

KLASSIKER DER SPIELEGESCHICHTE

DEUS EX

27. JULI 2011

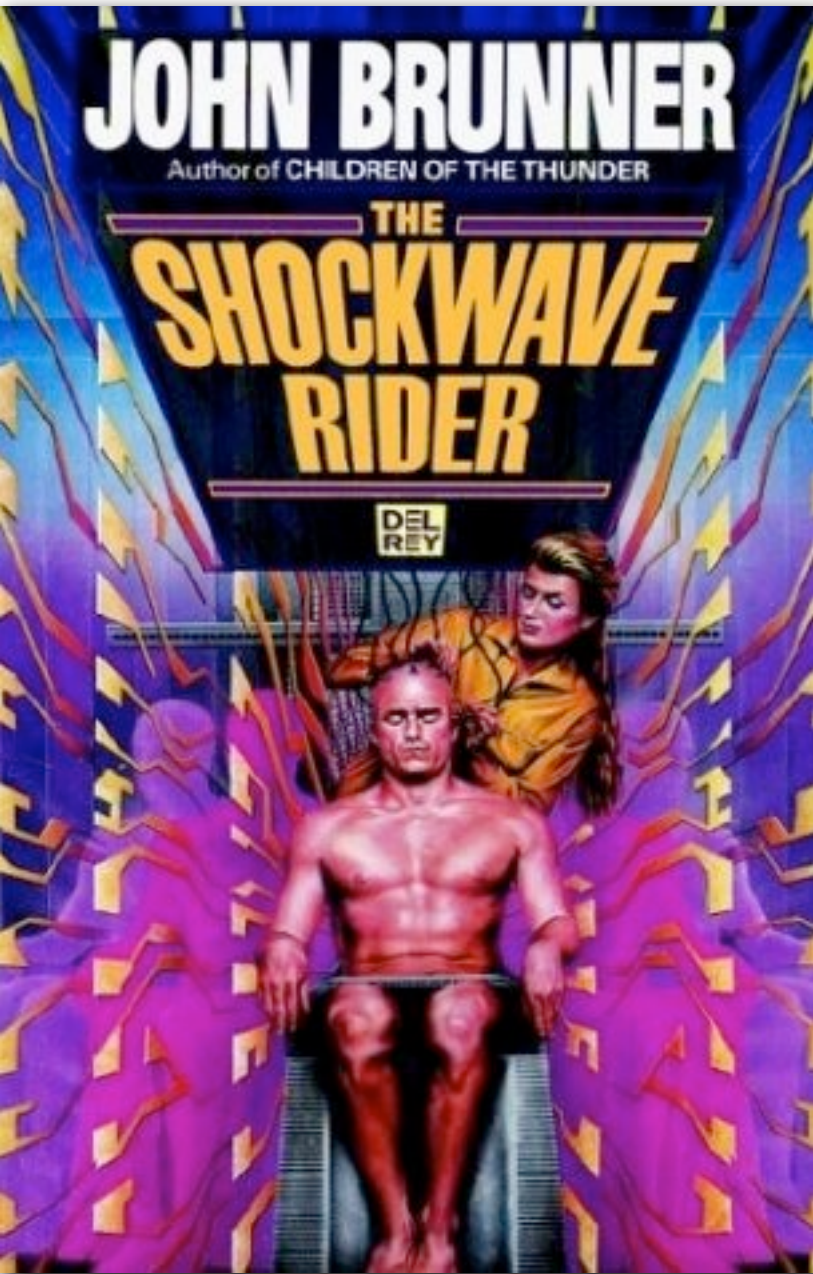


Film Noir

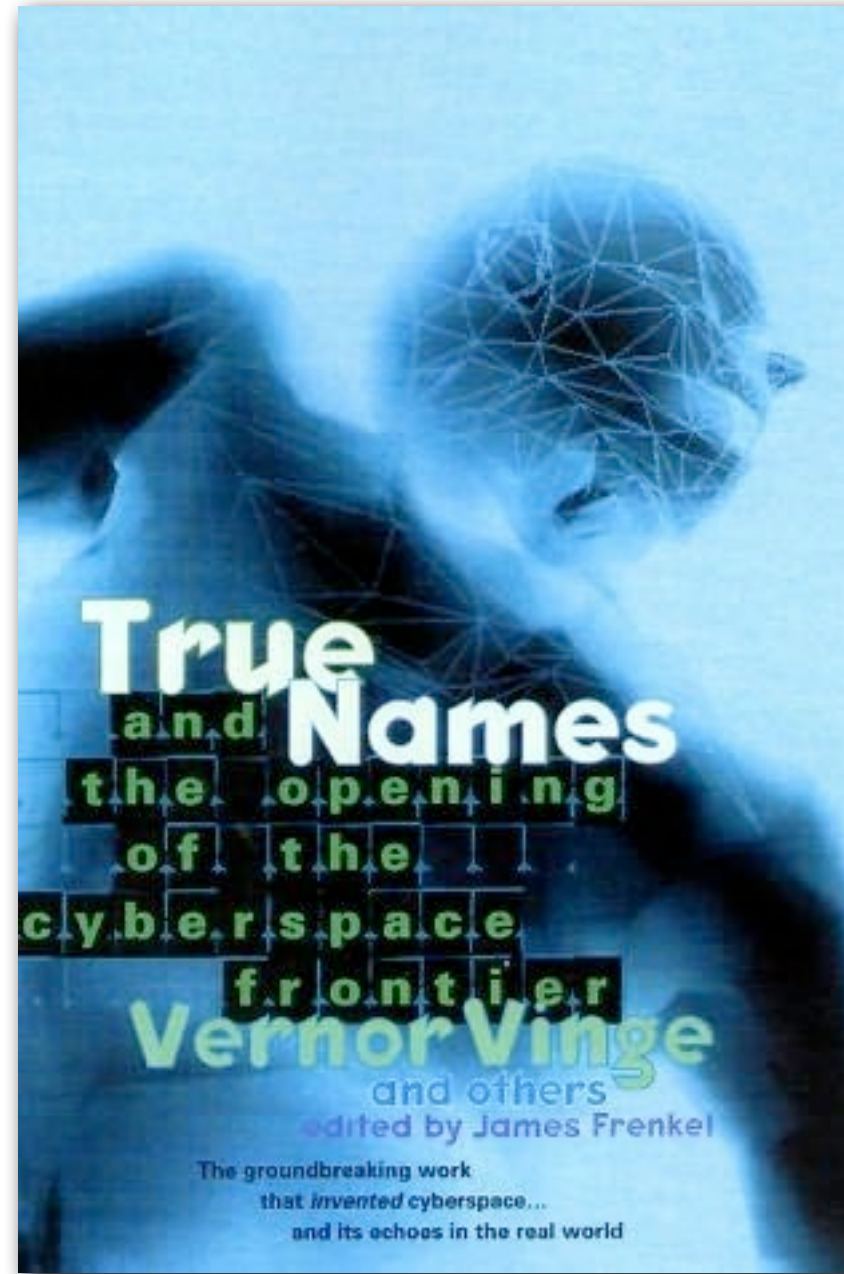


Orson Welles: Touch of Evil, 1958

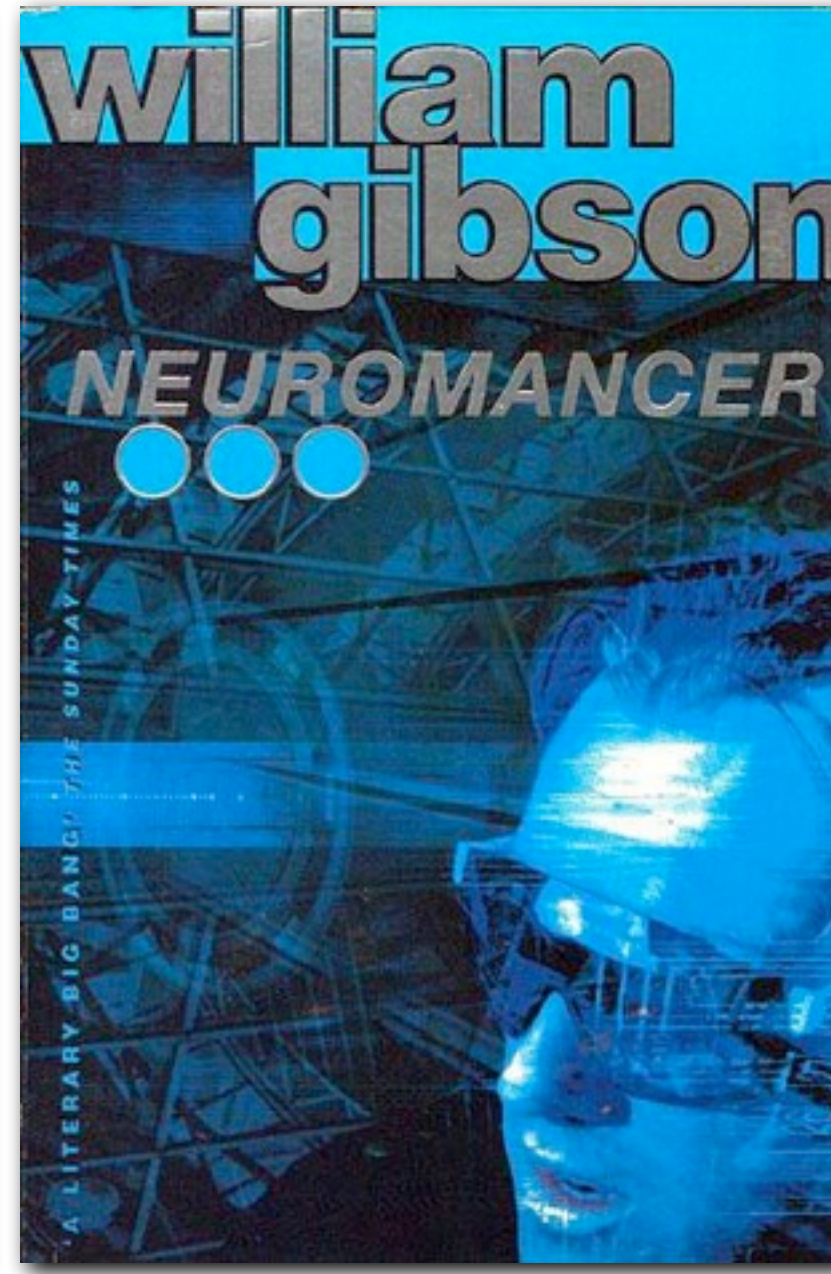
Cyberpunk-Literatur



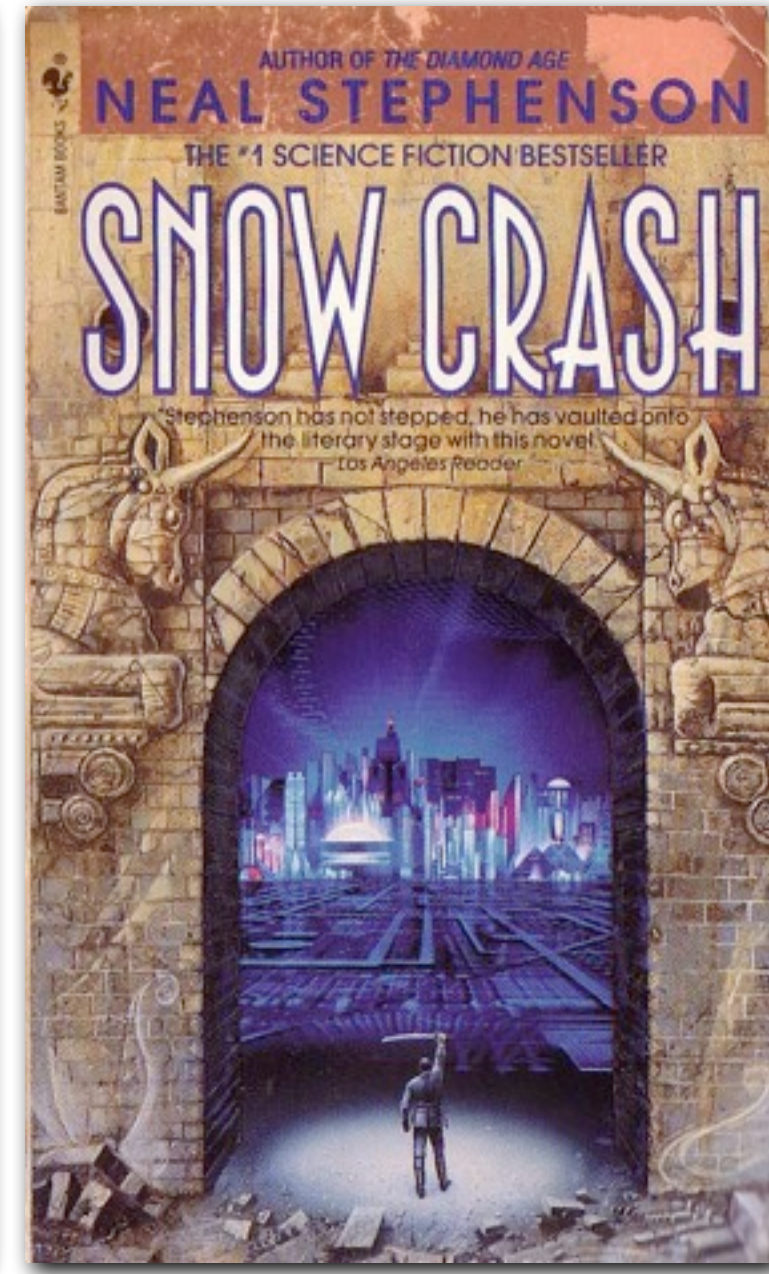
1976



1981



1984



1992

Cyberpunk-Filme



Blade Runner 1982

