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Mankind divided dlc trophy guide

Combat aug-related achievements easily made in north Prague Now, for the rest of this series of fights increases related achievements as we go to the northern part of Prague. Recharge the master save you did earlier so that you have all your praxis points to spend again. Go to the metro station and travel to Palisade station. Leave the station, look to your right, and enter the street to the right of 'Tubehouse'. After a few seconds, you will see an alley to your left. Climb the wall here and jump over it. In front of you is a manhole that allows you to enter the sewers. Get down. Turn right. You will see a door with a casino chip painted on it. This is where we will do the remaining achievements of this section. If you've finished making Time Traveler, you remember that place before. If you took my advice and opened the door leading to the casino, you will save some Praxis points that may be useful later, and you can continue below the next two screenshots (where it says Save the game in a new slot. You will delete this backup file once you have completed all the achievements below. »). If you haven't opened the door earlier, you need to unlock the cybernetic leg prosthesis to be able to jump on the ledge. From there, jump on the pipes and go down to the place between two doors where you see a guard that you have to get out. Open the door to the sewer exit. Save the game in a new slot. You will delete this backup file once you have completed all the achievements below. Here's the plan. For each achievement, you will unlock the required increases, quicksave, enter the casino to aggro the thugs and then do your trick to get the achievement. If it fails, reload the quicksave and try again. If it worked and you got the achievement, reload the normal backup file and repeat for the next realization. (*) In order to trigger the achievements, you have to use the increases on the enemies, which means that you have to aggro the thugs in the casino first (this happens after a few seconds of intrusion) so that they start shooting at you. If it wasn't for this requirement, you could simply perform your tricks on any civilian on the street, which would make getting these achievements far too easy. Since there are many casino thugs who will shoot at you and you will need some time to do your thing for each achievement, you will want to maximize rhino dermal armor over the necessary accomplishments each time. If you have points left after this, take both torso troughs that increase health points, as well. Also, pop as many biocells and hypostim injectors as you are allowed before each attempt. Fist Taser! Lock-On and deploy the Quad Arc upgrade of the Tesla Knuckle on four enemies at once. Unlock and completely improve the Tesla increase, and attach it to a quickslot key across the wheel increases. You'll also want to maximize Rhino Dermal Armor and if you have points left, take the torso increases that increase your health, too. Also, pop as many biocells and hypostim injectors as you are allowed. It's Quicksave. Enter the casino. When the thugs are hostile, press the quickslot key for Tesla and hold it while slowly looking around. You'll see red squares targeting a thug, then two, then three... Then, when a fourth thug is targeted, quickly release the key and watch the four thugs come down, popping the fulfillment. If it fails, it means that one of the thugs came out of reach by the time you released the key (so you had less than 4 targeted thugs) and you'll need to try again. Ramming speed! Ram Dash in an enemy NPC with a fully loaded Dash.Unlock Icarus and completely upgrade the Icarus Dash increase, and tie it to a quickslot key across the raise wheel. You'll also want to maximize Rhino Dermal Armor and if you have points left, take the two torso increases that increase your health, too. Also, pop as many biocells and hypostim injectors as you are allowed. Aggro the thugs and back down into the hallway where you came from. Crouch. When you see a rogue appear in the hallway, press the quickslot key for Icarus Dash and hold it. Aim for your target and make sure you see a fist above his head, then release the key. Jensen will topple the target and the realization will burst. If this is not the case and Jensen has directed towards the target, either you were not crouching or you did not have the fist above the target's head, then reload and re-eat. Slow and SharpLand an explosive nanolam shot at three enemies at once while the focus increase is active. Unlock and completely improve nanoblade and focus enhancement increases. Attach them both to a quickslot through the raise wheel. You'll also want to maximize Rhino Dermal Armor and if you have points left, take the two torso increases that increase your health, too. Also, pop as many biocells and hypostim injectors as you are allowed. Enter the casino, aggro the thugs and activate focus enhancement. Now target a thug who is more or less in the middle of the room with Nanoblade. He's going to get hit and the Nanoblade is going to explode, I hope to kill two more thugs, which will blow up the feat. If the thugs were not in an ideal position to kill three of them with a Nanoblade, reload and try again. The invincible body, fighting an iron devil block an enemy explosive entering with the Titan Shield. Unlock and completely upgrade the Titan increase, and match it to a quickslot key across the raise wheel. You'll also want to maximize Rhino Dermal and if you have points left, take the two torso increases that increase your health, too. Also, pop as many biocells and hypostim injectors as you are allowed. Aggro the thugs and take shelter somewhere to avoid taking tons of damage from getting shot. You can crouch behind one of the tables or you can go back to the hallway where you came from. Wait until a grenade is thrown at you. You. enable Titan Armor. This will absorb the damage and cause the realization to burst. If not, reload and