



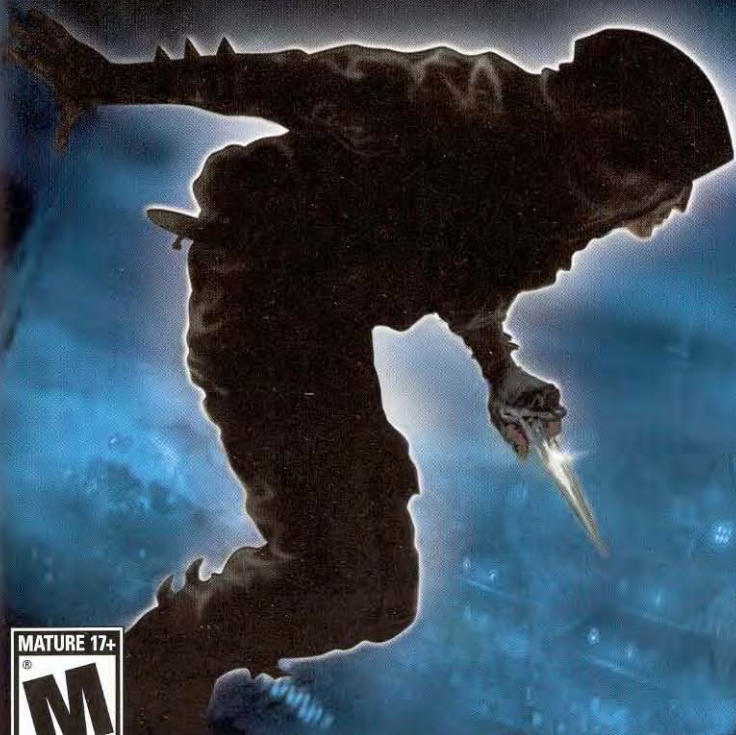
XBOX

<http://www.replacementdocs.com>



# THIEF

DEADLY SHADOWS™



MATURE 17+  
M  
CONTENT RATED BY  
ESRB



## Safety Information

### About 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 who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause 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 should watch for or ask their children about the above symptoms — children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

### Other Important Health and Safety Information

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

### Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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# THIEF

## DEADLY SHADOWS™

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### STEALTH TIPS ...

- Avoid toe-to-toe combat. Guards are tough. Use stealth to defeat them.
- Hide in the shadows and avoid bright areas.
- Use the Light Gem to see how visible you are. If it appears dark, you're practically invisible to nearby opponents. If it's bright, you're partially or fully visible.
- Be silent! Your footsteps are quieter when you move slowly and avoid loud surfaces like metal. Avoid stumbling over boxes or barrels.
- Observe your opponent's patterns before you move. To avoid being caught, move when your enemy's back is turned.
- To assess stealthiness, listen closely to your opponent. A suspicious person voices concern and starts searching for you. Move carefully away and find a good hiding spot. If you are well-hidden, your opponent will give up the search soon enough.
- Opponents oblivious to your presence can be knocked out with a single hit. Sneak up behind the enemy, then attack with the blackjack, dagger or broadhead arrow.

L-TRIGGER

R-TRIGGER



## CONTROLLER MOVES

Controls can perform multiple tasks (listed on multiple lines below).

- Select next weapon. (To cycle, press while moving .)
- R** Use selected weapon.  
Equip dagger (if no weapon is selected).  
Throw away worthless item.
- Select next item. (To cycle, press while moving .)
- L** Use selected inventory item.  
Throw away worthless item.  
Equip flash bomb (if no item is selected).
- A** Use door/button/lever or pick up/drop item in your center view.  
Drop body or worthless item.  
Select highlighted menu item.

Move forward, backward or sideways. **Page 9**

Lean left or right.  
Change highlighted menu item.

**B** Toggle wall flattening mode.  
Return arrow to quiver.

**X** Crouch down.

**Y** Jump (press and hold to mantle).

**BACK** Switch between first- and third-person view.  
 Close active menu.

**R** Rotate view or tilt camera angle. **Page 10**

Zoom mechanical eye view in/out.

