number of lasers that have an obvious scanning pattern. Hiding behind boxes or walls will keep you hidden from these lasers. Move from cover to cover while avoiding detection and make your way for a small room guarded by two lasers, one of which has a power fluctuation -- time it so you crawl under the solid laser into this room.



Move the box out of the way to reveal an air vent. Follow the vent that leads to a small security office. Quietly suppress the guards, starting with the guard nearest you in the chair. Successfully hack the Security Hub at the guard's desk -- if you upgraded your hacking ability earlier, you'll be able to have the patrol robot eliminate any remaining guards in this area.



There's also a dedicated terminal in this room that if you can successfully hack it, will allow you to turn off the remaining security lasers giving you a clear path to the Data Core room; be sure to avoid detection from the camera. Walking in this room will start a cut-scene after which your objective will be updated to confront Zhao in the Penthouse, continued in the next chapter of this guide.

Entering the Dragon's Lair

Video Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2011/09/02/deus-ex-human-revolution-walthrough-part-25-boss-the-cubes>

Open the Hanger Bay Doors



After you exit from the elevator you'll see that two giant mechs are starting to boot up and getting ready to patrol the hanger bay. The moment you walk through the door, continue running along the right side, and jump over the railing down to the hanger bay. Get as close as you can to the stairwell before you have to take cover from the nearby mech.



Once the mech's patrol continues, make your way up the stairwell to the hanger control room. Continue out of the room and across the catwalk to the adjacent office. There is a security hub terminal on the desk that can be either hacked or accessed by using the password "QILIN." This will give you access to disable the mechs below.



If you don't have the hacking skills necessary for this route, outright combat will have to be your approach. On the lower level by a couple of crates is a rocket launcher. This weapon or some EMP grenades will be your best approach to taking out the mechs. Either approach, once the area is clear, proceed back to the first control room and open the hanger bays by pressing the control switch itself.

Go to the Chopper and Extract



With the hanger bay doors now open, Malik will land. Simply make your way over to her vehicle and take a ride to Montreal.

Montreal

Video Walkthrough Part 1

Click this link to see the video

<http://www.ign.com/videos/2011/09/02/deus-ex-human-revolution-walthrough-part-28-getting-out>

Confronting Eliza Cassan

Video Walkthrough

- Edit: Before you go to Room 404 be sure to go down into the office cubicles and thoroughly loot the desks, in one of the center desks you will find a **Praxis Kit**. As long as you do this before you trigger the cut scene you won't have to worry about the guards.

Go to Room 404

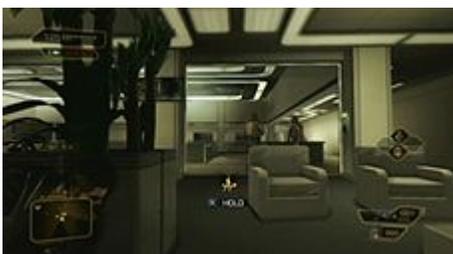


Before this mission really got underway we purchased the Cybernetic Leg Prosthesis Augmentation. Your first objective is to make your way to Room 404. This is fairly simple because no one is in the office. Once you reach Room 404 a cut-scene will play and the trap has been sprung.

Escape the Ambush by Reaching a Lower Floor



Leave Room 404 and take a slight right down the hallway. At the end of the hall is a photocopier. Assuming you have the strength Augmentation to lift it, pick it up, and carry it into the nearby office near the filing cabinet below the air vent. Jump on top of the copier, open the vent, and crawl inside. Proceed up the vent shaft.



Sneak out of the vent shaft and take cover by the planter box in order to observe the guard's movements. Time your movement to the left while remaining in cover behind the cubicle walls to the

guard's line of sight -- when they're looking away move between the cubicles with a roll.



Make your way down the staircase while staying in cover. Wait for the guard to turn around on his patrol and then return to cover -- you won't make it to the hallway before he spots you. Once he turns his back again, continue into the hallway and enter the men's restroom just ahead of you.



Open the middle bathroom stall to reveal a Rate of Fire Weapon Upgrade Kit. At the far end of the restroom is an air vent. Climb inside it and follow it through to the next room.

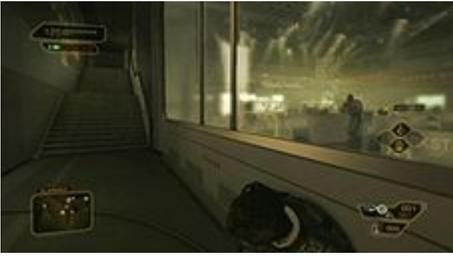


Silently move out of the vent and take cover behind the nearest sofa. As the guards continue their patrols make your move towards the elevator as their backs are turned. Enter the elevator.

Get to the Funicular



Your objective now is to ride a Funicular down to the sub-basement level. To get there you're going to need to descend some stairs. As you exit from the elevator, move through the office and follow the signs for "PICUS tv broadcast" into the hallway.



Take cover at the edge of the hall to spot the guard patrols. When their backs are turned, enter the supply closet across the hall from you and then exit to the next hallway section. Continue forward until you come across the entrance to the television studio to your right. Sneak up to the bottom of the window next to the staircase. When the guards are not looking, move towards the desk labeled Workstation 01.



From this cover position you can move from cover to cover when the guards are furthest away from you. Continue to move silently along the perimeter behind the sound stage. Continue to use cover from the black supply crates and be wary of the guard near the lighted entrance up ahead.



Continue to creep closer and when he turns his back on patrol, sneak past him to the doorway. You'll have to quickly hack this Security Rating 1 door before you're detected. If necessary, wait for the heavy guard to turn his back because you will be seen hacking this door. Once hacked, proceed down the stairs.

Summon the Funicular



Now that you've made it to this lower level it's time to make your way to the Funicular proper.

Suppress the two guards at the bottom of the stairs and continue forward. If you're like us and recently purchased the Reflex Booster to take down multiple opponents, these guards are no problem at all.



Take the time to loot these rooms for supplies and then make your way to the Funicular where you'll see two guards as well as an automated turret. Suppress the guards and then sneak behind the turret using cover -- don't destroy it because you can use it for the upcoming objective by hacking the Security Hub computer behind the turret.

Wait for the Funicular



Before you activate the Funicular take the time to get the room ready for a battle. Alternatively, if you purchased the Strength Augmentation earlier in the game, you can pick up the nearby vending machines and place them at the entrances, and pick up the boxes and place them at the door to prevent any enemies from coming in. This way you can finish this part without fighting a single enemy, and get stealth bonus as long as you can get on the lift without being seen by the guards trapped outside.



Assuming you took our advice and didn't destroy the turret, you can have it set to attack any enemies that enter the room allowing you to stay in cover or work in a support role to take out other enemies in the room. Either way, once the battle is over don't forget to loot the bodies for credits and ammunition before you ride the Funicular down to the sub-basement.

Use the Funicular to Descend to the Sub-Basement



This is a minor objective. Once you're done looting bodies go into the Funicular and press the button to send it down to the sub-basement. Now it's time to go looking for Room 802-11.

Get Inside Room 802-11



There are two guards on patrol at the end of the hall but you need to at least get past the security. Here's how we did it: Destroy the nearby security camera in this room to draw the attention of the guards. As they enter, suppress them. Hack the control panel for the security lasers so you can proceed down this hallway or move one of the security guards bodies near the doorway to disable the laser field.

Edit Note: It is possible to slip by the guards as they walk through the laser field if your cloaking ability is fully upgraded. There is also a possibility of getting through a weakened wall in the room with the camera. It is across the room from the camera.



Continue down the hallway and look to the left of the giant hand statue for an air vent. Move the boxes out of the way and crawl through this vent. Use this vent position as an area to suppress a number of the guards on patrol below you. Once a few of them have been taken out, drop down to the floor below.

Edit Note: There is as always the stealth option. It is possible to open the vent without being seen. Then it is simple enough to stealth over to the stairs, as long as your invisible of course. Thus no robot is activated at all. Once upstairs suppress the two guards, access the security hub, and take out the cameras then it is a matter of merely stalking and waiting to take out the rest of the guards in the area. Giving you freedom to explore the area afterwards before moving on.



Make your way silently up the stairs avoiding the nearby robot on patrol. Consult your map and make your way to the room marked above. Hack the Security Hub to take control of the patrol robot (assuming you got this upgraded earlier in the game) and have it kill the remaining guards on the floor. This will give you a clear path to the doorway.



Careful as you enter the stairwell because there are EMP mines on the wall that will disrupt your Augmentations for a little bit. Tossing an object into the stairwell will set off these mines allowing you to continue to the ground floor which is patrolled by a heavy soldier and another security bot.



We took out the security robot with one of the EMP grenades we got from earlier in the level and the explosion damage the nearby soldier enough for us to suppress him without much trouble.



With those two enemies out of the way feel free to move to the office to your right and pick up some items off of the desks like credits CyberBoost Proenergy Bars. Careful if you move towards the Data Processing Area because the office nearest the 802-11 room is patrolled by two cloaked soldiers. Continue to make your way to the entrance to room 802-11 by either crawling through the vent that is adjacent to the security door or simply hack the door if you have the ability to hack level 3 terminals. Once you enter the room a cut-scene will play.

Video Walkthrough

Defeat the Mercenary Leader Mantis



There are a variety of ways to defeat this boss depending on the Augmentations you have invested in up to this point. Beyond your abilities there are a variety of different weapons in lockers along the edges of this room: Shotguns, machineguns, ammunition, grenades, etc. -- there are many tools to use against here.



One of the most effective is luring her near one of the power generators. As she nears it or runs by it, shoot the generator to send out a bolt of electricity, stunning her. This will hurt you as well so it's best you're not standing in water when you want to perform this attack.



She has two main attacks, an exploding charge attack that deals some decent area of effect damage and her automatic weapon. Don't try and melee attack her; she'll just swat you away. She also has a cloak that makes it difficult to determine where she is located. Look for two things: her footsteps in the water and if you happen to upgrade your eye Augmentation, it will allow you to find cloaked enemies.

An alternative is to stun her once, then use the Augmentation to place a marker on her. this way you can see the marker the whole fight and prepare some mines or grenades for her path.



Your goals in either regard would be to first stun her in some capacity with either a stun gun, EMP grenade, frag grenade, or an electric charge. When she's stunned continue to attack her with any weapons you have at your disposal. The P.E.P.S. is has one of the strongest stuns on this boss. Even if she isn't stunned you should still be running and shooting at her, taking care to avoid her charge attack and weapon fire. Once she has been defeated, don't forget to loot her body for credits.

Go to the Chopper and Extract



With another boss defeated and more questions than answers coming Jensen's way, it's time to rendezvous with Malik and take the transport back to Detroit. Proceed down the designated hallway and interact with the transport to get moving.

Detroit 2

Detroit has changed since the last time you were in town. When you first arrive on the helipad, look around for a breakable wall where you can find a vent in the corner. The vent leads to a small area where you can climb down and get some credits.

Any storage lockers left unopened your first time here are still hackable. The only thing that will change is that, due to the riots, the main roads have been closed and you will have to rely on moving around through the alleyways and sewer system

Video Walkthrough Part 1

Click this link to see the video

<http://www.ign.com/videos/2011/09/02/deus-ex-human-revolution-walkthrough-part-36-the-tongs>

Confronting Sarif

Video Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2011/09/02/deus-ex-human-revolution-walthrough-part-30-war-torn-detroit>

Meet Sarif in My Apartment



Our first order of business before meeting Sarif was to purchase the Icarus Landing System Augmentation and we recommend you do the same. This objective is fairly simple: Make your way into your apartment building and speak with Sarif. Once the cut-scene is complete, so is this mission.

Finding Isaias Sandoval

Video Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2011/09/02/deus-ex-human-revolution-walkthrough-part-33-the-last-straw>

Go to the Convention Center and Obtain Sandoval's Location From Taggart



On our way to the Convention Center we stopped by the L.I.M.B. clinic to purchase a Praxis Kit, which we then used to upgrade to Carrying Capacity 2 allowing us to carry more items. Proceed to follow the waypoints into the Convention Center



Once you're inside the Convention Center, continue to follow the waypoints up the escalator and into the main area where Taggart is giving his televised speech.



Once you enter the hall you'll be thrust into a dialog confrontation with William Taggart. It's not overly complicated, but if you don't get it right you'll be left on your own to track down Sandoval. Here's our response choices that will help you get the information you need, 1,000 XP, and the Throwdown Achievement/Trophy.

- **Discredit:** You got a lot of nerve to accuse me...

- **Redirect:** What's really important is...
- **Discredit:** I don't have to make you...
- **Discredit:** You chose to be responsible for everyone...



With the confrontation concluded, make your way backstage to Taggart's dressing room and speak to him one more time. He'll give you the directions to Sandoval's apartment, netting you another 1,000 XP. Leave the Convention Center and head to the apartment that is marked on your map.

Get Inside Sandoval's Apartment



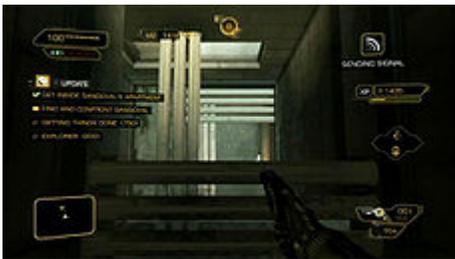
On your way to the apartment you'll have a chance to complete the Smash the State side quest. For more information, see our Side Quests page. This is also an opportune time to upgrade your Augmentations. For us, we upgraded our Hacking ability to Capture 4 and Capture 5. Continue to the apartment.



Approach the apartment through the back entrance in the alleyway by climbing the ladder up to the fire escape stairs, and then climb these stairs to the open entrance. Proceed down the stairs, silently, until you come across the two guards. Wait for their conversation to finish allowing them to walk away from their position. Continue down the stairs and suppress them with a double-takedown or by other means depending on your character-type.

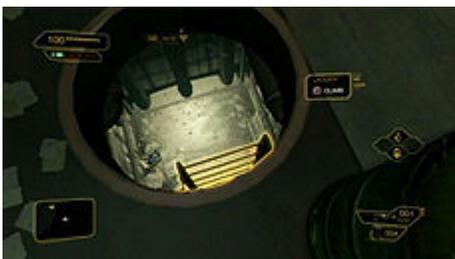


As you approach the apartment you'll see a body on the floor with a Praxis Kit. As you pick it up you'll be attacked by Zeke Sanders (depending on if you left him alive earlier in the game like we did). Suppress him by any means and then make your way into the bathroom.



Inside the bathroom are a stack of boxes. Move these out of the way to reveal the switch to the secret passage to a staircase. Your alternate option is if you have the ability to punch through walls is to punch through the highlighted wall that will allow you to drop down to the room below.

Find and Confront Sandoval



Suppress the two guards in this room and then drop down the manhole to the sewers below. There are a few guards on patrol in this area that you'll have to suppress because of their proximity to Sandoval's office.



Use the vents that lead between the walls to strike quickly and silently. Once that's complete, successfully hack the terminal (8218) to bring down the laser field. You can always move a body closer to the laser field to disable it as well.



Once you enter the outer area to the sewer you'll see (and hear) the proximity mines attached to the bridges. Toss a barrel at these mines to destroy them and then make your way into Sandoval's office.



This conversation with Sandoval can be a little tricky but we managed to figure out how to keep him from shooting himself. Here's our dialog response choices that will net you 1,000 XP and The Last Straw Achievement/Trophy.

Edit Note: This sequence did not work for me, he shot himself.

- **Tough Love:** So that's your plan?
- **Tough Love:** Your reputation is shot...
- **Empathize:** We all have problems...

Meet Malik on the Roof of My Apartment Building



Proceed back to your apartment and make your way to the rooftop to meet with Malik so you'll take a ride to Sarif's Penthouse. Keep in mind, once you do this, any incomplete side quests will be cancelled. As well as your chance to pick up more Praxis Kits from the local L.I.M.B. clinic. For us, we upgraded our Augmentations to have Carrying Capacity 3 and Run Silently.

Cashing in Old Favors

Video Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2011/09/02/deus-ex-human-revolution-walkthrough-part-33-the-last-straw>

Meet Sarif in the Penthouse



After you land at Sarif Industries make your way up to Sarif's penthouse. Once there a cut-scene will take place.

Meet Malik at the Helipad



Now that the cut-scene is over, make your way to Malik's location at the helipad and head back to Hengsha.

Hengsha 2

Video Walkthrough Part 1

Click this link to see the video

<http://www.ign.com/videos/2011/09/02/deus-ex-human-revolution-walkthrough-part-40-boss-the-snake>

Find Vasili Sevchenko's GPL Device

Video Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2011/09/02/deus-ex-human-revolution-walkthrough-part-37-saving-the-doctors>

Escape the Construction Site



After the hard landing you'll be thrust into battle and be faced with a hard decision: Sneak past the troops while they're occupied by the downed aircraft, or take all of them out before they destroy the transport along with Malik. If you've been playing non-violent up to this point in the game, this might be hard to pull off in time. So if you want to save Malik, you'll have to bust out your entire arsenal to beat back the enemy troops in time.



To defeat the ambush you should start off by equipping your most powerful weapon. For us it was our revolver that has been upgraded with explosive rounds -- essentially a one hit kill for each of the goons in this area. The other thing to take advantage of are the numerous red fuel barrels that these soldiers love getting in cover behind.



Continue to move through the area, concentrating your fire on the heavies who are firing the most on Malik's ship. Sweep under the platforms and up the stairs, tracing back the bullet fire back to the

soldier's location, and paying attention to your radar to find any of the stragglers. When the mech arrives toss an EMP grenade at it to destroy it. Once you defeat the last soldier Malik will fly away to safety. Now take the time to loot every body laying about the construction yard before you move on to the elevator up to the streets of Hengsha.

For extra XP, from the starting point, look to your left and you will see an area that lead down. It goes no where but if you have the EMP shielding (under the Dermal Armor Aug, at least level 2), you can walk through the electrified water and into a pipe on your left for a FRAG and EMP grenade and Pathfinder 400xp.

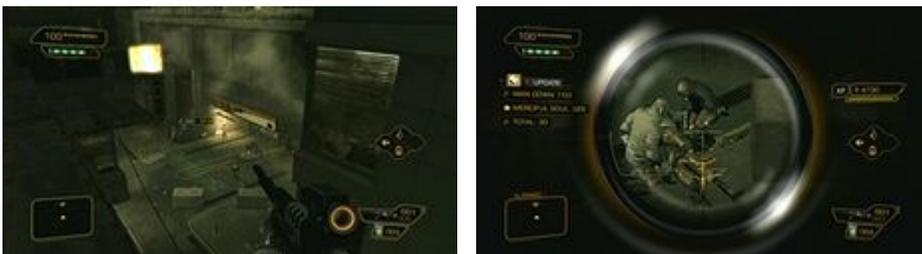
Secondary: Get a New Biochip at the LIMB Clinic



This is a purely optional quest. Still getting those electric headaches? Well, if you haven't been hacking computers you would have no idea what the implications are with upgrading your chip. It's recommended you DO NOT get this upgrade because if you do, it will make a boss fight later in the game that much more difficult. If you do take the upgrade, make sure you start taking the time now to start upgrading a weapon of your choice.

Find Vasili Sevhenko's GPL Device

Note: It's recommended you have a proficiency in hacking turrets and the ability to lift heavy objects for this chapter.



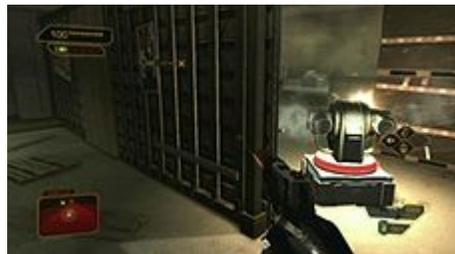
There are a variety of routes into Harvester Territory, but the best one we found was using an adjacent rooftop that gives you a great view of the guards (the same rooftop where you may have picked up the Corporate Warfare Achievement/Trophy earlier during that side quest). Our approach was to use this rooftop as a staging ground, shooting tranquilizer darts at the guards below, using a gas grenade to stun the others, and then suppress any remaining troops through melee combat. Once the guards have been taken out, hack the nearby level 1 security door, and proceed inside.



As you enter the hallway there is a single door to your right that leads to a parking garage. Continue down this ramp and immediately go into cover by the cement blocks -- this will block you from the turrets line of sight. Continue to move from cover to cover until your map your way into the office with the sleeping guard. -- Upgraded to Recoil Compensation 1



Knock out the sleeping guard, hack the security hub on the desk, and switch the turret's recognition to that of enemies. Walk over to the turrets location, pick it up, and carry it half-way down the parking ramp until you come in range of enemy soldiers. Put the turret down and go into cover by the car. Stay here and let the turret defeat the nearby enemies before continuing down to the next level with the turret.



Again, place the turret on the parking ramp and have it take out the guards below, repeating your pattern from earlier. Continue with it to the next room, placing it just after the wall so it's blocking the entryway and stay in cover while it eliminates any enemy resistance.



Now that all of the enemies have been dealt with, take the time to loot the bodies and hack terminals to gain XP and items. Once you've cleaned the place out, proceed to the doorway marked on your HUD to start a cut-scene. After the cut-scene is complete, make sure you pick up the large laser rifle next to the desk before walking out of this room to start the next mission.

Dealing with the Tongs

This mission is available only if you pre-ordered the game from EBGames (or Gamestop) as part of the Explosive Missions Pack.

Mission Trigger

You will be tasked with this mission if you have the DLC activated (you cannot skip it) once you locate Dr. Sevchenko's GPL in the Harvester Base (note - Dr. Sevchenko is unrelated to Sev in Killzone 2 and Killzone 3).

Locate your Harvester contact

The Harvester contact is in the Old Noodle Factory. The entrance of which is in the large sewer channel next to the door of the Alice Garden Pods (in the same district with the Hotel Hung Hua, The Hive nightclub and LIMB Clinic).