re-eat. You were probably too far away to absorb the damage from the grenade. This is ideal for spring cleaningUse both the Knockback and Precision functions of the P.E.P.S. arm gun at least once. Unlock and completely improve the P.E.P.S. increase and attach it to a quickslot key across the raise wheel. You'll also want to maximize Rhino Dermal Armor and if you have points left, take the two torso increases that increase your health, too. Also, pop as many biocells and hypostim injectors as you are allowed. Go to the casino and aggro the thugs. Now you just need to shoot down two thugs, one by facing him and pressing the quickslot key for P.E.P.S. (Knockback) and the other by facing him and pressing and holding the quickslot key for P.E.P.S. (Precision). Estimated trophy difficulty: 4.5/10 Approximate amount of time for platinum: 30h story mode, 46 (36, 8, 2) Online Trophies: 5 (4, 1) Number of trophies not to be missed: 37 (almost everything - there is no selected mission and you cannot return to mission-specific areas. Some trophies require certain history decisions. Most secondary quests will fail by going beyond Mission 13, the point of no return) Glitched Trophies: 0 Does the difficulty affect the trophies?: Yes, you have to beat it on I never asked for this (highest difficulty). It is unlocked after beating the game on any difficulty for the first time. Playthroughs minimum: 2 euros (1 x all various trophies, collectibles and first end, 1 x greater difficulty with stealth and no kills). NG may be required for some of the upgrade-related trophies, depending on how you allocated your upgrade points. On the first playthrough you should explore carefully and get just about every trophy in the road. The only things you should have left after that are Pacifist, Foxiest of the Hounds, I Never Asked for This and some trophies based on the story decision. It is advisable to create a record manual at the beginning of each mission. You have 10 manual savings games. Create a backup of your backups on a USB or PS-Cloud device after Mission 10. This is where you have to make story decisions that will change the outcome of the game. By backing up your backup and making a stop game in each mission, you can quickly go back and mop up the things you may have missed. Do all the secondary missions as they appear on your mission list. If you miss one, you can on your next playthrough. It would be better if you get everything here, so you don't have to deal with it in permadeath mode. Take all the collectibles. Most of them are unusable. Always crush a different stop, so you can go back if you missed one. You can make most of the combat trophies right after the main mission 3. Get them off the road as soon as possible. They can all be grown in the same place, see trophy videos in the guide. After Mission 10, you can either make a bank heist or save saving Your choice affects the trophies you will get at the end. I suggest you go with the bank heist first, this will allow you to get the He's Not Dead Yet, Jim trophy. Optional: Don't kill anyone and finish the game without setting off alarms. While you can do it on the next race, it would definitely make things easier if you don't have to deal with it in permadeath mode. It is also a good preparation for permadeath. Better to stay stealthy and avoid the fight as much as possible. It is very beneficial to get these increases right after Mission 3 (necessary for trophies, side quests, collectibles): Social Enhancer, Hacking Capture Lvl 5, Cybernetic Arm Prosthesis (Punch Through Wall and Optimized Musculature), Cybernetic Leg Prosthesis. During this playthrough you are advised to unlock trophies in this order: A heated combination adept of the Metaverse Singh No Song Ghost Time Traveler Honor holds us all together and embracing what you have become humanity -ground mail was a better option the invincible body, fighting a slow iron devil and sharp it's ideal for spring cleaning Ramming Speed! Express Elevator to Hell, Going Down! Fist Taser! I Can Only Fight Enemies I Can See Neon Nights The Golden Ticket Cult of Personality The Golden Rookery Between Technology and the Divine So Cucumber Manys The Net is Vast and Infinite Ballsy Fresh Out of the Package Samizdat The Harvester 01011000 All in the Family Handle with Care Core Driller K is for Kazdy The Last Harvest He's [Not] Dead , Jim Tablet Collector Machine Invisible War We Are Human Beings Spokes in Two Wheels The Supreme Enlightened Optional Step: New Game, Mop Up (Upgrade a Weapon and Increases) If you are still a few praxis kits short of The Jack of All Increases or have not yet fully upgraded a weapon , you can easily do it in NG. If you followed my Step 1 tips and saved your savings game in each mission, you can also come back now to mop up the things you missed. During this playthrough you are advised to unlock trophies in this order: Ruthless Efficiency The Jack of All Increases Step 2: Beat I Never Asked This (Permadeath Mode). Play Allison Story Path after Mission 10. All you do here is stay unnoticed, never cause alarms, never kill anyone (including the endboss) and beat the game on the most difficult difficulty. Unfortunately, New Game is not available for this mode, which means you can't defer your progress from the previous year. When you die in permadeath mode, you have to start the story from scratch. A Easy to cheat is to save your manual recording game on a USB/PS-cloud device. So when you die, you can copy your backup and won't have to start over. After mission 10 play the allison story path to get these trophies related to history. During this playthrough you are advised to unlock trophies in this order: God Killer Pacifist Foxiest of the Hounds I Never Asked For This Step Step Online Trophies (Mode Violation) Pretty simple. Select the violation from the main menu and complete this mode. This is an online mode only and cannot be played offline. Trophies unlocked in this stage: Data Detective Disciple Data Expert Data Master #CantKillProgress GLITCH