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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!

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

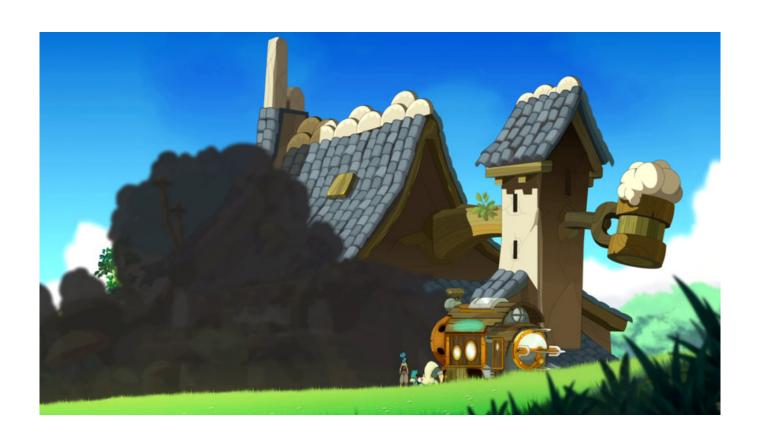**Graphics:** NVIDIA® GeForce® 8800 / ATI™ Radeon™ 2600 or better
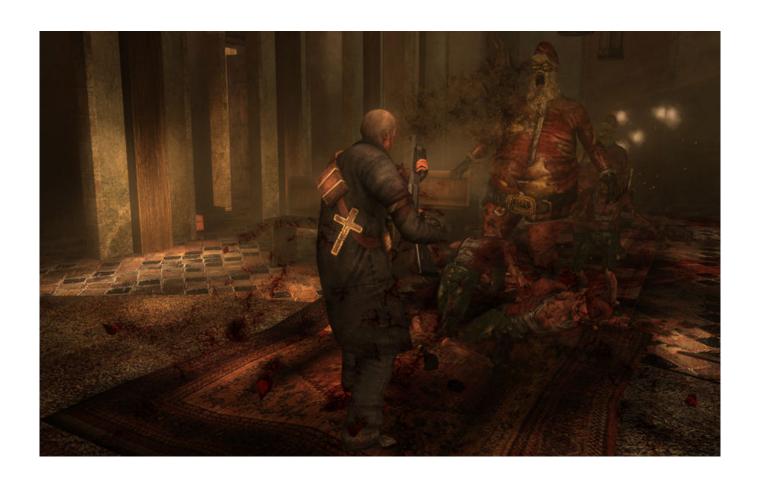
DirectX: Version 9.0c

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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I cant find it to :(. Highly recommend this. Butter smooth and with an astonishing atmosphere.. I rate the game ZenoHell 2.5\/5. Not particularly good overall. Almost OK but for 10 dollars, this schmup is overpriced. Great sense of speed but I wish it had better graphics to go along with that. There are better games out there for the same price (Crimzon Clover: World Ignition, for example).

+Easy and responsive controls which have a classic feel.
+3 ships to control.
+Lots of gameplay options.
+Easy menus.
+No bugs.
+Extremely challenging but allows you to use as many 'continues' as you want.

+\/-Extremely bad graphics except the game does feature a nice sense of speed. Unfortunately the landscapes which scroll by are mind-numbingly repetitive.
+\/-This game has a brief background story but it lacks detail.

-The retro styled chip-tunes music is only catchy in a few places. Mostly it's just either mediocre or irritating.
-Boring, uninteresting bosses and enemies.
-Repetitive, low-quality sound effects.
-High system requirements, particularly when one considers how truly simple, even primitive, the graphics are.. if you want to be competitive with low-end cars go for it. This is such a well made game. It has elements from classic games but also has so much unique content. Developing your skills, levelling up, getting upgrades, overcoming challenges and listening to the awesome soundtrack in this game will keep you entertained for many hours.. I enjoyed the game-play a lot and the presentation is really good.

If you want to jump in at current state of early access I feel that there is enough here to hold you over while more content is being developed.

You can tell this is a huge passion project with such a small 1 - 2 person ream, the consistent art direction and quality of the game at this stage is really impressive, a lot of work most have gone into this game and I really wish them all the success I feel this game deserves.. Beautiful music.
I bought it to listen to it.
I don't know if I'll be using it in a game.
Great piece of art.. extremely fast pace puzzle game with colourful backgrounds - sometimes it looks just as it plays itself - fun, easy, quick, dynamite helps a lot, getting harder as you proceed - great for kids and adults, properly done example of puzzle games genre, i recommend. The line with many colours, and the ball bouncing at different speed and angles. This is Kinacoustic!!