The contact will give you a strange Quest Item which you give to Tong's son when you meet him.

The Sewer

The sewers will be a small area before you reach the Old Noodle Factory proper. There are a few BT operatives who patrol this area, but they may all be taken down non-lethally.

The Lasers

The lasers can be disabled by a security panel found past two crawlspace/tunnels (patrolled by one BT operative).

The Gas

The gas valve is found behind two heavy boxes on the side of the tunnel. Remember that Lift Heavy Objects costs 1 PP. The Re-Breather augment costs 2 PP.

Sewer Security Hub

A lone BT operative will face a door that has the security hub to turn off the cameras in the sewer. If you are not concerned about the Pacifist achievement/trophy, you may use Wall Punch (1 PP) to break the wall into the security hub room, snap the BT doofus' little neck and trample his corpse underfoot before hacking the cameras.

The Noodle Factory

The noodle factory has six BT soldiers -- five of whom are in the large room, and the sixth in a room with the security hub overseeing the three cameras watching the prison cells.

Takedown the BT enemy on the catwalk in the large room. If you have a tranquilizer rifle, you may down the remaining enemies as well. The catwalk however, has a ventilation shaft that leads to the prison's security hub and the sixth BT soldier. Handle the situation and locate your rescue package in the prison cells.

Speak with Tracer

Tong's son from Deus Ex Conspiracy and Deus Ex Invisible War will be in the center holding cell. Give him the Strange Device the Harvester contact gave you and he will escape himself. Leave this map and head back to Tong Si Hung to finalize the mission.

Finalize with Tong Si Hung

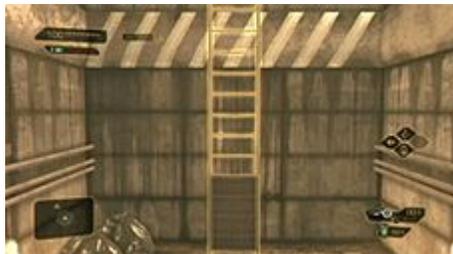
Escape the sewers and head back to the Harvester Base to speak with Tong Si Hung. If you have not taken up the Laser Rifle, it would be handy to do (for the final boss).

As part of the Explosive Missions Pack content, Tong will offer you the Grenade Launcher, which may be handy against the next boss, Jaron Namir.

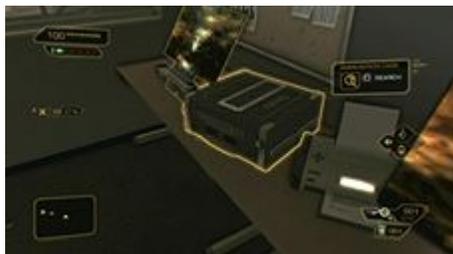
Stowing Away

Note: It's recommended you have a proficiency in hacking turrets and the ability to lift heavy objects for this chapter.

Get Inside Belltower's Port



After your meeting with Mr. Tong, proceed through the sewers to the Port. You won't encounter any resistance here so just make your way through here, use the ladder, and lift up the manhole cover to pop out at the Port.



Proceed to the control booth to the left of the gated entrance. There are a number of things to handle inside this room: Hack the security hub to turn off security cameras, change the robots priority to kill enemies, and open any locked doors. Also be sure to pull the lever to disable the electric rooftops of the buildings.

Retrieve Tong's Package From the Shed



As you leave this booth, cautiously walk through the gate in case the security bot hasn't killed every guard just yet. If you can, enter the shack with the large "3" on it next to the gate and hack the security level 3 hub in order to gain access to the turrets in the facility, switching their priority to enemies.



With much of the security systems turning on all of the guards in this facility it should be fairly easy for you to make your way to the building marked with a number '2' and labelled 'shipping.' Enter the small office, look inside the locker, and pick up the package.

Place the C4 on Administrator Wang's Desk



Proceed back outside and make your way along the left side of the large building with the glowing "XNG" letters. Sneak past the camera, climb the ladder up to the building's walkway, and take out the sniper. Hack the nearby keypad (security rating 3) to gain access to the office. Sneak through the hallways and make your way to the warehouse walkway.



There are a large number of guards in patrol in this warehouse and instead of sneaking by them, we elected to draw them to us. By getting the attention of one guard and then holding our ground from a hallway doorway we continued to use your taser pistol to knock out any guard that came to investigate the noise. You may also want to eliminate the sniper who is stationed on the walkway on the other side of the warehouse.



With the guards suppressed it's time to turn your attention to the mech that was just air dropped into the middle of the warhouse. If you have an EMP grenade you can toss it at the feet of the mech to

destroy it. Otherwise, you're going to have to sneak between the crates on the ground floor to avoid detection as you make your way to the opposite side of the warehouse.



Proceed into the the small office on the lower level. Hack the computer terminal in this room to have the turrets change their focus to enemies, eliminating the last of the enemy soldiers in this area.



Make your way up the stairs and to the small office. Place the package at the marked location on the table. If you say 'Yes' you will be leaving Hengsha for good, so if there are any outstanding tasks that you need to complete, make sure you take care of them first (granted, you'll have to backtrack quite far).

Singapore

Video Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2011/09/02/deus-ex-human-revolution-walkthrough-part-40-boss-the-snake>

Rescuing Megan and Her Team

Click this link to see the video

<http://www.ign.com/videos/2011/09/02/deus-ex-human-revolution-walthrough-part-41-the-rocket>

Note: It's recommended you have a proficiency in hacking turrets, at least the ability to hack level 4 terminals, and the ability to lift heavy objects at this point in the game.

Search for Signs of Megan's Team



After waking up from a long sleep it's time to rescue some old friends. While it's listed as a secondary objective, disabling the Signal Jammer can be imperative to your success for the rest of this mission therefore it's highly recommended you complete that aspect of this mission before searching for the rest of Megan's team.

Secondary: Disable the Signal Jammer

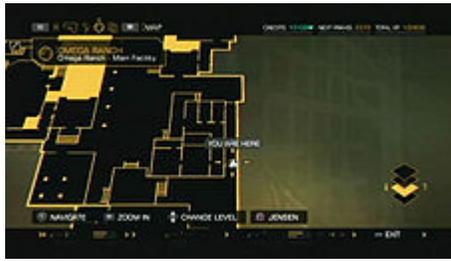


Open the door to exit this storage room and sneak up to the ledge, taking cover by the short wall. Wait for the two guards to finish their conversation so they'll start on their patrol route -- if you try and move while they're talking you'll be spotted. Start to move north along the walkway, moving parallel with the guard walking in this direction.

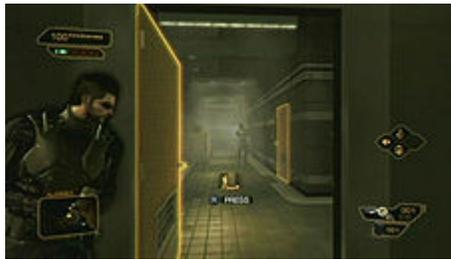


Wait for him to stop on his patrol with his back to you and use your stun pistol to knock him out.

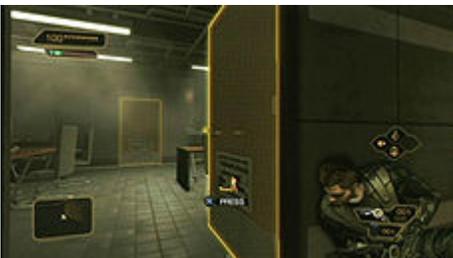
Backtrack towards the location to the other guard who at this point should be inside the storage room (your starting location). Suppress this guard and get the Pocket Secretary from his body that contains the barracks dorm code: 1385. Head back to the location of where you suppressed the first guard.



Sneak amongst the crates and proceed behind the forklift towards the mesh fence. There is a small hole in this fence that is blocked by a dumpster. Push it out of the way (requiring the strength Augmentation that you really should have at this point if you've been following our guide) to gain access to this alleyway.



Continue down to the end of the alley. Stack the boxes in order to get up to the window, open it, and crawl inside the facility. Take cover by the doorway, open the door, and observe the guard on patrol. Chances are when you open the door it will attract the guard's attention. If this is the case, wait for him to get close, and then take him out silently.



Continue down the hallway to the opening to a security room. There is a sleeping guard in here. Sneak up behind him and knock him out allowing you to move freely throughout the remainder of this facility, looting the dorms (using the access the code you received earlier) for goods like credits and ammunition.

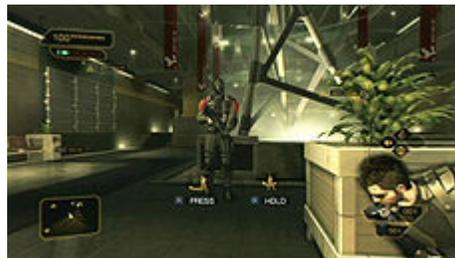
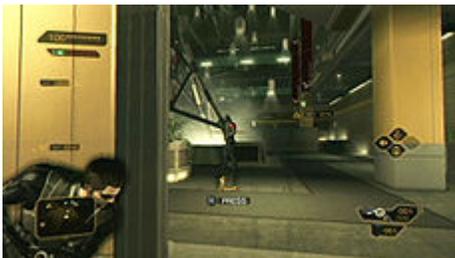


Now that you're done looting the area, proceed back into the security room, and interact with the dedicated terminal. Enter the code "0111" and disable the signal jammer. Now that you have the locations on your HUD it's time to make your way to Nia Colvin. At this point we had 2 Praxis Points so we used them to upgrade all the way to Hacking: Stealth 2.

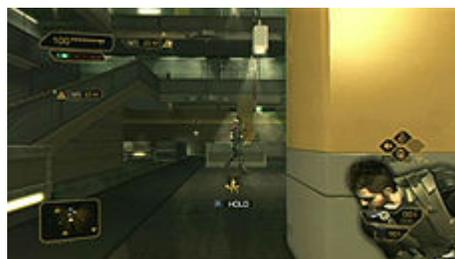
Find and Speak with Nia Colvin



Leave this office area to the wooden patio deck and take cover by the wall. Your objective at this point is the office building to your north. Creep along the wall to remain undetected from the guards on patrol and make your way down the stairs. It's not necessary to suppress this guard, simply sneak by him after he turns around and continues back along his patrol route and enter the complex to your right.



Continue through the sliding doors into the decontamination chamber and then go into cover along the wall, allowing you to observe the guard movements. It's recommended you save your game here because this might be a little tricky to time. When the guard turns his attention away from the passageway and walks near the planter box, quickly move to the box and immediately take cover to avoid detection from the nearby security camera.



Once the guard turns around and resumes his patrol this is when you need to move quickly and silently along the left side of the room and up the staircase. Take cover by the pillar and observe the guard at the desk. Wait for him to stand up and move over to the railing before making your move along the backside of the staircase and proceed towards the air vent that should be straight ahead (you can see it next to the planter box in the image above). Enter this vent and wait for the guard to return to his chair at the desk.



Sneak over to the guard while he starts to nod off and knock him out. Now take a minute to sneak behind the guard on patrol and knock him out. Go back to the security desk, log into the security hub with the password "TOPFRAG." Turn off the security cameras and then make your way into the nearby hallway labeled "1st Floor Micro-Gen Lab, Storage Rooms."

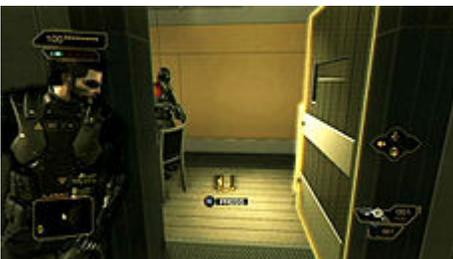


As you move through the hallway there will be an open door with a guard on patrol. Suppress this guard and then continue down the hallway to the locked door with the level 4 security panel. Successively hack this panel to enter this room and move the boxes out of the way to reveal an air vent.



Crawl through this vent until you come across a ladder. Climb the ladder until you reach another vent. Crawl through this vent to pop out into Nia Colvin's office. Speak with her to update your mission objectives.

Find and Speak With Eric Koss



After speaking with Colvin and you've got the plan in place it's time to locate the other two scientists, walk over to the door behind her desk that leads to the hallway, and open it. There will be a guard

who will notice the door and come to investigate -- take him out. Disable the security camera and continue to the security door labeled "G-23" that is at the end of the hallway.



Hack this security level 4 panel to enter this room. Move the large white crates away from the entrance to the elevator and then take it up to the next level of the building.



You'll exit into a lab. Walk around the divider and speak with Eric Koss. Once your conversation is complete, re-enter the elevator and go back down to the floor below.

Find and Speak With Declan Faherty



After exiting the elevator, proceed back into the hallway, turn right, and continue towards the skywalk. Walk across the bridge and then proceed down the stairs, taking cover by the entrance to the museum area.

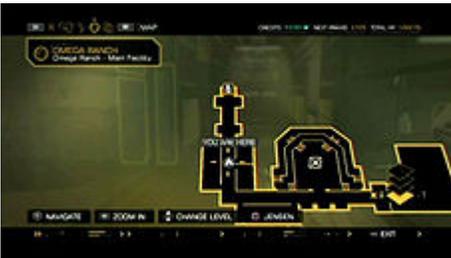


Stay in this cover position and observe the two guards in this area, a heavy and an augmented soldier. When both the soldier and heavy are looking away from the entrance point, sneak up the nearest staircase to the next level. From this vantage point take out the two guards below (preferably

with a tranquilizer rifle), starting with the heavy, and then the augmented soldier.



Proceed into the hallway and continue down the corridor until you come across the laser security field. Hack the security panel and disable the laser field. Continue forward to the elevator and take it down to the medical lab.



Proceed through the lab towards your waypoint marker and speak with Declan Faherty. After the cut-scene you'll have in your possession a data disc that needs to be uploaded. Proceed out of the lab the same way you came in, via the elevator.

Alternative route: After exiting the elevator, proceed back to Nia Corvin's lab, going down through the vent in Nia Colvin's office, you'll end in the small storage near the lobby. If you exit the respective storage, take a left, but not a full one to re-enter the lobby, but go straight until you find a room marked **G-13**, there, at the back of the room you'll find a small storage chamber that should have a breakable point in the right corner of the wall opposing the door. Breaking the wall should open up in the courtyard. Right in front of you should be the giant air-conditioning units of the oppsoing building. Jump on top of the nearest one and you should be able to see an air vent. This vent leads you to a maintenance corridor filled with toxic gas (you're required the "rebreather augmentation"). Passing the gas-filled portion will lead you to a breakable wall (using the specific augmentation; it is required in order to follow this alternative path!). After breaking the wall you will find yourself in the morgue, near Declan Faherty's location.

Upload a Virus to the Security Computer and Enter the Restricted Area



Backtrack through the hallway, past the museum, across the skywalk, back through the air vent from Colvin's office, and through the lobby. If you were not meticulous earlier in regards to suppressing most of the guards from earlier you will still have to sneak by them in this case.



As you approach the entrance to this building it's time you have to sneak by the two heavies, a turret, and two augmented soldiers who are on constant patrol just outside. If you have a cloaking device it's possible to use that to sneak by them along the patio heading north.



If you don't have a cloaking device then you're going to have to work on picking off the guards, starting with the nearest augmented guard and pulling him into the office out of sight to improve your chances of getting by this group of guards without being detected.



It's worth picking them off in either case and hacking the nearby computer to take control of the turret and the nearby robots on patrol. The bonus part here is that you can actually carry the turret all the way to the upcoming boss fight and the patrol robots will pick off any remaining enemies up ahead.



Since you've hacked the patrol bot up ahead you can freely head to your location marked on your map without having to sneak through this area -- just watch out for the cameras if they're still active. Once you make it to the office, make sure you hack the computer terminal first and change the priority

target for the robots. Now insert the disc to upload the virus and a bunch of troops will come running out of the tunnel. If you hacked the robot a moment ago, it will kill all of these troops.



Now it's time to make your way to the elevator. Leave this room after the soldiers have been defeated by the sentry robots and continue down the bunker. If you left the turret intact from earlier, go back and carry it with you into the upcoming boss fight. Otherwise, enter the elevator and a short cut-scene will play, at the end of which you'll battle Jaron Namir.

Alternative route: If you are trying to finish the game while remaining permanently silent, and silencing the guards in the courtyard is proving to be difficult, there are two alternative paths. Please note that both require the augmentation to break walls, and one requires the "rebreather augmentation". They are both parts of the alternative route described previously in order to help you complete the mission in finding Declan Faherty. Here are the routes:

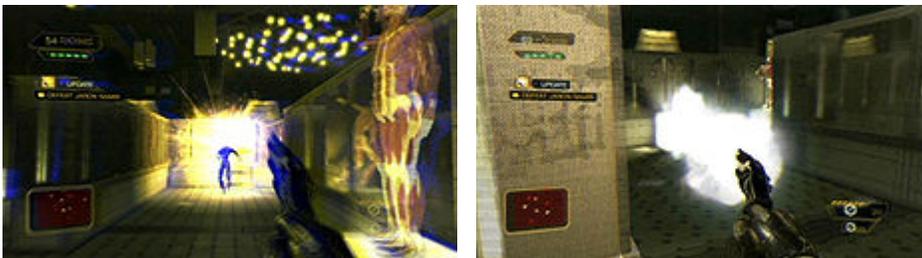
- 1) Proceed to the morgue, near Declan Faherty's office, and in the left corner of the north-facing wall, there is a point where you can break that respective wall (*if you have the necessary augmentation*).
- 2) After returning by crossing the skywalk (if you chose the original route), going down through the vent in Nia Colvin's office, you'll end in the small storage near the lobby. If you exit the respective storage, take a left, but not a full one to re-enter the lobby, but go straight, following the corridor until you find a room marked **G-13**,

These two methods should lead you past the guards in the courtyard but note that this will significantly hinder your efforts while battling the boss, Jaron Namir, or with the guards you encounter further.

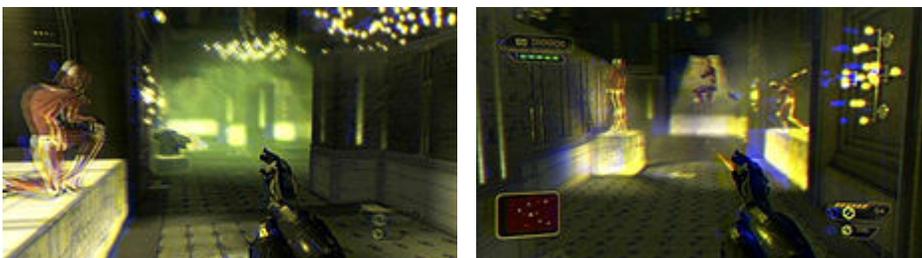
Boss Battle: Jaron Namir



Remember when we recommended to NOT get the implant? Well, that's because we went ahead and got the implant which severely hindered our ability to defeat this boss effectively. See, if you get the implant you will not be able to use a single Augmentation against Jaron Namir. Beyond that it helps significantly if you use whatever weapon you spent most of your upgrade kits on. For us, it was a magnum that has been upgraded to have explosive rounds.



Namir's best ability is his cloak, that and if you have the ability to see through walls will make him not so hard to spot. This will help you prepare for where he's going to be as well as getting a sense for when he will toss some grenades in your direction -- he will always jump in the air and toss both a flash and gas grenade at you at the same time. If you carried the turret into this room with you it will be stationed just outside of the elevator. Try and lure him here if you can as well.



The best thing is to keep moving along the perimeter of this room, not remain stationary for long, and continue to pelt Namir with bullets. If you have any frag mines or grenades use this as well along the perimeter because Namir will chase you down, walking right into these devices. Keep up these techniques and he will eventually fall in battle, starting a short cut-scene, and earning you The Snake Achievement/Trophy.

Alternate, for Stealthy players If you have been playing a stealthy character, it is likely that you might not have many combat upgrades, and possibly no good combat weapons. Instead of

scrounging around for weapons, it is easiest to initiate a melee attack against him. It takes a single one to kill him, lethal attack or non-lethal. The key is to melee him as he goes over a wall. If you get him mid-animation, you will successfully melee him, taking him out immediately. It is remarkably simple. It might take you a few tries to succeed though.

Edit: Hitting Jaron with a couple of typhoon blasts should take him out in a couple of seconds, making him one of the easiest bosses in the game.

Locate Megan Reed



With Namir defeated, walk out of this room up the stairs, and through the marked door starting another cut-scene. After the cut-scene play with the gramophone to hear the original Deus Ex theme title song.

Open the Hangar Roof



Leave Megan's room and proceed into the elevator up to the hangar bay. Walk forward and press the indicated button to have Malik arrive.

Use the Leo Shuttle to Reach Panchea



With Malik and the scientists in the clear, leave the control booth, and walk over to the shuttle at the far side of the hangar bay. Select 'Yes' to start the cut-scene, sending you to Panchea.

Panthea

Video Walkthrough Part 1

Click this link to see the video

<http://www.ign.com/videos/2011/09/02/deus-ex-human-revolution-walthrough-part-44-the-final-boss>

Shutting Down Darrow's Signal

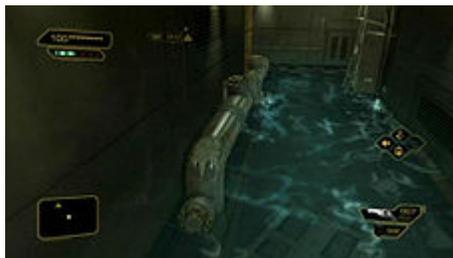
Get Inside the Tower and Disengage Lockdown



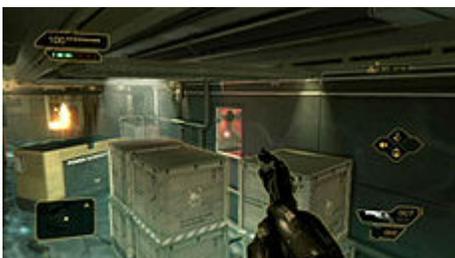
After the opening cut-scene, walk along the right side of the helicopter landing pad, and continue towards the small square hole up ahead. Take the ladder down to the lower level.