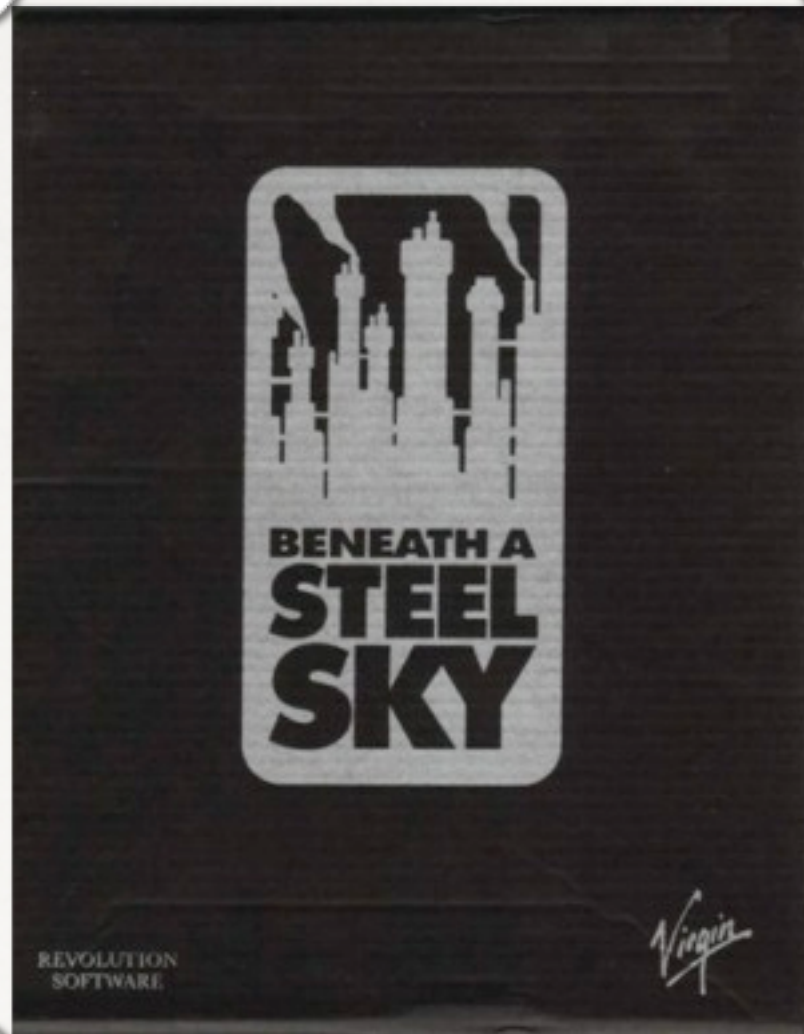


The Matrix 1999

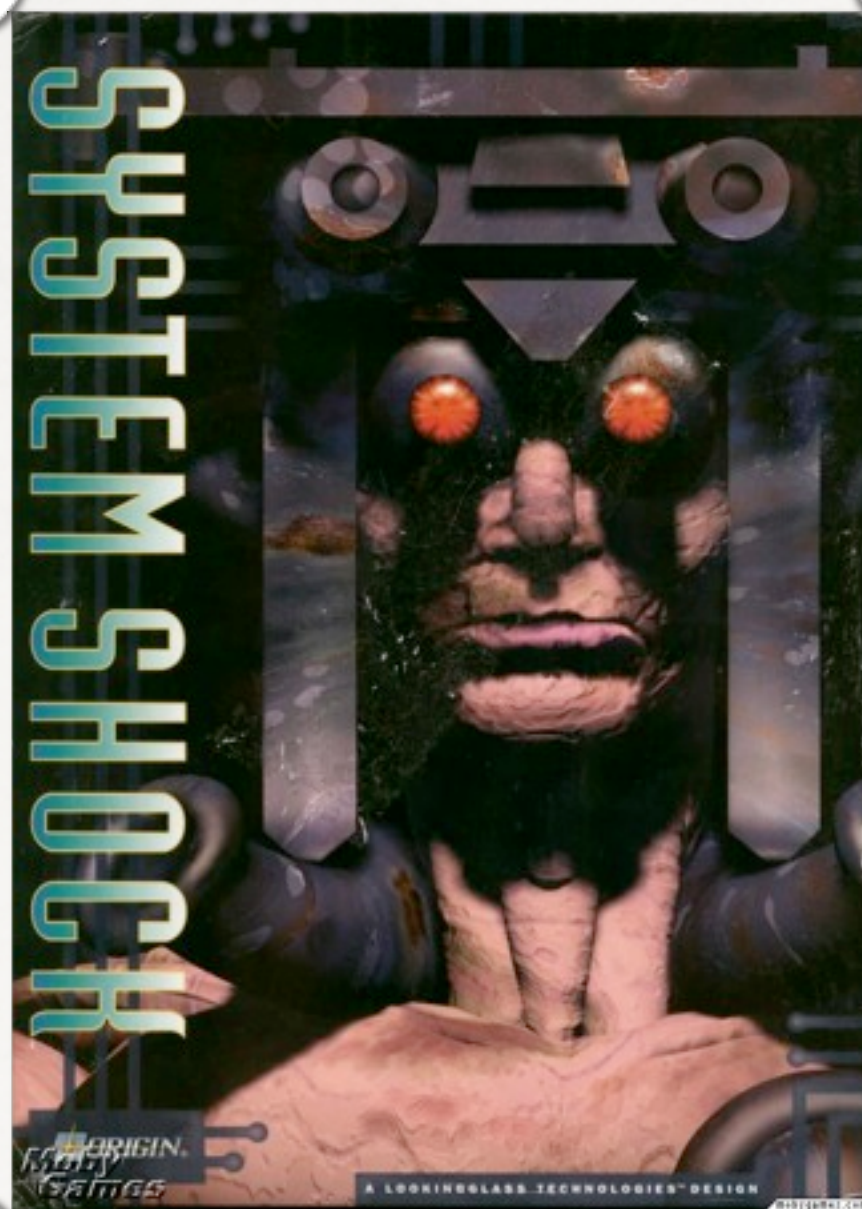
Neuromancer, 1988



Beneath a Steel Sky, 1994



System Shock, 1994



Blade Runner, 1997



Deus Ex, 2000





Ion Storm Inc.

1996-2005



John Romero, Tom Hall, Warren Spector

Anachronox

- Daikatana
- Deus Ex
- Deus Ex: Invisible War
- Dominion: Storm Over Gift 3
- Thief: Deadly Shadows

Spielemente

Deus Ex kombiniert Action-Elemente eines Ego-Shooters mit der Charakterentwicklung eines Rollenspiels und der Geschichte eines Adventures. Spieltechnisch ist Deus Ex vor allem für die enorme Handlungsfreiheit des Spielers bekannt. Für fast jedes Problem im Spiel gibt es mehrere Lösungsmöglichkeiten, jedoch hat jede Handlungsweise Konsequenzen im weiteren Spielverlauf. Werden alle gebotenen Möglichkeiten ausgenutzt, ist es möglich, das Spiel nahezu durchgängig ohne die Abgabe eines einzigen Schusses oder das (aktive) Töten eines Gegners durchzuspielen.- werden dagegen gewalttätige Lösungen bevorzugt, steht ein großes Waffenarsenal zur Verfügung.