**START** Display Pause Menu (only in missions or the City).

## QUICK START

To select an option or button from a menu:

1. Press or move to highlight a choice.
2. Press **A** to select the highlighted option.
  - To use a slider, select it and press or to change settings.
  - To scroll through lists, select the scroll arrows and press .

### To launch *Thief: Deadly Shadows*:

1. Insert the *Thief: Deadly Shadows* disc into the Xbox® video game system.
2. Press **START** , then select **New Game**.
3. (Optional after tutorial) Select **Difficulty** (p. 6) to change settings.
4. Read the **Briefing**, then select **Start Mission**.
  - Follow the blue footsteps in the tutorial to learn the ropes.
  - Press **START** to pause the game and access options (p. 26).
  - Save often (p. 7)!

**TIP**

You can choose alternate control layouts in the Options Screen. (See p. 26).

## THE STORY OF THIEF: DEADLY SHADOWS

In *Thief: Deadly Shadows*, you play Garrett, a master thief in a dark, sprawling metropolis known only as the City. Rarely seen and never caught, Garrett works alone in the shadow of night, constantly trolling for information and eyeing his next prize. He can sneak past any guard, pick any lock with ease, and infiltrate the most ingeniously secured residences.

Cynical and unenthusiastic about helping those in need, Garrett draws on his talents to lift from the wealthy solely for his own gain. To him, everyone is a potential victim who can help line his pockets and fuel the underground economy of the City. He's a legend among his own kind, a reluctant anti-hero who wants nothing more than to be left alone to carry out his trade. But instead, his actions seem to always draw him into greater conflicts.


The Keepers pull the strings behind the City, and lately, they've been paying close attention to Garrett. Too close, in his opinion. This secret organization drew Garrett into its fold early on, but he rejected their teachings at a young age and scorned them for their reclusive meddling. He went on to become a skilled thief — the best that ever was, in fact.

The Keepers have long recognized Garrett as the central figure in their glyph book of prophecies, which warn of an awakening evil and an impending Dark Age. They have come to Garrett in hopes that his steady nerves and legendary talent can save the City from a dark, uncertain future. What the Keepers did not foresee in this reluctant alliance is that Garrett has come dangerously close to untangling the City's darkest secrets.

*"...the dreaded One may be peasant or noble, may be old or young, may be man or woman. We know what the One will do...we know it all too well. But we still know nothing about who the One is..."*

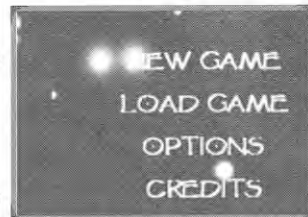
*- Excerpt from the Archival Keeper Council Transcripts:  
F.K. Modrian, Book VI, Chapter 3*

## GAME SCREENS

You can access a number of non-gameplay screens before and after each mission. Some are also available whenever you pause gameplay by pressing .

To return to the Title Menu once in game, select Load or Save from the Pause Menu, then select Quit in the lower left corner of the screen. The Title Menu lets you create a new game, load a saved game, change game options or view credits.

Once you create a game, you view different non-gameplay screens before, during and after missions. See the page numbers below for details on each screen.



### Title Menu

New Game (p. 6)  
Load Game (p. 7)  
Options (p. 26)  
Credits (p. 27)

### New Game / Pre-Mission

Briefing (p. 6)  
Difficulty (p. 6)  
Goals (p. 18)  
Gear (p. 19)

### Pause

Gear (p. 19)  
Goals (p. 18)  
Save (p. 7)  
Load (p. 7)  
Faction (p. 25)  
Options (p. 26)

### Mission Complete

Load (p. 7)  
Debriefing (p. 18)  
Mission Stats (p. 18)  
Goals (p. 18)  
Gear (p. 19)

### TIP

Missions default to the **Normal** difficulty setting. However, you can change this before each mission by selecting **Difficulty**.

*"If it is to close your eyes that you seek, to become deaf to the truth, to dismiss the obvious — then you have succeeded most thoroughly."*

*- Excerpt from a letter to the Keeper Council,  
author unknown*

## MANAGING YOUR GAMES

Once you start a new game, you can save it by pressing **START** and selecting **Save**. It's important to save as you play — that way, if you die, you can restart the mission from the last save point. Each saved game stores the mission status, including current values for difficulty level, loot, health and goals.