Look to your right and pick up the box and carry it down to the end of the hall. Throw it down the flooded hallway to set off the EMP mine. Jump on top of the metal pipe, crouch, and continue forward.



Hop on top of the boxes, grab the large white container, and place it in the water next to the pipes. Hop down on top of this box and then jump over to the metal pipe along the left side.



Walk to the edge of the pipe and shoot the frag mine in the air vent. Now shoot the lower of the two remaining wooden crates. Jump on top of the last crate and then jump into the vent.



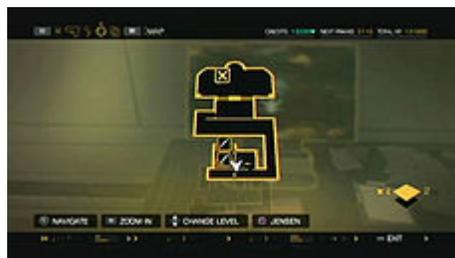
When you enter the vent you'll see a frag mine ahead. Shoot it with your pistol. Continue in the vent until you drop down into a supply room. Pull the power lever to turn off the electric current in the flooded hallway. Walk out the orange door and proceed down the hallway, follow it around until you see the ladder. Climb it.



You'll appear in a hanger. Use the orange door and walk through the hallway, up the stairs, and continue through the double set of doors that lead you out into a larger hanger.

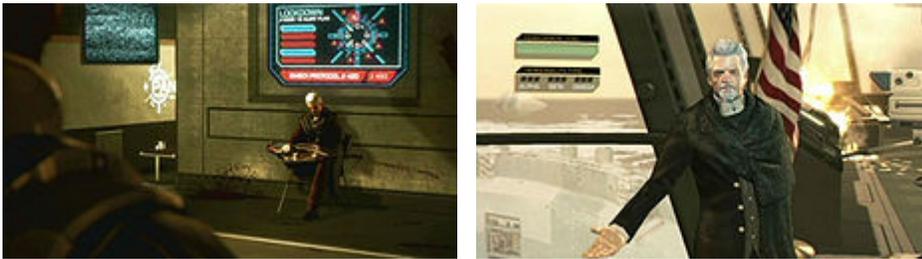


As you exit you'll have the option to go straight ahead into the elevator or down a set of stairs to the lower part of the hanger. We choose to go down in order to loot a number of lockers as well as giving us the ability to hack the box robot down here as well -- this will help later in the mission. Once you're downstairs make a u-turn and walk over to the security hub on top of the desk. It's a level 5 hack so if you don't have the ability to hack this you won't be able to take control of the box robot. If you are, take the time to hack this terminal before proceeding back up stairs to the elevator.



As you exit the elevator you'll find the complex and offices to be wasteland. Take the time to salvage items from lockers, desks, and rooms. Continue through the hallways and proceed up the stairs. If you can, hack the first door on your left at the top of the stairs (after the L5 sign). It's a level 4 hack to get past the door and to the security hub computer inside. If you can hack these you'll be able to

change the local turrets priority target to enemies -- highly recommended. Continue through the hallway until you come across the broken windows that lead to the control room. Jump through the broken window and a cut-scene will begin.



After the cut-scene you'll be in a dialog stand-off with Hugh Darrow. Here are the correct dialog choices that will net you 1,000 XP, The Final Countdown Achievement/Trophy, and give you a Pocket Secretary (make sure you read it) to help you defeat the Hyron Project.

- **Extrapolate:** You think humanity needs....
- **Appeal:** You want us to see what...
- **Extrapolate:** People like me...
- **Extrapolate:** When all of this is over...

Reach the Broadcast Tower

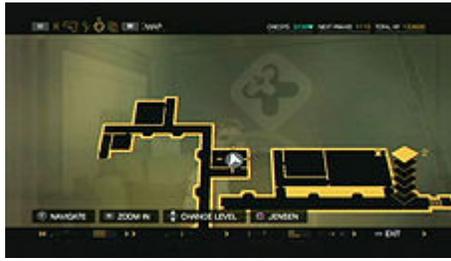


Begin to back track to the hangar bay towards the elevator, except now you'll have to content with a horde of mindless enemies, most of which you can actually run by. You can engage them in combat if you wish but you're only wasting ammo and energy bars. If it gets really bad you can use gas grenades to disperse these crowds or -- as we were doing on our way to Darrow's location -- hacking terminals and robots to take care of these psychos. Once you reach the elevator take it down to the hanger.



As you enter the hangar bay -- and if you managed to hack the box robot -- you can simply walk across to the other side of the hangar with little in the way of resistance. Again, like before, you can simply run past most of these lunatics using a gas grenade to disperse some of the larger hordes.

Continue into the red-tinted hallway, jump through the broken window area, and open the door to continue to the next zone.



Oddly enough you'll find a L.I.M.B. clinic in this hallway that has been barricaded by a large vending machine. If you have the strength Augmentation (that honestly, you really should have gotten at some point in the game), you could enter this clinic to purchase two more Praxis Kits. We purchased two Praxis Kits with our credits and upgraded to have the Typhoon Explosive System (which will help in the upcoming boss fight).



As you continue to move through these white hallways you'll hear William Taggart over the loud speakers asking for assistance. This will set into motion the first of your secondary objectives. Continue outside and proceed to evade the hordes of psychopaths. If you do not wish to rescue Taggart, proceed down the staircase. Otherwise see where he's located below.

Secondary: Find and Speak With Taggart



Outside along the deck behind the large white tube is a doorway that is barricaded by a few metal beams. Crouch and enter hallway, down the stairs, and into the first room on your right through the red door. Knock out the crazies in here and access the security hub terminal (security level 5) and hack the robot so it doesn't interfere with your sleuthing around. If you can't hack it, then you're just going to have to be extra cautious of the patrol bot and cameras.



Move through the rest of this storage room and hop over the crates that lead out to the hallway. There are two ways to Taggart's location from here by either punching through the highlighted wall or hacking the nearby security 5 door panel. If neither of these options work for you then backtrack to before you entered the red door, sneak along the pipe to avoid the patrol robot, and utilize the vent that leads to Taggart's location. Once you're done speaking with him, backtrack to the outdoor walkway.

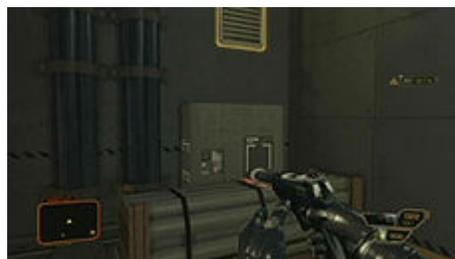
Secondary: Find and Speak With Sarif



Once you're back outside continue all the way down the staircase past the psychopaths (like we've said before, you can simply run past most of them) and continue into the barricaded hallway. Once there you'll hear Sarif over the loudspeakers. If you wish to save him, enter the elevator straight ahead.



Exit from the elevator and continue down the hallway. Pass through the double doors and you'll enter a processing area. A bunch of the crazies are hanging out near red fuel barrels. A simple bullet to these barrels will knock nearly all of them out of your way. Otherwise you can run past them past the yellow generator and down the stairs to the lower area of Section B.



Continue to the end of this area and enter the hallway to your right. Look in the upper left corner of this hallway and spot the air vent. Hop on top of the boxes in order to enter the vent.



Follow this vent until you arrive at Sarif's location. Speak with Sarif to update your objective and then backtrack out of this area, taking the elevator back up to the floor above.



Exit the elevator and follow the signs that point you to the "control tower." Continue forward and you'll reach a catwalk that is littered with the psychos. We simply took aim for the red fuel barrel and blew all of them up to clear a path to the objective marker. Continue this route until you reach the large elevator. Interact with the switch to be taken all the way down to the Hyron Project.

Defeat the Hyron Project



There are multiple ways to defeat the Hyron Project and we'll be displaying a variety of strategies below.



The easiest is if you still have the laser rifle in your inventory (remember when we told you to pick it up after speaking with Tong?). One steady stream of fire on Zhao's body will kill her in about five seconds making this one of the easiest final boss fights in video game history. Just be sure to take this shot when the turrets are not locked in on your location. If you don't have the laser rifle, well, you're going to have to work at this a bit more.



If you had a successful conversation with Hugh Darrow and convinced him he was in the wrong you should have access to a passcode terminal that is located between the first and third control pods in the southwest corner of the room. This code (2012) will terminate the life control system for the tertiary pods, thus cracking Zhao's shield leaving her open for attack with a weapon of your choice -- for us it was the Typhoon Explosive System three times in a row at point blank range.



IF you don't have the access code AND you lack the capability to hack the life support system then you need to individually purge each of the three pods (by pressing the big red button next to each pod) and then shoot these characters until they are killed (they count as bosses, so don't bother tranquilizing them). Doing so will open up chambers with soldiers and security droids that you will have to attack. These areas are well labeled with the words "Storage." Once each of the pods have been destroyed, quickly run up to Zhao's location and use your heaviest weapon on her -- for us, we used the Typhoon Explosive System three times in a row to defeat her.

Decide Which 'Truth' to Broadcast



With Zhao defeated and the Hyron Project in ruins there is little left to shoot at so put your gun away. Continue down the corridor behind Zhao's body and speak with Eliza Cassan. You'll have four choices to decide the fate of mankind. It's entirely up to you. If you want to see each of the different endings for yourself, be sure to check out our Endings section. Either way, congratulations are in order. You just beat Deus Ex: Human Revolution!

Side Quests

There are several sidequests (optional missions) in Deus Ex Human Revolution. We will include campaign-length side missions (completing the game without setting off an alarm and without killing anyone except bosses) since they too, are "optional".

Sarif Manufacturing Plant

- Unforeseen Consequence

Detroit

- Lesser Evil
- Motherly Ties
- Cloak & Daggers

Heng Sha

- Rotten Business
- The Fall
- Bar Tab
- Shanghai Justice

Detroit (Riots)

- Acquaintances Forgotten
- The Throwdown
- Smash the State
- The Last Straw

Heng Sha 2 Electric Boo-ga-Loo

- Good Soul
- Talion A.D.
- A Matter of Discretion (Corporate Warfare)

Campaign Persistent

- Pacifist
- Foxiest of the Hounds
- Doctorate
- Hax0r1!
- Consciousness is Over-rated

Unforeseen Consequence

15G

Unforeseen Consequence

You convinced Zeke Sanders to let his hostage go.

At the end of the Sarif Manufacturing Facility, you have a chance to negotiate with the Purity First leader, Zeke, to release the hostage (the black woman, Josie). Start with **Empathy** and work your way through the rest of the conversation.

Video Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2011/09/11/deus-ex-human-revolution-achievement-trophy-unforeseen-consequence>

Remember the following when selecting your follow-up answers:

- Zeke is a veteran, proud of his achievements during his period of military service.
- Zeke dislikes "aug" (augmented individuals) because they are impure examples of humanity.
- One of Zeke's own men was an "aug" (the guy in the Typhoon chamber).
- Hostage taking wasn't the goal of the PF tonight; they were looking for evidence that Sarif was up to no good.
- There is a conspiracy afoot, and both Adam and Zeke are likely pawns.

The Pay-Off

Later on before Sarif sends you off on another mission, Zeke will try to contact you by placing a note on your door. This will prompt Pritchard to tell you to find a better way for your contacts to find you. You can then find Zeke in an alleyway with two bodyguards and some information regarding some codes to some of the locked doors

If you do decide to skip the chat and kill the guy, all he drops is a Revolver and some random inventory. Be sure to speak with both Josie and her husband (one of the hostages) afterward for a secondary mission. There is also an E-Book in the bedroom.

The Pay Back

By leaving Zeke alive, though, he will come back to haunt you in Detroit during the riots. In one of the story missions, he will ambush Adam if you are not aware of his presence in Sandoval's location.

Should you manage to avoid his ambush, you will come away with a pair of EMP mines and a Praxis

Kit without breaking a sweat.

Lesser Evil

10G

Lesser Evil

Deal with Mr. Carella's indiscretion.

This is a side mission involving two Sarif Industries employees named Carella and Tindall. You get hints of this mission if you choose to snoop through Adam's coworkers' offices (hack their PCs) while in the main Sarif Industries building after the Sarif Plant mission.

Click this link to see the video

<http://www.ign.com/videos/2011/09/02/deus-ex-human-revolution-walthrough-part-9-lesser-evil-side-quest>

Mission Trigger

After Adam meets with David Sarif about the plant incident, you will be paged to head to your office (3rd floor) -- Carella is there and wants to ask you to do him a favor. Accept Carella's plea and you will add this side mission to your quest log.

Locate Tindall in the marked apartment past the weapons dealer, Grayson. Hack the gate and enter Tindall's apartment, then hack his PC for details about the deal. Once you have the information you need, a shotgun toting junkie will break into the room, so be aware. If you are quick, you can do a takedown before he gets off a shot.

An easy way to deal with the junkie is to take cover in the bathroom. When he comes into the bedroom, he'll eventually turn around facing the doorway. Take this opportunity to take him out however you see fit.

Inside the apartment, you can also find a hypostim behind the refrigerator.

Deal with Tindall

Locate Tindall by the container behind Grayson's store. He will reveal his motives for his actions, and you may sympathize, or just butcher him to take the information back to Carella.

Should you accept the offer, locate the two drug dealers at the basketball court (the same place where you do the Balls achievement/trophy). IGN recommends you tranquilize (or headshot) one enemy while standing close to the other so you can instantly do a single takedown (alternately, if you have multiple takedowns available, do that).

You can easily deal with the two dealers before being offered the option by Tindall. Just take them out outside of the mission, preferably silently to not attract the attention of the armed punks, and Jensen will bring them up in his conversation with Tindall.

Finalize with Carella

With Tindall's issues handled, meet Carella by the metro station and receive a weapon mod for your trouble. Note that completing more subsidiary objectives for this mission gives you more "Completionist" actions worth 100 XP.

Motherly Ties

10G

Motherly Ties

Put a grieving mother's doubts to rest.

Cassandra, Megan Reed's mother, will locate Adam once he first steps out of the Sarif Industries building. She will want some closure about Megan's "accident" (such as the killing of you ... by us) at the attack six months ago.

Video Walkthrough: Motherly Ties

Click this link to see the video

<http://www.ign.com/videos/2011/09/02/deus-ex-human-revolution-walkthrough-part-8-motherly-ties-side>

Mission Trigger

Step out of the Sarif Industries HQ and you will find Mrs. Reed pestering you like a mother-in-law. Accept the assignment, but know that apart from the Sentimental Value achievement/trophy, there is little else in reward (save experience points).

Locate the Detective

The detective is a security guard in Greg and Jodie Thorpes' building. If you completed Unforeseen Consequence, you will have a good idea where to go.

Talk to the ex-detective and get a bead on what's up. He will point you to the correct people at the Detroit PD precinct.

Hot Tip

There is a glitch with this side mission, if you allow it to occur. Locate Detective Wagner in the police lobby before doing any other part of this quest. Avoid killing him when in the police station if the situation comes up. If Wagner is left to later he will glitch out and the mission cannot be completed.

Locate Captain Wagner

Wagner is located in the DPD precinct lobby. Since he is uncooperative, hack Wagner's PC (3rd floor on the detective's floor) and confront the him again in the precinct lobby. Wagner will break down and talk about the evidence locker.

Raid the Evidence Locker

Locate the evidence locker in the alley to the east of the precinct and hack (or keycode) the lock. Read all the tablets inside for the report, and crack the safe for the Reed family heirloom.

Finalize with Cassandra Reed

Consider saving the game before meeting Mrs. Reed as marked on your map. Speak with her to finish the mission. If you decide to keep the Reed family bracelet, you will meet the conditions for Sentimental Value, you dumb sap. You may opt to reload your game (pre-meeting) and give it back to her (no reward).

Cloak & Daggers

10G

Cloak & Daggers

Deal with the man in the shadows.

This side mission is offered by Jennifer (Jenny or Xander) Alexander, of the Detroit Police Department. She is working undercover as a streetwalker on the streets just outside Derelict Row (strangely, the same street Adam's apartment, the Chiron Building, is on -- you work that out).

This is one of the lengthier side missions in the early part of the game, and requires some patience, and a lot of saving/loading and trial/error with enemy patrols.

Video Walkthrough Part 1 (Part 2 at bottom)

Click this link to see the video

<http://www.ign.com/videos/2011/09/02/deus-ex-human-revolution-walthrough-part-11-cloak-dagger-side-quest>

Additional Sources

Rotten Business

10G

Rotten Business

Help a lady in the oldest of professions clean house.

This is a side mission you can complete during your first visit in Hengsha. It is tied to the achievement/trophy The Fall as well as **Rotten Business**.

Video Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2011/09/12/deus-ex-human-revolution-achievementtrophies-rotten-business-and-the-fall>

Mission Trigger

Locate the 4th floor of the Hotel Hung Hua (*Red Flower*); this should be easy since it's one floor below the one you start in at the Hengsha helipad.

Within the bordello's boudoirs (bedrooms), there is an NPC by the name of Mei Suen. Speak with her to start this mission.

Get clues on Ning's kidnappers

Locate the bodyguard on the roof near the helipad, and use the C.A.S.I.E mod to locate the girl, bribe him for the location, or offer to bribe him, then trick him by saying Ning's worth more once she's found. If you like, you can also knock out this guy (since he is an armed foe, you earn XP for this), and check his pocket secretary. If you're stingy, you can pay him, knock him out, and then take your money back.

Locate & Rescue Ning

Ning is being held in a storage locker (5377) to the side of the large sewer channel to the side of the blocks where the Hung Hua and Hive nightclub are. If you are truly lost, you can locate the entrance to the Alice Garden Pods -- the storage locker will be to your right when you face the Alice Garden Pods door.

Three Harvesters guard her, and you should be able to take them all out easily. If you want to do it without getting into a firefight with the police, you can take cover at the end of the alleyway and wait for the patrolling guard to move next to the other two. One carefully placed gas or fragmentation grenade should be enough to take down all of them, but sprint to the end of the alley just in case so you can finish off any wounded with takedowns.

Alternativley, with the tranquilizer gun, wait until the patrolling guard is in the lower stairwell, then

shoot first the guard facing you, than the other from the upper stairwell. The patrolling guard will go into alert once he sees someone down. Shoot him before he revives anyone and you've managed it without making a noise.

Once you have neutralized the hostiles, open the storage locker and speak with Ning.

Finalize with Mei Suen

Finish the first part of the mission by speaking with Mei Suen at the Hotel Hung Hua. Speak with her again to get the side mission involving The Fall.

Additional Sources

The Fall

10G

The Fall

You sent Diamond Chan on the trip of a lifetime.

This side mission requires you to finish Rotten Business first.

Video Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2011/09/12/deus-ex-human-revolution-achievementtrophies-rotten-business-and-the-fall>

Mission Trigger

Locate the 4th floor of the Hotel Hung Hua (*Red Flower*); this should be easy since it's one floor below the one you start in at the Hengsha helipad.

Within the bordello's boudoirs (bedrooms), there is an NPC by the name of Mei Suen. Speaking with her to start this mission.

This mission is only available after the successful completion of Rotten Business. Additionally, to maintain your Pacifist playthrough, you will need to ask Mei Suen for alternative solutions to taking out the target, without killing him by throwing him off the rooftop.

Locate the Target

The target will always be on guard and facing the door. The easiest way to lure this enemy is to take cover, open the door, and that should lure the enemy to check out the area near the door.

Once he stops being suspicious, he will turn around, allowing you to take him down instantly without resorting to weaponsfire (a requisite for completing this mission).

Hot Tip

Considering saving the game here if you are doing this mission for the first time.

The Fall

To meet the conditions for **The Fall**, throw the enemy body off the marked area on the rooftop. For insurance purposes, it will be gravity which kills him. However, for the Pacifist condition, you will need to avoid fulfilling this task.

The Drugs

If you asked Mei Suen about alternatives to taking out Chan (the target), she will give you illegal drugs to plant in his apartment. After knocking out the target, leave him in the room and "use" the coffee table to place the drugs.

Finalize with Mei Suen

Speak with Mei Suen afterward to complete this side mission.

Additional Sources

Bar Tab

10G

Bar Tab

Help the Hive Bartender settle a tab.

This mission requires you to have spoken successfully with Tong Si Hung. Use the correct response as described in the achievement/trophy Darker Shades to do this. This mission is tied with Guardian Angel.

Video Walkthrough

Mission Trigger

Meet with Bobby Bao in The Hive's lower level. Ask about Tong again and Bao (a Triad money-lender) will ask Jensen to locate a woman named Jaya.

Hack the Three Antennae

The mission marker will mark the three Belltower transmitters you need to hack.

Locate & Confront Jaya

Once you have, you will be able to locate Jaya in an apartment building that's occupied by Belltower security (if you took them all out while searching for the Dutchman, all the better for you).

Speak with Jaya and she will tell you about how the Triad works. If you want the Guardian Angel achievement/trophy as well as a Praxis Kit, offer to *take care of the problem* for Jaya. Otherwise, resolve this however you wish.

Finalize with Bobby Bao

Report back to Bobby Bao about Jaya. If you have 5000 credits, you can pay Bao off, effectively satisfying the Guardian Angel condition and net a Praxis Kit for your trouble.

If you killed Jaya for whatever reason, you can return the money she owes plus her neural chip, but this will anger Bobby and he will not give you the Praxis kit.

If you have the Social Augmentation, you can get Jaya to give you the money she owes, but you can also pay off her debt as well. The 400 credits can't make up for the 5000 you lost, but it's an option and a start to get the money back.

Note that Bobby Bao will have a Praxis Kit in his inventory once you re-enter The Hive when you resolve Jaya's "problem" (whether you kill her or not, or get the money or not). Additionally, any

items/Credits you pay to Bobby Bao can be "taken back" if you K.O. or kill him (and search his corpse).