http://de.wikipedia.org/wiki/Deus_Ex

First-/Third-Person Shooter



First-Person-Sicht

Waffen

HUD

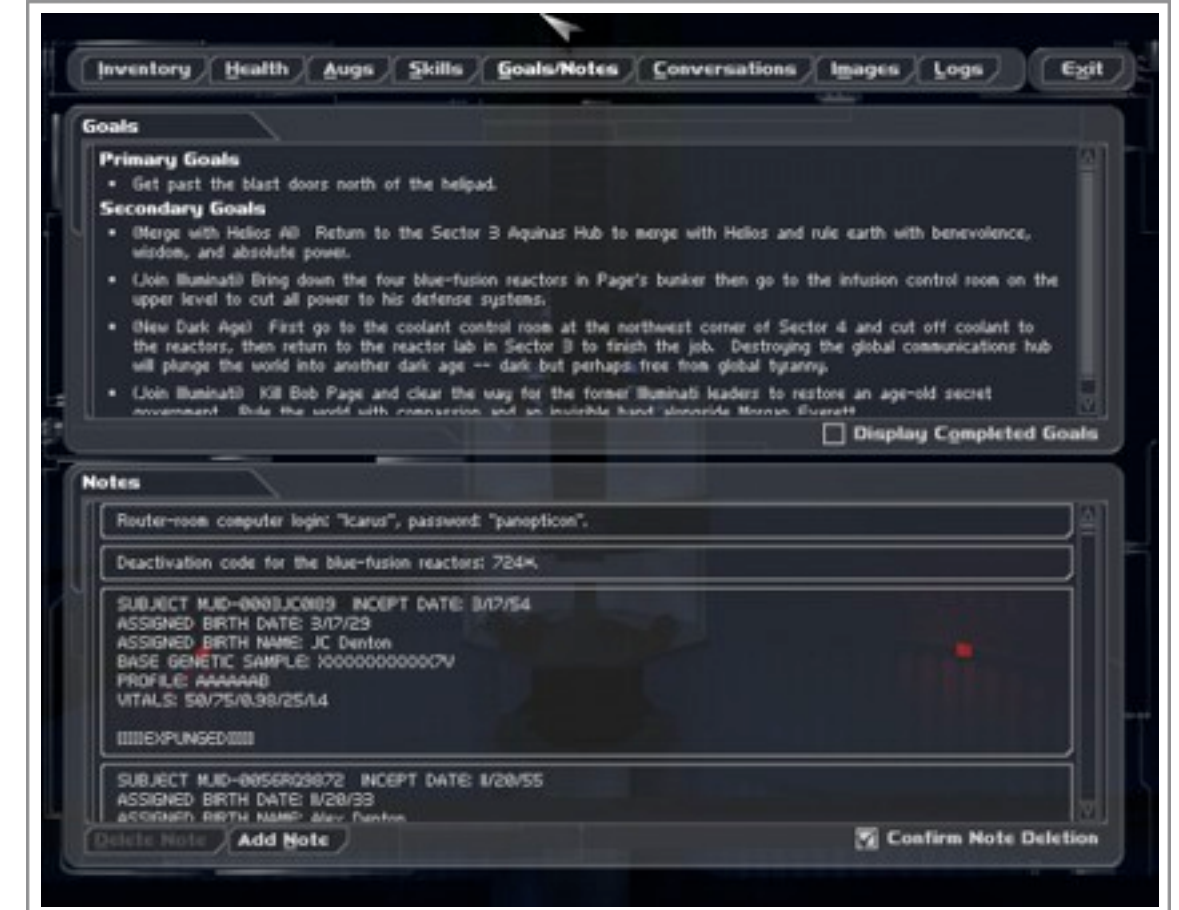
Rollenspiel

Skills / Augmentations

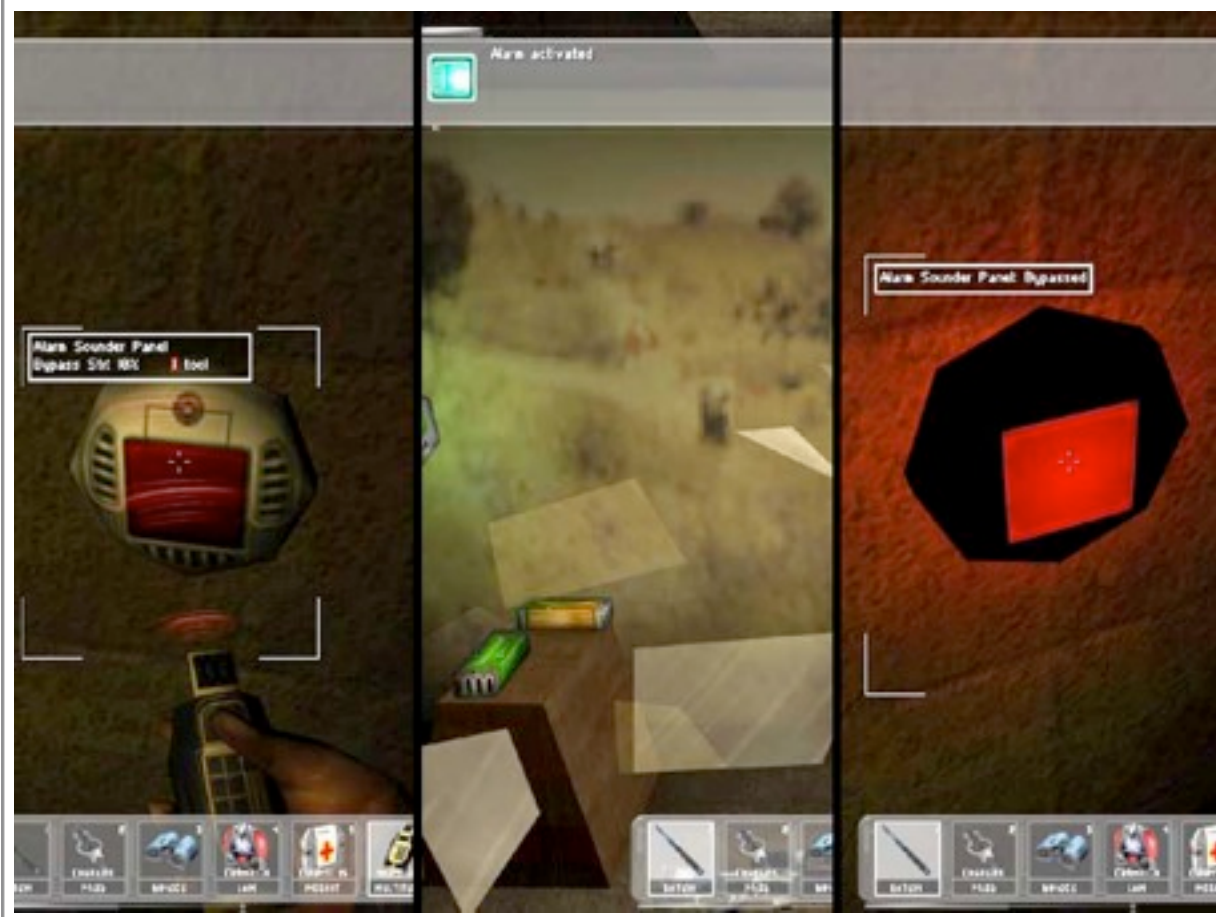
Inventar

Experience Points / Skill Points

Quests



Adventure



Rätsel

Dialoge

Alternative Enden

Unreal Engine 1

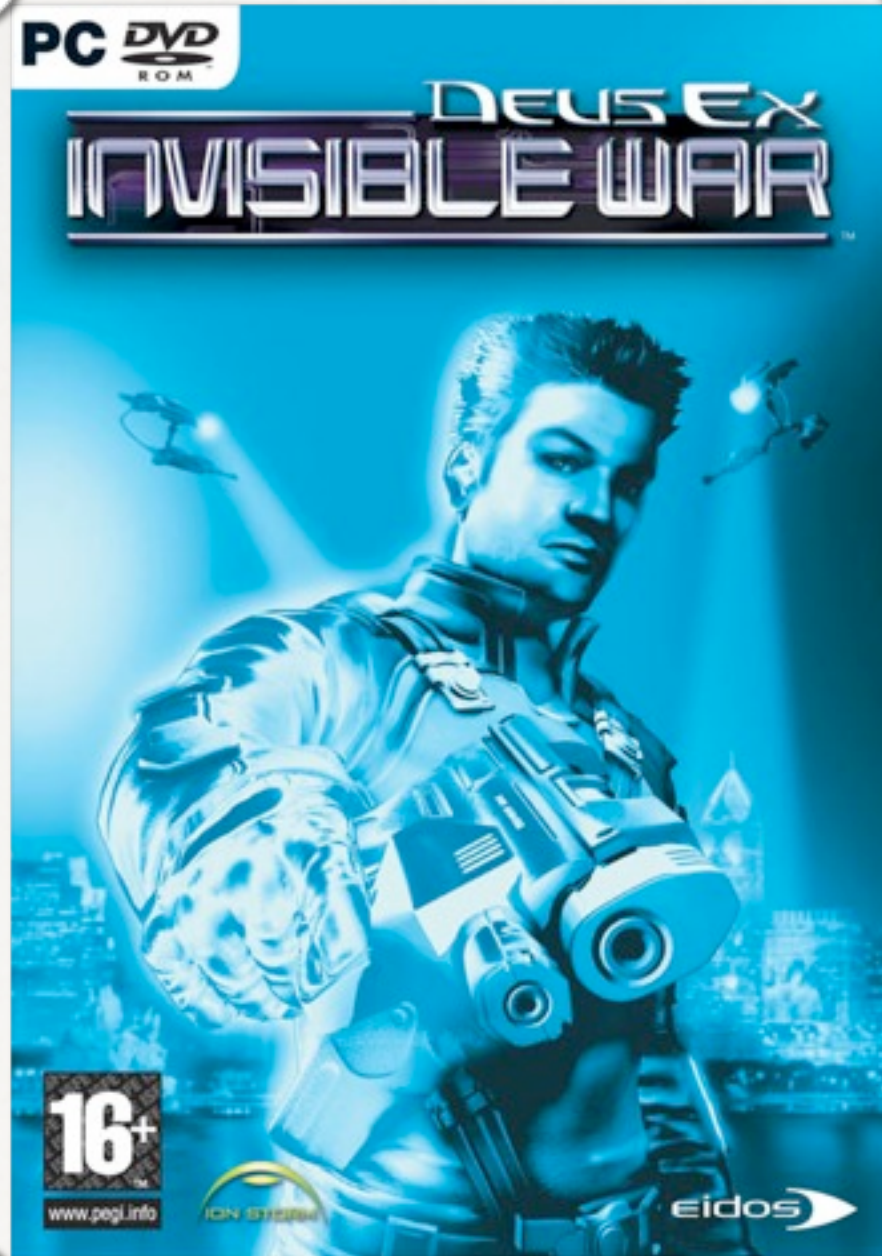
Year 	Title 	Developer 	Publisher 
2001	<i>Adventure Pinball: Forgotten Island</i>	Digital Extremes	Electronic Arts
2003	<i>Brother Bear</i>	KnowWonder Digital Mediaworks	NA: Disney Interactive EU: Ubisoft
2001	<i>Clive Barker's Undying</i>	Dreamworks Interactive	Electronic Arts
2000	<i>Deus Ex</i>	Ion Storm	Eidos Interactive
