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## Dex License



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## About This Game

Explore, fight, talk and hack your way through a rich cyberpunk world in this 2D action-RPG!

Wanted dead by a mysterious and far-reaching organization, you will traverse the futuristic city of Harbor Prime and make unexpected allies on your quest to bring down the system! In this cyberpunk adventure inspired by Blade Runner and Neuromancer, you are free to choose your playstyle: will you be a silent assassin, a hacker, a diplomat or a straightforward gunfighter?

Designed as a throwback to earlier 2D platforming and action games combined with modern RPG elements, Dex offers real-time combat, a mature storyline and interactive dialogues.

Customize your character's skills, equipment and even augmentations – implants which grant you superhuman abilities and open up new paths within the game's open world.

A revolutionary hacking mechanic also lets you dive into Cyberspace: overcome viruses and intrusion countermeasures to deactivate turrets, overload devices, steal corporate data and cripple your enemies!



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Title: Dex  
Genre: Action, Adventure, Indie, RPG  
Developer:  
Dreadlocks Ltd.  
Publisher:  
Dreadlocks Ltd., Techland, WhisperGames  
Release Date: 7 May, 2015

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**Minimum:**

**OS:** Microsoft Windows XP (SP2 or newer) / Vista / 7 / 8 / 10

**Processor:** Intel Pentium/AMD, 2.0 GHz or faster

**Memory:** 1536 MB RAM

**Graphics:** NVIDIA® GeForce® 8800 / ATI™ Radeon™ 2600 or better

**DirectX:** Version 9.0c

**Storage:** 8 GB available space

**Sound Card:** 100% DirectX 9.0c compatible sound card

**Additional Notes:** Keyboard and mouse or Windows compatible gamepad

English,Czech,French,German,Hungarian,Italian,Polish,Russian,Japanese,Simplified Chinese







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This is the best skin in the game. Pretty awesome looking.. the new map is good for tourism so i dont complain. This game is cute, but quite short; I finished in under an hour. The game itself doesn't have a lot of the standard puzzle solving and walking around looking at things that a lot of HOGs do. It's simply cutscenes and hidden objects one after the other. The voice acting is a bit rough, but it's an inexpensive indie game, so that is to be expected. I think it was worth the \$2 I paid for it.. its annoying that you need to have steam open and that it says "in app: ..." when you just want to have it in the background. this game is alot like chess and is a big do you want to take a risk or not type game as the usa your trying to hold off germany until reinforces get there as germany your trying to get to the other side of the map before then makes it a very interesting card game with defrent towns and units as for the others talking about bugs i have played 3.8 hours and not seen a single one thats not to say there are though but i have not noticed any this game also might be hard to pick up and play but once you get the hang of it its really fun. Not bad for a rpg maker game, it is actually a fun game.. I was expecting a good story about depression, but instead I got an extremely frustrating and overrated trial and error PUZZLE platformer with some really bad level design choices. Some areas are pitchblack which creates a lot of confusion and therefore you don't have a clue of what's ahead of you. I wish I had finished the game, but since some weird error always occured EVERY time I completed a level I had to restart the level I just had finished from the beginning again. Speaking of the saving system; if you decide to take a break and exit the game, you don't know how much of your progress has been saved when you return.

Since Disorder mainly focus on the puzzles it made me forget what the game's about and I couldn't care less about the protagonist. My patience ran out after nearly three hours and I will never pick it up again. Positively do NOT buy this crap.

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Fantastic expansion to a fantastic game. Great value for money, you cannot go wrong with this game if you are a hack&slash acrpq fan. The game is also constantly updated by developer.. Unmechanical is one of those really unique and charming platformers, I mean, it's not exactly a platformer because you fly so I should probably call an adventure puzzler, or something like that... Eitherways, this game looks absolutely gorgeous, the soundtrack is pretty neat. The game really shines on it's presentation, after beating the game I can clearly see that there was alot of love put into this game, not only the visuals but also the setting of the game and the world and how each puzzle doesn't feel weird and works in perfect harmony with the plot. I'm not gonna spoil anything but I really find this game to be special and for that I love it. Please buy it and play it, I promise you that you won't regret it!. This DLC is definitely worth the \$7 this time around. The Diamond was fun overall but The Bomb Heists trumps it.