Shanghai Justice

10G

Shanghai Justice

It may take some sleuthing, but justice must be served.

Since the Alice Garden Pods will be locked down if you push ahead with the story, you will want to complete this side mission before you attempt any story mission in that area. This is related to the Super Sleuth achievement/trophy.

Video Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2011/09/02/deus-ex-human-revolution-walthrough-part-20-shanghai-justice-side-quest>

Mission Trigger

You must speak with (or try to speak with) Tong Si Hung at The Hive to move the story forward before Faridah Malik will meet you at the Alice Garden Pods to offer you this mission.

Locate the information in Pod 009

This is self-explanatory. Unless you enraged someone by completing more story missions, the area should be enemy free. Pod 009 is in the Alice Garden Pods, floor 2, section 0.

Be sure to read the report on your own PDA to get a clue.

Find the LIMB snitch

Go to the LIMB Clinic and speak to Anonymous X. He will meet you outside the clinic and offer you the information for a price (1000 credits). Pay for the report so you can unlock dialogue choices later.

Be sure to read the report on your own PDA to get a clue as well.

Inspect Lee's Apartment

Locate Lee's apartment and go inside all the rooms/closets within. If you do not have your hack set at level 3 the passcode for the door is 1234(a lucky guess). Once you have, hack the PC so Adam and Faridah will confer. Inspect the following items when Jensen says he wants to check the place out more:

- PC (again) if you somehow triggered the conference with Faridah
- Baseball bat by the kitchen entrance

- Answering machine by the bed
- The antique clock by the closet

Confront Lee at The Hive

Locate Lee in the upper level (VIP Lounge) and use the following lines of dialogue to get Lee to confess:

- The report was *inconclusive*
- Evelyn was *drunk*
- The murder weapon is the *antique clock*
- Lee's motivation was Evelyn's *pregnancy*
- Lee had a cover-up from *his family's investments in LIMB*

Hack the video panel in the Hive's VIP lounge

Malik will ask you to do this following the confession.

Finalize with Faridah

Speak with Faridah outside The Hive to complete this side mission. Remember to never piss off Malik, and don't ever use a CASSIE on her again.

Acquaintances Forgotten

10G

Acquaintances Forgotten

Follow Pritchard's lead to uncover the truth.

Video Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2011/09/02/deus-ex-human-revolution-walthrough-part-31-acquaintances-forgotten-side-quest>

This side mission is available in Detroit, during the Anti-Aug Riots. Unlike some other side missions, this side mission is only available if you meet the following prerequisites:

- Spoke with Frank Pritchard **before** meeting David Sarif after your story mission at Highland Park/FEMA Camp.
- "Won" the dialogue with David Sarif. Essentially, you must meet and satisfy the Yes Boss condition. This dialogue event may be satisfied after you first meet with Pritchard in Jensen's office (see above).
- Read the emails on Adam Jensen's PC about his background investigation after convincing Sarif to come clean about the network backdoor. This is after the war of words with David Sarif (see above).

Only having met all these criteria, will the mission be triggered.

Mission Trigger

Frank Pritchard will automatically contact Adam in Detroit once you step out of the Chiron Building and head towards the Convention center, provided the above criteria for triggering this mission is met. If it doesn't activate RIGHT away and your sure you have done all of the above..just keep heading towards LIMB..and just as you get there..Pritchard will contact you.

Locate the Private Investigator

Head for the apartment; it's Seurat's building, but the room you want is on the floor with the MCB gang's room. Knockout the corporate guard and talk to the man on the ground. This is Bret Radford.

Find Radford's Trauma Kit

The trauma kit is in the room just outside the one where Radford is bleeding out. It's in the closet by the kitchen counter. Take it back and consider saving the game before talking to Radford again so you can accomplish both Kevorkian Complex and Pacifist.

Talk to Radford

Get as much information out of Radford as needed. You can use the morphine option without killing him, as the "lethal dose" option is deliberately offered at the very end of the dialogue.

Bjork the Kevork

Applying the lethal dose to Radford will unlock the Kevorkian Complex accolade, but will immediately disable the Pacifist condition. Note that using a non-lethal takedown on a seriously injured man will instantly kill him (Bret has effectively zero HP).

You may simply leave Bret Radford and depart for the locker. Since he dies of "natural trauma" and blood-loss, your Pacifist condition is unfazed.

Find the Storage Locker

Radford will give you the keycodes for the locker (it is not an email you can read later, but the keycode will appear when you hack the PC). The locker is in an alley next to a flaming car, and there are about six corporate goons there. Taking them down will not alert the Detroit policemen.

Investigate the storage locker for the PC and items (in the safe). Take all the items there and read all the emails on the PC (there are 5, requiring you to move past email #3 to get the last ones).

Find Michelle Walthers

Locate Michelle Walthers in the apartment area and press her until her senility ends the conversation. Give her the photos of Adam (Quest Item) to spur her onward. Once you have finished with the talk, you're practically done.

Finalize by Leaving Walthers' Apartment

After you complete your talk with Nurse Walthers, exit her apartment. After a brief chat with Pritchard, the mission will be completed.

Additional Sources

The Throwdown

15G

The Throwdown

You convinced the smooth-talking politician Bill Taggart to tell the truth in public.

To do this, you must engage Bill Taggart first in the convention speaking hall, and not in the backstage dressing room.

Use the **Confront** response against Taggart as your first response to his dirty politics, and then follow-through with the rest of the conversation.

Remember the following when selecting your follow-up answers:

- Your goal is having Taggart admit his part (or his aid's part) in the Sarif HQ attack.
- Taggart is a prima-donna, so personal attacks will undermine his confidence in replying, setting you up for your next reply.
- If Taggart has no information to exploit, his arguments are generally based on his personal ideals.
- You can threaten to give the recording to the reporter or press to test its genuine status, and that will pressure Taggart into giving you what you want.
- Taggart's wife, Marjorie, was killed while attempting to assist an augmentation rejection patient. Humanity First was started by Bill to "remedy" that problem. You may use his wife's memory as part of your argument.

Video Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2011/09/02/deus-ex-human-revolution-walkthrough-part-32-smash-the-state-side-quest>

Smash the State

10G

Smash the State

Help Officer Nicholas take out the trash.

This side mission is available in Detroit, during the Anti-Aug Riots. This mission is tied to the achievement Lucky Guess.

Video Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2011/09/02/deus-ex-human-revolution-walkthrough-part-32-smash-the-state-side-quest>

Mission Trigger

After speaking with Taggart and getting Dr. Sandoval's location, you will bump into Officer Nicky in the Convention Hall entrance. Note that if you disabled the cops at the entrance, Nicky will be spooked and will not offer you the side mission. In fact, you may have to take him down as well if he sees you moving the bodies.

Finding Jacob White

The miscreant that Nicky needs you to locate is one Jacob White, recently augmented and deranged. Locate the sewer manhole next to the Detroit Police Station and head downstairs.

Disarm the fragmentation mines and be aware of the three turrets in the main sewer hallway. You can locate the security hub near some heavy boxes and disable all three turrets -- of you can lift the turrets and throw them into the electrified water to destroy them.

Takedown Jake (and his lame Heavy Rifle) and locate the gas bomb by the ladder leading to the precinct's basement.

Save the game before attempting to hack the bomb's panel.

Lucky Guess

Save the game before attempting to hack the bomb's panel. If you are interested in netting Lucky Guess, the keycode for the bomb is 0000. Identity thieves must be overjoyed to see people haven't changed by 2027.

If you want to earn the experience points for hacking the bomb, feel free to reload the game before hacking the bomb and go from there.

Finalize with Nicky

Speak with Nicky at the convention hall entrance to complete the mission.

The Last Straw

15G

The Last Straw

You talked Doctor Isaiah Sandoval out of suicide.

This is part of the story mission for locating Dr. Sandoval in Detroit during the Anti-Augmentation Riots.

Start with the **Tough Love** response as your first answer, then follow-through with the rest of the conversation.

Video Walkthrough (at 12:30)

Click this link to see the video

<http://www.ign.com/videos/2011/09/02/deus-ex-human-revolution-walkthrough-part-33-the-last-straw>

Use the following as a guideline for your follow-up answers:

- The target is suicidal, so a similar approach to hostage negotiation should be followed.
- Sandoval believes he is doing the right thing.
- Sandoval is traumatized by his experiences as an augmentation "fixer".
- He feels betrayed by Taggart, whom he has served loyally since his conversion to the Humanity Front.
- Sandoval generally tries to solve problems by avoiding them. In short, he is an emo-drama-queen.
- Try talking him down by persuading him to continue living to champion the good cause. Dragging in his family should be a last resort (but works, depending on his mood).

Good Soul

15G

Good Soul

Against all odds, you saved Faridah Malik's life.

Hot Tip

It's suggested that you save the game after the pre-rendered movie with Hugh Darrow and David Sarif at the Sarif Industries building, just in case your auto-save file is corrupted.

This side mission is rather in your face. It is an achievement/trophy related mission as well.

Video Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2011/09/12/deus-ex-human-revolution-achievementtrophy-good-soul>

Mission Trigger

When Jensen has Malik fly to Hengsha a second time from Sarif Industries, this mission is triggered upon the crash-landing.

Handy Augments

Since you are closing in the enemy fast, you will likely need some spare energy cells, and perhaps some cloaking (to duck out of sight so enemies refocus on Malik -- you cannot help her if you are dead), and dermal armor.

If you are not worried about Pacifist, then you can also use the Typhoon to kill the Box Guard and most of the enemies around Malik's big, fat ship before taking down the snipers.

Handy Weapons

EMP Mines or Grenades are a must to takedown the Box Guard without killing the enemies (if you don't mind killing enemies, use Fragmentation Mines and Grenades).

Even if you are ignoring the Pacifist achievement/trophy, the non-lethal weapons are fairly fast. Tranquilizer darts insure a one-hit takedown (even if it takes time for the toxin to drop an enemy), as does the Stun Gun up close.

If you like spraying bullets, the Combat Rifle (modified) or Revolver (modified) are also sufficient.

Adam Jensen White Knights Faridah Malik

Save Faridah from being turned into a brown stain in the pilot's crash couch by attacking

aggressively. Naturally, this will put your Pacifist condition at risk if you tranquilize a body or cause the enemy Box Guard to explode near someone.

Use a combination of sniping (sniper rifles or tranquilizer darts) and up close takedowns to get close. As you close in, try using the Stun Gun for an instant knockout on the Belltower dorks.

It should be noted that the Belltower Box Guard (the robot) will kill Malik far, far faster than the enemies using small arms fire.

Prioritize the Enemy

The Box Guard is the most dangerous threat. Use EMP Mines or EMP Grenades to fry the robot quickly. If you do not, the bot will kill Faridah in about 15 seconds.

After the Box Guard, take down the enemies firing Sniper Rifles and Heavy Rifles, then the enemies with Shotguns and Machine Pistols.

Finalize by Saving Malik's Butt & Living to Tell About It

Once all the hostiles are neutralized and Faridah is still alive, she will lift off and see you later. Note that you cannot return to the Construction Site, so be sure to take everything you can before leaving.

Talion A.D.

10G

Talion A.D.

Descend into the bowels of an urban jungle and confront a warrior-priest.

This side mission is available during your second visit to Hengsha. This mission is tied to the achievement/trophy **Talion A.D.**

Video Walkthrough (starts at about 11:30)

Click this link to see the video

<http://www.ign.com/videos/2011/09/02/deus-ex-human-revolution-walkthrough-part-34-talion-ad-side-quest>

Mission Trigger

Locate the LIMB Clinic in Hengsha. To the side of the counter, there is an NPC by the name of Dr. Wing Hui. Speaking with Dr. Wing will start you off on this mission (just accept the mission).

Locate the Butcher Shop

As hinted by the good doctor, you should follow the blue marker to the butcher/meat shop where Zelazny's squad was hiding. This is the district with the Hengsha Garden Courts, the Dutchman's (and Jaya's) apartment building, and the Harvester Base.

In the meat shop's basement, you will find nothing except a Belltower operative corpse and a personal secretary that suggests Zelazny moved his base of operations after Dr. Wing's visit.

Locate Michael Zelazny

The sewers hinted in the pocket secretary are in the Hengsha district with the Hotel Hung Hua, The Hive nightclub, the entrance to the Alice Garden Pods, and the LIMB Clinic.

Locate the large sewer channel that runs next to the door to the Alice Garden Pods -- if you have the Explosive Mission Pack mission involving Tracer Tong, the sewer is the one used as the entrance to the Old Noodle Factory.

If you still cannot find this distinctive sewer channel, it is the same place where you found Ning the hooker in Rotten Business and the datashard in Corporate Warfare (or A Matter of Discretion).

The sewer manhole to Zelazny's hideout is in the sewer channel area, about halfway down the channel, on the opposite edge as the Garden Pods.

Engage Michael Zelazny

Zelazny and three Belltower mercenaries are grouped together, and will engage Jensen in a dialogue cut-scene. If you don't have the CASSIE augmentation, try to inquire about Zelazny's motives before you come to a decision. Otherwise, you can simply level them all with Multiple Takedowns (you will need at least two energy cells, since there are four mercs).

Regardless of how you answer, you will complete this portion of the mission, and you can return to Dr. Wing.

Outcome: Take Out Zelazny's Crew

After you take out Michael Zelazny and his men, you will get a Praxis Kit from Dr. Wing. If you knocked out the mercenary squad with two multiple non-lethal takedowns, you will earn 250 experience points from the takedown actions.

Outcome: Allow Zelazny to Continue Mission

If you allow Zelazny to continue his mission of atonement, you will get approximately 100 to 200 experience points (see the in-game Updates). Zelazny will also help you clear out some of the Belltower patrols in Hengsha with some covert actions of his own. This effectively reduces the number of BT operatives in the city until you leave.

Finalize with Dr. Wing

Speak with Dr. Wing at the LIMB Clinic to end the mission. You may lie or tell the truth to Dr. Wing, but he will give you a Praxis Kit regardless.

Corporate Warfare

10G

Corporate Warfare

Protect a client's interests by performing a less-than-hostile takeover.

This side mission is available once Adam visits Hengsha Island a second time.

Video Walkthrough (starts at 2:10)

Click this link to see the video

<http://www.ign.com/videos/2011/09/02/deus-ex-human-revolution-walkthrough-part-35-corporate-warfare-side-quest>

Mission Trigger

Hugh Darrow will contact you directly when you re-enter Hengsha after your rough landing. From there on out, it's all a matter of following locator markers on the HUD.

Locate Meng Yao

Meng Yao is on the rooftops near Hengsha Courts (same district with building the Dutchman was in). Speak with her to start yourself off on the next portion.

Locate the TYM Spies

The mission to take a datashard from some suspected Tai Young Medical agents in the sewer channel near the Alice Garden Pods entrance. It is the same sewer channel near where Michael Zelazny is hiding, as well as the Explosive Missions Pack mission involving Tracer Tong. Like the apartment complexes in Detroit, everyone in Hengsha loves these sewers.

Neutralize (non-lethal or lethal) all the agents and retrieve the datashard. Doing this without causing an alert will affect the dialogue slightly (and your replies) later with Meng Yao.

Zelazny Can Help You

If you did the Talion A.D. side mission first *and* allowed Zelazny to continue his mission, some of the Belltower guards on the upper level of the sewer channel will be gone, giving you an easier time to sneak at the TYM agents from the stairs where Ning the hooker (from Rotten Business) was held.

If you did not do anything with Zelazny, or need him to reduce patrols, you can also cloak right past the Belltower chokepoint at the Alice Garden Pods doorway and reach the sewer channel stairs that way.

Finalize with Meng Yao

Hot Tip

If you want the Ladies Man achievement/trophy, you will need to invest 2 Praxis Points into the Conversation module before speaking with Meng Yao again. You may want to save the game before you make such an expenditure if you decide the experience is not worth your time.

Give the data chip back to Meng Yao to complete the mission. If you wish to speak with her, you will need the C.A.S.I.E. module. Only with the conversation augment will you be able to select more dialogue choices apart from "Give her the chip". To get Meng Yao to run off her pretty little mouth for the Ladies Man achievement/trophy, opt to Charm it out of her. The information she withholds is about the Hyron Project and Panchaea.

Items

There are a variety of items in the world of Deus Ex. Some are weapons, while others are equipment and consumable items.

- Weapons
- Grenades and Mines
- Weapon Mods
- XP Book Locations
- Consumables
- Praxis Kits
- DLC Items

Weapons

These are the weapons available in the core-game (no DLC weapons).

- 10mm Handgun
- Machine Pistol
- Combat Rifle
- Revolver
- Sniper Rifle
- Shotgun
- Stun Gun
- Tranquilizer Rifle
- Rocket Launcher
- Heavy Rifle
- P.E.P.S.
- Laser Rifle
- Plasma Rifle
- DLC Items

Zenith 10mm Handgun

A common handgun with a 10 round capacity. Stopping power is decent against unarmored enemies.

Availability

Found everywhere in the game. If you need a handgun, whack any security personnel/thug, or find one stashed in a locker or drawer. It is common enough that you should never spend credits to purchase one.

Technical Details

- Short to medium-range, quick rate-of-fire, medium ammo capacity, standard reloading time, medium damage capability.
- Once outfitted with the Armor Piercing Rounds mod, it can become a crucial weapon latter in the game when armored enemies are more the norm. Two shots to the head will bring down a Heavy-Armored guard, and one-shot kills for lesser ones.
- If used in conjunction with EMP grenades and rate-of-fire upgrades, this weapon is excellent for taking down bosses by short-circuiting them and then firing armor-piercing rounds into their head at point-blank range.

Valid Modifications

- Armor Piercing Rounds (*unique mod*)
- Silencer (*restricted mod*)
- Laser Targeting System (*restricted mod*)
- Rate of Fire x4
- Reload Speed x4
- Damage Increase x3
- Ammo Capacity x4

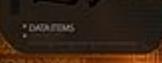
Gallery

WEAPON DOCUMENT

WEAPONS

DATAPOD 01

WEAPON DOCUMENT



DATAITEMS

10MM PISTOL



WEAPON
6

SHOWMORE

NET CONFIG

Zenith 10mm Semi-Automatic Pistol
A widely available "jack-of-all-trades" pistol used by everyone from gangbangers to generals, the Zenith 10mm pistol is a lightweight, semi-automatic handgun with a short effective range but quick rate-of-fire, average ammunition capacity, standard reloading time, and regular damage capability.



Hurricane TMP-18 Machine Pistol

Machine pistol

A compact, rapid-fire personal defence weapon with a 30 round capacity. Stopping power is weak, but the volume of fire more than makes up for this deficiency.

Availability

Often found on security personnel and thugs in medium security areas/zones. It is common enough that you generally need not purchase one for your own use.

Technical Details

- High rate-of-fire, but low in power. Useful against multiple unarmored enemies.
- Can become less popular later in the game as enemies will have heavier armor.

Valid Modifications

- Target-Seeking System (*restricted mod*)
- Laser Targeting System (*restricted mod*)
- Silencer (*restricted mod*)
- Rate of Fire x3
- Reload Speed x4
- Damage Increase x2
- Ammo Increase x4

Gallery

WEAPON DOCUMENT

WEAPONS

DATAPOD



DATAPOD

MACHINE PISTOL



ACCURACY
6

SYNOPSIS

NET CONTK

+ Add notes here

Hurricane TMP-1B Tactical Machine Pistol
Beloved by gangbangers everywhere, but also the choice of special ops agents and tank crews, the machine pistol is a smaller variant in the submachine-type class of weapons. Lightweight, with a good ammunition capacity, the Hurricane TMP-1B throws out round bursts at a devastating rate of fire. Its positive traits are balanced out by its negative ones, though: the weapon is less precise than other, larger and more stable firearms, and its rapid firing means ammo is quickly depleted.

FR-27 SFR Combat Rifle

A self-loading, flechette-firing rifle capable of rapid-fire, used for warfare and open combat.

Availability

- Commonly used by police and security guards. Can be found with great regularity in weapon lockers.
- Obtainable on first mission. When asked by David Sarif about your mission approach, choose "Lethal" then "Ranged."
- You get two free Combat Rifles from Adam's apartment in the Chiron Building.
- Letitia, the hobo informant in Detroit, will release a pocket secretary, containing codes to a storage locker and laser system containing free Combat Rifles, to Adam if he gives her 4 Hot Devil beers.

Technical Details

- Mid-to-Long range weapon, rapid fire with a large ammo capacity, but is weak against heavily armored enemies.
- Due to its rather low (un-modded) damage output and lack of armor-piercing, this weapon is only useful in open-combat or clutch scenarios.
- The target-seeking system will allow you to accurately blind-fire over cover once it is locked on.

Valid Modifications

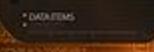
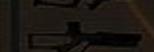
- Target-Seeking System (*restricted mod*)
- Laser Targeting System (*restricted mod*)
- Silencer (*restricted mod*)
- Rate of Fire x3
- Reload Speed x4
- Damage Increase x3
- Ammo Increase x3

Gallery

WEAPON DOCUMENT

WEAPONS

DATAPOD 01



* DATAITEMS

COMBAT RIFLE

WEAPON
6



SHOWDOWN

* NET CONFIG

FR-27 Sanction Flechette Rifle (S.F.R.)
The FR-27 S.F.R. (also known as the 'Sanction') is a widely-deployed combat long-arm used by military forces, corporate security, and police special weapons and tactics units.
Fully automatic, with a compressed-air rotary helix feeding system, it fires fr-stabilized discarding-sabot flechette ammunition for both penetration and stopping power.



Diamond Back .357 Revolver

A powerful magnum revolver firing match-grade high velocity ammunition. Harkens back to the 20th Century "medium game hunting pistol".