### Starting a New Game

From the Title Menu, select **New Game** to start a fresh game. Read the briefing, then adjust the Difficulty level if desired. Select **Start Mission** to start playing.

### New Game Screen



Page 19

**Abort Mission.** Quits the current mission.

**Briefing.** Displays important text that describes the mission and outlines your objectives.

**Difficulty.** Alters the mission difficulty (unavailable in the first tutorial mission). Select **EASY / NORMAL / HARD / EXPERT**

**Gear.** Displays all items and weapons you have in your possession. Subscreens show your loot and a sketched map of the area (p. 20).

**Start Mission.** Launches the current mission.

**TIP**

Later, you can view many of these screens by pressing **START** to pause the game.

## Saving and Loading Games

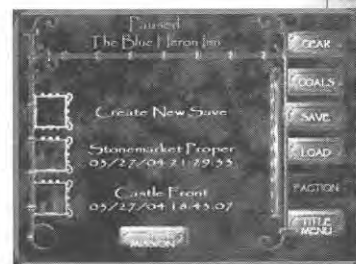
### Save Game Screen

To display this screen during gameplay, press **START** and select **Save**. Saved games store the current state of your game. Later, you can load it using the Load Game screen.

**To save a game:**

1. Press **START** to pause the game, then select **Save**.
2. Highlight a slot and press **A** to save the game. (You can save over occupied slots.) To scroll through the list, highlight the scroll bar and move **L** or press **D** **↑** **↓**.

**Note:** Select **Restart** to replay the current mission from the beginning.



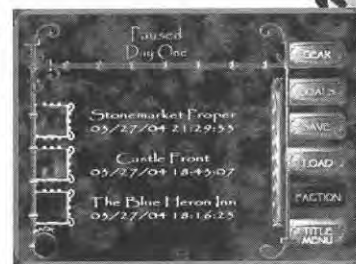
### Load Game Screen

To display this screen during gameplay, press **START** and select **Load**.

**To load a game:**

1. Launch the game and select **Load**. (In a mission, press **START** to pause the game, then select **Load**.)
2. Highlight a saved game. To scroll the list, highlight the scroll bar and move **L** or press **D** **↑** **↓**.
3. Press **A** to load the selected game.

- To reload the current game, select **Restart**. (This option only appears when you pause the game and select **Load**.)
- To delete a game, highlight it and press **X**.



*"Fiddle-dee dum and fiddle-dee dee  
The old gray lady is after me  
She wants my shoes and she wants my skin  
There's none so small that she can't fit in."*

– Children's rhyme, unknown origin

## PLAYING THIEF: DEADLY SHADOWS

This section describes how to use the interface and perform different tasks in the game. At any time while playing, press **START** to pause the game and view available screens.

### Using the Heads-Up Display (HUD)

#### Active Item

- Select next
- Use
- Cycle



#### Health Gems

(Combat only) Bar indicator that shows how healthy you are. If an enemy strikes, you lose health. If your health drops to zero (except in the tutorial), you die.

#### Light Gem

Gem that describes how visible you are. The intensity indicates your visibility: a dark gem means you're well-hidden, a slightly light one means you're partially visible, and a bright gem means you are completely visible.

#### Compass

Spinning device that points north, south, east and west.

#### Active Weapon

- Select next
- Use
- Cycle

#### TIP

If you need to create shadows, use a Water Arrow to extinguish torches or small fires.

### Moving Around

You're a master thief, so maintaining secrecy and stealth is key. When moving, stay in the shadows, and stay quiet!

- Sneak/walk/run.** The further you move the thumbstick, the faster you move. Move slightly to sneak, further to walk, and all the way to run. Running creates noise and can alert guards or civilians of your presence. Moving over various surfaces creates different noises.
- Lean sideways.** Leaning can help you hide, as well as peek around corners. Stop leaning to resume your previous stance.
- Flatten against walls.** To hide from guards and citizens, flatten your body against a wall. Once you're flattened, creep along the wall by looking left or right and moving slowly forward. To un-flatten yourself, press again.
- Crouch.** Duck down to move through small openings or to decrease visibility.
- Jump.** You can jump over small items or onto boxes and small walls.
- Climb.** To climb up a ladder, face the ladder, look up, then move forward to climb up. To climb down a ladder, carefully walk over it. Then, look down and move forward to descend.

