

 XBOX 360®



THIEF™



eidos.
MONTREAL

SQUARE ENIX®

⚠ WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. www.xbox.com/support.

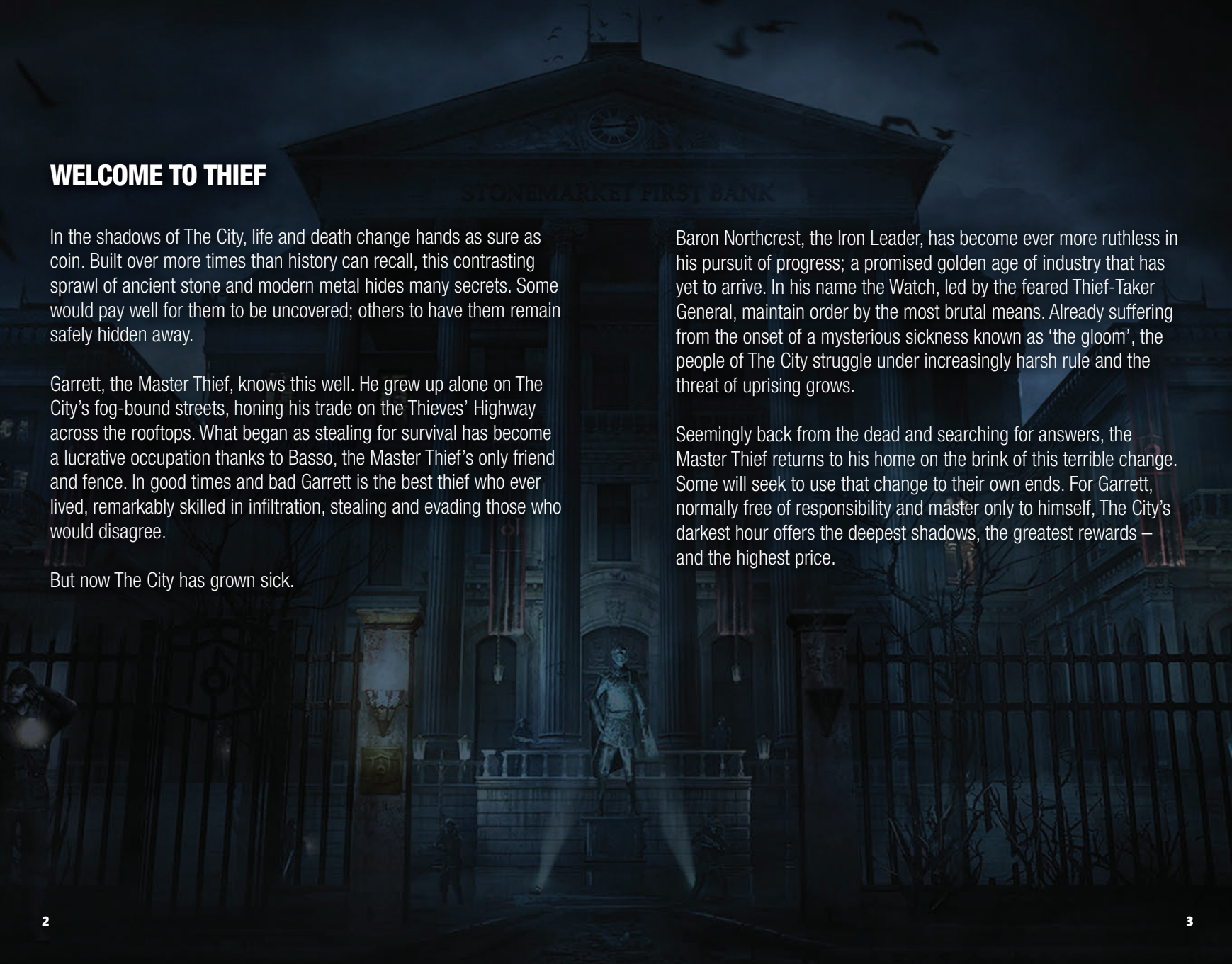
Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

THIEF

CONTROLS





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.

Change Save Slot

Change to a different save game slot.

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.

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 to access the Pause Menu.

Save Game

Save the game at your current position. This save data is only valid within the current level.

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, without saving.

Options

Modify display, audio and gameplay settings.

Quit to Main Menu

Quit the game and return to the Main Menu, without saving.

JOURNAL MENU

From the Journal, 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 the D-PAD down button (default controls).

LIMITED WARRANTY

The following warranty and support information applies only to customers in the United States and Canada, and only to original consumer purchasers of products covered by this warranty.

LIMITED WARRANTY

Square Enix, Inc. ("SEI") warrants to the original purchaser of the enclosed product (the "Product") that the media containing the Product (which includes any replacement media provided under this warranty) will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase (the "Warranty Period"). SEI's entire liability and your exclusive remedy under this limited warranty shall be, at SEI's option, repair or replacement, without charge, of the whole or affected portion of any Product that proves to be defective in material or workmanship during the Warranty Period.