. Only Local no online multiplayer. You'll see this swimsuit on Aya in the story mode, but there is no way to unlock it in game without ponying up for this DLC.

It's more clothing than she USUALLY wears though.. Game is an... interesting and rather strange experience. The puzzles aren't particularly hard, though, and it's just plain weird.

#### **Enhanced Version of Dex is coming to PC and consoles:**

Hello everyone!

We're happy to announce a partnership with publisher Badland Indie to release Dex on PlayStation 4, Xbox One, Wii U and PS Vita in 2016.



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Additionally, the Enhanced Version of Dex will be released on Steam on October 5th as a free update, accompanied by the first free DLC "Extra Outfits".

*"We would like to announce a partnership with the publisher Badland Indie, thanks to whom you can now look forward to not only Dex on Wii U, which we promised during our Kickstarter campaign, but also on the Xbox One and PlayStation 4 consoles, as well as on PlayStation Vita."* says Michal Cervenka, CEO of Dreadlocks.

*"This partnership with a seasoned publisher will significantly contribute to the quality of the final product, which is great news for us and for the players."*, says Stefan Durmek, producer of Dex.

The Enhanced Version includes:

- Manual saves anytime during gameplay
- New user interface and better support for gamepad
- Improved enemy AI
- Revamped AR and Cyberspace modes
- The possibility to use weapons while walking and crouching
- Support for Steam Achievements, Trading Cards and Badges
- German, French and Hungarian localization
- Better audio and sound effects
- Multiple other fixes and improvements

*"Since Dex was released, we have been listening to our fans' feedback and working hard to deliver this Enhanced Version, which will finally make it the game we always wanted it to be."*, says Axel Droxler, Lead Designer of Dex - Enhanced Version.

On the same day as the Enhanced Version, the first DLC, "Extra Outfits", will also be available on Steam for free. This DLC provides three new cyber-suits for Dex, each with its own unique visual style and gameplay effects.

First is the BattleRig, a combat armor designed to allow Dex to deflect enemy bullets thanks its reinforced titanium arms.



Next is the Cyberwear, which grants the wearer enhanced cognitive abilities, perfect to maintain focus during extensive hacking sessions.



Finally, the InvisiSuit lets Dex blend with her surroundings and become virtually invisible, should stealth be your preferred approach.



All three outfits must be acquired in-game via an additional side-quest accessible from a brand new location.



Your Dex team. **Hotfix Update v1.0.0.1:**

Hi all,

based on the feedback and bugreports in the forums, we just released an update to adress the most important bugs and issues.

Changelog:

- Fixed: Character freezes in combat / combat stance / turning around
- Fixed: Environmental damage related implants (Respirator, Electrostatic Conductors)
- Fixed: Occasional character freezes when lockpicking

Stay patient and please report all bugs you discover, we'll address them in the following updates.

Thanks you!

Your Dex Devs. **Best Indie Game of 2015:**

The Holiday season is fast approaching, and along with it, award season! We've just learned that Dex has been selected for the "Best Indie Game of 2015" award over at Indie Game Riot. We're extremely proud to be part of their shortlist alongside many other great games.

If you wish to help us, you can cast your vote here: <http://indiegameriot.com/2015/11/01/vote-for-the-riot-of-the-year-2015/>

May the best game win!

Your Dex team

. **Dex Steam Early Alpha #2:**

Hi Cyberfolks!

We are back after two months of radio silence with a new major update. The notable improvements, tweaks, and additions include:

- **Completely reworked GUI system** – Not visible to players, but for us it was a necessary prerequisite for future

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development, for full gamepad support, and for future support of console versions.