First bought the game, opened it, well, nothing special, but now i am totally stick on it!!

Looking the ball bouncing around and making contact with the line is so satisfied, especially when you take time and decide to make a song, you can,t stop playing the game until you finish the song!! I am so sure that you will have incredible feeling of success and delight when you complete your works!

So take your time and enjoy the unique musical experience in this game

Highly recommand to the music lover, or anyone!! ^_^. She's dabbing on the card pack, nobody can tell me otherwise

Despite the total lack of any spoken or written dialogue, there is a story here (and two different endings!), but it's really short and leaves you wanting more (like me) or wondering wth just happened (also me). I really liked the style and ambiance, the puzzles weren't too hard, and the achievements are all doable in a short amount of time.. This is a good game that is mired by unfortunate and persistent issues (AI, pathfinding issues, odd mix of units [some factions have a ton of variety, others are mostly cookie cutter units], among other issues).

I had this feeling that the game was somewhat barebones in some ways that was not overwhelming\/bad enough to steer me away from it, but was noticeable and annoying.

One major issue that plagued the experience was the seemingly useless\/unnecessary variety of units that had identical stats. In other words, the "variety" was merely superficial, as units looked different\/had different names, but were either identical or functionally were about the same.

Also, a huge annoyance was the seeming futility of ranged units. This really weakened the experience and made the use of ranged units unsatisfying\/useful. Removing a core component like this was especially upsetting when so many factions are ranged heavy\/focused (esp. the Huns).

However, the mod community has done a terrific job of building on the game and incorporating much needed features and tweaks. Age of Charlemagne campaign was MUCH better than the original game, particularly when modded (namely, Radious).

Overall, I would recommend this (with mods, of course) to fans of the series, ONLY if it is on sale for $30 or less. I am very pleased with my purchase and enjoyed the game very much. However, this is partially because I paid less than half the retail price of $60 for the original, and maybe another $10 for AoC and the Desert Factions DLC.. sheesh, wuts with the hate? free DLC is better than priced DLC. This game has two very terrible attributes. First off there is no skip button for puzzles. In the original game there was but the converted Steam version left it out. I am stuck on a puzzle with no way to get past it. Secondly the mouse cursor does not line up with what your trying to click. It's way off in some cases.

This game is a no go unless they fix the above mentioned problems.. I recently bought this game, it's the first Choice of Games product I've played and I've just finished my first play-through today! I think it's a decent amount of time to finish (I might be a slow reader) and won't fail to please. I'd be lying if I didn't say I wish there was more it was that good and having stats was pretty useful. This'll likely be one of my favorite RPGs from now on and despite all the text I'd highly recommend it's worth giving this game a shot! However there seemed to be something missing from the characters to me, can't pinpoint what exactly but it was something.

In short, I'd recommend this game to those who enjoy RPGs such as I do and I hope you'll equally enjoy this game as much as I did!. I can finally mark the game as positive but there are some issues.
First off make sure you delete some of your saves from the base game or you wont be able to save in this DLC.

The game used to crash when I had a gtx 1080 but then changed it to a RTX 2080 ultra and now its not crashing. Not sure if that did it or they patched it. The game doesn't support 3440 x 1440 which sucks but im having to use a smaller resolution stretched out.. The missions are a bit short but it's a way to pass the time I guess.

I mostly like how the Freeze mission makes Gotham get a more, er, December-y look to it.. Populate your favorite maps with your favorites things.. Number 1 babyyy

Free DLC: Extra Outfits + Enhanced Version update for Mac and Linux:
Hey Dex fans!

The DLC "Extra Outfits" is now available, for FREE! Get it now and enjoy 3 new outfits for Dex, all with their unique look and abilities!

We're glad to hear that you're all enjoying the Enhanced Version, thank you for the kind words we've received today!

This is a quick note to let you know that we've prepared a new patch to fix a few remaining issues that some of you have reported. And as always, we'll continue to listen to your comments for more improvements.

As for the Mac and Linux versions, the Enhanced Version update is finally released!

Have fun!
Your Dex team. **Maintenance Update**:
Hi,

we have released a new update for Dex. It is a maintenance/bugfixing update, addressing mainly the issues mentioned here on Steam forums as well as several bug reports we received from our backers.

Changelog:

- Visual improvements for some areas of the game

- More animations and animated characters added (ie. Afrodite Club)

- Added Clara (ship for Samaras, visible from Docks)

- Fixed the savefile corruption bug (or at least some of the occasions of it)

- Numerous minor tweaks and fixes

Cheers!
Dex Devs. **New Update + New Game Announcement**:
Hi everyone!