To climb a scalable wall, face that surface. Jump and look up, then move forward to climb. Pause briefly at the top to listen for activity.

Jumping while climbing can make you fall.

**Pull up/Mantle.** A special type of climbing lets you pull yourself up onto a ledge or other surface. With mantling, you press and hold to pull yourself up. Releasing causes you to drop back down.

*"If thou hast eyes to see the glory of the Builder, but do not, then pluck them out.  
If thou hast ears to hear the words of the Builder, but do not, then strike them off."*

– Opening prayer, Ironwright Temple

## Looking Around

BACK

**Switch viewpoints.** You can choose to see Garrett onscreen, or play using the first-person “eyeball” view. For new players, third-person view (the default) is usually easiest.

R

**Adjust view angle.** Move **R**  $\leftarrow$   $\rightarrow$  to rotate the camera. Move **R**  $\uparrow$   $\downarrow$  to angle your view or aim. (See **Look spring** below to change how this works.)

D  $\uparrow$   $\downarrow$

**Zoom view.** Garrett has a mechanical eye with a built-in zoom lens that gives you a close-up view. Press **D**  $\uparrow$  to zoom in and **D**  $\downarrow$  to zoom out.

START

**Control Options: Look spring.** Option that maintains a straight, forward view, even when you're turning. (You can still change your viewpoint while moving by moving **R**. Release the stick to re-center your view.)

## Using Weapons and Items

To use a weapon or item, select it, then use it.

- |                        |                      |
|------------------------|----------------------|
| Select next weapon.    | Select next item.    |
| Cycle through weapons. | Cycle through items. |
| Use selected weapon.   | Use selected item.   |

Page 19

**Tools of the Trade** (weapon and item details)  
**Gear Screen** (viewing equipment and items)

## Items in the World

To interact with something, center it in view and press **A**. Anything you can use, press, steal, or pick up is highlighted with a faint aqua glow once you are in the correct position to use it or pick it up.

- To drop worthless items or a body, press **A**.
- To throw worthless items, pull the **L** or **R** trigger.

TIP

If you pick up a body or useless item, “Nothing” appears in the item or weapon slot on the interface. You can't select or use anything until you drop or throw that item. (Don't worry — you can't drop loot or anything valuable, just junk!)

Press **A** to:

- **Open or close unlocked doors.** Stand back to allow the door to open. If something blocks it, nudge it out of the way.
- **Pick locked doors.** To learn how, see **Picking Locks**, p. 13. Not all doors can be picked — a few require you to press a nearby button or lever.
- **Pick up/drop bodies.** Leaving dead or unconscious bodies in plain view draws attention. Pick up bodies and hide them in shadows or alcoves.
- **Pick up loot.** If you see a vase, goblet, purse or other item highlighted in blue when you face it, pick it up. The item's name and value appear briefly onscreen. The **Gear** screen (p. 19) shows what you've collected so far in the current game. (Note that you can't drop loot, only junk items.)
- **Read letters or books.** Books, plaques, letters, notes and scrolls hold a wealth of information. Use these items to read them. To switch pages, move **R**  $\leftarrow$   $\rightarrow$ . To close the page, press **B**.

## Firing Arrows and Projectiles

When firing arrows or tossing explosives and flasks, aim at a target by tilting your view up or down. This alters the trajectory of whatever you're throwing. Look up to toss high and far, or look lower to throw low and close by.



**Firing arrows.** Select an arrow type. Pull and hold **R** to enter aiming mode. Simultaneously, move **B** to position the crosshairs slightly above the target. Release the trigger to fire the arrow. (Be sure you're not too far away, or the arrow may fall short of its target.)

TIP

Continuing to pull **R** for any length of time zooms in, but eventually causes your arm to shake with fatigue. This upsets your aim.



**Throwing flasks and explosives.** Select a flask, bomb or mine. Move **B** and line Garrett's head up with the target. Pull **L** firmly to hurl the item. (For mines, aim at the ground.)