WARNING: From patch 1.03 (September 4, 2016), the violation mode is highly glitched. As you play this mode, it will freeze at some point. Whenever you want to start the violation mode again, it will freeze during the sit-down cutscene. When this happens, you just need to wait a few minutes in the game (don't close the app). After 2-3 minutes, play will resume, but it can freeze again at any time. Another fix is to wait 60 seconds when it freezes during the sit-down cutscene, then leave the app and restart the violation mode - it should now allow you to access the gel-free mode. This seems to be a widespread problem and for me it started freezing after Mission 4. Reinstalling the game and starting on the cool stop game doesn't help. We have to wait for a patch. Developers are aware of the problem and are working on a fix. The reason is probably the number of PSN friends. If you have more than 100 people on your list of breach friends will freeze on you very often. The trophies related to the violation mode are not glitched, just the game mode itself is very glitchy and freezes a lot. Deus Ex Mankind Divided Trophy Guide #CantKillProgress Have experienced Deus Ex: Mankind Divided™ and collected all the trophies. Congratulations! Unlock all other trophies to win platinum (unreased DLC trophies). We are human beings You finished Deus Ex: Mankind Divided™ on any difficulty. Just complete the 17 main missions. You can play on the easiest difficulty for this. Pacifist You finished Deus Ex: Mankind Divided™ without killing a single soul. Bosses are also people. To do this, you have to complete a playthrough together without killing anyone. At the very beginning of the game, you will be asked if you want non-lethal or lethal weapons. Choose the non-lethal option. From now on, use only tranquilizer, stun gun, gas grenades, mixed knockouts and other non-lethal methods. There are several increases that allow you to make non-lethal withdrawals, too. It's best if you combine this with your stealth run for Foxiest of the Hounds and I Never Asked For This. You can sneak in front of most enemies - this way you don't even have to engage in combat with them and don't run the risk of killing someone by accident. I recommend you stay in the state of secondary missions on your pacifist race. This way, you encounter fewer enemies. If you have someone, you can reload your last stop and continue from there. Beware of the following: Every time you enter combat, there is a risk that enemies will throw frag grenades and kill one of their own. If they die, it cancels the trophy. Shooting explosive traps (or running into them/throwing something at them) can kill nearby enemies! Even when they're knocked out. If something explodes no enemies have been affected. Take extra care with stunned enemies. They can still die if you use something deadly near them. Enemies who are down will display either the ZZZ icon when they sleep or a red skull when they are dead. If you ever have to knock someone out make sure they show the ZZZ and never a skull. There is an inevitable death: in the main mission, 7 Talos Rucker will always die, whatever your choices. It doesn't affect the trophy. Leave his corpse where he is and move on. The deaths of characters do not matter. Your story decisions will affect who gets to live and who dies (even for optional mission goals). Because you won't kill these people directly, it doesn't affect the trophy. The use of Marchenko's endboss for the Laputan Machine trophy will kill him and cancel the trophy. When you go for pacifist, you are not allowed to use the kill switch. Getting the body out without killing it is pretty easy. Use an EMP grenade or an EMP mine, walk up to him while he is stunned and press the melee button. It'll take him in one go. Here's a video that also shows where to find the EMP grenade in the boss combat zone: Recommended increases (buy in that order): Glass-Shield Cloaking, Smart Vision, Hacking Capture, Hacking Stealth, Cybernetic Leg Prosthesis, Icarus Landing, Cybernetic Arm Prosthesis (Punch Through Wall and Optimized Musculature), Wayfinder Radar System, LiDar Mark-Tracker Don't buy August-related combat. It wouldn't make sense to improve your health when your goal is to never engage in direct combat. Experimental augs are quite useless and can be ignored. Foxiest of the Hounds You have triggered zero alarms during an entire playthrough. For this, you have to complete a playthrough together without causing an alarm It is better if you combine this with your stealth run for Pacifist and I never asked for this. You can sneak past most enemies - this way you don't even have to engage in combat with them and don't run the risk of being seen. I recommend you stay in the state of the secondary missions on this race. This way, you encounter fewer enemies. If you cause an alarm, you can reload the latest backups and continue from there. It's good when enemies don't trust you. As long as they don't trigger a real alarm, it doesn't matter. Alarms will appear in red text on the right side of your screen. You'll know that you've sneaked through a section when you receive the Ghost or Smooth Operator bonus (at the top of the screen after completing a All sections have no alarm and in these sections no bonuses will appear. The following actions trigger alarms and should be avoided: Running in the red laser grid Failed Hacks (Timer reaches 0:00/Access Point is traced) - ALWAYS come back out of the hack before time runs out or you are traced. The enemy activates the Enemy alarm panel finds someone's body, then continues to trigger a Security Camera alarm finds a body shooting Camera/Security Robots Security Cameras will full red turrets going full red and shooting at you At the beginning of Mission 13 (GARM) you have to call Vega and not Miller. Calling Miller will cause an inevitable alarm in the first enemy section of this mission. Do not use the exercise (jump the Core Driller trophy) and don't take any enemies in the first room. To get to