



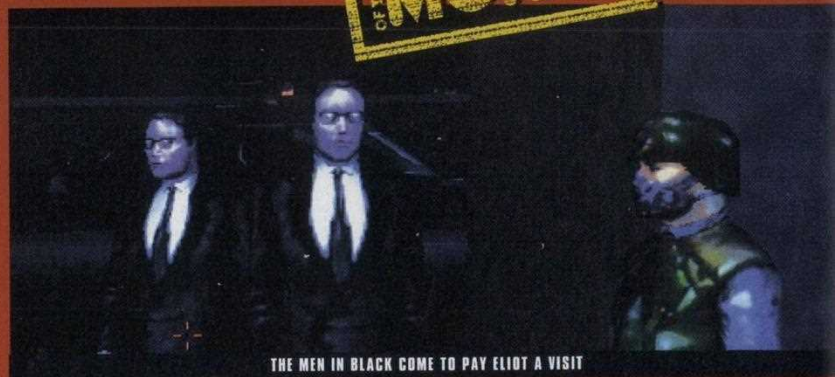
# DEUS EX

**HYPER  
GAME  
OF THE  
MONTH**

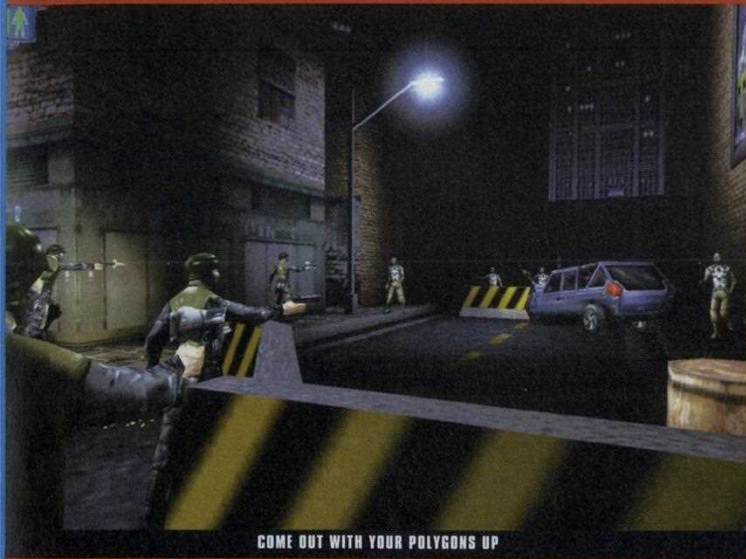
Tell me about  
your mother...

**Eliot  
Fish**

probes the  
mind of J.C.  
Denton...



THE MEN IN BLACK COME TO PAY ELIOT A VISIT

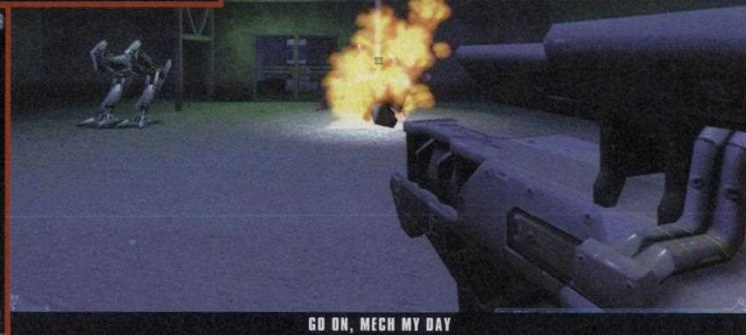


COME OUT WITH YOUR POLYGONS UP



## BE RESOURCEFUL

Overcoming a seemingly impossible situation won't always come down to the Rocket Launcher in your inventory. You may also be carrying a small can of pepper spray which just might be far more effective... the brilliance of combat in Deus Ex is that you're never forced into facing off against your enemies unless you really want to. Sure there will be times when you absolutely, positively must kill every motherfucker in the room... but why not use a sword instead?