Availability

- Used primarily by security forces later in the game. Rarely seen on other enemies.
- Can be found in lockers, sometimes hidden by the locker door.
- Zeke Sanders carries this weapon at the Sarif Plant (fight him to gain it). Note that disabling Zeke to get his revolver means you will lose out a Praxis Kit later in the game.
- Also sold by the Weapons Dealer in the storage room of the Alice Pod Gardens (you can find this dealer on the street when visiting Hengsha the second time).

Technical Details

- Chambered for a .357 Magnum cartridge.
- Delivers a powerful, knock-down shot at medium and short ranges.
- Slow to fire.

Valid Modifications

- Explosive Rounds (*unique mod*)
- Laser Targeting System (*restricted mod*)
- Rate of Fire x1
- Reload Speed x3
- Damage Increase x3
- Ammo Increase x2

Gallery

WEAPON DOCUMENT

WEAPONS



REVOLVER



SECURITY
6

SYNC/PAUSE

NET CONFIG

Use this weapon:
Diamondback .357 Magnum
Often used as back-up weapons by corporate security agents or law enforcement officers, the Diamondback .357 Magnum is a heavyweight, double-action revolver with a swing-out cylinder.
Its compact but dense frame makes it a powerful weapon, but its short effective range and low ammunition capacity are the trade-off for the damage it delivers.



Widowmaker TX Shotgun

Powerful semi-automatic shotgun firing non-rifled ordnance in the form of shrapnel and shell fragments. Useful if you want to rip someone's face off at close range, but don't have a Japanese katana handy like in that movie, "The Hunted".

Availability

- Often carried by gangsters and security personnel. Common weapon.
- Most weapon dealers are seen wielding this gun.
- Sold by Grayson, the Weapons Dealer in the Detroit gas station.

Technical Details

- Short-to-Mid range weapon, extremely effective in close quarters combat
- With the Burst Round System mod, you can shoot 2 rounds per one shot fired, killing most light to medium armored enemies.

Valid Modifications

- Burst Round System (*unique mod*)
- Rate of Fire x3
- Reload Speed x3
- Damage Increase x4
- Ammo Increase x3

Gallery



Longsword 202 ERASER Sniper Rifle

Long ranged marksmanship weapon capable of very tight shot grouping.

Availability

- Carried by Belltower soldiers and Mercs.
- Found in a vent above the gas station in Detroit, where the Weapon Seller resides. You can either: stack barrels in store to reach vent opening, use your Higher Jump augment to get on top via dumpster in the back, or climb the ladder next to the LIMB clinic to a locked door. Hack it, then follow the hallway to a window that looks over the gas station. Fall down on top and find the vent cover.

Technical Details

- Long-ranged precision marksman weapon. Slow to fire, but powerful.
- Cannot be silenced.
- Ammunition for this weapon is extremely rare and hard to come by, so make sure your shots count.
- It is shown that with the Laser Targeting System added on, the weapon is less accurate when aiming with the scope.
- On higher difficulties this weapon is less effective since one-hit kills on tougher targets is impossible.

Valid Modifications

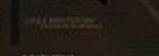
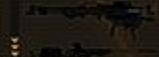
- Laser Targeting System (*restricted mod*)
- Rate of Fire x3
- Reload Speed x3
- Damage Increase x3
- Ammo Increase x3

Gallery

WEAPON DOCUMENT

WEAPONS

DATAPOD



SNIPER RIFLE

CLASSIFIED

WEAPON LINE

SECURITY



SYNOPSIS

NET CONF

Longword 202 Extreme Range Sniper Rifle
A long-range, semi-automatic, high-caliber rifle used by law enforcement and military specialists, the Longword is a marksman's weapon. While it possesses a small magazine capacity, the rifle's extreme accuracy against distant targets allows it to send large caliber rounds exactly where needed; it is the ultimate "one-shot, one-kill" weapon.
The Longword's accuracy is balanced by its ineffectiveness at short and medium ranges. This weapon is upgradeable and does support laser targeting system add-ons.



LS-66 Sabre Direct Energy Rifle

An experimental direct energy weapon commonly referred to as a laser rifle.

Availability

Can be found in Tong's Office in the Harvester Base in Hengsha's parking garage during your second visit.

Technical Details

- Laser can penetrate walls. Used with Smart Eye augment (ability to see through walls) will make a deadly combination.
- Laser ammunition (in the form of batteries) is extremely rare.
- Goes through energy reserves (ammo) very quickly, a full battery will last roughly 10 seconds of sustained fire.
- Increase the weapon's damage and ammunition capacity to do more damage over time.
- Upgrading this weapon to its maximum is a pain, since you have to save space-consuming mods until you reach Hengsha a second time.

Valid Modifications

- Internal Cooling System (*restricted mod*)
- Rate of Fire x0
- Reload Speed x3
- Damage Increase x3
- Ammo Increase x4

Gallery

WEAPON DOCUMENT

WEAPONS

DATA PODS



LASER RIFLE

CLASSIFICATION: **CLASSIFIED**

DESIGNED BY: **DR. J. K. S. M.**

SECURITY

6



SYNCHRONIZED

NET COMBAT

LS-66 Sabre Directed Energy Rifle (DER)
A next-generation firearm, the LS-66 Laser Rifle is a prototype, constant-beam, battlefield laser weapon, designed for engagements against enemy infantry and light armor. The weapon has limited range and a long reload time, and is somewhat cumbersome compared to ballistic weapons. Sustained operation can also result in temporary shutdown due to overheating. However, the rifle's single, constant beam of powerful energy can penetrate low-density obstacles and cover to deliver damage directly to concealed targets.



Buzzkill TND Stun Gun

A loud, re-loadable, non-lethal weapon designed to incapacitate rather than kill.

Availability

- Obtainable on first mission. When asked by David Sarif about Adam's intent, choose "Non-Lethal" and "Close Up".
- Primarily found in desks drawers. Can be found scattered throughout the game.

Technical Details

- Effectively takes down enemies (like tranquilizers) but is not silent due to the arcing electricity. However, it disables electronics (robots, cameras and inorganics) for a short time.
- Also effective against bosses if you get close and shock them into immobility. Can win entire boss fights with this weapon and a lethal weapon (Revolver, Shotgun, Handgun, etc.)

Valid Modifications

n/a

Gallery



P.E.P.S.

Named the Pulsed Energy Projection System, it is an area-of-effect LTL (less-than-lethal) weapon able to takedown multiple opponents at once at short to mid range.

Availability

- Obtainable in the Detroit Police Station Armory and in a Hangsha storage locker.
- Primarily can be found in most security locker rooms/armories.

Technical Details

- Non-lethal weapon that knocks enemies down. Like the Stun Gun, this weapon is not silenced and very loud when reloading.
- Takes a considerate amount of time to reload after each shot. Consider switching to alternate weapon if targets are not knocked out.
- Effect of weapon lessens with range. Point blank range is an instant knockout for most enemies, while mid to long range will only stun.
- In confined areas or faced against groups of enemies, a single P.E.P.S. shot can takedown everyone in one shot, regardless of difficulty.
- Not effective against bosses.

Valid Modifications

n/a

Gallery



PAX-22 Tranquilizer Rifle

A silent, long-ranged, precision weapon that fires tranquilizer darts to effortlessly subdue targets without permanent injury.

Availability

- Obtainable on first mission. When asked by David Sarif, choose "Non-Lethal" and "Range." If you do not choose this weapon at the outset, you may not find it for quite some time.
- Can be purchased from Grayson the weapon dealer in Detroit's abandoned gas station.
- Can be found in a storage locker in Hengsha on your first visit.
- In the TYM building, the secret ventilation shaft with the executed scientist (a vent in the room with the second elevator and the electrified water leads to this area).

Technical Details

- Completely silent, but useless against robots and inorganics.
- There is a delay of a few seconds before the drugs take effect. This delay will be longer on stronger targets.
- The darts follow an arc when fired and do not travel in a straight line. Use the scope's adaptable sight to line up your shot before firing.
- Headshots on unarmored targets is an instant knockout.
- If fired from less than roughly 5 game-feet away it will be heard by guards, even the one you are shooting.
- Target-leading system does not account for dart arc-drop, only target movement.

Valid Modifications

- Target Leading System (*restricted mod*)
- Rate of Fire x0
- Reload Speed x3
- Damage Increase x0
- Ammo Increase x0

Gallery

WEAPON DOCUMENT

WEAPONS



TRANQUILIZER RIFLE



6

SYNOPSIS

NET CONFIG

PAX-22 Tranquilizer Rifle
A non-lethal weapon developed for capture operations on wildlife and other organic targets, the PAX-22 Tranquilizer Rifle is very accurate at long range, extremely precise, and virtually silent; however, it can fire only a single round at a time and its reloading action is slow.
The weapon's drug load induces torpor and unconsciousness, but has no effect on non-organic targets.



329-Series MPRS Rocket Launcher

A shoulder-mounted launcher capable of firing a variety of warheads. Designed for armor-piercing and anti-material missions.

Availability

- Found in the DRB gang territory. You need to either find a way to enter the second story level of the building with the broken fire escape, jump over the fences to the hobo-filled yard behind the building, or crawl through the gas-filled tunnel to access the second level.
- There is a rocket launcher in the FEMA camp's garage where the patrolling Box Guard (robot gorilla) is.
- Also found in an walled area of the TYM Lower tower, next to a box of rockets. A robot will be patrolling nearby when you first enter the area.
- In the vents in panchea. found beside a dead worker

Technical Details

- Good against Robots/Inorganics, and will probably kill anything else with one hit.
- With an added Heat Seeking System, one can control the path of the rockets once fired

Valid Modifications

- Heat Seeking System (*unique mod*)
- Rate of Fire x0
- Reload Speed x4
- Damage Increase x0
- Ammo Increase x0

Gallery



5.56mm M404 Heavy Rifle

A modern support weapon capable of suppressive fire. Found on Heavy Belltower Soldiers.

Availability

Security personnel in restricted areas have this weapon, as do some Belltower personnel.

Technical Details

- Requires a 2.40 second "spin-up" sequence before firing.
- Good for taking out large numbers of enemies.
- Difficult to use with any accuracy without Recoil Compensation augs.

Valid Modifications

- Internal Cooling System (*restricted mod*)
- Laser Targeting System (*restricted mod*)
- Rate of Fire x3
- Reload Speed x2
- Damage Increase x3
- Ammo Increase x4

Gallery



Hi-NRG Plasma Lance

Emits super-heated plasma energy at levels which prove hazardous to everyone and anything in range.

Availability

Found After defeating Namir, and on Panchaea in a cargo crate where you land.

Technical Details

- High-damage, long-range weapon capable of dealing damage to multiple targets at once provided they are close together.
- If you fire point-blank you will suffer splash damage.

Valid Modifications

- Internal Cooling System (*restricted mod*)
- Laser Targeting System (*restricted mod*)
- Rate of Fire x1
- Reload Speed x4
- Damage Increase x3
- Ammo Increase x3

Gallery



Xbow XHII Crossbow

A single shot weapon used for hunting medium game.

Availability

- Obtainable in Cloak & Daggers sidequest.
- Sold in the Hotel Hung Hua in Hengsha.

Technical Details

- A long range weapon with a devastating amount of damage. Behaves like the Tranquilizer Rifle, but kills its targets.
- You also have the ability to retrieve your arrows, provided the bolts did not strike a hard surface or target.

Valid Modifications

- Target Leading System (*restricted mod*)
- Rate of Fire x1
- Reload Speed x3
- Damage Increase x2
- Ammo Increase x0

Gallery



Grenades and Mines

Grenades and mines are devices which are used by the "Throw Grenades" button. Adam Jensen may equip and deploy one weapon and one thrown gadget simultaneously.

- Fragmentation Grenade
- Fragmentation Mine
- Concussive Grenade
- Concussive Mine
- EMP Grenade
- EMP Mine
- Gas Grenade
- Gas Mine
- Mine Template
- Remote Explosive Device
- Automatic Hacking Device

Gadget Stacking

It should be noted that grenades do not stack, meaning each grenade occupies one slot in your inventory. Mines stack -- up to three mines can occupy two inventory slots.

Using this basic logic, it would be to your advantage to convert grenades to mines using the Mine Template whenever you can in order to save space.

Fragmentation Grenade

A hand-thrown explosive device designed to kill enemies in enclosed spaces.

Availability

Fragmentation grenades are fairly common. They are found in weapons lockers, as well as being sold here and there by weapons dealers.

Usage

A hand-thrown device travels furthest when thrown "downhill". Unlike mines, grenades cannot be stacked into the same space.

Technical Details

In reality, a fragmentation grenade is essentially a "Typhoon-like" weapon which sprays thousands of metal fragments or steel balls in all directions when it explodes.

In Deus Ex, the "fragmentation" grenade is more like a high-explosive grenade (a real life concussion grenade) which causes trauma by using shockwaves.

Fragmentation grenades are noisy, but effective against all enemies (organic or not). Against bosses, they do large chunks of damage. The trick is to get the grenade to detonate when you want them to, as the frag grenade uses a timed fuse (and not proximity or impact fuses).

Gallery



Fragmentation Mine

A traditional landmine, but with the benefits of technology circa 2027.

Availability

Fragmentation mines are created from combining a Mine Template with a Fragmentation Grenade.

Usage

May be thrown or adhered to any surface. Automatically arms itself once placed. All mines are proximity mines and will detonate once it senses movement.

Fragmentation mines, like its thrown cousin, the fragmentation grenade are meant to do only one thing: kill.

They are effective against all enemies (including bosses), but they are not very subtle. Using one in a quiet office environment insures you will get *everyone's* attention.

Technical Details

Proximity mines have a detection threshold which ignores slow moving objects as well as very small masses (so it will not detonate if an ant crawls past it or a bullet passes by).

That said, proximity mines can be disabled by inching slowly towards them. Adam's onboard augmentations allow him to flawlessly defuse proximity mines when he is in range. Once deactivated, Adam may take the "safe" mines into his inventory and use them as his own.

Concussive Grenade

A hand-thrown device used to stun and disorient enemies who are reliant on the visual spectrum to see.

Availability

Concussion grenades are fairly common. They are found in weapons lockers, as well as being sold here and there by weapons dealers.

Usage

A hand-thrown device travels furthest when thrown "downhill". Unlike mines, grenades cannot be stacked into the same space.

Technical Details

Nominally, a concussive grenade is an "offensive" grenade, wounding and maiming enemies by the shockwave created by the high-explosive.

In Deus Ex Human Revolution, they are simply the "flashbang" grenades you may be familiar with from other videogames.

Remember that Concussive grenades only stun enemies; they do nothing to defeat them. If you combine these weapons with certain Eye Augmentations, you can close-in on enemies who are stunned by the flash and take them down before they recover.

Gallery



Concussive Mine

A non-lethal mine used to stun and disorient enemies who are reliant on the visual spectrum to see.

Availability

Concussion mines are created from combining a Mine Template with a Concussion Grenade.

Usage

May be thrown or adhered to any surface. Automatically arms itself once placed. All mines are proximity mines and will detonate once it senses movement.

Concussion mines, like its thrown cousin, the concussion grenade are non-lethal to enemies, and meant only to temporarily zap them into immobility and inaction. They will not affect inorganic entities.

Technical Details

Proximity mines have a detection threshold which ignores slow moving objects as well as very small masses (so it will not detonate if an ant crawls past it or a bullet passes by).

That said, proximity mines can be disabled by inching slowly towards them. Adam's onboard augmentations allow him to flawlessly defuse proximity mines when he is in range. Once deactivated, Adam may take the "safe" mines into his inventory and use them as his own.

EMP Grenade

A hand-thrown device used to disrupt electronics and inorganic security measures.

Availability

The EMP grenade is first offered by the MCB Leader in Highland Park (the FEMA camp's helipad), and may be purchased in some shops afterward. However, you will find them more often in lockers in PMC held areas.

Usage

A hand-thrown device travels furthest when thrown "downhill". Unlike mines, grenades cannot be stacked into the same space.

Technical Details

EMP grenades are non-lethal to enemies but works chiefly against inorganic enemies. Against Box Guards, cameras, and turrets, the voltage from the EM pulse will short-circuit their processors, leaving them inactive.

Gallery



EMP Mine

A mine used to disrupt electronics and inorganic security measures.

Availability

EMP mines are created from combining a Mine Template with a EMP Grenade.

Usage

May be thrown or adhered to any surface. Automatically arms itself once placed. All mines are proximity mines and will detonate once it senses movement.

EMP mines, like its thrown cousin, the EMP grenade are non-lethal to enemies but works chiefly against inorganic enemies. Against Box Guards, cameras, and turrets, the voltage from the EM pulse will short-circuit their processors, leaving them inactive.

Technical Details

Proximity mines have a detection threshold which ignores slow moving objects as well as very small masses (so it will not detonate if an ant crawls past it or a bullet passes by).

That said, proximity mines can be disabled by inching slowly towards them. Adam's onboard augmentations allow him to flawlessly defuse proximity mines when he is in range. Once deactivated, Adam may take the "safe" mines into his inventory and use them as his own.

Gas Grenade

A hand-thrown device used for non-lethal subjugation of the enemy.

Availability

The gas grenade is first offered by the MCB Leader in Highland Park (the FEMA camp's helipad), and may be purchased in some shops afterward. However, you will find them more often in lockers in PMC held areas.

Usage

A hand-thrown device travels furthest when thrown "downhill". Unlike mines, grenades cannot be stacked into the same space.

Technical Details

Gas grenades emit a pseudo-toxic vapor which incapacitates enemies who breathe (e.g., 99% of the enemies you find in the game).

It will not affect inorganic entities -- in fact, it may only alert them to your presence.

Gallery



Gas Mine

A non-lethal mine used to incapacitate, rather than kill.

Availability

Gas mines are created from combining a Mine Template with a Gas Grenade.

Usage

May be thrown or adhered to any surface. Automatically arms itself once placed. All mines are proximity mines and will detonate once it senses movement.

Gas mines, like its thrown cousin, the gas grenade (or Garrett's Gas Arrow) are non-lethal to enemies. They will not affect inorganic entities.

Technical Details

Proximity mines have a detection threshold which ignores slow moving objects as well as very small masses (so it will not detonate if an ant crawls past it or a bullet passes by).

That said, proximity mines can be disabled by inching slowly towards them. Adam's onboard augmentations allow him to flawlessly defuse proximity mines when he is in range. Once deactivated, Adam may take the "safe" mines into his inventory and use them as his own.

Mine Template

A modular approach to squad-level mine-making for all armed forces in 2027.

Availability

The mine template may be found in assorted lockers in PMC held areas, or purchased from weapons dealers in Hengsha and Detroit (Riot version).

Usage

This item does nothing by itself. It must be combined with a thrown explosive to create a certain mine type. All mines thus created become proximity mines and will detonate once it senses movement.

Technical Details

Proximity mines have a detection threshold which ignores slow moving objects as well as very small masses (so it will not detonate if an ant crawls past it or a bullet passes by).

That said, proximity mines can be disabled by inching slowly towards them. Adam's onboard augmentations allow him to flawlessly defuse proximity mines when he is in range. Once deactivated, Adam may take the "safe" mines into his inventory and use them as his own.

Remote Explosive Device

A remotely detonated explosive.

Availability

Available only if you bought the game new from EBGames (or Gamestop), as part of the Explosive Missions Pack.

Note: Now available as DLC.

Usage

- Throw a device by tapping "throw grenades."
- Detonate all deployed devices by holding "throw grenades."

Technical Details

An explosive that is controlled, so that you can throw anywhere and bait enemies to its location and set it off.

Since the choice to detonate lies with the player, the remote explosive device is more suited for ambushes than proximity mines.

Gallery



Automatic Unlocking Device

A one-use hacking tool which disables any electronic lock.

Availability

Available only if you bought the game new from EBGames (or Gamestop), as part of the Explosive Missions Pack.

Usage

Press the throw grenades button when adjacent to a hack-able door or device.

Technical Details

- One use item. Only used if there is a valid electronic device for the hack. Such devices hacked will not yield experience points.
- An AUD is detected by A.I. as a threatening device, and they will react negatively to Adam's presence when one is found.

Gallery



Weapon Mods

Weapon Mods can upgrade different weapons. There are three types of weapon modifications: General, Restricted, and Unique.

General Weapon Modifications

You can install as many general weapon mods as a weapon can allow, so long as it has potential to grow in one of the four statistics: Rate of Fire, Reload Speed, Damage Increase, and Ammo Increase. Potential growth in an area is represented by a grayed-out "bars" in the stat. All general weapon mods take up 2x2 inventory space.

- Rate of Fire Upgrade
- Reload Speed Upgrade
- Damage Upgrade
- Ammo Capacity Upgrade

Restricted Weapon Modifications

These modifications are only for certain weapons. Some weapons can use them, others cannot. Unlike general modifications, these appear as red boxes (but take up less space in the inventory). Restricted weapon mods take up 2x1 inventory space.

- Laser Targeting System
- Silencer
- Target Leading System
- Target Seeking System
- Cooling System

Unique Weapon Modifications

These modifications are only for only one weapon and one weapon only. If you do not plan to sell the modkit, or don't have the weapon, don't bother picking them up. Unique mods take up 3x2 inventory space.

- Burst Round System (Shotgun only)
- Armor Piercing System (Handgun only)
- Explosive Rounds (Revolver only)
- Heat Seeking System (Rocket only)

Laser Targeting System

Obtainable from Quest rewards for completing "Lesser Evils"

Obtainable in a Highland Park (a small building near electrical field).

Purchasable at Gas Station weapons dealer (Act 4).

Purchasable at Hangsha 1st Floor hotel. (Act 5).

Details: Replaces redicules with red-dot aiming.

Silencer

Purchasable at Apartments 2nd floor (accessible through fire escape by the basketball court. (Discount can be given if you have rescued all hostages, and convinced Zeke to let hostage go in the first mission. Then go to Sarif building and check your office computer.)

Purchasable in Hangsha at Hotel 1st floor.