the next area go through the electrified pipe in the corner of the lobby instead of using the keyboard at the door. In Mission 15, you must make the optional objective Neutralize all enemies in CSO 10/10. If you do not do this, the reception area of Mission 16 will be hostile and will have an alarm. At the end of the game in Mission 16, you have to go to Miller first instead of fighting Marchenko! Fighting Marchenko before going to Miller will set off an inevitable alarm in Mission 17! Here's a video how to sneak out the endboss in one shot: Recommended increases (buy in that order): Glass-Shield Cloaking, Smart Vision, Hacking Capture, Hacking Stealth, Cybernetic Leg Prosthesis, Icarus Landing, Cybernetic Arm Prosthesis (Punch Through Wall and Optimized Musculature), Wayfinder Radar System, LiDar Mark-Tracker, Sarif Series Don't buy August-related combat. It wouldn't make sense to improve your health when your goal is to never engage in direct combat. Experimental augs are quite useless and can be ignored. I never asked that You finished Deus Ex: Mankind Divided™ on the greatest possible difficulty. Hat off. I Never Asked For This is a permadeath mode. This means that you only have one life and when you die must restart the story from scratch. This is the biggest difficulty in the game (based on hard difficulty, just with a permadeath twist). It is unlocked by beating the game once on any difficulty. Beating it on easy will unlock that, too. It's best if you combine this with your stealth run for Pacifist and Foxiest of the Hounds. You can sneak in front of most enemies - this way you don't even have to engage in combat with them. I recommend you stay in the state of the secondary missions on this race. This way, you encounter fewer enemies. There is an easy trick to cheat the permadeath requirement. You are allowed to create a manual game save and crush it at any time. Create a record at the beginning of each mission, then leave the app and save your recording game on a USB/PS-Cloud device. If you die, you can copy your game save and don't have to restart from scratch! If you played your first playthrough stealthly you shouldn't have too many problems with that. When you focus on You can get through the game in just 5-6 hours. Recommended increases (buy in this order): Glass Shield Camouflage, Smart Vision, Hacking Capture, Hacking Stealth, Cyber Leg Prosthetic Prosthetics, Icarus Landing, Cybernetic Arm Prosthetic Prosthesis (punch through wall and optimized musculature), wayfinder radar system, LiDar Mark-Tracker, Sarif Series 8 energy converter. Don't buy combat-related augs. It wouldn't make sense to improve your health when your goal is to never engage in direct combat. Experimental augs are quite useless and can be ignored. The Enlightened Supreme You looked at the end credits and found the surprise inside. Unlocks automatically, linked to the story to beat the game. Rays in two wheels You managed to stop both bombing and orchid poisoning. You're a living legend! In Mission 16, you must either go and save Miller or fight Marchenko. You have to go and fight Marchenko first. You only have 10 minutes to reach it! After 10 minutes, he'll set off the bombs. Go to him as fast as you can and beat him. Then go meet Miller and save the delegates. It doesn't matter if Miller lives or dies. There is another hidden 10-minute timer for delegates. After 10 minutes, they'll be poisoned, so you have to hurry. The trophy will appear during the last cup. He's dead, Jim Using the Antidote, you saved Jim Miller's life. You get this by playing the bank heist after the main mission 10 (history decision). You can either go save Allison or rob a bank. The bank heist is necessary to get the Antidote. At the end of the game, after beating the endboss, you have a chance to save Miller. When you have stolen the bank, you can give it the antidote to save its life, it unlocks the trophy. Laputan Machine You used Marchenko's Kill Switch to defeat it, proving that some things can cut deeper than steel. Mission 16: Stop Marchenko [MISSABLE TROPHY/ ACHIEVEMENT] For this, you have to pick up the kill switch (story element) before going to fight boss Marchenko. On the way to Marchenko, you will get a call from Vega and Mission 17 will begin. Now instead of doing Mission 16 select Mission 17 from your mission list and follow the crossing points there. A door that was previously locked will now be opened (alternatively, you can also pull out the bald enemy near the door to get the key card, the guy at 0:55 in the video). In the room to the left of where you find Miller is a box under a table. It contains the kill switch. Now that you have the kill switch, it's time to go to Marchenko (back to Mission 16). During the opening dialogue, you can use the switch to kill it instantly. A heated combination Enter a classic digital code in the game's first keyboard. Mission 1: Black Market Buy At the very first keyboard you find (which is related to history and not to do), you must enter the code 0451. This will open the door and unlock the trophy/achievement. Ghost Cross territory like a ghost, not eliciting any hostile reaction from anyone. This should come naturally. Just use your invisibility coat and sneak in front of enemies. You can quickly recharge the coat with a biocell. I had that at the end of the first mission when I had to go to the helicopter. There was a sandstorm and the enemies could barely see me. Singh No Swan Song Have Singh back when it matters most. Mission 1: Black Market Buy [MISSABLE TROPHY / / At the end of the first mission, you get the goals Stop the Chopper from Escaping and Protect Singh. You will go down an elevator and face a large number of enemies. To get the trophy and achievement, you have to ignore all the enemies and run straight to the chopper. You have to be very quick for that. Ideally, you will reach the chopper before the start of the sandstorm. It's better if you don't shoot your weapon at all in this section and just run. If you take too long