



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.

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