- **Full controller support** – Simply put, you don't even need a mouse or keyboard. You can access all menus and options, as well as core gameplay, using the gamepad.
- **Options and Settings screen** – You are now able to set graphics quality manually, which we suggest doing if you experience performance issues. Also, Options enables you to set key/button mappings for keyboard, mouse, and gamepad.
- **Improved controls and faster reaction times** – Resulting in smoother combat. Try it for yourself and let us know how it feels!
- **Enhanced combat AI** – We improved combat not only via the controls and smoother reaction times, but also via tweaks to the AI. While we expect to continually improve and elaborate on combat till the final full release, we feel the current version is more fun than the version we presented at Gamescom and released here on Steam in August. Check it for yourself and let us know what you think!
- **Vastly overhauled sound design** – We added several dozen new sound assets. Most of these are dedicated to environmental sound, specific for each location. The city center now sounds livelier, you can literally hear the atmosphere all around you and experience the noise of the crowded streets, police car sirens, and even gunshots in the neighborhoods.
- **Major optimizations** – We performed another set of major optimizations, some of them related to the new GUI system, some related to graphics, particles, and AI. The game should now run more smoothly on all PCs. We would appreciate your feedback here – if you experienced performance issues earlier, let us know how it works now!
- **Numerous minor fixes and improvements** – All around the game. Over the past few months, we have tweaked, fixed, or improved hundreds of minor issues.

For more information, details and news, please follow to [our recent Kickstarter update](#) dedicated to the new build.. **Weekend Update:**

Hi everyone!

We're releasing yet another patch today, with a whole new list of big and small fixes. Let's get right to it!

- Fixed the dialog bug which caused certain NPC lines to be repeated twice.
- Fixed the scrolling in the Journal and Quest Log menus using a controller.
- Fixed the bug where clicking a Journal entry caused the cursor to skip half the list.
- The controls for Cyberspace can now also be remapped for the keyboard (particularly useful for AZERTY users).
- Fixed the gas valves in the Sewers, so they do not reset their position when you change location.
- Fixed the bug where the pistons would kill Dex upon touching her even when they were not going down.
- Fixed the bug where you disabled the Docks turrets via hacking and they re-appeared when you left and came back.
- Tony's inventory will not be restocked every time you travel back to him now.
- Fixed some navigation issues with the Trading screen when using a controller.
- Fixed the bug which allowed you to re-open Lily's safe (and loot it) infinitely (sorry to those who liked to abuse it!)
- Fixed the bug that caused an autosave to trigger just as you loaded a save.
- Fixed the Level 6 Melee skill which didn't work as advertised (Power Kick is now unblockable).
- Fixed the tooltips in AR describing the effects of skills: they now update correctly as you level up those skills.
- Fixed the bug where destroyed cameras and turrets would re-appear when you re-entered a location.
- Added the Mirrorshade implant to the list of available implants from Dr Niles. This implant allows you to use the item Mirrorshade Cloak, very useful if you like to use stealth (makes you invisible for 8 seconds).
- Linux only issue with the Down/Crouch key being hardcoded to "S": should be fine now, just make sure you manually assign it to whatever key you want in the Options menu for the change to take effect.
- Added missing icons for secondary skills Charisma, AR and Barter in the Character menu.
- Adjusted dialog text to match audio recording for some characters.

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- Fixed missing audio for certain dialog lines.
  - And several more minor ones!

We wish you a great weekend, and we'll keep monitoring your feedback!

Your Dex team. **Dex is coming to consoles and GoG!**  
Hey everyone!

As you may know, Dex has already been refused twice by GoG and it looked like that was, well, that. But we hate giving up, so we contacted GoG again and reopened negotiations. Successfully this time. So, it is with great joy that we announce Dex is set to become available on GoG in the coming months and will include support for achievements via GoG Galaxy.

Dex will be made available on GoG in its special edition, which includes the soundtrack, new art book and other bonus materials.

<https://youtu.be/Qd3CIjKGMw>

We'd also like to take this opportunity to announce that Dex is coming out on consoles on 8th of July 2016. Under the wings of our publisher, Badland Games, Dex will be available for Xbox One as a digital version and for PS4 as both digital and physical versions.



We are still working on a version of Dex for PS Vita and Wii U. Stay tuned. We'll announce those release dates as soon as we can.



And for those of you who haven't caught the tail of they hype – we are in the last few days of a Kickstarter campaign for our next game: Ghost Theory, a first person paranormal-investigation horror game where you solve real-world haunting cases. If you haven't backed us yet and would like to – <http://www.kickstarter.com/projects/dreadlocks/ghost-theory-a-serious-take-on-paranormal-research>.



Outpourings of thanks!

Your Dex team

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