



THIEF™

PC
SOFTWARE
DIGITAL
DOWNLOAD

eidos
MONTREAL

SQUARE ENIX®

THIEF

CONTROLS



Keyboard Controls

Access Journal - **F1**
Access Options Menu - **Escape**
Move the Camera - **Mouse**
Move Garrett - **W, A, S, D**
Action Key (Climbing ladders, rope, pipes, walls, etc) - **Spacebar**
Climb up and down ladders, ropes, pipes, walls, etc - **W and S**
Slide down ladders, ropes, pipes, etc - **X**
Using Health Items - **H**
Using Poppy Items - **G**
Look through keyholes and peepholes - **Hold E**
Interacting with objects (Stealing, opening or closing doors, picking up items, etc) - **E**
Throwing Items - **Select throwable item, then Hold left click, aim and release**
Cancel throwable items - **Right Click**
Sprint - **Shift**
Swoop - **Spacebar**
Sneak / Crouch - **C**
Pick pocket - **Hold E**
Move Slowly - **Ctrl**
Zoom - **Y**
Enter Hiding spot - **E**
Exit Hiding spot - **Right Click**
Barge out of Hiding spot - **Left Shift**
Lockpicking - **Press E then rotate mouse to find sweet spot. Press E again to unlock pin**
Melee - **R**

Keyboard Controls (continued)

Dodge - **V**
Takedown - **Hold Q to hold onto guard, Tab Q to perform takedown and drop guard**
Take out Bow - **Left Click**
Fire Bow - **Hold left click and release**
Put away Bow - **Right click**
Focus Mode - **F**

Weapons Bar

- 1 - **Blunt Arrow**
- 2 - **Broadhead Arrow**
- 3 - **Sawtooth Arrow**
- 4 - **Fire Arrow**
- 5 - **Blast Arrow**
- 6 - **Water Arrow**
- 7 - **Choke Arrow**
- 8 - **Rope Arrow**
- 9 - **Flash Bomb**
- 0 - **Throwable Item**

Scroll wheel - **Switch between arrows and throwables**

WELCOME TO THIEF

In the shadows of The City, life and death change hands as sure as coin. Built over more times than history can recall, this contrasting sprawl of ancient stone and modern metal hides many secrets. Some would pay well for them to be uncovered; others to have them remain safely hidden away.

Garrett, the Master Thief, knows this well. He grew up alone on The City's fog-bound streets, honing his trade on the Thieves' Highway across the rooftops. What began as stealing for survival has become a lucrative occupation thanks to Basso, the Master Thief's only friend and fence. In good times and bad Garrett is the best thief who ever lived, remarkably skilled in infiltration, stealing and evading those who would disagree.

But now The City has grown sick.

Baron Northcrest, the Iron Leader, has become ever more ruthless in his pursuit of progress; a promised golden age of industry that has yet to arrive. In his name the Watch, led by the feared Thief-Taker General, maintain order by the most brutal means. Already suffering from the onset of a mysterious sickness known as 'the gloom', the people of The City struggle under increasingly harsh rule and the threat of uprising grows.

Seemingly back from the dead and searching for answers, the Master Thief returns to his home on the brink of this terrible change. Some will seek to use that change to their own ends. For Garrett, normally free of responsibility and master only to himself, The City's darkest hour offers the deepest shadows, the greatest rewards – and the highest price.

MAIN MENU

Continue

Continue from your most recent save point.

New Game

Start a new game from the beginning.

Challenge Mode

Test your abilities and compare them against your friends.

Leaderboards

View the online Leaderboards.

Options

Modify display, audio and gameplay settings.

Square Enix

Link to your Square Enix account and access online features.

Quit the Game

Quit the game and return to the desktop.

GAME DIFFICULTY

Select the difficulty setting of the gameplay experience.

Rogue (Easy)

An easy venture for busy thieves who want stealing and story without the sweat.

- ▶ Opponents are weak and less aware.
- ▶ Resources are low in cost and plentiful.

Thief (Normal)

A normal balance for accomplished thieves who like a little risk with their reward.

- ▶ Opponents are competent and aware.
- ▶ Resources are affordable and available.