Singh will be killed by enemies and you have to reload the last stop. Between technology and the Divine Complete and win the debate with Talos Rucker. Mission 7: Rucker Extraction [MISSABLE TROPHY/ RÉALISATION] Towards the end of Mission 7, after making your way through an enemy installation, you will meet Talos Rucker. You'll have a long, unsealed conversation with him. To unlock the trophy, you must select the following dialogue options: 1) Turn tables 2) Patron 3) Justify 4) Turn Tables Honor Holds Us All Together You finished the debate with Otar Botkoveli. This is unlocked by completing side mission 04. During Main Mission 04, you need to talk to Koller who then fixes your increases. At the end of the conversation, he asks you to get something for him. Choose Accept and it gives you this secondary quest. Just follow the crossing points and talk to Otar. The outcome of the conversation does not matter. If you want him to give you the article without a fight, choose dialogue options: 'Compliment' - Straight. Warning: If you go for the bronze trophy Time Traveler and pick up the calibrator before talking to Koller, you will lock yourself out of this mission. If you want both trophies in one playthrough just make a manual stop at the beginning of main mission 2, make the Time Traveler trophy first, reload save, then go straight to Koller before picking up the calibrator. God Killer You ended the debate with Allison Stanek. [MISSABLE] After Main Mission 10, you have to decide whether to save Allison or rob a bank. For this trophy, you must go help Allison (Main Mission 11). You will get this trophy automatically after the conversation with her. Your choices of dialogue do not matter. If you went to the bank, you must either reload an old record game or do so in your next playthrough. These two missions cancel each other out. Doing the bank heist will give you the trophy He's [not] dead yet, Jim at the end of the game. The Golden Rookery Find the missing golden penguin and return him to his colony. Mission 7: Rucker Extraction [MISSABLE TROPHY/ RÉALISATION] The Golden Penguin is located in the starting area of this mission. After a policeman arrested you, ladder on the left, then the ladder on the right. Inside a building on the right side (after increasing both ladders) is the penguin. It's a physical object that you have to pick up and carry with you - it doesn't fit in your inventory. You must deliver it to the area with the first enemies of this mission. This way later in the mission, towards the end, but before talking to Rucker. After having the penguin just follow the crossing points and sneak in front of the policemen. Get the key map of the police officer's elevator in the second area of the market (after the police station). Elevators are a shortcut and will make it much easier. In the area with mobile platforms, you have to hack the terminal (security level 5) to get to the elevator on the other side (or enter the passcode: 3354). When you reach the first area with enemies there is a cinematography. After the cut run directly to the end of the area and go down a floor. Put the door on the left. Here you can drill a hole in the wall. Behind this wall is the penguin colony. You need the Punch Through Wall increase for this! Just put the penguin on the chair with the other penguins and the trophy/achievement unlocks. You also get a free praxis kit to do this, so it's well worth it. Carrot Drill Use the ice drill to bypass much of the GARM facility. Mission 13: G.A.R.M. [MISSABLE TROPHY / RÉALISATION] Just after the start of the mission, you climb a ladder and reach the exercise room. You have to put a biocell in the drilling console. If you don't have a biocell, you can find one at the end of the corridor on the desk (only 20 meters/meters from the drilling console). Now, do the following: 1) Press the left button on the drill console (will move the drill) 2) In conversation the best option is Scold (doesn't really matter, but if you spoil it enemies will enter the room) 3) Up-Button on the drilling console 4) Up-Button again on the drilling console 5) Button right on the drilling console 6) Activate red console button and you have completed The basic drilling path will now open up a new optional option for you. The trophy unlocks immediately while you are still at the console. The Net is vast and endless Using Jim's key card, you infiltrated the NSN and viewed a recording without setting off alarms. Mission 9: Check the men in charge [MISSABLE TROPHY / ACHIEVEMENT] During this mission, you will need to use the neural sub-network in the TF29 installation to visit a computer simulation (just like the violation mode). You must complete a short level without sounding the alarm. There are only a few cameras and laser grilles that could cause an alarm. All very easy to avoid. You can use the environment to your advantage by using remote piracy. Make a manual save before this section, so you can try again if something goes wrong. So many Cucumbers Deus Ex is all cucumbers ... Mission 7: Rucker Extraction [MISSABLE TROPHY/ RÉALISATIONR] After your debate with Talos Rucker, you must escape the area and reach an extraction point. You will pass through a huge market area/greenhouse with lots of enemies. There's a lot of cucumbers everywhere. For this trophy, a cucumber must be slaughtered and destroyed by an enemy. Pulling it yourself won't do anything. Really all you need to do is get spotted and run away from enemies. They're going to shoot the place will probably hit a cucumber while you run away from them. Or stand next to a cucumber and let the enemies shoot at you. Time Traveler You managed to get Koller the neuroplasticity calibrator before he even asked you. Mission 2: Morning Comes Too Soon [MISSABLE TROPHY / ACHIEVEMENT] Instead of following the path of normal history, you need to do the goal of Side Mission 4: The Calibrator before this secondary mission even begins. Here's how you do it: At the beginning of the main mission 2 use the subway to