GO ON, MECH MY DAY



**AVAILABLE:** Now  
**CATEGORY:** FPS/RPG  
**PLAYERS:** 1  
**PUBLISHER:** Eidos  
**PRICE:** \$89.95  
**RATING:** M  
**REQUIRED:** P200, 64MB RAM, 3D card  
**DESIRED:** PIII-500+, 128MB RAM, good 3D Card

Wow. Just go buy this game. That's all there is to it. Okay, okay, so you want more information? I don't blame you. Well, we'll try not to spoil any surprises for you in this review, because the gaming Gods know that Deus Ex is one of those rare treats that needs to be savoured like a fine wine. Now... where to begin... how about one of those infamous gaming cocktails? Take one part Thief 2, two parts System Shock 2, a dash of Half-Life, maybe a sprinkle of the old SNES title Shadowrun, a dribble of SWAT 3 and shake it all up and pour into a tall glass with a smear of the X-Files and Matrix around the lip and you would have something tasting remarkably like Deus Ex...

## BLAME THE FREEMASONS

With most games these days, the story and plotline seem about as useful to the action as a piece of sandpaper for a runny nose. Thankfully, Deus Ex is a special exception. If you don't follow

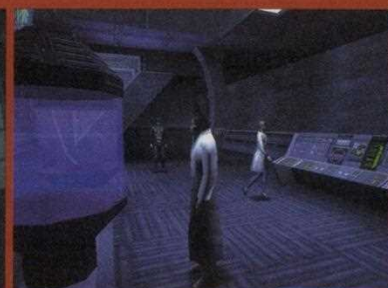
the story, you may literally become utterly confused as to what you should do at certain crucial points in the game. What's even better, is that the story is so well written that you'll actually have a desire to follow every conversation with intense interest, and as for the plethora of datacubes, newspapers and computer terminals — you'll enjoy reading all of the information they contain with just as much zeal.

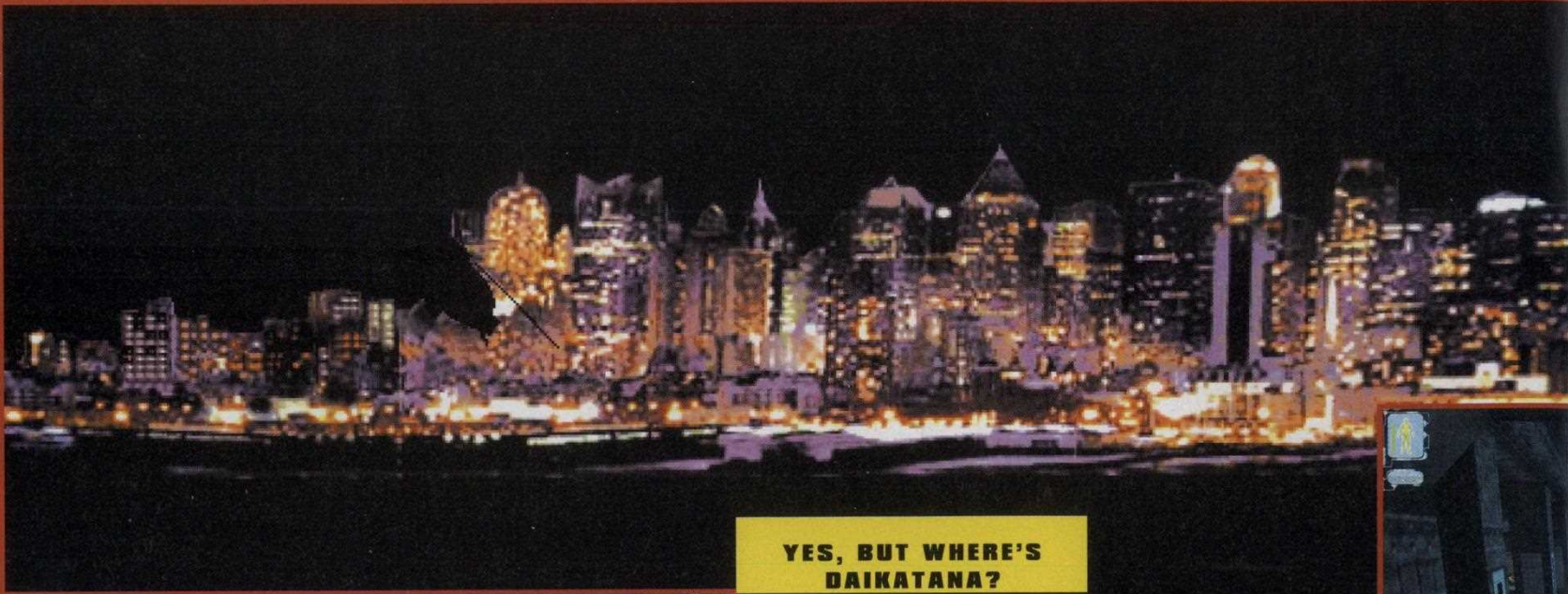
Here's how the story begins. You are J.C. Denton, (no relation to Andrew Denton though I'm afraid) a nanotechnology augmented special agent who specialises in anti-terrorist actions for UNATCO (the United Nations Anti-Terrorist Coalition). You do your job how you see fit — whether by excessive force or stealth and computer skills. Your brother Paul Denton, is also an agent of UNATCO and you'll be working alongside him from the get-go. If you perform your tasks well, UNATCO pays you credits, which you