Master (Hard)

A hard time for dedicated thieves who believe that challenge is everything.

- ▶ Opponents are deadly and civilian kills or knockouts are not tolerated.
- ▶ Resources and upgrades are more expensive.
- ▶ The Focus meter depletes at a much faster rate.

Custom

A personalized experience for thieves who like to have things their own way.

- ▶ Customize the degree of challenge with a variety of settings.
- ▶ Earn points and get ranked in the Leaderboards.

PAUSE MENU

During gameplay, press the Start button for controller or the **Esc** key to access options in the Pause menu. **HOLD Space bar** to skip cutscenes/cinematics

Save Game

Save the game at your current position.

Load Last Save

Reload the game from the most recent save point.

Load

Load a manual save, checkpoint auto-save, or restart the current mission.

Return to The City

Leave current Chapter and return to The City.

Options

Modify display, audio and gameplay settings.

Quit to Main Menu

Quits game and returns user to main menu.

JOURNAL MENU

From the Journal Menu (**F1**), access information about all collected documents and items, review lists of objectives, and track your player statistics.

Objectives

View information about the current objective.

Player Progression

View details about your statistics, upgrades and inventory.

Focus Upgrades

View a list of Focus upgrades that can be learned.

Collectibles

View items that have been collected.

Documents

View documents that have been found.

View Map

View the layout of your current surroundings.

GAME SCREEN



1-Light Gem

The Light Gem indicates whether or not you are hidden in shadow. In shadows, you are less likely to be spotted.

2-Health Meter

This meter indicates your health status. Consume Food from the inventory to replenish your Health.

3-Focus Meter

This meter indicates your Focus energy status. Consume Poppy Flowers from the inventory to replenish your Focus.

4-Ammo Counter

This icon indicates which item or weapon you currently have equipped and the ammo you currently possess for it.

5-Mini-Map

The mini-map allows you to view your surroundings. It can be toggled on or off by pressing down on the D-Pad or by pressing the **M** key on the keyboard (Default controls).

LIMITED WARRANTY

NOTICE

Square Enix reserves the right to make changes and improvements to this product at any time and without notice. Unless stated to the contrary, all characters, business names, events and products included within this title are all fictitious and any similarity with any existing people or organisations is purely coincidental.

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EPILEPSY WARNING

Please read before using this video game or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights or patterns, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor (particularly since experience of any of these symptoms could lead to injury from falling down or striking nearby objects). Parents should ask their children about the above symptoms - children and teenagers may be more likely than adults to experience these seizures.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen.
- Sit a good distance away from the monitor, as far away as the length of the cable allows.
- Preferably play the video game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

WARNING: AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain television screens and monitors. Some televisions, especially front- or rearprojection types and plasma screens, can be damaged if any video games are played on them. Static images or pictures presented during the normal course of playing a game (or from putting the game on hold or pausing) may cause permanent picture-tube damage, and may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when the games are not being played. Always consult your television screen or monitor manual or otherwise the manufacturer to check if video games can be played safely.

SQUARE ENIX SUPPORT CENTRE

If you are having a technical problem with this game, please visit the Square Enix Support Centre website at <http://support.eu.square-enix.com/>, where answers to the most frequently asked questions are available. Should these not answer your query, details of telephone and web chat support are also provided. Please note phone and web chat support are available Monday – Friday, 9am – 6pm, UK time.

The Square Enix Support Centre does not provide game tips or data. Please be aware that the Square Enix Support Centre may not be able to answer certain questions.

CUSTOMER SUPPORT TECHNICAL HELPLINE:

0870 6000 182 (NATIONAL RATE, UK CUSTOMERS ONLY)

Available Monday – Friday, 9am – 6pm, UK time.

For queries regarding the replacement of discs or manuals (after the 90 day warranty period) or other non-technical and non-gameplay queries, please contact customer services as detailed above. In the event that you need to return your game to us, please send any correspondence including details of the problem encountered to the address below:

Square Enix Ltd, Customer Support, Wimbledon Bridge House, 1 Hartfield Road, London, SW19 3RU, UK

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