travel northwest of Prague. Go to the Russian underground casino. In the office on the top floor is a safe. Get the safe calibrator (hack the keyboard near safe to open it). Now go back to the way you came and follow the crossing points to Mission 3: Getting in Top Shape Again. Complete Mission 3 and at the end Koller asks you for the calibrator. Give it to him and the trophy unlocks. After Main Mission 11, you can return to Koller and he will install the calibrator - which unlocks yet another Fresh Out of the Package trophy. Warning: This will lock you out of Side Mission 04 and you won't be able to get the Honor Holds All Together bronze trophy. It is highly recommended to make a manual stop game at the beginning of main mission 2. After unlocking the Time Traveler trophy, you reload that record and go to Koller without picking up the calibrator. Then it gives you secondary mission 04. Tablet Collector Collect and read each single eBook. There are 75 eBooks (Collectibles) in Deus Ex Mankind Divided. This video shows them in chronological order of the story: All eBooks are missable in some way! There is no selected mission and you cannot move freely at the end of the game. Ebooks don't refer to New Game. If you miss only one, you need to reload a previous backup to get it. When you die, your unsurred collection progress gets lost and you have to get them back again. In the Database menu, you can see how much you've found. Each eBook has its own unique name that makes it easier to follow. It is highly recommended to get them in the exact order shown in this video and switch from one collectible directly to another without starting unnecessary quests. It is not possible to return to previous mission areas. Once you've completed a mission, you can never go back. Sometimes some increases are required to reach an e-book. Buy the following Augusts directly after Mission 3 (in that order): Hacking Capture LVL 5, Icarus Dash (both upgrades), Cybernetic Arm Prosthesis (Optimized Musculature, Punch Through Cybernetic leg prosthesis. These increases are essential and without them you cannot reach certain collectibles. You also need to make some history choices. Some collectibles are worse off than others in that they are affected by mission choices, dialogue choices and secondary quests. Here's a list of important stories choices and side missions - if you fail one of them, you won't be able to get e-books (any side not listed here can be ignored): IMPORTANT HISTORY CHOICE: Side Mission 02 Cult of Personality - must play this mission on the first or second visit to Prague. Main Mission 07 - Win the debate with Talos Rucker (Turn Tables, Patronize, Justify, Turn Tables) Main Mission 10 - After Mission 10, you have to decide whether to play a bank t-up or help Allison. You have to play the bank heist (mission 12) and jump help Allison (jump Mission 11 completely). This is the only way to get the e-book in the bank safe. The Allison Religious Complex will be opened after completing the bank's heist in Mission 12. Side Mission 10 The Harvester - must exonerate the two suspects (Gunn and Radko) and make all the optional goals. Complete this before Main Mission 13. Side Mission 11 The Last Harvest - triggers during Main Mission 14, two eBooks only appear while this mission is active. Ruthless Efficiency Completely improve a weapon of your choice. To do this, you need to equip an attachment in each available slot and completely maximize all weapon attributes with coins. Attachments include range, muzzle (silent), laser, shooting mode. The attributes include damage output, ammunition capacity, fire rate, accuray, recoil, recharge speed. Smaller weapons have fewer attachments and attribute enhancements, while larger weapons are available with more options and are therefore more expensive to upgrade completely. The cheapest and easiest weapon to maximize is the stun gun, as it has only one fastening slot and only ammunition capacity needs to be improved. You can select this weapon at the very beginning of the game when you have to choose weapons (first dialogue after the opening of the cinematography). Choose the non-lethal short-range weapon. You can also find it or buy it later in the game. For the stun gun, you need 575 parts and a laser fastener. I bought the merchant laser in adam's Apartment Complex (where Mission 2 begins, south prague region, it is the market with a basket symbol on the map). The coins are found throughout the game and can also be purchased from merchants. Just explore everything carefully and not waste them on other items. Attach the laser to the stun gun and max on the ammunition capacity to win the trophy. If you can't find enough coins on your first playthrough, you can quickly finish this in New Game. All your parts, upgrades and inventory are upgraded to NG. Humanity completely improve a branch of your tree augmentation. Buy all upgrades for one type You can do this immediately after Main Mission 3. You'll have more than enough praxis kits to upgrade your augs. And embrace what you've become install at least one experimental increase. Buy one of the new experimental augs (e.g. Icarus Dash). You can do this immediately after Main Mission 3. You'll have more than enough praxis kits to upgrade your augs. The Jack of All Increases Invest in at least one increase in each branch of the August tree. To do this, you need to unlock the 28 increase categories. Some of them are unlocked from the beginning, early, must be purchased for praxis kits. Unlocking a new category costs 2 praxis kits. Increases you haven't unlocked yet are displayed in gray. Those you've unlocked will be shown in yellow (or green if they're maximized). Please note that the Typhoon increase is shown in green by default even if you haven't purchased it. This can easily be overlooked, so make sure you actually buy the Typhoon. Experimental augs are also needed. You don't have to upgrade the increases. Your augmentation and praxis kits refer to New Game. So if you don't get enough