can then use to buy yourself all sorts of goodies throughout the game. In fact, UNATCO seem to have a hell of a lot of money at their disposal, and it's from here on in that the conspiracies begin to emerge. There is a deadly plague out there called the Gray Death, and the NSF has been trying to get its hands on something called Ambrosia... and... hey hold on a second, if you think I'm going to ruin any more of the plot, then forget about it! I won't for a second mention that it involves Majestic 12, the chinese mafia, terrorist organisations and that you are faced with the dilemma of choosing who to believe a third of the way through the game. Which organisation is more evil, the NSF or UNATCO... it's ten times more powerful to the plot than, say, choosing the Dark Side when playing Jedi Knight. After playing through Deus Ex once, there's plenty here to keep you coming back again and again.

## GAMING GOODNESS INDEED

When beginning the game, you have a certain amount of skill points with which you can spend on training your character with certain abilities. Improve your boffin side with the Computer and Electronics skill, upgrade your combat skills so you can fire with greater accuracy, become a better swimmer or learn Environmental skills... the choice is yours. But, just like an RPG, your skill points are limited, and to train any further with any particular skill, you'll have to acquire skill points much the way you would earn experience points in an RPG, although not necessarily through killing. Expertly find your way into the enemy installation and you may earn some Exploratory points and so on... then later you can spend these on improving yourself. As your firearms skills improve, your aim becomes steadier and more accurate which can be quite obvious when you zoom in