TIP

To drop the selected item at your feet, gently pull **L**.

## Fighting and Dying

You have several different ways that you can deal with your opponents. If an opponent hasn't spotted you yet, try one of the three one-hit methods listed below. Note that if your opponent suspects your presence or is pursuing you, your cover is blown and you can't kill with a single shot.

### Blackjacking

If your victim hasn't seen you, equip your blackjack and silently sneak up from behind. Center the opponent's back in view. Pull **R** to knock that person out with a single blow. Your enemy will remain unconscious for the rest of the mission.

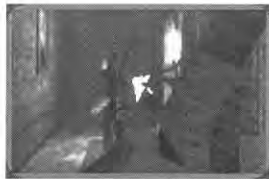


### Backstabbing

This works exactly like blackjacking, except that you use your dagger. Backstabbing kills your opponent with a single blow, leaving behind a pool of blood. Also, your victim's screams can draw attention.

### Sniping

To strike from afar and kill with one blow, fire arrows at your opponent's head or chest. This only works with offensive arrows, not noise-makers and water arrows.



**TIP**

Look for elemental crystals in fireplaces, pipes, trees and other obscure spots.

### Escaping

Even if you're forced into a corner, you should avoid fighting if you can. You have several items and weapons that can help you escape. Try using the flash bomb to blind and deafen enemies, or create an oil slick behind you by throwing an oil flask. (You can set it on fire with a Fire arrow.) If you have wall-climbing gloves, try scaling a climbable surface.

If you *have* to fight, you can use your hand weapons, or lay down explosive mines. Gas arrows and bombs can also be a reliable way to knock multiple opponents unconscious.

If someone kills you, the Load Game screen appears.

## Picking Locks

Locks vary in craftsmanship and materials, so some will be more difficult to pick than others.

To learn how to pick different types, purchase practice locks from fences. They'll help you learn the finer points of lockpicking. Any practice locks you buy appear in your apartment in the City.

Lockpicking mode activates whenever you use a chest or door that can be picked. Each lock has from three to six tumblers. To pick it, you must find the weak spot on each tumbler.

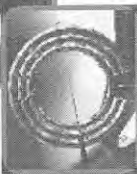
**TIP**

Once you find the sweet spot, pull **L** or **R** to quickly spin the tumbler to the unlocked position.



### Tumblers

Align tumblers (rings) by rotating the lockpicks.



### Gap

Unlocked tumblers have gaps on the right edge.

### To pick a lock:

1. Use a locked door or chest.
2. Move **L** to rotate the lockpicks until you find a spot that makes the tumbler shake. (The controller will vibrate.)
3. Hold **L** steady and wait to see if the shaking tumbler starts to spin. If it does, a gap opens in the tumbler and spins to the far right edge of the circle.
  - If the gap doesn't appear, gently move **L** to maneuver the picks around the shaky region of the tumbler. Your controller will vibrate harder once you reach the sweet spot.
4. Repeat for all tumblers. When all of them have been picked, the lock will open.
5. Use the newly picked door or chest to open it.

**TIP**

Move **R** to check for approaching guards or enemies while you are cracking a lock.

**TIP**

Controller vibration is on by default (p. 26). The harder the controller vibrates, the closer you are to the "sweet spot."





STONEMARKET

SOUTH  
QUARTER

AULDALE

OLD  
QUARTER

DOCKS

OCEAN

## Finding and Selling Loot

Anytime you step close to an item that is highlighted, you can use or pick up that item. During a mission, pick up anything of value — later, you can sell these items to fences for cash.

Keep your eyes open for exceptionally valuable or useful items. They sport a reddish sheen and twinkle, and you should always pick them up!

Each mission has three pieces of special loot that sell for quite a bit more.

## Trading on the Black Market

In pockets of the City, you can sell loot for cash and replenish supplies. Look for red handprints —the universal mark of thieving establishments.

### Fences

A fence takes valuable loot off your hands, plus gives you cash for whatever you've stolen. However, each fence will only buy two of the three main types of loot — gems, artwork and metal. For instance, one fence may refuse art, while another steers clear of gems. You'll have to visit multiple fences in the City to figure out who buys what.