2002	<i>Deus Ex: The Conspiracy</i>	Ion Storm ^[1] ^[2]	Eidos Interactive
1999	<i>Dr. Brain's Thinking Games: Action/Reaction</i>	Knowledge Adventure	Knowledge Adventure
2002	<i>Harry Potter and the Chamber of Secrets</i>	KnowWonder Digital Mediaworks	Electronic Arts
2001	<i>Harry Potter and the Philosopher's Stone</i>	KnowWonder Digital Mediaworks	Electronic Arts
2002	<i>Mobile Forces</i>	Rage Software	Majesco
1999	<i>Nerf Arena Blast</i>	Visionary Media, Inc.	Hasbro Interactive
2002	<i>New Legends</i>	Infinite Machine ^[3]	
2000	<i>Rune</i>	Human Head Studios	Gathering of Developers
2001	<i>Rune: Halls of Valhalla</i>	Human Head Studios	Gathering of Developers
2001	<i>Rune: Viking Warlord</i>	Human Head Studios	Gathering of Developers
2000	<i>Star Trek: Deep Space Nine: The Fallen</i>	The Collective ^[4]	Simon & Schuster
1998	<i>Star Trek: The Next Generation: Klingon Honor Guard</i>	MicroProse ^[5]	MicroProse
2002	<i>Tactical Ops: Assault on Terror</i>	Kamehan Studios	Atari
1999	<i>The Wheel of Time</i>	Legend Entertainment	GT Interactive
1998	<i>TNN Outdoors Pro Hunter</i>	DreamForge Intertainment	
1998	<i>Unreal</i>	Epic Games	GT Interactive
1999	<i>Unreal Mission Pack: Return to Na Pali</i>	Legend Entertainment	GT Interactive
1999	<i>Unreal Tournament</i>	Epic Games	GT Interactive
2000	<i>Unrealty</i>	Perilith Industrielle ^[6]	
1999	<i>Virtual Reality Notre Dame: A Real Time Construction</i>	Digitalo Studios	
2000	<i>X-COM: Enforcer</i>	MicroProse	Infogrames