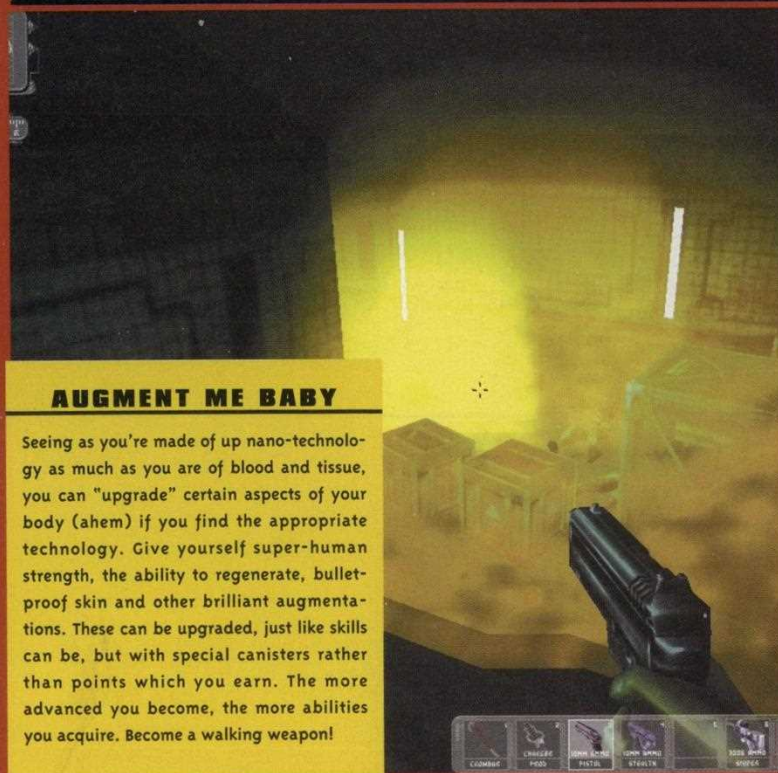


**YES, BUT WHERE'S  
DAIKATANA?**

Deus Ex comes to you from the same company that is still yet to release Daikatana, Ion Storm. We have a version of Daikatana here in the office, and we cannot believe that they spent twice as much time and money on Daikatana considering the shape it seems to be in, in this preview build. Don't wait. Buy Deus Ex now.



THE OUTER PERIMETERS OF THE HYPER OFFICE



**AUGMENT ME BABY**

Seeing as you're made of up nano-technology as much as you are of blood and tissue, you can "upgrade" certain aspects of your body (ahem) if you find the appropriate technology. Give yourself super-human strength, the ability to regenerate, bullet-proof skin and other brilliant augmentations. These can be upgraded, just like skills can be, but with special canisters rather than points which you earn. The more advanced you become, the more abilities you acquire. Become a walking weapon!



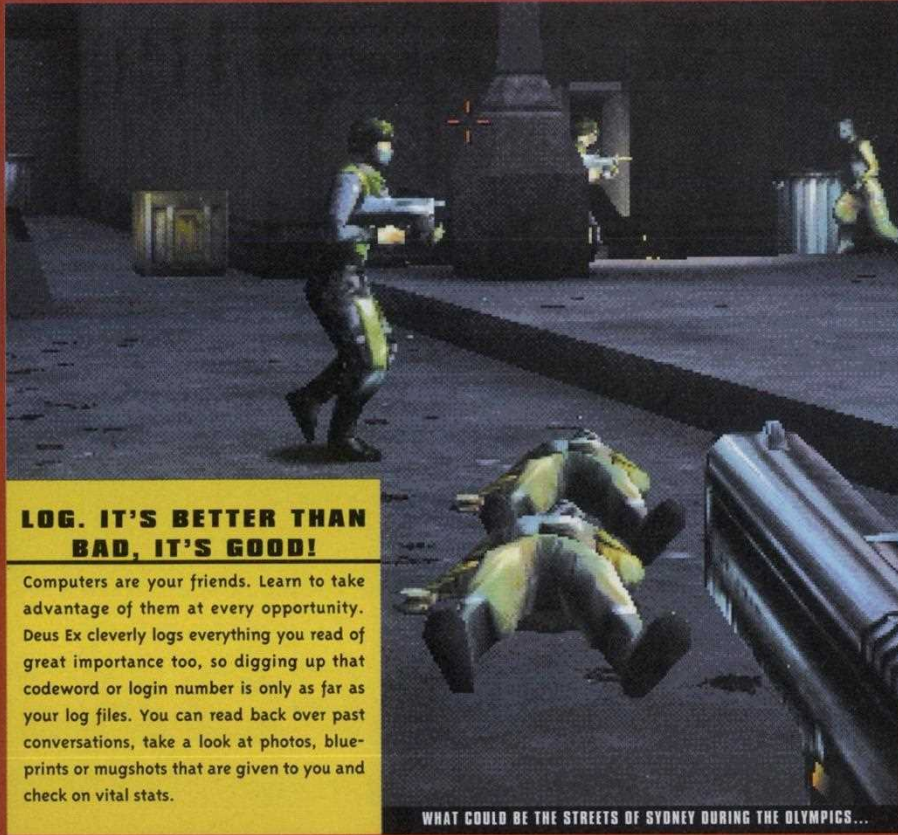
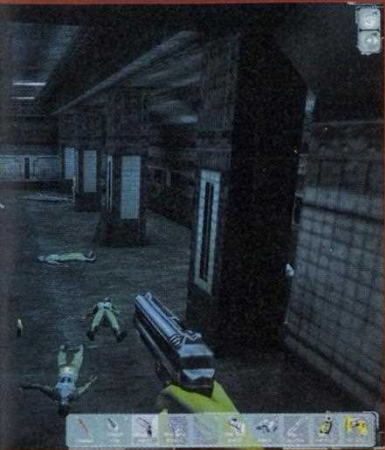
with your sniper rifle if you've improved your Rifle skill. If you haven't trained yourself, you'll find the crosshair shaking about the place, making it almost impossible to get an accurate shot in. Once you've spent a few skill points in this area, or maybe even upgraded your weapon with special weapon upgrades that can also be discovered, you'll notice that your crosshair becomes steadier and it's easier to take down enemies with a single well-placed headshot. You literally become better at things as you play through the game. Wonderful.