Found in a drawer in Montreal - Online News Division (Level 3).

Quest reward from "Smash the State" (Act 4) Detroit by Knocking out target "White" instead of killing him.

Details: Sound suppressor, reduces the noise made when firing a gun. Only Available for 10mm Pistol, Machine Pistol, and Combat rifle.

Ammo Capacity Upgrade

Obtainable in Clock and Dagger sidequest. (If you choose to give the crossbow and give her the option of arresting O'Malley, she will reward you with 2 Ammo Capacity Upgrades and 2000 credits)

Found in Tai Yong Medicals Cat walk Room 2.

Details: Increases ammo capacity of given weapon, upgrade depends on weapon: Pistol +3, Shotgun +2, Combat Rifle +10, Heavy Rifle +25, Machine Pistol +10.

Damage Upgrade

Purchasable at Gas Station Weapons dealer in Detroit.

1 found in Sarif Factory. Check the storage areas. One of the open crates will have a damage mod inside.

Details: Increases weapon damage.

Reload Speed Upgrade

Purchasable at Gas Station Weapons dealer in Detroit. (Act 4)

Located in the Police Precinct: As you get to the morgue door there are lockers behind you. The reload speed upgrade is in the locker on the far side next to the fire hydrant to the right.

Details: Increases reload speeds.

Rate of Fire Upgrade

Increases the rate of fire (ROF) for certain weapons. Some weapons, like the shotgun, cannot increase its ROF without compromising its means of ammunition loading (or animation between shots, if you like), and cannot use this upgrade.

Note that the higher your ROF is in Deus Ex Human Revolution is, the more ammunition your weapon will expend with each trigger pull.

Details: Increases rate of fire.

Burst Round System

Shotgun modification only.

Purchaseable at Gas Station Weapon shop for 1,500 Credits.

Details: Fires 2 bullets with one shot.

Target Leading System

Tranquilizer Rifle and Crossbow only.

Purchasable at Highland Park / FEMA camp from the Motor City Ballers (MCB) leader.

Found in a Locker in Hangsha.

Details: Helps predict where projectile will hit, so you can aim accordingly.

Target Seeking System

For the Combat Rifle and Machine Pistol only.

Purchasable in Hangsha at Hotel 1st Floor.

Details: Allows your bullets to seek the target, When the path is white it means your target is open and will be hit, when the path is red it means target is not in sight or behind cover.

Armor Piercing System

For the 10mm Handgun only.

Obtained in your apartment in Detroit. (Hack or get code for Pad and it opens a secret compartment behind the TV.) Also found in the Hung Hua Hotel in Hangsha. (In the room where you get the Shanghai Justice sidequest it can be found at the back of the room behind some boxes. It can be sold to the weapons dealer for 750 credits if you already have the one from Jensen's apartment.)

Details:

Cooling System

For the Heavy Rifle and Laser Rifle only.

Details: Keeps weapon cool after continuous use.

Explosive Rounds

For the Revolver only.

Can be purchased from the weapons dealer in the Alice Pod Gardens. A Revolver can also be purchased from him.

Details: Turns your shots into miniature rockets, delivering lethal explosive damage.

XP Book Locations

50G

Doctorate

Read all 29 unique XP books within a single playthrough

As stated by the accolade, there are **29 unique e-books** in the campaign. Note that XP books are e-books which give you the "Scholar" experience point action (200 XP). Not all e-books are XP books.

Sarif Manufacturing Plant

This is a story mission area, and it cannot be revisited once you complete it.

01: Neural Interface Protocols: The PEDOT Revolution



There is one automated turret in this level. The security hub (PC) which controls it is in a room nearby. The ebook is in the security hub room, underneath a small cardboard box.

02: Artificial Muscles



Before or after you deal with Zeke Sanders, Purity First terrorist-extraordinaire, locate the desk in the office adjacent where you encountered Sanders. The ebook is on that desk.

Sarif Industries (pre-Riot)

This is a hub area for the first few missions. You may return to it until you decide to leave for Hengsha Island.

03: The Nature of Neuroplasticity



The ebook is located in the Tech Lab behind Frank Prichard's desk. Remember that the Tech Lab is on the second floor, just below Adam's own office.

04: The Neural Hub: Design for a Next Generation



Locate office 27, Diane Gonzalez and Nouella Cook. Hack or keycode (4145) the door to get into the office. The ebook is on a small table inside.

05: Tyranny of Biology



Locate office 25, Mika Pine. Hack the door (experience points!) or access the office through the ventilation duct in office 27. The ebook is on a small table next to the ventilation grill.

06: The Visual Cortex 2.0: The Eye Redesigned



The LIMB Clinic in Detroit has a hallway past the front counter. The ebook is on an operating tray in the hall.

07: Nano-Augmentation: Pipedream or Theory for the Future?



Locate Greg and Josie Thorpe's apartment. If you activated the side mission Motherly Ties, there is a blue marker for Brent Redford, who (incidentally) is the security guard for the same building the Thorpes live in.

Enter the Thorpes' apartment and locate the ebook on their bedroom nightstand.

08: Arms and Legs For Man: The Structure of Cybernetic Limbs



Locate the apartment building for Tindall and O'Malley (the one with the exterior gate). There is a room on the floor above Tindall which has a Level 5 locked door (you get the keycode from a corpse in a hidden alley north of the police precinct). Enter the apartment (hack or use the following keycodes: 2356 and 8221; one is for the security cage with the Praxis Kit).

The ebook is on the desk in the bedroom, next to the PC.

09: Respirocyte Technology & Hazardous Environment Parsing



Locate the weapon dealer, Seurat. His building is the apartment next to the basketball court. An ebook is on the bureau in his bedroom (where the whore is sleeping). Note that opening the door will startle Seurat, but once he reverts to his "shop mode" animation, you may freely explore his apartment without fear of detection.

10: The Intelligence Circuit



Head to Adam's apartment in the Chiron Building. The ebook is on the nightstand in his bedroom.

11: The Threat of Cybernetic Discognition Disorder



This ebook is on the mortician's desk in the Detroit Police Precinct morgue.

12: VestIBULAR Augmentation and Enhanced Agility FactorING



On the Derelict Row map, there is a long rectilinear factory-like building south of the buildings with the weapons cache (in Cloak & Daggers), antennae, and the rocket launcher.

Locating the building is probably difficult your first time through, but it's essentially the southern-most DRB building that you can physically enter in the Derelict Row map.

The ebook is on four white barrels within this building.

Highland Park (FEMA Facility)

This is a story mission area, and it cannot be revisited once you complete it.

13: Blurring the Boundaries Between Man and Machine



The ebook is in an office (7984) adjacent to the facility's cafeteria where the two friendly FEMA personnel are.

Hengsha Island, China

This is a hub area for the second set of missions. You may explore it freely until you decide to leave for the Tai Yong Medical (TYM) shuttle.

14: The Science and Theory behind Cochlear Implants



Go to the western district of Hengsha (the Youzhao District) and get atop the rooftops so you can see the "Parking Structure" sign (above left-most image). Turn around 180 degrees and you should see a stairwell that leads down into an apartment building. Enter the second level and hack the door there. The ebook is on the desk next to the room's sole inhabitant.

15: Invasive Brain Machine Interfaces



Go to the western district of Hengsha (the Youzhao District) and get atop the rooftops so you can see the "Parking Structure" sign (above left-most image). Turn 90 degrees to your right and you should see a pedestrian bridge with a civilian woman loitering on it. Just past her is a locked door (hack it) by a roof garden (top of the stairs). Inside this unoccupied room is the ebook on a desk. Don't miss the safe inside either (sniper rifle ammunition).

16: Understanding Vision (Part 1)



Locate Hengsha Court Gardens (the apartment complex where the Bar Tab side mission was, along with locating the Dutchman). The first apartment to the left of the Hengsha Court Gardens front entrance has the ebook in the kitchen. If you are seeking to avoid the patrolling enemies, you can locate the same room by coming out from the apartment's elevator, head out the front door, and then make a right.

17: Optical Enhancement Functionality



Locate The Hive nightclub and try to gain deep access into the club by accomplishing Darker Shades successfully. This ebook is in the coat check room at the entrance, but hacking it would be next to impossible without killing every guard in the club. The basement / backdoor entrance is a lot less antagonistic. The ebook is in the coat check room's desk, next to the security hubs and PC.

18: The Use of Neuromuscular Facilitation Systems



Locate The Hive nightclub and try to gain deep access into the club by accomplishing Darker Shades successfully. This ebook is in Tong Si Hung's office, on the table by the water heater.

19: Electrogravitic Technology Applications

It is best to find this ebook before you locate the Dutchman's pod. Otherwise, you may further events

which prevent you from re-visiting the Alice Garden Pods.



Locate section 1 in the Alice Garden Pods' second level. In one of the lower bunks in the rear of this section of the Pods, an ebook awaits.

Tai Yong Medical Tower

This is a story mission area, and it cannot be revisited once you complete it.

20: Icarus Landing System." "Better Than Nature?"



You will need the Icarus Landing System to retrieve this ebook. After you ride the first elevator in the TYM Tower, you will encounter an electrified floor (the breaker box is in one of the nearby cage's). Past the electrified real-estate is a second larger elevator. Before you take this second elevator to progress further, explore and find the ventilation grill to the left of the big elevator. The ebook is found within this ventilation shaft's depths.

21: Radical Evolution is a Reality



Enter the Lee Gang Memorial Laboratory and find the unoccupied workstation next to the one station with two female scientists bickering about TYM's latest bio-chips. The ebook is on the gray box container at the unoccupied workstation.

22: Brain Implants



After your meeting with Zhao Yun Ru, Adam will make his way to a TYM hangar that's patrolled by two active Box Guards (gorilla-like robots). Make your way to the room with the security hub which controls the cameras and robots (the room in the corner, high above the whole space); the ebook is in the security hub room.

Picus Communications

This is a story mission area, and it cannot be revisited once you complete it.

23: Human Powered Autonomous Energy Reclamation Systems



Locate the broadcasting room. This is the large room with a turret, but before you ride the Funicular into the sub-basement. Above the broadcasting room is a video control booth with an ebook. The ebook is on the counter near the ventilation grill.

24: Healing Thyself: Health Preservation Implants



After riding down to the sub-basement in the Funicular, you will encounter a "hand encompassing the world" sculpture. Go past this sculpture and turn left to the "Operating Area 3". Operating Area 3 has two rooms atop each other; the lower room has this ebook on one of the desks.

Detroit (Riot)

This is a hub area for the third set of story missions. You may explore it until you decide to leave for the Sarif Industries via the Chiron Building helipad.

25: Vagus Nerve Stimulators: Repurposing the Technology



Locate the Convention Center. You may find this ebook before, or after confronting William Taggart, but you will find it easier to explore if you successfully meet the conditions for The Throwdown. The guard room next to Taggart's dressing room (the room with the red sofa) has an ebook by the coffee machine.

26: Dermal Modification Processes



Locate Dr. Isaias Sandoval in his bunker. You may or may not meet the conditions for The Last Straw and still locate this ebook. It is on Dr. Sandoval's desk.

Hengsha Island, China (Lockdown)

This is a hub area for the fourth set of story missions. You may explore it until you decide to leave by placing Tong Si Hung's explosive package on the port administrator's desk.

27: Understanding Vision (Part 2)



Enter the Harvesters' Hideout in Youzhao District (the Hengsha area that's on the west side of the map). On the floor where you find Dr. Sevchenko's GPL signal, there is a surgical chopshop next to four holding cells. The ebook is in the chopshop, on a table with the big blue TV monitor.

Singapore (Omega Ranch)

This is a story mission area, and it cannot be revisited once you complete it.

28: Delgado and the Stimoceiver



Identify the building where Eric Foss and Nia Colvin are being held in, and find room G-23 on its second floor. This room is Dr. Sevchenko's former lab (keycode 5377).

When you enter room G-23, check the map. The ebook is on a desk in the southern portion of the lab, partially obscured by the cubicle's wall.

29: Reimagining Retinal Implants: Doctor Dobelle's Success



After defeating Jaron Namir and locating Dr. Megan Reed, hack the safe in the room for the final ebook.

Consumables

Consumable items can be used either at the inventory screen or at the quick inventory menu and are used to increase the amount of health available or refill energy bars for abilities

Health Items

Note: you can have a maximum of 200 HP

- Hypostim
 - Takes up two inventory grids
 - Adds 50 points to the HP bar
- Painkillers
 - Takes up one inventory grid
 - Adds 25 points to the HP bar
- Beer
 - Takes up one inventory grid
 - Adds 5 points to the HP bar
 - Drinking this item will make Adam drunk for a short time
- Wine
 - Takes up one inventory grid
 - Adds 10 points to the HP bar
 - Drinking this item will make Adam drunk
- Scotch
 - Takes up one inventory grid
 - Adds 25 points to the HP bar
 - Drinking this item will make Adam drunk
- Spirits
 - Adds 10 points to the HP bar
 - Drinking this item will make Adam drunk

Energy Refill

- Cyberboost ProEnergy Bar
 - Take up one inventory grids
 - Restores one Energy Bar
- Cyberboost ProEnergy Bar Pack
 - Take up two inventory grids
 - Restores two Energy Bars
- Cybertech ProEnergy Jar
 - Take up four inventory grids
 - Restores three Energy Bars

Praxis Kits

Praxis Kits are items which bestow Adam with one (1) Praxis Point. Praxis Points are used for upgrading or unlocking new augmentations. Apart from the free kits you find exploring or earn from side quests, you will have the option to purchase Praxis Kits from the LIMB clinics in Detroit and Heng Sha.

Click this link to see the video

<http://www.ign.com/videos/2011/08/31/ign-strategize-deus-ex-praxis-kit-locations>

Sarif Manufacturing Plant

- After riding the elevator down in the Sarif Manufacturing Facility to the hallway with the turret, there is a Praxis Kit in plain sight as you trigger the Augmentation video tutorial.

Detroit

- LIMB Clinic purchase (Y-5000). Be sure to buy both units before proceeding to Heng Sha (or earlier to FEMA).
- LIMB Clinic purchase (Y-5000). Be sure to buy both units before proceeding to Heng Sha (or earlier to FEMA).
- Locate the Purity First / Humanity Front terrorist staging room in Tindall's and O'Malley's apartment building (the one building with the locked gate). You can locate the passcode to this Level 5 door from a pocket secretary in an alley by the police station -- or, if you have the ammunition and explosives, just destroy the door with weapons fire -- if you cannot hack the door's lock. The storage cage (3663) has a Praxis Kit.
- Derelict Row Banger (DRB) territory sewers. There is a DRB sewer checkpoint (crewed by three gangsters) near the ladder to the weapons cache (Jenny Alexander's side mission). There's a break-able wall past this DRB guard station, which is highlighted prominently if you have the Wall Punch augmentation. The Praxis Kit is in the secret room hidden by that break-able wall.

Heng Sha

- LIMB Clinic purchase (Y-5000). Be sure to buy both units before proceeding to TYM.
- LIMB Clinic purchase (Y-5000). Be sure to buy both units before proceeding to TYM.
- Lower Heng Sha Court Gardens area. It is the elevator shaft of the building where the Dutchman hacker was staying, but the enemy PMC is currently raiding. The only way into the shaft (e.g., not using the elevator) is to locate the place where you may punch a wall near the Heng Sha Court rooftops. The Praxis Kit is under the last ladder at the very bottom of this

elevator shaft. As a bonus, you can get to the Dutchman's apartment (or Jaya's place) via a vent from this shaft.

- Lower Heng Sha sewers (same map as the Hotel Hung Hua and The Hive). Locate the Hotel Hung Hua (Red Flower) and locate the weapons dealer on its first floor. Past the dealer is a ladder to the sewer. There is a breakable wall in the sewer passage near this ladder with the Praxis Kit.
- Complete the side mission for Faridah Malik in regards to the murder by accident by "My father is Lee Gang!" Lee. You do not need to gather all the evidence (although it helps with the Super Sleuth achievement/trophy). Upon completing the side mission for Malik, she will give you this Praxis Kit outside The Hive nightclub.
- Complete the side mission for Bobby Bao. This assumes you managed to convince Tong Si Hung to peacefully meet with Adam in the basement of The Hive nightclub. If you didn't, you may have some trouble getting the dialogue thread for Bao to trust Jensen. Locate Bao's target, Jaya, in the apartment building where you found traces of the Dutchman hacker and handle the problem. For the ultimate reward (Praxis Kit), you should meet the Guardian Angel criteria and buy Jaya's ass back for Y-5000. When you speak with Bobby Bao once more, you will receive a Praxis Kit as payment.

Tai Yung Medical (TYM)

- TYM laboratory (the first restricted area room). Check the second level's two labs/offices in the south. The eastern room has this Praxis Kit in a desk drawer.

Picus Broadcasting Tower

- When you first arrive at Picus, try to avoid triggering enemies by going to room 404. Visit the lower news-pit (central area with all the journalists' desks) and one of the desk drawers will have a Praxis Kit.

Detroit (Riot version)

- LIMB Clinic purchase (Y-5000). Be sure to buy both units before proceeding to Sarif Industries.
- LIMB Clinic purchase (Y-5000). Be sure to buy both units before proceeding to Sarif Industries.
- This Praxis Kit only appears if you allowed Zeke Sanders to live in the Sarif Manufacturing Plant. Dr. Sandoval's apartment has a Praxis Kit, but it is booby trapped by Zeke. This ass-hat will ambush you with two EMP mines in the apartment. If you have an improved radar or enhanced vision, you will know where Zeke is in the room. Take him out first, then take the Praxis Kit. For this extra trouble, you also get two unspent EMP mines.

Heng Sha Revisited

Word of warning -- if you decide to update Adam's bio-chip, you will have an extremely tough time with the next few bosses. Make like a Russian and stick to what works.

- LIMB Clinic purchase (Y-5000). Be sure to buy both units before proceeding to Heng Sha's seaport.
- LIMB Clinic purchase (Y-5000). Be sure to buy both units before proceeding to Heng Sha's seaport.
- At the LIMB Clinic in Heng Sha, locate a Dr. Hui Wing. He will give you the Talion A.D. side mission about Michael Zelazny. Resolve the side mission and Dr. Wing will hand over a Praxis Kit.

Pangaea

You will locate the LIMB Clinic after meeting Hugh Darrow and disengaging the lockdown to the inner depths of Panchaea (Pangya / Pangea).

- LIMB Clinic purchase (Y-5000). In the midst of all the chaos, there is still time for money-making game.
- LIMB Clinic purchase (Y-5000). In the midst of all the chaos, there is still time for money-making game.

[<http://www.ign.com/blogs/simalcram/2011/08/29/deus-ex-human-revolution-praxis-kits/> Source: IGN)

DLC Items

These items are available to your character when you pre-ordered Deus Ex Human Revolution from various retailers. At of this writing, there are no official plans for the release of this content as low-cost DLC.

- Silenced Sniper Rifle
- Grenade Launcher
- Huntsman Shotgun
- Remote Explosive Device
- Automated Hacking Device

Silenced Longsword 202 ERASER Sniper Rifle

A suppressed, bolt action, long-ranged precision weapon designed for special operations warfare.

Availability

Available only if you pre-ordered the game from Amazon or BestBuy, as part of the Tactical Enhancement Pack.

Technical Details

Uses the same ammunition as the standard sniper rifle and has an integral suppressor and laser targeting system.

Note: Now available as DLC.

Valid Modifications

- Laser Targeting System (*restricted mod*)
- Rate of Fire x2
- Reload Speed x3
- Damage Increase x0
- Ammo Capacity x3

Gallery



Grenade Launcher

Hand-held launcher which soft-lobbs high-explosives in an anti-material and anti-personnel role.

Availability

Available only if you pre-ordered the game from EBGames (or Gamestop) as part of the Explosive Missions Pack.

Technical Details

Fires explosives at short-ranges.

Valid Modifications

unknown

Huntsman Silverback Double-Barrel Shotgun

Large-bore double-barreled shotgun that dishes out incredible damage at close range.

Availability

Available only if you pre-ordered the game from Amazon or BestBuy, as part of the Tactical Enhancement Pack.

Note: Now available as DLC.

Technical Details

Uses shotgun ammo.

Valid Modifications

- Rate of Fire x0
- Reload Speed x2
- Damage Increase x1
- Ammo Capacity x0

Remote Explosive Device

A remotely detonated explosive.

Availability

Available only if you bought the game new from EBGames (or Gamestop), as part of the Explosive Missions Pack.

Note: Now available as DLC.

Usage

- Throw a device by tapping "throw grenades."
- Detonate all deployed devices by holding "throw grenades."

Technical Details

An explosive that is controlled, so that you can throw anywhere and bait enemies to its location and set it off.

Since the choice to detonate lies with the player, the remote explosive device is more suited for ambushes than proximity mines.

Gallery



Automatic Unlocking Device

A one-use hacking tool which disables any electronic lock.

Availability

Available only if you bought the game new from EBGames (or Gamestop), as part of the Explosive Missions Pack.

Usage

Press the throw grenades button when adjacent to a hack-able door or device.

Technical Details

- One use item. Only used if there is a valid electronic device for the hack. Such devices hacked will not yield experience points.
- An AUD is detected by A.I. as a threatening device, and they will react negatively to Adam's presence when one is found.

Gallery



Enemies

There are a variety of enemies (some more innocuous than others) who may take different shapes and forms other than "humanoid".

- Organic
- Inorganic
- Bosses

Organic

Organic enemies are essentially humans in Deus Ex Human Revolution. The transgenics and Omar which populate the planet in 50 years time have yet to be created and encountered.

- Civilian
- Gang Banger
- Security Personnel
- Belltower Operative

Civilian

Civilians are unarmed, but it does not mean they cannot cause trouble. If they spot Adam performing illegal activities, chiefly hacking terminals, they will alert the proper authorities.

Lethal or non-lethal actions on civilians will not grant experience points. Regardless, civilian bodies should be hidden to avoid further confrontation.