praxis kits on the first run, you can quickly rush through New Game and do some side missions to get enough upgrade points. You also earn a few praxis kits by playing violation mode. Instead of heading straight to New Game, you can first beat Breach mode and get these trophies online. Here are all the increases I had when the trophy jumped: The invincible body, fighting an iron devil block an enemy explosive entering with the Titan Shield. You can do this at any time after the third main mission (where you set your increases). Combat trophies only work on enemies (not civilians or police). Enemies are red in Smart Vision. I did it in a Russian underground casino. In fact, you go there during Side Mission 4: The Calibrator. Either do it during this secondary mission or come back later after completing it (enemies will always be there). You must buy the Titan increase. I recommend you upgrade it completely to make it easier. Hide behind the blanket and wait for enemies to throw a grenade (the grenades are marked with a triangle around them). Then activate the titanium armor and run in the grenade. This will absorb the damage and unlock the trophy/achievement. You may have to shoot around to make the enemies attack you. IMPORTANT: Make a save save before you buy on August and go there! You can cultivate all the other combat trophies in one place. Recharging the saver will also reset the increase and give you back your praxis kits. So you can quickly upgrade another August for a different combat trophy. Slow and Sharp Land an explosive nanolam shot at three enemies at once while the focus increase is active. You can do this at any time after the third main mission (where you set your increases). Combat trophies only work on enemies (not civilians or police). Enemies are red in Smart Vision. I did it in a casino Russian. In fact, you go there during Side Mission 4: The Calibrator. Either do it during this secondary mission or come back later after completing it (enemies will always be there). You need to completely upgrade the Nanoblade and Focus Enhancement increases. There are many enemies close to each other in the casino. Turn on the focus improvement (slows down time), immediately aim for your nanolam and shoot it at an enemy (legs or upper body). Hitting an enemy directly will cause the nanolame to explode on impact. Don't shoot on the ground or object, hit the enemy directly. If you are having problems, make sure the enemies are on high alert and attack you. IMPORTANT: Make a save save before you buy on August and go there! You can cultivate all the other combat trophies in one place. Recharging the saver will also reset the increase and give you back your praxis kits. So you can quickly upgrade another August for a different combat trophy. This is ideal for spring cleaning Use both knockback and precision functions of the P.E.P.S. Arm Cannon at least once. You can do this at any time after the third main mission (where you set your increases). Combat trophies only work on enemies (not civilians or police). Enemies are red in Smart Vision. I did it in a Russian underground casino. In fact, you go there during Side Mission 4: The Calibrator. Either do it during this secondary mission or come back later after completing it (enemies will always be there). You need to completely upgrade the P.E.P.S. increase. Attack enemies with a precision shot (take button) and a return shot (press the button). This only counts when you hit an enemy during combat. IMPORTANT: Make a save save before you buy on August and go there! You can cultivate all the other combat trophies in one place. Recharging the saver will also reset the increase and give you back your praxis kits. So you can quickly upgrade another August for a different combat trophy. Ramming speed! Ram Dash in an enemy NPC with a fully loaded Dash Icarus. You can do this at any time after the third main mission (where you set your increases). Combat trophies only work on enemies (not civilians or police). Enemies are red in Smart Vision. I did it in a Russian underground casino. In fact, you go there during Side Mission 4: The Calibrator. Either do it during this secondary mission or come back later after completing it (enemies will always be there). You need to completely upgrade the Icarus Dash increase. The trophy only jumped when I made a very long dash while crouching. It wouldn't unlock at point-blank range or when I was standing. There's a tunnel on the right side of the casino. Shoot around to lure enemies out there, then load a Tiret Icare (holding the button you've assigned it) and head into an enemy that's far away. IMPORTANT: Make a save save before you buy on August and go there! You can cultivate all the other combat trophies in one place. Recharging the saver will also reset the increase and give you back your praxis kits. So you can quickly to level another August for a different combat trophy. Express Elevator to Hell, Going Down Land an Icarus Landing and Strike on enemies and clear the pack with the Typhoon. Just to be sure. You can do this in the open world at any time after Main Mission 3: Getting in Top Shape Again. I did it in a gangster hideout near Adam's apartment. Places with enemies are marked in red on the map. First, you need to completely upgrade the Icarus Landing and Typhoon increases. ». Will cost you 4 Praxis kits - you will get more than enough after Mission 3. Create a manual savings game before you do, so you can try again if something goes wrong (and recharge it later to get your praxis kits back). Basically, what you will want to do is go up to a large building and fall on an enemy. Hold the circle (PS4) / B (XB1) as you descend to activate the Icare strike. Then follow with the Typhoon to defeat another enemy. You are allowed to walk around after Icarus strikes to get close to another enemy. The typhoon strikes enemies only at point-blank range. Keep in mind that you have to attack enemies to make it count (civilians and police don't work). Invisible War