#### To sell items to fences:

1. Enter the Fence's room and listen to him or her.
2. Select **Sell All**, or select a specific item.
3. Select **Yes** to confirm the sale.
4. Select **Back** to exit the store.

**TIP**

To see what you've picked up so far, pause the game, select **Gear**, then **Loot**.



**Handprint (Fences/Stores)**

**TIP**

To sell loot, head west from your apartment in the City and find a fence.

Fences and Stores can also be a good source of information, sometimes even hinting at thieving jobs available in the city.

## Stores

### To buy items from thieving stores:

1. Enter the store and listen to the shopkeeper.
2. Select an item to buy.
  - For sliders, press **A** to select the slider. Then, move **LB**, **RB** or **RT** to change quantities. Press **A** (or **B**) to choose that number.
3. Select **Buy**, then select **Yes** to confirm.
4. Select **Back** to exit the store.



**Thievery Store**

## Being Stealthy

In order to be a successful thief, you can't be caught by those who would rather turn you in or see you dead. When maintaining stealth, rely on your light gem. The brighter it is, the more easily others can see you.

### What will get you caught if you aren't careful:

- Moving through brightly lit areas.
- Moving in partial shadows after an enemy or civilian is aware of your presence.
- Running or walking over noisy surfaces, such as metal floors or tile.
- Bumping into items that move and make noise near an enemy or civilian.
- Leaving dead bodies in plain view.
- Using your dagger or arrows to kill victims. (Victims scream, and killing them with these weapons creates a pool of blood.)

### What helps you remain hidden:

- Waiting to move until your opponent isn't looking.
- Sticking to the shadows and creeping slowly over loud surfaces.
- Extinguishing torches and fires to create additional shadows you can use for cover.
- Crouching while hiding or moving.
- Flattening your body against a wall.
- Knocking out guards or civilians before they see you.
- Distracting guards (by throwing junk items or using a tool).
- Firing moss arrows (for stealth) or noisemaker arrows (for distraction).

*"maker an offerings of manfoolsy fleshes  
drinker a sippings of manfooled bloods"*

*— Harvest song,  
author unknown*

## Viewing Mission Objectives

As you play a mission, you can pause the game and select **Goals** to view your current objectives.

## Goals Screen

Completed objectives are brown and marked with a checkmark, while outstanding objectives are gray. Failed objectives appear in red text.

As you discover new information or use certain items, your objectives can change. When this occurs, a message like "New Objective" pops up onscreen.

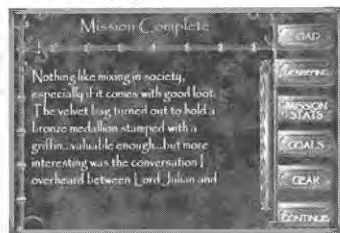
- Highlight the scroll arrows on the right and move **←** or press **←** **↑** **↓** to browse through your objectives.
- To finish a mission, complete all objectives and find the exit point.

## Winning Missions

After you successfully complete all mission objectives and exit the area, you can view the Debriefing and Mission Stat Screens. They give you a quick debriefing and provide feedback on how well you performed during the mission.

Select **Continue** to start the next mission.

## Debriefing Screen

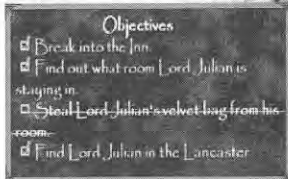


The Debriefing screen appears when you finish each mission. It advances the plot and provides additional information based on what you discovered while completing the mission.

## Mission Stat Screen

This screen describes how well you performed in the mission. It displays your difficulty level, time required to complete the mission and how much loot you acquired. For encounters, it shows how often you were detected, as well as the knockout and kill count for the mission.

• Difficulty: Normal  
• Time elapsed: 0 minutes  
• Loot stolen: 150 out of 200 (75 %)



## TOOLS OF THE TRADE: WEAPONS, ITEMS AND UPGRADES

As a master thief, you'll often find yourself in situations that require cunning and advanced weapons and tools. You don't have all of them at the start, but you can find items or buy them with cash you earn.