EXCLUSIONS FROM WARRANTY

This warranty applies only to defects in factory materials and factory workmanship. Any condition caused by abuse, unreasonable use, mistreatment, neglect, accident, improper operation, destruction or alteration, or repair or maintenance attempted by anyone other than SEI is not a defect covered by this warranty. Parts and materials subject to wear and tear in normal usage are not covered by this warranty.

IMPLIED WARRANTIES AND INCIDENTAL AND CONSEQUENTIAL DAMAGES

Under state or provincial law, you may be entitled to the benefit of certain implied warranties. ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, WILL CONTINUE IN FORCE ONLY DURING THE WARRANTY PERIOD. Some states and provinces do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you.

NEITHER SEI NOR YOUR RETAIL DEALER HAS ANY RESPONSIBILITY FOR ANY INCIDENTAL OR CONSEQUENTIAL DAMAGES RELATING TO YOUR USE OF THE PRODUCT, INCLUDING, WITHOUT LIMITATION, ANY DAMAGES FOR LOSS OF DATA OR LOSS OF PROFIT, OR FOR ANY INCIDENTAL EXPENSES, LOSS OF TIME, OR INCONVENIENCE.

As some states and provinces do not allow the exclusion or limitation of incidental or consequential damage, the foregoing limitation or exclusion may not apply to you.

HOW TO OBTAIN WARRANTY SERVICE

To obtain warranty service, please send the defective Product, together with a copy of your original sales receipt, your return address, name and telephone number, should contact be necessary, and a brief note describing the defect to SEI at the following address:

Square Enix, Inc., Customer Warranty, 999 N. Sepulveda Blvd., 3rd Floor, El Segundo, CA, 90245

THE DEFECTIVE PRODUCT MUST BE POSTMARKED WITHIN NINETY (90) DAYS FROM THE DATE OF PURCHASE. PROOF OF PURCHASE IN THE FORM OF A DATED RECEIPT MUST BE INCLUDED TO OBTAIN WARRANTY SERVICE.

The shipping costs for sending the defective Product to SEI is a sole responsibility of the Customer. SEI will not be liable for any damage or loss that occurs during shipping. To minimize loss during shipping, you may opt to use a tracking method when shipping.

CUSTOMER SUPPORT

If you have warranty questions, or require technical or customer support, please visit:

www.square-enix.com/na/support

There you will be able to contact a representative live through our chat support system, view our hours of operation and review additional support details. You can also contact Customer Support at 310-846-0345. Please note that toll charges do apply when contacting us through phone support. For toll free service, please contact us through chat support or email.

**FOR INFORMATION AND SERVICES BY SQUARE ENIX, INC., GO TO
WWW.SQUARE-ENIX.COM/NA**

NOTICE: The Product, this manual, and all other accompanying documentation, written or electronic, are protected by United States copyright law, trademark law and international treaties. Unauthorized reproduction is subject to civil and criminal penalties. All rights reserved.



Thief © 2014 Square Enix Ltd. All rights reserved. Developed by Eidos-Montréal. THIEF, the THIEF logo, EIDOS-MONTRÉAL and the EIDOS logo are trademarks of Square Enix Ltd. SQUARE ENIX and the SQUARE ENIX logo are trademarks or registered trademarks of Square Enix Holdings Co., Ltd. Thief is presented by Square Enix in association with BVT Games Fund IV Dynamic GmbH & Co.KG and BVT Games Fund V Dynamic GmbH & Co.KG. Unreal Engine, Copyright 1998 - 2014, Epic Games, Inc. All rights reserved. Unreal, the circle-U logo and the Powered by Unreal Technology logo are trademarks or registered trademarks of Epic Games, Inc. in the United States and elsewhere. This software product includes Shroud™ software. Copyright © 2013-2014 Cloakworks Inc. This software product includes Autodesk® Scaleform® software. © 2014 Autodesk, Inc. Autodesk® HumanIK® software. © 2014 Autodesk, Inc. Autodesk® Kynapse® software. © 2014 Autodesk, Inc. Autodesk, Scaleform, HumanIK and Kynapse are registered trademarks or trademarks of Autodesk, Inc., and/or its subsidiaries and/or affiliates in the USA and/or other countries. Powered by Wwise® 2006-2014 Audiokinetic Inc. Dolby and the double-D symbol are trademarks of Dolby Laboratories.

OFFICIAL THIEF ARTBOOK

A breathtaking gallery of Thief concept art and in-depth creator commentary



Standard Hardback Edition



Special Slipcase Limited Edition
Including exclusive posters

AVAILABLE NOW!

<http://store.thiefgame.com>

TITAN BOOKS



SQUARE ENIX.

Thief © 2014 Square Enix Ltd. All rights reserved. Developed by Eidos-Montréal. THIEF, the THIEF logo, EIDOS-MONTRÉAL and the EIDOS logo are trademarks of Square Enix Ltd. SQUARE ENIX and the SQUARE ENIX logo are trademarks or registered trademarks of Square Enix Holdings Co., Ltd. All other trademarks are the property of their respective owners.