Gang Banger

Detroit

The Derelict Row Ballers (DRB) and Motor City Bangers (MCB) are two rival street gangs who fight for turf in the remains of Detroit. The DRB are anti-augmentation, but are numerous. The MCB are less numerous than the Ballers but are heavily augmented and wield superior firepower. For the most part, the DRB and MCB will ignore an augmented security specialist like Jensen, unless he deliberately intrudes on their turf. Once Adam does, all bets are off and the guns come out.

Punks are a loosely organized group that are usually neutral toward Adam. They have no turf of their own, but in the early game a few inhabit the Detroit Convention Center and will attack if Adam intrudes.

Hengsha

The Harvesters are a Hengsha gang, so named because they "harvest" augmented body parts from others. The Harvesters' compound is a parking garage in the Youzhao district. Heavy Harvesters, easily recognizable due to their helmet, are slow-moving gang members that wield the Heavy Rifle.

Gang Bangers generally equip the following weapons:

- 10mm Handgun
- Machine Pistol
- Shotgun
- Heavy Rifle (Harvester only)

Security Personnel

Security Personnel refers to the myriad police organizations which patrol the cities of 2027 as well as domestic security firms, like Sarif Industries Security.

Police

While police are still nominally controlled by the civil authorities, lavish expenditures by private interests have allowed for private interests to infiltrate some groups. In Hengsha, Belltower PMC has largely replaced the traditional Police. Civilian police do not provide experience when dealt with lethally or non-lethally.

Security Personnel

Security personnel are encountered in private or corporate settings, like Sarif Industries and Tai Yong Medical. They are better trained and generally have better equipment (including explosives).

Weapons

- 10mm Handgun
- Machine Pistol
- Shotgun
- Combat Rifle
- Grenades and Mines

Belltower Operative

Belltower is a Private Military Contractor, an army taking orders from the highest bidder. Belltower personnel are very well equipped and will not hesitate to use lethal force on intruders or perceived threats.

Belltower Operatives

The most common enemy in Deus Ex: HR, the Belltower operatives are employed in all levels of combat, from police work on the streets of Hengsha, to security and combat operations.

They come in light, medium, and heavy variants, each carrying respectively more devastating weapons and armor.

Belltower Spec. Ops.

These soldiers are highly trained specialists who excel in infiltration and covert operations. They can be recognized by their black balaclava and black suits with red shoulderpads. The Sneaker variant have augmentations which allow them to become temporarily invisible. There is a glitch however when the sneaker stays invisible forever and cannot be seen without upgraded eyes. The Ogre variant is a large, slow, and armored soldier who wields the Heavy Rifle.

Weapons

Belltower Operatives usually have the following equipment (including explosives):

- Machine Pistol
- Shotgun
- Combat Rifle
- Sniper Rifle
- Grenades and Mines

Inorganic

Inorganic enemies are "not alive". Security machines are used by various groups to defend their lives and property.

Hot Tip

All inorganics can be one-shot with an EMP grenade or mine, on any difficulty. Bots can survive if they are on the very edge of the blast, however they will be badly damaged.

- Camera
- Turret
- Mobile Robotics

Camera

Cameras operate by scanning for unrecognized silhouettes in facilities and protected zones. Adam's augmentations are not at the level of sophistication to spoof IFF signal, but his Dermal Augmentation for cloaking allows him to counter a camera's shape-recognition program.

Shutting down a camera through a connected security hub is by far the best way to "defeat" a camera, although strong EM pulses, or a Stun Gun shot, will disable a camera temporarily.

It should be noted that destroying a camera will instantly alert enemy forces.

Turret

Turrets are stationary armed strongpoints. Like cameras, they rely on shape-recognition to identify enemies, although they also have an IFF safety that prevents them from firing on friendly security forces.

Turrets can be defeated by Stun Gun shots, or shutting down their activity from security hubs.

Additionally, since turrets are quasi-mobile, the Lift Heavy Object bio-mod allows you to pick up a turret and have it face a wall or corner so they can cause no mischief.

Mobile Robotics

Automated mobile A.I. defences (or "bots") take a variety of forms from small wheeled defence vehicles to larger "walker" type Box Guards.

They carry heavy firepower, and like turrets, they can be shut down or converted to attack enemies by finding and hacking the relevant security console. There are a total of about a half-dozen bots which can be hacked and controlled in the game -- and since their systems kill enemies, using them in this fashion will disable the Pacifist condition.

Bosses

Bosses are tough enemies in the game, and are a mix of organic and inorganic (due to augmentation). Since they do not count towards the condition, you are free to use lethal force when neutralizing bosses.

Hot Tip

Most players have found it best to have a single, powerful (but compact) weapon, like the Revolver, when dealing with some of the early bosses. If you use the Stun Gun to some bosses, you can disable them at close range. You may then switch to a lethal weapon and let 'er rip.

Alternative Methods

With the exception of the final boss, all bosses can be defeated with Gas Grenades as well. Using a combination of the Stun Gun and two or three Gas Grenades, these bosses can be stunned and gassed repeatedly, allowing them to be killed without executing a single attack.

To do this, start with your Stun Gun and Gas Grenades equipped before the boss battle begins. As soon as the cutscene ends, rush forwards and fire your stun gun as soon as the reticle turns red. The target will temporarily be stunned. While they are down, toss a Gas Grenade at their feet. Continue to Stun the boss repeatedly, replacing the Gas Grenades as they expire.

Eventually the boss will die from suffocation. If you have the Rebreather Chest Augmentation (2 Praxis Points) you will be immune to the Gas Effect making this tactic an acceptable one.

EMP grenades are also highly-effective at stunning bosses, as is the .

All bosses can quickly be defeated by using the Typhoon Explosive System (Twice in "Give Me a Challenge" and Three times in "Give Me Deus Ex"). The Typhoon System makes you invulnerable to all attacks while using, so fill up enough energy bars and you will quickly advance.

Specific Strategies

- Lawrence Barrett
- Yelena Fedorova
- Jaron Nammir
- The Hyron Project

Lawrence Barrett

Barrett's grenades are more deadly than his gun, and he throws more than one at a time. Avoid them at all costs, even taking a few bullets, as his grenades will one-shot kill you. **Do not** get into hand-to-hand range with Barrett as he will grab and kill you.

If you are patient, you can stick to the cover around the room. He will throw grenades at you to try to flush you out but, if you hide in back of either of the two corner rooms unseen, he will be unable to reach you and the grenades will not kill you. If you wait long enough, he will keep walking into his own grenades and hurt himself. NOTE: He will not die this way, but a single head-shot will finish him off.

If you get caught having left your big guns back in your apartment, then Barrett can be taken down with a combination of EMP grenades (that are available throughout the level and should be collected), improvised weapons and stealth. EMP will stun Barrett, giving you a chance to move without getting shot at.

There are a number of explosive and gas canisters lying around the boss room and if thrown directly at the boss will detonate. The gas cloud will blind Barrett as well as damage him, so you can use this time to restock on grenades and hide from Barrett while he stumbles about in the gas cloud.

By the time you run out of things to throw and grenades Barrett should be a few good headshots short of dropping (that is on the highest difficulty, he should drop much sooner otherwise).

If you are still having trouble at high difficulty, try this: Save just before going into his room, then practice throwing the gas grenade (from the Highland Parks dealer) and crouching, just as combat begins. If the grenade does not land on him, start again. (Exactly on him, if you don't have Rebreather aug.) Once it does, go around to your right, and throw the two explosive barrels directly onto him. Then keep muddling him with an EMP grenade or two; ultimately find the location of all explosive and gas throwables. An important thing to remember is that he needs to reload his heavy rifle, giving you time to dart around. Also, he may not even be facing you, if he is muddled enough. There are at least 3 gas and 3 explosive containers, so if you have a gas grenade in hand to start with (from the topside dealer), you don't need anything else on high difficulty. Play dirty.

Barrett is arguably the toughest DX3 boss; he and Namir (Boss 3) are certainly head and shoulders above bosses 2 and 4. Even if you have to reload a hundred times, realize it is entirely doable; it's a hack-able puzzle, as it were, when done right.

Yelena Fedorova

Yelena is the first cloaking boss you will fight (not the last) and is quite easy to beat using a certain augmentation. If you have spare Praxis points, buy the EMP Resistance augmentation under the Dermal Armor upgrade tree prior to entering the final room in the Picus building, it will certainly make the fight much easier. Once you enter the room you will watch a cutscene that will end with you having to fight Yelena.

From the get-go strafe to either the left or the right, by doing this Jensen will dodge Yelena's charge attack. (Do not let her hit you with this attack on higher difficulties.) If you successfully dodged these attacks unload whatever weapons you have on her as she will be stunned. After that, quickly search the room to find energy relays.

If Jensen has the aug mentioned earlier shoot all of them and the EMP discharge should kill Yelena. If he doesn't have the aforementioned aug but instead has the Typhoon, stun her (emp, stun gun, dodge her charge, peps), then get right up next to her and start spamming the Typhoon, pausing to eat energy bars and the like. Some of the more useful weapons to use in this fight are the revolver (explosive rounds), heavy rifle (cooling upgrade is a must), and 10mm pistol (armor piercing rounds) if you're a good shot.

If the very handy EMP Aug was not chosen, this is a possible strategy to beat the boss: First load up on ammo and weapons (there is an armory right outside -- and plenty of supply cabinets along the walls) and stay in the center of the room and wait for Yelena to start running at Jensen (also, be careful, as the player can be shot at while waiting). When she bears down on Jensen, sprint towards/past her far enough to where her EMP blast deals little damage. Since she missed the attack she will pause for a short amount of time. When this happens, shoot away!

Yelena, will usually perform this attack style three or four times before she goes into hiding--and Jensen should have full health by the time she gets back. You can, of course, also freeze her in her tracks by setting EMP Mines or tossing EMP Grenades at her. Just be careful that you don't inadvertently deplete your own health. Shoot her while she's frozen in her tracks and refill your health as needed. Repeat until she is defeated!

Jaron Namir

The following method requires a decent hacking level and the upgraded strength augmentation. This was the only way I could find to defeat this boss during a stealth (ie. not combat) playthrough. In the courtyard there is a turret. Dispose of the enemies around the turret and use the computer behind the turret to hack into it and set it to attack enemies. Next, pick up said turret and carry it to the elevator. Set down the turret outside the elevator but before the cutscene triggers (Set it outside the elevator with out getting out of it yourself) and then just lure the boss out of cover for a few seconds and let the turret do your dirty work for you.

Namir is a pain, even in a combat playthrough. He cloaks, moves quickly, can jump over the walls and uses a plasma rifle that will kill you quickly and messes with your vision when you get hit to boot. First recommendation is to get out of the center, as Namir has too many angles of attack there. Move to the outside circuit and stand in a corner, this way Namir will have to come at you from one of two directions and you should be able to see him moving in cloak once you are standing still. The most effective weapon here is the gas grenade, as he will get stuck in it, coughing away and taking damage. Otherwise, use EMP to stun him and high-powered weapons (if you combine the heavy rifle with laser sight, cooling system and recoil compensation aug it will chew up Namir fast). It will take roughly 3 gas grenades and some shooting to take him out, on high difficulty.

You may use a statue in niche as a cover. Have a sit and jump there - you'll fit. You should choose a statue in front of a wall, not near passage. The boss will shoot and throw granades to statue, then will hide close to wall outside of your sight, - you should lean out a little and cheer up him with a shoot, he'll move out and you'll add him. Several of such steps and the boss will die.

Another method for "Give Me Deus Ex" difficulty. Requirements: one Zenith 10mm Handgun (1 damage upgrade, 1 armor piercing upgrade. It also had a silencer and laser sight, which can make things easier.) One EMP or Gas grenade. (Gas is better, as it does damage as well.) One fragmentation grenade.

After the fight starts, HIDE. On "Give Me Deus Ex difficulty", Namir's Hi-NRG Plasma Lance will kill in one hit. After the first barrage, head to the right of the elevator and get behind cover. Namir should walk straight towards you and past the elevator. If you have a mine, place it in the corner in front of you and wait for Namir to approach. After he's stunned toss a frag, and place five or more rounds into his head.(Gas grenade will allow for more shots) Right before he becomes unstunned, throw another a frag. He should be defeated.

It is worth noting that a very high risk high reward strategy is to toss a gas mine over to where he Namir will spawn. When the fight starts get away immedietly and behing a wall nearby. It is likely he will vault over the wall and in doing so allow himself to actually be meeled. This a good strategy for anyone who has a template a free gas grenade.

Also, try blind firing with the laser rifle from cover. The laser beam can be perfectly controlled and makes the boss a lot easier, especially on the hardest difficulty.

The Hyron Project

Ironically, the final boss is by far the easiest. The objective here is to kill or incapacitate the 3 tortured women that are locked in the central pillar of the room. After each woman is eliminated a new threat will emerge to attack you.

Things that will make this fight easy: EMP shielding aug (VERY useful), 4 EMP grenades or mines, any AOE anti-personel weapon (PEPS, frags, gas), high powered weapon (heavy rifle, plasma gun, rocket launcher). The laser weapon is also very effective, see the alternative method for this fight below.

There are 2 ways to open the pods containing the women and 1 way to one-shot them all at once. The women take 2 tranq darts to drop, even with heashots, gas grenades also work for unlethal takedown.

1. Beside each pod is a purge button which will open the pod for a short time.
2. Each pod has a security computer associated with it. Hack these and you will be given the option to open the pod permanently. The codes for the computers can also be found during the previous level.
3. On the pillar there is a small security console facing Zhao. Hack this to "purge all," instantly killing all 3 women. This will also activate all 3 new threats at once, which can be tough on high difficulty. The code for the console is also available during the previous level..

The fight starts with you stuck behind a pillar with 3 heavy turrets guarding the central pillar. As they are rotating on a circular track around the pillar, only one will be able to shoot you at a time if you stay where you start. Simply break out a weapon and shoot the turrets dead, being careful to duck back into cover before it can retaliate. With a plasma rifle on hard difficulty the turrets take roughly 6-8 shots to blow. Once all three turrets are down, the hardest part of the fight is over.

You now have free run of the room. So time for a little prep work, hack the computers and get to know the room. There are 2 doors on the pillar level floor that are on the opposite side of the room from Zhao, and 4 doors that are just beneath her. The first 2 contain 4 crazy guards each, and 1 door will open after each of the first 2 women are knocked out. After the 3rd woman is knocked out, the 4 doors under Zhao will open 1 at a time to reveal a Box guard bot. So, knowing where they are coming from and when, we can mine their entrances or otherwise be ready to take them out the moment they start coming. This is also why purging all 3 women at once will make the fight tougher.

So, take out woman No. 1 and drop the 4 guards. The room they enter from contains some goodies, ammo and such. Once the guards are down repeat for the second woman. Their room also contains goodies. Finally drop the 3rd woman. At this point Zhao will start going nuts and will play her final trick while also releasing the 4 bots one at a time. This is where EMP shielding is awesome. Zhao will electrify sections of the floor, you will be warned by the lights in that section changing colour. With EMP shielding this is a non-issue, so just stand on the stairs leading to Zhao and take out each bot in turn. Once the bots are down, Zhao will do a little more floor zapping before being turned into a cinder. Congratz, game beaten.

Alternatively, if you have the laser, you can walk right up to Zhao and laser her right through the glass. Just a short burst is all it takes.

Cheats

This page is for cheats and exploits in Deus Ex Human Revolution.

Exploit: Hacking Infinite Experience

Courtesy TheSilentHit (on YouTube)

1. Save the game before attempting to hack a terminal or device.
2. You will be reloading the save file made in **step 1** after each successful hacking attempt.
3. Successfully hack the device (preferably the security node, so you unlock all the data stores).
4. Use as many Nuke Viruses and Stop Worms as you need, since you will be reloading the game.
5. Once the device hacking is successful, you will be presented with the hacking results screen, and the prompt to continue.
6. **Do not press the button to continue** past the hacking results pop-up.
7. Load the save game made in **step 1** instead.
8. Repeat steps 3 to 7. You will notice the totals on the hacking results screen increase & accrue from your previous attempts.
9. When you are satisfied with the accumulated awards on the hacking results pop-up, accept the results and the "Updates" notifications will display all your previously acquired awards.

Exploit Failure

This exploit is dependent on you not accessing the hacking screen and leaving without a successful hack. Should you set off an alarm or break your string of successful hacks, you will lose all your artificially accumulated experience points, despite following all the steps.

It is for this purpose that you collect four or five Nuke Worms before attempting to hacking Jensen's PC (which has a total of 500 XP in the datastores). You can use the exploit on the security hub terminal in the Sarif Factory to stock up on Nuke Worms for this purpose. Some other hacking panels have equivalent (or greater) amounts and awards, but they are a little later in the game.

If you have a little patience, you can accumulate 20,000 to 30,000 (4 to 6 PP) in about 30 minutes (due to the loading time). This is not a huge exploitative reward (you need approximately 60 PP -- 300,000 XP -- to max out all augmentations) but it will be enough to give Adam a handy boost, especially on the hardest difficulty level.

Glitches & Known Bugs

This page is to list any known bugs, glitches, or oddities for Deus Ex Human Revolution. Since online patches may make some bugs disappear, this will hopefully serve as a running record of Deus Ex 3's post-launch updates.

Editorial Note: Due to the aim of this page, spoilers for the game are in plain sight. Editing out events, names, etc. to obscure the problem is disallowed.

When recording a bug or glitch, it is important to identify the where and when something happens, as well as listing the system or platform it was produced on.

Please use this wiki code for reporting your own glitches in DX3:

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-
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| [http://people.ign.com/ ]
-
| style="background-color: rgb(250, 250, 250); width: 234px" | '''Danger Level'''
| How dangerous is this bug?
- High
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| Where did this occur?
- Hengsha 1
| style="background-color: rgb(250, 250, 250); width: 234px" | '''Occurence'''
| How often does the bug happen?
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| Can you reproduce the bug?
- Unknown
| style="background-color: rgb(250, 250, 250); width: 234px" | '''Resolved?'''
| Is the bug fixed?
- No
}No
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Mei Suen Disappearance

Date Entered	2011 August 30
Witnessed by	sng-ign
Danger Level	Low
System	Xbox 360
Area	Hengsha 1

Occurence	Unknown
Reproduceable?	Unknown
Resolved?	No

In Hengsha, the escort in the Hotel Hung Hua who gives the Rotten Business and The Fall side missions may occasionally be replaced by a legless, armless, and headless torso. The NPC still speaks and reacts to Adam normally, and may only be a visual glitch.

Floating Civilian

Date Entered	2011 August 30
Witnessed by	sng-ign
Danger Level	Nil
System	Xbox 360
Area	Hengsha 1
Occurence	Unknown
Reproduceable?	Unknown
Resolved?	No

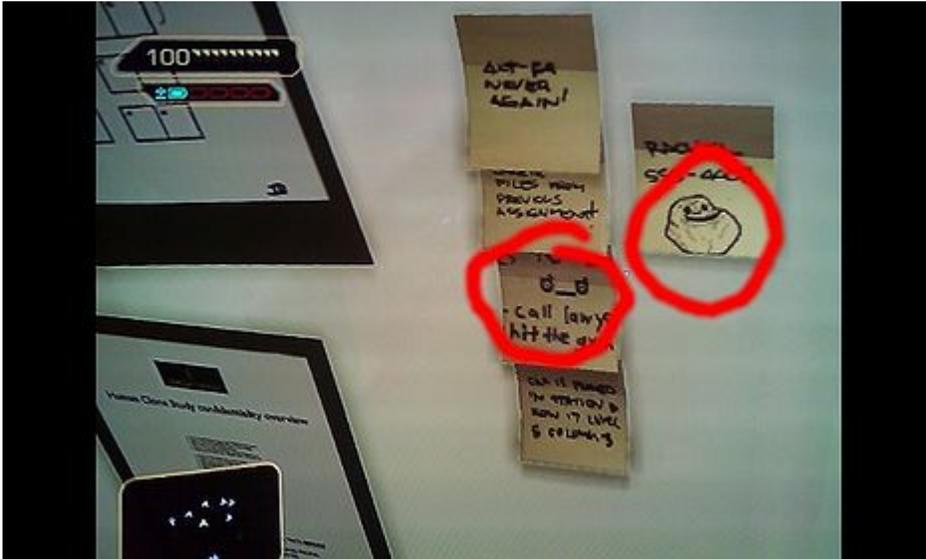
Outside the Hengsha LIMB Clinic, an NPC civilian shot straight up 20 game-meters in the air when walking its A.I. route. It proceeded to go through the animation of checking its PDA, then returned to the ground when it resumed its patrol.

Just about anywhere where Heavies are located, sometimes they will just drift into the ground. This is good and bad, one you can hardly tell if he's alive since all you can do to see him is when you use the see-through walls augmentation. Two, would be that's the only good thing I see from it over and over again is that when he goes under the road no one else can see him.

Easter Eggs

There are several easter eggs in this game. Find out? Add it here.

Lonely/Bored Meme



This was found in Singapore in the area where you find Koss take the elevator and search the room for sticky notes.

The face on the right is a reference to the Forever Alone Meme.

Final Fantasy 27 Poster



You can find this several places but the easiest is in the Tech Lab next to the bike.

The Final Fantasy poster can also be found in Back in the Saddle.

Codes

If you have the key code for a particular device or door, you can simply input the digits and bypass the hacking process or searching the correct enemy for a keycode.

Hot Tip

Remember that using a password on a PC or device means you lose the experience points from the hacking attempt, as well as possible experience bonuses from the data stores in that device's network. If you want to maximize your experience points (IGN High Score: 200,000+ XP) you will want to hack every device you encounter, even if you have a password, keycode, or bypass device (DLC item).