After two months of development we re finally coming to you with a new update. Monitoring community forums we were once again able to repair some of the bugs you encountered and we hope the update will improve your future game experience even further.

A lot has happened during the last two months. We've reached the magical 80% on Steam user reviews, which is a huge milestone for the team. Thank you again for all the support, it really means a lot to us. The Dex is slowly making its way to consoles and finaly - we have started a brand new project named Ghost Theory!

https://www.youtube.com/watch?v=zwMS9p8qxso

Ghost Theory is a single-player ghost-hunting adventure focused on stealth and exploration. We like to call it "a serious take on paranormal research" because of its realistic conception together with the stories and locations inspired by the real haunted places. Ghost Theory is now in the middle of Kickstarter campaign, so if you like the idea, check out: http://ghost-theory.com/ks for more. We are welcoming any feedback and support.

List of most important changes:

- fixed GSV-2 terminals problem (old GSV-2 terminal room saves may stop spawning enemies)

- some obsolete particles repaired

- improved loading and memory management

- singularity ending crashes fixed

- title stability improvements

- fixed cursor problems in main menu

- overflowing GUI labels changed

- all localization improved

- Italian and Hungarian save slots layout

Your Dex Team. **Linux Support**:
Hi all,

We are happy to announce a major update introducing **Linux support**.

The only officially supported Linux version[unity3d.com] for Dex is Ubuntu 10.04 or later, at the moment. However, as with many games made with Unity engine, there is a very high probability that the game will run without problems on most of the other major Linux distros.

Please, share your experience running Dex on Linux with us and with other Linux gamers!

Thank you for your support!

Your Dex Team

PS: More news and updates coming soon.. **Dex Released!**:
We are proud to announce that today we have released the complete version of Dex!

Dex is ready to roll. We present the full game, with all of its content, all of its voice-overs, and all of its finishing touches. You are cordially invited to join our little neo-cyberpunk odyssey. Come in and see for yourself!

We have also prepared our final and most awesome trailer to showcase the final state of the game:
http://www.youtube.com/watch?v=DZrlMhxO9uw
After you play it, please, drop us a line or two of feedback here in the forums or as a user review directly on Steam! Many thanks! We'll be watching for your feedback and staying on alert for any possible remaining bugs or hardware/system-specific issues that may have slipped under our radar. There will be some post-release updates (and there will definitely be some additional free content as well!).

Enjoy Dex!
Your Dex Developers

PS: There are a few additional tidbits of info in [our recent Kickstarter update](#) – make sure to check it if you wanna dig deeper and hear more about our upcoming plans!. **Soundtrack is now available!**:
Hi everyone!

We are proud to announce that today we have released the original orchestral soundtrack!

You can now purchase [Dex's soundtrack as DLC](#).

Track List. **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
. **Polish and Italian translations are now available!**:
Hi everyone!

We have released a new update today including the Polish and Italian translations as well as some bug fixes.

New languages are coming very soon! Stay tuned!

Cheers,
Dex Devs. **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/Qd3CIjKGKmw

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. **New Update 4.3.0.0**:
A new update for Dex is here! Your feedback helped us to make our game better again. Thank you! Please keep providing it so we can keep improving the game!

This time we have focused on making the game more intuitive and user friendly. Situations, in which you had no clue of what to do, or which key to press, are finaly gone. We've also added complete controls scheme for both normal and AR world under pause menu.

Based on your reports regarding deadzone of overused controllers we decided to add a new item in options, allowing you to change controller sensitivity.

We have great news for controller dependent Mac users. Support of the XBOX type controller was greatly improved and the game should be perfectly playable with it now.

Here is how to do it:

1. Download driver: https://github.com/360Controller/360Controller/releases

2. Install and run the driver in system preferences to see if the controller is working properly.

3. Start the game and switch to xbox controller in the game options.

4. If you're using XBOX One controller you may have to install this driver too:
   https://github.com/lloeki/xbox_one_controller

Here's a complete change log

- Stealth suit functionality fixed

- Mac support for XBOX type controlers

- Controller deadzone setting added

- Action labels contains controls

- Hint system updated

- Rooftops level updated

- Controls panel added to pause menu

- Anti terrorist achievement received immediatelly

- Fixed sounds in Sewers

- Fixed sounds at Docks

- Tony's hideout background sound added

- Richmond is no longer present in Nightingale after successful relocation

- Double highlights in main menu removed

- Genius fire blaze 3 controller config added

- Minor localization fixes

- Get augmented quest description update

- Gamepad autodetection

- Minor bugfixes

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