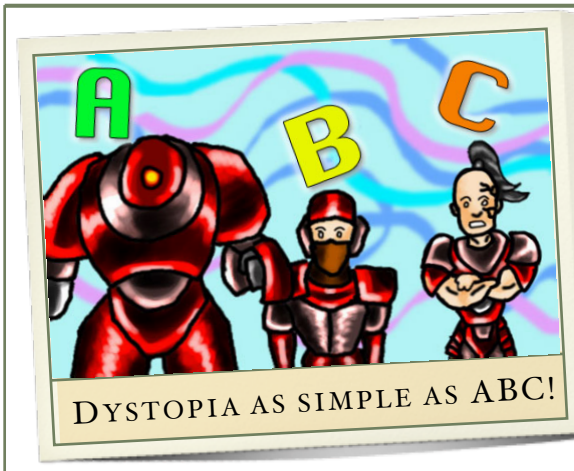
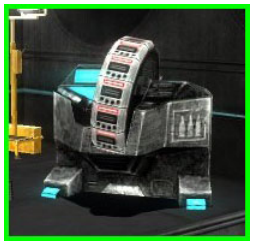
DYSTOPIA New Players Guide

v 1.2



Assault rifle: picking a medium loadout with assault rifle, cyberdeck, thermal vision, mediplant and wired reflexes is a good way to start your Dystopian adventures. Press 'm' to bring up the loadout menu. To toggle implants on and off, use the appropriate F keys (F1, F2, F3 or F4).

By standing next to one of these, you can get extra ammo!



Cortex bomb: when on low health, this implant will prime an explosive charge that can potentially kill anything around you (including yourself). Since it cannot be deactivated, you'll need to suicide using a kill-bind when your cortex bomb goes off near teammates. You can bind a key to 'kill' in the keyboard options.

Decking: to enter cyberspace one must have a cyberdeck implant (normal or advanced). First, find an access point, also called "JIP" (Jack In Point). Stand in front of the JIP and toggle the cyberdeck implant (F1 key) to enter cyberspace. Press the same key again to exit cyberspace at any time.

Energy: most implants consume energy when activated. Watch your energy level so you don't run out at inappropriate times. This is most important when (cyber)decking, as you will be kicked out of cyberspace when your energy is depleted.

Friendly fire is nearly always on in Dystopia. Remember, enemies are indicated by a red IFF, friendlies in green. Check your line of sight and don't fire blindly down corridors; your teammates will like you for it!

Also check..

Community

Post any feedback, suggestions or questions at http://dystopia-game.com/forum, or read more about Dystopia on the wiki: http://dystopia-game.com/wiki

Dystopia Stats

Check your in-game stats by visiting http://dystopia-stats.com

Clan play

Compete against other Dystopia teams on the Dystopia Global League. http://dystopia-league.net

IRC

Join the official IRC channel: #dystopia on gamesurge.net

Grenade launcher: the grenade launcher is very powerful once you've understood the firing mechanism. Press mouse1 to launch grenades, and mouse2 to detonate them. Most players will hold mouse2 while shooting grenades to make them explode as soon as possible.

Hovering: to hover and bounce in cyberspace, hold the jump key (spacebar). This will make you accelerate - especially handy when moving through cyberspace tunnels.

Invisibility: light class players can become invisible by using the stealth implant. Activating thermal vision will reveal stealthers, but will stop you from seeing players using the coldsuit implant. Therefore, most players will use thermal in short 'bursts.'

JIP: access points to cyberspace are called JIP's. Often you will hear your teammates screaming "JIP!". This usually means an enemy decker is capturing an objective from your JIP and should be stopped at all costs.

Katana: melee weapons such as the katana and heavy fist are very powerful in Dystopia. Learn to switch between your primary weapon at long range and melee weapon at close range. Note that the katana also has side attacks, performed by holding the left or right movement key and pressing mouse1.

Laser rifle: the laser rifle, used by Light classes, is one of the most powerful weapons in the game. Hold mouse1 to charge the laser and fire by releasing. The laserbeam causes most damage when it is at its thickest. To defeat a sniper try to get close to him - the laser rile deals less damage close up.

Movement: advanced movement techniques such as bunnyhopping and wallstrafing can be used to run faster. To wallstrafe, 'hug' the wall by pressing the left or right movement key and press forward at the same time. This can also be used to climb ladders much faster.

No, there isn't any way to regain your armor in Dystopia. This is for balancing purposes.

Objectives: your next objective can always be located by running towards the floating blue or red circle on your HUD. Hover your crosshair over the icon to see a description of the objective.

Sub-objectives are marked with floating exclamation marks.

Programs: to run a program in cyberspace, approach the wall or screen on which you want to run the program and and press the corresponding number key on your keyboard. When using the advanced cyberdeck implant, a program that is running can be sped up by pressing the mini game buttons in the correct order.

Queue: each player who dies will be added to a respawn queue. Once the timer on this queue reaches 0, you will be able to spawn. Notice how this timer is increased by different amounts for every class that dies- Heavy class players add more time to the queue than Mediums or Lights. A key to victory in Dystopia is preventing many players from dying at the same time.

Check how many of your teammates are waiting to respawn and fall back at appropriate times.

Rank: in Dystopia, each player has a global rank that is displayed in game on the scoreboard. Detailed statistics (kills, deaths, favorite weapons...) can be viewed online using http://www.dystopia-stats.com . You can improve your rank by gaining more points. Some players also have one or more special icons next to their name on the scoreboard, indicating that they are the best in their particular field.

Shaft: there are 3 weapons for cyberspace combat: hitscan (sniping), projectile (splash damage) and the shaft (close combat). To toggle between hitscan and the shaft, use your mouse wheel or press 'r'.

Tac scan: the TAC scan implant is very powerful. When activated, it will show every enemy players' location within a fixed radius. Your teammates also get to see these, so the whole team greatly benefit from this.

Unlike some players might think, crouching does not help increase the accuracy of any weapon in Dystopia except the Heavy's minigun.

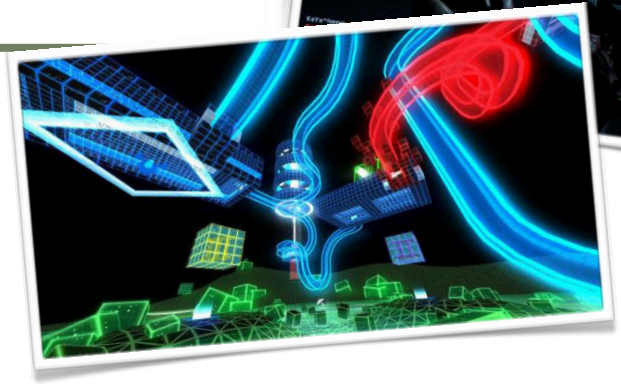
Vehicles are also available on some maps. These, called 'Brutes', are steered with the mouse, while the forward key is used for accelerating.

WASD are the keys used to control the secondary fire mode of the rocket launcher (Fly By Wire).

Xenophobia (fear of strangers) often causes people to act hostile online. Don't be discouraged by the occasional grumpy veteran. Dystopia can be confusing at first, but there are plenty of nice people willing to help!

You can run faster by using the legbooster implant. Hold shift to sprint, or hold spacebar to perform a large jump.

ZOING! You have reached the end of the Dystopian alphabet! You are now ready to go frag some corporate scum! Thanks for reading, and see you online!



Guide by ocun, revised by ansob, cartoons drawn by avv.
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