You'll find that shaping your character becomes a continually fascinating process. Did you prefer the stealth in the last mission? Then why not leave behind the heavy weapons this time, and try to achieve your goals by sneaking around in the shadows and knocking people unconscious. Or is it that you found it easier to pop the terrorists in the head and step over their dead bodies to get to what you were after? Then by all means, suit up with armour, dump your binoculars, lockpicks and baton and get out the motherflippin' flamethrower! Be wary though, as your actions can actually affect how other characters respond to you in conversations and later in the plot. Hell, I was even chewed out by the head of UNATCO for having a body count too high in a particular mission, although he sure did pay me well at the end of it... and poking about in the ladies toilets? I was sprung and reported!

**IT'S UNREAL!**

Deus Ex uses a heavily modified version of the Unreal engine, which has so far been licensed out to a whole stack of developers. X-COM: Alliance, Duke Nukem Forever and Star Trek: Elite Force are all using the Unreal engine, and if they use it half as well as Deus Ex then we'll be mightily impressed. The benefits of the Unreal engine include the ability to map huge, massive levels for one. In Deus Ex, when you hit the streets of New York, you'll be intimidated by how much there is to explore. In one map, you have a whole hotel, a bar, a subway, a smugglers den, a warehouse, a park — you'll really feel like you're in a city, and to be able to climb up and traverse the rooftops also is just the icing on the cake. Later levels like Hong Kong are just as impressive for the atmosphere are detail — monasteries, nightclubs, markets, police compounds — the variety is fantastic. When you also consider that these environments are filled with Non-Player Characters to converse with, then you can understand how engrossing Deus Ex becomes. Chat to the woman selling newspapers, see what the police think of the situation, or pick up some young chick outside a nightclub and then take her inside and buy her drinks. Like an RPG, some NPCs have items that you might be able to buy from them. Smugglers offer you weapon upgrades or grenades, whilst street kids might know a secret way into a heavily guarded complex. The characters aren't just

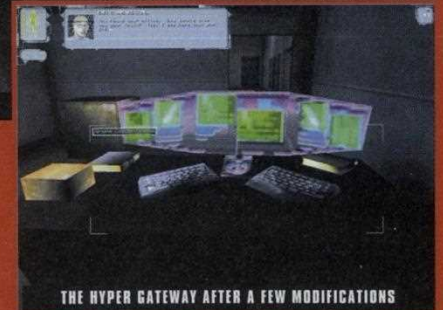
**!** Funny shit happens. When "dropping" some stuff from my inventory — most notably a box of shotgun shells I didn't need, I happened to be standing in front of an NPC. When I exited the inventory menu, the box of shells appeared above his head and smacked into him, resulting in him crying "ouch!" and shuddering from the impact. Sorry about that!



## LOG. IT'S BETTER THAN BAD, IT'S GOOD!

Computers are your friends. Learn to take advantage of them at every opportunity. Deus Ex cleverly logs everything you read of great importance too, so digging up that codeword or login number is only as far as your log files. You can read back over past conversations, take a look at photos, blueprints or mugshots that are given to you and check on vital stats.

