



Instructions

The New Agent Of Goat Mod for Deus Ex Multiplayer consists of various existing maps that have been modified with different weapons to give the players an entirely new style of gameplay . The following are the instructions for installing the files to run the modification for Deus Ex multiplayer.

1. First download the file tnap.u

2. The file will unzip once downloaded. Then open your Deus Ex folder situated either on your desktop or hard drive. Drag the tnap.u file into your system folder to install it.

3. Now for the maps. Depending which map you have downloaded and unzipped, there are various files to install in your Deus Ex folder. The actual map end with .dx, eg: CosmicCity.dx. Drag this to your map folder. Files ending with .umx go in the music folder. Files ending with .utx go in the Textures folder. Files ending with .Uax are placed in the Sounds folder. By following these simple steps you can now join any server hosting the mod.

4. If you want to host your own server running these modified maps then open your Deus Ex.ini. file using a text editor of your choice. It would be wise at this point to save a copy of the .ini file in case you make a mistake. Scroll down to the [DeusEx.dxmapiist] section of the file. (EXAMPLE A) and type in the spare map line the name of the map you wish to host. It must be EXACTLY the same as the name of the map or it will not load. Remember to save your file after this process.

5. For people to recognize your server you can customize it so that it displays your chosen server name, otherwise it will just show your computer ID. To do this whilst in the .li file, scroll down to the [Engine.GameReplicationInfo] section (EXAMPLE B) and edit the following lines: ServerName, Shortname, AdminName and AdminEmail. You can also have a password for admin in the [Engine.GameInfo] section. This can be used for kicking or kickbanning troublesome players etc. Also, find the section: [Editor.EditorEngine] and scroll to where it says EditPackages= and after the = , type tnap. Again, remember to save your file after editing.

Example A

```
[DeusEx.dxmapiist]
Maps[0]=TCN_Smuggles.dx
Maps[1]=DXMP_NightClub.dx
Maps[2]=DXMP_SmugglerTNAG.dx
Maps[3]=DXMP_Area51.dx
Maps[4]=DXMP_CosmicCity.dx
Maps[5]=
Maps[6]=
Maps[7]=
Maps[8]=
```

Example B

```
[Engine.GameReplicationInfo]
ServerName=Testing Hejhujka Modified Maps
ShortName=
AdminName=[CG]PhotoBlokey
AdminEmail=photodigital@btinternet.com
Region=0
MOTDLine1=
MOTDLine2=
MOTDLine3=
MOTDLine4=
```

Weapons

9mm Pistol



Skill: pistol. **Effective range:** from short to medium. **Damage:** like the standard pistol. **Accuracy:** medium. This weapon has an integrated silencer which can be activated by pressing the scope button. The silencer function can be useful as it increases the accuracy of the weapon but is not as powerful. **Aug:** ballistic.

Enforcer



Skill: pistol. **Effective range:** from short to medium. **Accuracy:** medium. **Damage:** medium. **Aug:** ballistic.

EMP Prod



Skill: lowtech. **Effective range:** short. **Damage:** medium. **Accuracy:** medium. This weapon stuns and emp's the target. **Aug:** EMP shield. A very effective weapon used in close combat as it sucks the enemies bio level. Combined with the Combat Strength Aug increases stun damage.

Automatic Shotgun



Skill: rifle. **Effective range:** from short to medium. **Damage:** like the assault shotgun. **Accuracy:** medium. Very effective at close ranges. **Aug:** ballistic. Secondary ammunition is the 12 Gauge Sabot Shells.

Bio Rifle



Skill: rifle. **Effective range:** short. **Damage:** from low to lethal. **Accuracy:** medium. Very effective at close ranges. **Aug:** enviromental resistance. Primary firing mode uses a sticky glob of goo which explodes on contact, momentarily causing poison damage. Secondary firing mode fires a huge glob of goo. Explodes on contact, but if it hits the ground it will burst into several smaller blobs. Hazmat suit can be used to protect the player.

Vacuum Rifle






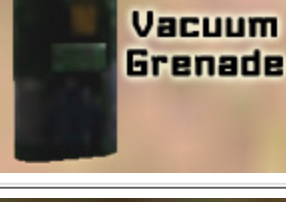
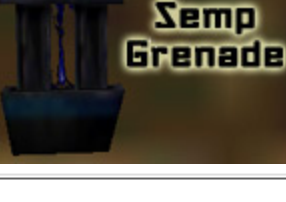


Skill: rifle. **Effective range:** from medium to long. **Damage:** medium. **Accuracy:** medium. Better to use at close and medium ranges. **Aug:** enviromental resistance. The secondary type of ammo is a powerful vacuum 20mm round. Hazmat suit can also protect the player.

Shock Rifle



Skill: rifle. **Effective range:** from medium to long. **Damage:** high. **Accuracy:** very high. It's shocks and EMP's the target. Also very effective for disabling turrets and cameras. **Aug:** energy shield, emp shield. Primary firing mode uses instanthit energy beam and the secondary firing mode uses slow moving energy balls, which explodes on contact causing shock damage. Use the scope button to switch between firing modes.

	<p>Skill: rifle. Effective range: from medium to long. Damage: from medium to deadly. Accuracy: very high. Aug: speed (when you falling). Spoiler: don't need to upgrade the skill level. Has an enhanced scope and can hit even through the walls (only through one wall). The weapon also causes a small amount of emp damage to the target.</p>
	<p>Skill: heavy. Effective range: from medium to long. Damage: high. Accuracy: good. Aug: ballistic, ads from the explosive blades. The blade can hit even you, so be careful where you fire them! Secondary type of ammo is explosive blades and are extremely lethal. The blade launcher also has a built in scope.</p>
	<p>Skill: heavy. Effective range: from medium to long. Damage: from medium to high. Accuracy: high. Aug: energy shield. Best to use at close ranges.</p>
	<p>Skill: heavy. Effective range: from medium to long. Damage: deadly accuracy, very high. Aug: energy shield.</p>
	<p>Skill: heavy. Effective range: from medium to long. Damage: devastating! Accuracy: good. Aug: ads. Best to use at long ranges. Hazmat suit can also protect the player from radiation from the weapon.</p>
	<p>Skill: grenades. Damage: high. Accuracy: medium. Aug: enviromental protection. Hazmat suit can also protect the player.</p>
	<p>Skill: grenades. Damage: high. Accuracy: medium. Aug: emp shield. Stuns and emp's the target. Also good for disabling cameras and turrets.</p>

Credits

Thanks first of all to **Hejhujka** and his co-author **Luminous Path** for all there hard work and PhotoBlokey and Da Terminator for helping to test the mod. If you have any questions regarding this mod and it's maps then e-mail Hejhujka at: jarus@axelero.hu. This PDF guide was put together by PhotoBlokey and written by Hejhujka. This mod and it's maps are available to download from:



<http://homepage.mac.com/photobloke/>