Cheats

Set DeusEx.JCDentonMale bCheatsEnabled True.

Effect	Code
10,000 Credits	allcredits
Activates EMP Field	iamwarren
Add Augmentation	augadd xxxx (xxxx being name of augmentation)
All Basic Augmentations	allaugs
All Skill Points	allskillpoints
All Weapons	allweapons
Brings Up Secret Menu	legend
create a horizontal line of throwing knives that will fly forward toward the nearest wall, slicing anything in front of you to bits	spawnmass shuriken 10
Fills Your Image Archive	allimages
Freezes everything except the player.	playeronly
Full Energy	allenergy
Full Health	allhealth
Kills Current Target	tantalus
Matrix Mode (Must be entered at credits screen after starting a new game)	thereisnospoon
plays a demo	demoplay "name of demo"
Refills Ammo	allammo
Skip to Level	open xxxx (xxxx being name of level)
spawn 10 lams right around you that will completely obliterate everything in the immediate area	spawnmass lam 10
Spawn Object	summon xxxx (xxxx being name of object)
Spawns Multiple Objects	spawnmass xxxx # (xxxx object name, # amount)
starts recording a demo	demorec "name of demo"
Toggles God Mode On/Off	god
Toggles Invisibility On/Off	invisible
Toggles Third-Person View On/Off	behindview (1 or 0)
Turn off Fly or No Clip Mode	walk
Turn on Fly Mode	fly
Turn on No Clip Mode	ghost
Unlocks Targeted Door/Panel	opensesame

Deus Ex Invisible Wars, 2003



Deus Ex Human Revolution, 2011

<http://www.deusex.com/>