WHAT COULD BE THE STREETS OF SYDNEY DURING THE OLYMPICS...



THE HYPER GATEWAY AFTER A FEW MODIFICATIONS

there to feed you more plot. Involve yourself in a gang war, and agree to pop the local drug dealer, or change your mind and play "double agent".

Running under Direct3D, Deus Ex has none of the caching dilemmas that Unreal and even Unreal Tournament seem to suffer from. Although, when running the game under OpenGL, those problems become more apparent and you'll need crap-loads of RAM to get around it. Other than that, the performance of the modified Unreal engine is quite good.

The enemies in the game have a lovely Artificial Intelligence that will keep you on your toes more than the regular First Person Shooter. Whilst there are still a few AI issues (the odd enemy gets stuck on a door or box), generally the behaviour of your opponents will curb your bravado on more than one occasion. Guards usually patrol a route, allowing you to use stealth or firepower depending on your mood. Sometimes though, you'll have to think quite laterally to get around a problem. Crouching behind objects can give you cover, but if you make too much noise, then the guards will hear you. As we said in our preview, even shell casings hitting the pavement can alert guards down below to your presence. Sometimes, if you crane your head around a corner to see what lies beyond, a guard might notice you momentarily and alert his mates, and then if you stay hidden, you'll hear a conversation between them about what he thought he saw, and that maybe he was mistaken... heheh. Then

you creep up behind him and stun him with your electric prod.

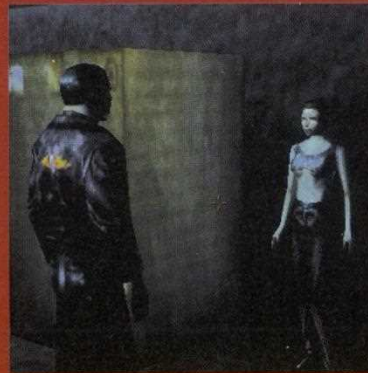
## SPAM YOUR FOES

If you like interactivity in your first-person games, then Deus Ex will not disappoint. There are ATMs, public computer terminals, security terminals, fuse boxes, desktop PCs and more electronic devices for you to use or hack into with your computer skills. You can do anything from stealing credits, to reading email and disabling gun turrets and security cameras. This aspect of the game is the most obviously lifted from the System Shock series, although when the designer is Warren Spector (who made System Shock), then I guess he can reuse as many ideas as he damn well pleases. It's brilliant, so we're not complaining!

The styling of the game is very much the Matrix meets Blade Runner (in story as much as game design) too, so anyone vaguely interested in cyberpunk is going to love this trip.

Ever since the First Person Shooter genre became so incredibly popular, developers have done their best to offer new twists to try and offer us something new. Games like Thief forced us to slow down and spend more time observing our environment, whereas games like Half Life just tried to up the realism ante with more realistic sound and more scripted events. Deus Ex, however, is the ultimate combination so far of action, stealth and role-playing with story-driven missions and incredibly interactive environments.

You don't just play Deus Ex, you live and breathe it. Whether it be equipping yourself to the teeth with weaponry and going ballistic or slipping through the shadows with your electronic lockpick — the wonderful Multitool — you can do it all in Deus Ex. Go and experience it now. ■



## TRUST NO ONE!

Deus Ex rolls all the best conspiracy theories into one scrumptious plot, from government created viruses to Majestic 12. You'll be perplexed at every turn by the events that take place, and you'll soon learn to not trust anyone. Cross-checking computer files gives you threads of the truth, reading the newspapers is entertaining in terms of learning how propaganda is spread, but the story is so cool that you'll spend days without sleeping because you can't bear to part with the game... and that's a good thing!



## L33TH4X0R-0-METER



### PLUS

Everything in the game can be tackled in a variety of ways to suit your style.

### MINUS

Demands a very, very good PC we think.

VISUALS	SOUND	GAMEPLAY
93	94	96

## OVERALL

# 97

My eyes hurt and I'm hungry, but... must... re-load... mission...