Sarif Manufacturing Plant

Location	Code	Type of Lock
Assembly Line 1 F2	1505	Bomb Panel

Sarif HQ

Location	Code	Type of Lock
Helipad Storage	8053	Security Panel
Sarif Industries F3 (Denzel Mitchell Office)	1364	Security Panel
Sarif Industries F3 (Ted Bruger Office)	9642	Security Panel
Sarif Industries F3	0250	Security Panel
Sarif Industries F2 (Frieda Malik Office)	5475	Security Panel
Sarif Industries F2	3716	Security Panel
Sarif Industries F2 (Mike Pine Office)	4145	Security Panel

Detroit City Streets

Location	Code	Type of Lock
Detroit City Streets (North)	0187	Security Panel
Detroit City Streets (Northeast)	7196	Safe Panel
Detroit City Streets (Central)	2928	Security Panel
Detroit City Streets (Central)	1904	Security Panel

Detroit City Streets (Central)	6542	Laser Grid Panel
Detroit City Streets (Central)	0002	Security Panel
Detroit City Streets (East)	4891	Security Panel
Detroit City Streets (East)	1966	Security Panel
Detroit City Streets (Southwest)	8982	Security Panel
Detroit City Streets (Southwest)	4626	Security Panel
Detroit City Streets (Southeast)	5551	Security Panel
Detroit City Sewers	2599	Security Panel
Detroit City Sewers	0000	Bomb Panel
Detroit Sewers	8218	Laser Grid Panel
Detroit Sewers	0110	Security Panel

Detroit Apartments

Location	Code	Type of Lock
Jensen's Apartment	5375	Safe Panel
Apartment 2 F1	0739	Safe Panel
Apartment 2 F2	3733	Security Panel
Apartment 3 B1	8974	Security Panel
Apartment 3 F1	1077	Security Panel
Apartment 3 F1	1029	Security Panel
Apartment 3 F1	1031	Safe Panel
Apartment 3 F2	3663	Security Panel
Apartment 3 F2	8221	Security Panel
Apartment 3 F2	2356	Security Panel
Apartment 4 F3	1948	Safe Panel
Apartment 4 F3	7767	Security Panel

Detroit Derelict Row

Location	Code	Type of Lock
Derelect Row F1	3290	Security Panel
Derelect Row F1	5962	Security Panel
Derelect Row F3	5463	Safe Panel

Detroit Police Department

Location	Code	Type of Lock
B1	2599	Security Panel

B1	7366	Laser Grid Panel
B1	7366	Laser Grid Panel
B1	9212	Security Panel
F1	4816	Security Panel
F1	1856	Security Panel
F3	2231	Security Panel
F3	6065	Security Panel
F3	3727	Security Panel

Fema Camp

Location	Code	Type of Lock
Fema Interior B1	7984	Security Panel
Fema Interior B1	7984	Security Panel
Fema Interior B1	7984	Security Panel
Fema Yard F1	7984	Security Panel
Fema Yard F1	7984	Laser Grid Panel
Fema Yard F1	7984	Laser Grid Panel

Hengsha City Streets

Location	Code	Type of Lock
Hengsha Streets (West)	3444	Safe Panel
Hengsha Streets (East)	1381	Security Panel
Hengsha Streets (East)	1339	Security Panel
Hengsha Streets (East)	1379	Security Panel
Hengsha Streets (East)	7845	Security Panel
Lower Hengsha Streets (South)	5377	Security Panel

Hengsha Buildings

Location	Code	Type of Lock
Hung Hua Hotel	7657	Safe Panel
Alice Garden Pods F1	3785	Safe Panel
Alice Garden Pods F1	3824	Security Panel
The Hive	0415	Security Panel

The Hive	8953	Safe Panel
Lee's Apartment	1234	Security Panel

Tai Yong Medical

Location	Code	Type of Lock
Storage Area	4865	Security Panel
Storage Area	5720	Security Panel
Storage Area	0821	Security Panel
Pool	7934	Security Panel
Pool	9409	Laser Grid Panel
F1	4713	Security Panel
F3	9762	Laser Grid Panel
F3	9762	Laser Grid Panel
F3	2459	Laser Grid Panel
F3	5126	Laser Grid Panel
F4	2967	Security Panel
F4	3090	Security Panel
F4	6906	Security Panel
Penthouse	0117	Safe Panel

Picus

Location	Code	Type of Lock
F1	0068	Security Panel
Restricted Area F1	0101	Security Panel
Restricted Area F1	1006	Security Panel
Restricted Area F3	1980	Security Panel

Harvester

Location	Code	Type of Lock
Harvester Territory B2	7920	Safe Panel

Hengsha Seaport

Location	Code	Type of Lock
Seaport F1	7785	Security Panel

Seaport F2	4589	Security Panel
Seaport F3	3295	Security Panel

Omega Ranch

Location	Code	Type of Lock
Omega F1	2410	Security Panel
Omega F1	9992	Security Panel
Omega F1	2535	Laser Grid Panel
Omega F1	1385	Security Panel
Omega F1	0111	Security Panel
Omega F1	0111	Security Panel
Omega F2	5377	Security Panel
Omega F2	1504	Security Panel

Panchaea

Location	Code	Type of Lock
Port of Entry	7153	Security Panel
Machinery	9823	Security Panel
Machinery	9823	Security Panel
Tower	8024	Security Panel

Passwords

Here is a list of every Terminal and Security Terminal password in Deus Ex Human Revolution. It should be noted that the "username" of a terminal just identifies the PC or device you are attempting to log into.

Hot Tip

Remember that using a password on a PC or device means you lose the experience points from the hacking attempt, as well as possible experience bonuses from the data stores in that device's network. If you want to maximize your experience points (IGN High Score: 200,000+ XP) you will want to hack every device you encounter, even if you have a password, keycode, or bypass device (DLC item).

Sarif HQ

Location	Username	Password	Terminal Type
Sarif Industries F2	fpritchard	nuclearsnke	Terminal
Sarif Industries F3	tbrugger	eclipse	Terminal
Sarif Industries F3	ajenson	mandrake	Terminal
Sarif's Office	amargoulis	gsspgirl	Terminal
Factoring Lans F1	doutchman	windmill	Security Terminal
Admin F2	fmarchand	factotum	Terminal
Admin F2	gthorpe	hydro	Terminal
Admin F2	rmccauf	hvywethr	Terminal
Admin F2	sgrimes	ovid	Terminal
Admin F2	tcaldwell	talon	Terminal
Admin F2	mross	lions	Terminal
Admin F2	fbrooks	tipple	Terminal
Admin F2	vclark	tigers	Terminal
Admin F2	cparker	zinc	Terminal
Admin F2	mlatona	redwings	Terminal
Admin F4	jthorpe	hydra	Terminal

Factoring Labs F1	doutchman	windmill	Security Terminal
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Detroit

Location	Username	Password	Terminal Type
Jenson's Apartment Lobby	sterhorst	queenbee	Terminal
Apartment 3 F2	docta	atcod	Terminal
Apartment 3 F1	omalley	trojan	Terminal
Police Department F1	bsterling	investor	Terminal
Police Department F1	pdick	lectrolam	Terminal
Police Department F1	jballard	solempire	Terminal
Police Department F1	jchampagne	grimster	Terminal
Police Department F1	wgibson	baronnull	Terminal
Police Department F1	rdeckard	unicorn	Terminal
Police Department F1	hellison	cordwainer	Terminal
Police Department F1	bbethke	maverick	Terminal
Police Department F1	pcadigan	desprit	Terminal
Police Department F1	mfrezell	liezerf	Terminal
Police Department F1	whass	catharsis	Security Terminal
Police Department F2	fnicefield	patriotism	Security Terminal
Police Department F2	cleboeuf	dasteer	Terminal
Police Department F2	rpenn	apophenion	Terminal
Police Department F3	cwagner	fuckface	Terminal

Police Department F3	fmccann	solanum	Terminal
Police Department F3	jalexander	basileus	Terminal
Police Department F3	bgum	justicar	Terminal
Police Department F3	guest	password1	Terminal
Police Department F3	amurphy	thighgun	Terminal

Fema Camp

Location	Username	Password	Terminal Type
Fema Yard F1	wks0012	ntlsec59	Terminal
Fema Yard F1	spaxxor	neuralhub	Security Terminal
Fema Interior B1	spaxxor	neuralhub	Security Terminal
Fema Interior B1	spaxxor	neuralhub	Security Terminal
Fema Interior B1	wks0010	usprokt	Terminal
Fema Interior B1	lbarret	bullskull	Terminal
Fema Interior B3	spaxxor	neuralhub	Security Terminal
Fema Interior B3	spaxxor	neuralhub	Security Terminal
Fema Interior B3	wks2011	crrctions	Terminal
Fema Interior B3	wks3021	hmlldsec1	Terminal
Fema Interior B3	wks4145	hmlldsec2	Terminal

Hengsha

Location	Username	Password	Terminal Type
Hung Hua Hotel	msuen	oleander	Securitiy Terminal

Alice Gardens Pod 1	asgarden	rbthole	Terminal
The Hive	bbao	vanguard	Terminal
The Hive	wbees	paperfan	Security Terminal

Tai Yong Medical

Location	Username	Password	Terminal Type
Pool	poolrm	pelagic	Security Terminal
F1	lgeng	gehong	Terminal
F3	zarvlad	muonrule	Security Terminal
F3	rkumar	outback	Terminal
F4	nemuni	ironfist	Terminal
F4	tymmf	ebrain	Terminal
F4	gengl	pangutym	Security Terminal

Picus

Location	Username	Password	Terminal Type
F3	mwells	lavadome	Terminal
F3	jricard	macro	Terminal
F3	atresman	skylark	Terminal
F3	sbernard	dumbass	Terminal
F6	jkenney	montroyal	Terminal
F6	dgassner	oneida	Terminal
Restricted Area F1	pcorbo	spitfire	Security Terminal
Restricted Area F1	bshupper	widget	Terminal
Restricted Area F1	jchapman	diode	Terminal
Restricted Area F1	jchapman	diode	Security Terminal
Restricted Area F2	emasse	moufette	Terminal

Restricted Area F2	bnorthco	sterling	Terminal
Restricted Area F3	ltodd	titom	Terminal

Detroit Convention Center

Location	Username	Password	Terminal Type
F3	wtaggart	marjorie	Terminal

Harvester

Location	Username	Password	Terminal Type
Territory B1	zhengl	hirollr	Terminal
Territory B2	ttong	mirrshds	Terminal

Hengsha Seaport

Location	Username	Password	Terminal Type
Seaport F2	prmtr01	collosus	Terminal
Seaport F3	jwang	mainman	Terminal

Omega Ranch

Location	Username	Password	Terminal Type
F1	dfalk	topfrag	Security Terminal
F1	eblake	hndstuth	Terminal
F1	dablett	monastic	Terminal
F1	ogomez	techsmex	Terminal
F1	lmorano	morpheus	Terminal
F2	aoconnor	kepler	Terminal
F2	pwalts	ruckus	Security Terminal

Panchaea

Location	Username	Password	Terminal Type
Port of Entry	kathys	mssinghme	Security Terminal
Landing Pad	amelie	lstforever	Terminal
Hyron Project	hualing	iwntlove	Terminal

Hyron Project	daiyu	frgottn	Terminal
Hyron Project	marilyn	yyyyyy	Terminal
Tower	isabella	rhemmerme	Terminal

Endings

Deus Ex: Human Revolution isn't a game that has one specific ending. You're given an option at the very end of the game that will allow you to decide which ending you receive.

Warning: Spoilers below!

You may choose to take Taggart's advice, Sarif's advice, Darrow's advice, or choose to Destroy the facility and everyone inside. Make sure not to skip the credits however as there's an Achievement / Trophy for doing so and an extra, secret ending for doing so.

All Deus Ex Endings

- Hugh Darrow's Message
- Adam Jensen's Message
- David Sarif's Message
- William Taggart's Message
- Megan Reed's Ending

Darrow

Click this link to see the video

<http://www.ign.com/videos/2011/09/02/deus-ex-human-revolution-darrows-ending>

Sarif

Self-Destruction

Click this link to see the video

<http://www.ign.com/videos/2011/09/02/deus-ex-human-revolution-self-destruction-ending>

Taggart

Click this link to see the video

<http://www.ign.com/videos/2011/09/02/deus-ex-human-revolution-taggart-ending>

After The Credits

Click this link to see the video

<http://www.ign.com/videos/2011/09/02/deus-ex-human-revolution-self-destruction-ending>

Make sure not to skip the credits however as there's an Achievement/Trophy for doing so and an extra, secret ending, which is pretty much the set-up for the original Deus Ex (e.g., Robert Page, Project Morpheus, Chimera nano-virus and the D Project).

The Missing Link

The missing link is a DLC for Deus Ex Human Revolution. At the beginning you have all your augmentations reset. This gives you the option to re-allocate your Praxis Points. It fits in well with the main story, as it takes place when you were on a cargo ship and woke up at the end. Turns out that the ship is actually a moving research centre. You have only the most basic augmentations, not even a shirt on your back. I would recommend that you start playing the dlc at the moment in the main story where he takes a boat. This is because it makes the story just that much better. Depending on you play style, it could take anywhere between 3-6 hours. It is a great chapter and I loved it, if you are a deus ex fan this is a must get!

Deus Ex Human Revolution Ultimate Edition

Deus Ex Human Revolution Ultimate Edition is the Macintosh release of Eidos Montreal's Deus Ex Human Revolution, released on 2012 April 26.

It effectively includes the content from the Explosive Mission Pack, Tactical Enhancement Pack, and The Missing Link DLC expansion.

Source: Feral-Interactive Press Release (internal document)

The Missing Link

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ARG



On August 30th, 2011, the developers of Deus Ex: Human Revolution posted a sequence that players of the game could use to decipher a string of characters. The string was as follows.

```
okM8--Ds4Dui?IMh$Mzvm14SBqe7;G.I6=u74b?mkh-45Ki60d+98XBpCku7
```

It was thought to be a mistake, before this cipher followed shortly afterword.

```
-- 5 - / ! f / fq / xc / qy / d 3 / ? x / t $ / j #
```

Adding to the tease, multiple people from Eidos Montreal including @DavidAnfossi @Sdastous and @Jeffachoo posted additional keys on their Twitter accounts adding to the mystery.

DavidAnfossi posted

```
*r 5 / i e / y p
```

Sdastous posted

```
*a d / u k / w o
```

Jeffachoo posted

```
*7 2 / m 1 / . 4
```

Today Valerie Bourdeau posted the following.

```
*o . / l l / e ; / 6 u / ; 6 / h + / v ? / k r / l i
```

Finally the users on the official Eidos forums uncovered the following in-game.

```
*c m / n 7 / p g / g w / + j / # s / 2 a / 8 z / 0 !
```

By taking all the capitol letters in the original message and deciphering what they meant, we were pointed to [13311Tower.com]



When you click the triangle on the page a login screen pops up prompting you to login. If you enter the following login and password the page pixelates away, and you're left with the following image.

- **Login:** uluru
- **Password:** 11m13clinic



If you click on the plus sign next to Camera2, another login prompt appears.

This is the end of the ARG which was confirmed by David Anfossi on Twitter.

Big props to the Deus Ex fans on the Eidos forums working together to solve this!

It turns out that the "missing link" is actually a tease for an upcoming DLC expansion called The Missing Link.

Coming in October

Posted by Eidos Montreal

The Deus Ex: Human Revolution conspiracy grows deeper in The Missing Link. During Adam's quest for the truth in Deus Ex: Human Revolution, he mysteriously vanishes for three days. Where was he? What did he find out? The Missing Link reveals it all.

After being tortured by Belltower agents and having his augmentations disabled, Adam Jensen must rely solely on his basic capabilities to escape from a freighter, destined for an unknown location. While fighting for his survival on the ship, he uncovers another layer to the conspiracy that he never would have suspected. As Adam, befriend new, mysterious allies and fight ruthless enemies to discover what was happening in the shadows during the events of Deus Ex: Human Revolution!

- New layers of conspiracy unveiled
- Sprawling new environments
- Brand-new characters to interact with
- Rebuild Adam's augmentation set from scratch. Build up a brand new Adam!

What is The Missing Link? You'll find out soon...

Achievements / Trophies

10G

Acquaintances Forgotten

Follow Pritchard's lead to uncover the truth.

5G

Balls

Seems you like playing with balls, eh?

10G

Bar Tab

Help the Hive Bartender settle a tab.

10G

Cloak & Daggers

Deal with the man in the shadows.

15G

Consciousness is Over-rated

Knock out 100 enemies in a single playthrough.

10G

Corporate Warfare

Protect a client's interests by performing a less-than-hostile takeover.

15G

Darker Shades

You convinced a fast-talking bartender to let you see Tong Si Hung. See which response works.

50G

Deus Ex Machina

Experience all the different endings that Deus Ex: Human Revolution has to offer.

50G

Doctorate

Read all 29 unique XP books within a single playthrough. View the list.

5G

First Hack

Perform your first Hack successfully.

5G

First Takedown

Perform your first Takedown. Civilians don't count, so be nice.

100G

Foxiest of the Hounds

Complete Deus Ex: Human Revolution without setting off any alarms.

15G

Ghost

You made it through an entire hostile area without so much as a squeak.

15G

Good Soul

Against all odds, you saved Faridah Malik's life.

10G

Guardian Angel

You paid poor Jaya's debt in full. How very... humane... of you.

20G
Gun Nut
Fully upgrade one of your weapons.
10G
Hangar 18
You found and read the secret message. Now you know too much...
15G
Hax0r1!
Successfully hack 50 devices within the same playthrough.
10G
Kevorkian Complex
You granted a dying man his final request.
10G
Ladies Man
You convinced Mengyao to spill the beans on the mysterious Hyron Project. See which response works.
100G
Legend
Complete Deus Ex: Human Revolution at its hardest setting without ever changing the difficulty.
10G
Lesser Evil
Deal with Mr. Carella's indiscretion.
10G
Lucky Guess
Next time, Jacob better use a more complex code to arm his bombs. Read the correct keycode.
10G
Motherly Ties
Put a grieving mother's doubts to rest.
10G
Old School Gamer
You found all the hidden story items in Megan's office. Point and Click much? See a list of the items.
15G
Opportunist
Perform 50 takedowns within the same playthrough. (Civilians don't count.)
100G
Pacifist
Complete Deus Ex: Human Revolution without anyone dying by your hand. (Boss fights don't count and don't forget the enemies in the Prologue.)
10G
Rotten Business
Help a lady in the oldest of professions clean house.
10G
Sentimental Value
You kept Megan's bracelet for yourself. Apparently, letting go really is the hardest part.
10G
Shanghai Justice
It may take some sleuthing, but justice must be served.
10G
Smash the State

Help Officer Nicholas take out the trash.

10G

Super Sleuth

You really nailed your case against Lee Hong.

10G

Talion A.D.

Descend into the bowels of an urban jungle and confront a warrior-priest.

25G

The Bull

You defeated Lawrence Barrett, elite member of a secret mercenary hit squad.

15G

The D Project

You watched the entire credit list and saw the surprise at the end.

15G

The Desk Job

You convinced Wayne Haas to let you into the morgue. See which response works.

25G

The End

You defeated Zhao Yun Ru and destroyed the Hyron Project.

10G

The Fall

You sent Diamond Chan on the trip of a lifetime.

15G

The Final Countdown

You showed millionaire Hugh Darrow that his logic was flawed. See which response works.

15G

The Last Straw

You talked Doctor Isaias Sandoval out of suicide. See which response works.

25G

The Mantis

You defeated Yelena Fedorova, elite member of a secret mercenary hit squad.

15G

The Last Job

Finish Chapter 11.

25G

The Snake

You defeated Jaron Namir, Leader of Belltower's Elite Special Operations Unit.

10G

The Take

Greedy bastard. You accepted O'Malley's blood money and let him go.

15G

The Throwdown

You convinced the smooth-talking politician Bill Taggart to tell the truth in public. See which response works.

5G

Transhumanist

Fully upgrade your first augmentation of choice.

50G

Trooper

Complete Deus Ex: Human Revolution.

15G

Unforeseen Consequence

You convinced Zeke Sanders to let his hostage go. See which response works.

15G

Up the Ante!

Upgrade your first weapon of choice.

15G

Yes Boss

You had an argument with your boss, David Sarif, and won. See which response works.

Frequently Asked Questions

How many saved games can I have?

The Playstation 3 and Xbox 360 allows for 20 manually created saved games, in addition to the auto-save(s) that you have. To manage your saved games, you will need to consult your respective system GUI to access your hard drive.

On PC, once patched, you can get up to 99 in offline mode. Your saves are also uploaded to steamcloud when online.

What's the best way to earn money in DE: HR?

Drop your weapons in a safe spot and go pick up one (of each type anyway) weapon and take it to a merchant. Shotguns are =Y= 750, Combat Rifles are =Y= 630, 10mm Pistols are =Y= 180, while Heavy Rifles go for =Y= 1250. Unless you're low on ammo with your primary weapon never pick up a weapon until the area is clear. By the time I got to TYM I had over =Y=60,000 after spending =Y= 25,000 on Praxis.

How many endings are there?

Four -- each determined by actions at the last stage. Speak to different NPCs, and don't kill or shun people unnecessarily throughout your adventure. There is also a stinger at the end of the credits.

Is it possible to not kill anyone (even bosses)?

For the most part, yes, but sadly bosses must be taken down permanently. Be sure to have a Tranquilizer Rifle/ Stun Gun ready! There is in fact an achievement Pacifist.

Where can I get the game soundtrack?

The game soundtrack was offered on the Collector's Edition of DX3. On the PC version, there is a directory on the game disc called "OST" which has 12 of the music tracks (320 KBPS / MP3).

Which version loads fastest?

IGN's Destin Legarie performed the following side-by-side comparisons with an installed Playstation 3 (mandatory) and Xbox 360 (both installed and uninstalled) versions of the game. Please play the video for more details about this performance test. Click this link to see the video

<http://www.ign.com/videos/2011/08/22/deus-ex-load-time-comparison-360-ps3-360>