Incapacitate a masked enemy while remaining hidden yourself. Mission 17: Protecting the Future For this, you need the Cloak Takedown Support upgrade of the glass-shield increase. It will allow you to takelee takedown enemies while remaining hidden yourself. After defeating Marchenko, you must go and protect the delegates. On your way, you arrive at a turret with two enemies walking around it. These enemies will automatically camouflage themselves. Use your own cape augmentation and approach the enemy. When it camouflages itself, break the melee button. It won't show you the melee prompt on masked enemies! I did get that it working when smashing the melee button very quickly. You must also have enough energy on the left (blue bar in the bottom left corner). A melee withdrawal requires a good amount of energy. You can use a biocell to quickly restore energy. Enter this well-prepared mission and make sure to fully upgrade the mantle as soon as possible. Keep at least 1 biocell for this section. Ground Mail was a better option to perfectly disable a drone via remote hacking. You can do this in the open world at any time after the third main mission (where you set your increases). There is a drone flying in the street of Adam's apartment. Complete upgrade of the Remote Hacking increase. Then press Square (PS4) / X (XB1) near the drone. When you hack it a firewall arrives. There are a few points scored in the firewall (usually 2-3 points). You have to hit these points with perfect timing. When you do it correctly, the dot will disappear. When you do it wrong, you will see a red X on the right side, in which case you have to step back and try again. So basically hack without getting a red X in the sidebar. Then the drone goes off for a short time and the trophy/achievement unlocks. ****! Fist Taser! Lock-On and deploy the Quad Arc upgrade of the Tesla Knuckle on enemies at once. You can do this at any time after the third main mission (where you set your increases). Combat trophies only work on enemies (not civilians or police). Enemies are red in Smart Vision. I did it in a Russian underground casino. In fact, you go there during Side Mission 4: The Calibrator. Either do it during this secondary mission or come back later after completing it (enemies will always be there). You need to completely upgrade TESLA increase. There are many enemies close to each other in the casino. Approach them and hold the assigned button to target 4 at the same time. Make sure there are no objects in the path. Hit 4 at a time and the trophy unlocks. The trophy did not unlock for me until the enemies entered the battle and began shooting. If you run into problems, shoot the spot, wait for enemies to attack and use Tesla during combat. IMPORTANT: Make a save save before you buy on August and go there! You can cultivate all the other combat trophies in one place. Recharging the saver will also reset the increase and give you back your praxis kits. So you can quickly upgrade another August for a different combat trophy. I can only fight enemies as I can see fulfilling a hacking challenge with Fog Security without using Reveal software. During the game, you will often have to hack keyboards with a black fog in the hacking interace. The fog hides the knots and makes it harder to guess the next move. A lot of keyboards have this fog. You should get this naturally without having to worry about it. Just access every keyboard and terminal you find and try to hack it. You are not allowed to use a software item to reveal on the misty panel that this would cancel the trophy. Samizdat You chose to work with the Samizdat group and spread their news in picus media feeds. Reward for completing side mission 05: Samizdat. The starting point is in the TF29 (the working group bunker where Adam works). You will go there during several main missions. After Main Mission 5, a guy will stop you on the way out. It stands near the exit and asks you to look into a hack. Accept and follow the trail. During your investigation, you will find a computer with a live chat on it. Ask the other chat participant where he is and go meet him. This will lead you to the group of pirates in the sewers. Now it's important that you agree to help them. They will ask you to dig up dirt in the office of the CEO of a large bank. Do it and follow the quest to the end to unlock the trophy. K is for Kazdy You freed K and Bones from the prison cell and escorted them safely. Reward for completing Secondary Mission 12: K is for Kazdy. This is possible on your third visit to Prague (after the main mission 13). To get this mission, you must have completed the secondary mission 05: Samizdat and unlocked the trophy for it (helped the Samizdat group and broadcast their news). If you have completed Secondary Mission 05, you will a new point of interest from the beginning of Main Mission 14. The POI is called Samizdat SOS and can be found in sewers near Adam's apartment. Talk to Little K at the point of interest and accept his quest. Now follow the crossing points to infiltrate the makeshift station. The code at the door is 0010. In the basement, you have to hack a keyboard to a wall to open the prison cells. During the dialogue with the prisoners choose Play it Cool. Now head to the praha Unneda Cleaning Supply Store just down the The guys will follow you and because they are dressed as policemen, they will not be noticed by the enemies. The store is not far away. Here's where you need to go: once you arrive, talk to the men and the mission is over. Trophy unlocked! A short and easy quest. The Harvester You convinced Inspector Montag that neither Gunn nor Radko could be the murderer. Reward for completing side mission 10: The Harvester. You begin this mission by studying the point of interest Too close to home (automatically appears later in the game on your second visit to Prague. It triggers after main mission 11 and 12). After arriving at the point of interest talking to the guy at the crime scene who stands behind the yellow police gang