Page 10

Using Weapons and Items (how to select and use)

Trading on the Black Market (buying equipment)

Page 16

## Gear Screen

To view your current equipment and inventory items, pause the game (**START**) and select **Gear**. This screen shows your current weapons, items and upgrades, plus a rough map. You can also find out how much loot you've accumulated.



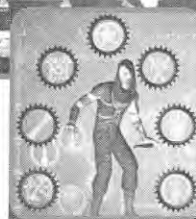
### Gear Subscreens

Select buttons to view **Items** (open by default), **Loot** or **Map**.



### Active Items and Weapons

Select an icon to equip that item (left) or weapon (right). The active item is highlighted. For stackable items, a number shows how many remain. Highlight icons to view more information.



### Upgrades

Select Garrett to view thieving tools (gloves, picks, etc.).

## Loot Subscreen

You can view how much wealth and loot you've accumulated up to this point of the game. Most normal loot is generic stuff you can sell for cash on the black market to fences (traders and informants) in the City. Each mission also has three pieces of specially named loot that are worth more cash.

Name	Value	Qty
Candlestick/Copper	25	2
Copper Goblet	25	4
Copper Coins	25	5
Silver Coins	50	2
Kutherford Medallion	150	1
Silver Candlestick	50	1
Mortimer the Mad	200	1
Gilded Helm	300	1
Jade	100	4
Jade King	50	1
Bloodline Opal	500	1
Total (all): 1725		

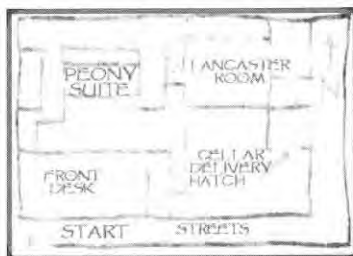
## Items Subscreen

Selecting **Item** from the Gear Screen displays a list that is very similar to the Loot screen in appearance. However, it doesn't display values and quantities, and it only shows items that are critical to the mission. For instance, if you pick up a crested medallion or special key, it appears in the Item list.

Name
Velvet Bag

## Map Subscreen

This screen shows a sketched map of the area. You get a map for each mission, and you can buy additional maps from some of the thievery stores in the City. (For instance, you can buy the Museum map from the shop in the Old Quarter.) Other maps are found on people or during the mission.



## Hand Weapons

### Blackjack

Blunt club-like weapon used to knock out opponents from behind.

*Sneak up behind someone who hasn't caught you sneaking around. Attack to knock them out for the rest of the mission.*



### Dagger

Bladed weapon used to kill opponents. Use the dagger to backstab opponents who haven't spotted you, or someone you're fighting face-to-face.

*Sneak up behind an unaware victim and strike after you see the blade rise.*



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## Arrows



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### Broadhead

Attack projectile used for ranged sniper attacks.

*Aim at an opponent's head or chest and fire at someone who has not yet detected you.*

### Fire arrow

Attack projectile that explodes upon contact.

*Shoot at enemies to injure them. Aim at oil puddles to start fires. Aim at unlit torches or fires to light them.*

### Gas arrow

Attack projectile that releases a poisonous gas upon contact.

*Aim for an enemy's face to cause him or her to pass out.*

### Water

Non-combat arrow used to put out torches and small fires.

*Aim at flames to quench them and increase stealth. Aim at pools of blood to wash them away.*

### Moss arrow

Non-combat arrow that covers a surface with moss.

*Fire at loud surfaces such as metal floors so that you can walk over them silently.*

### Noisemaker

Non-combat arrow used to distract guards or civilians.

*Fire into a remote area to draw guards toward it.*

## Items (Explosives, Flasks and Potions)

### Explosive mine

Area-effect explosive you can use to booby-trap enemies.



Time your throw and toss one in your opponent's path. After the red light flashes, it explodes as soon as someone moves within a few steps of it.

### Flash bomb

Explosive device that temporarily blinds and deafens your enemy.



Time your throw so that your enemy is facing you when the bomb detonates.

### Gas bomb

Area-effect explosive that creates a large cloud of poisonous gas.



Throw near enemies to force anyone in the vicinity to pass out.

### Health potion

Liquid potion you can drink to heal damage you've taken during combat.



Use the potion to drink it and restore health.

### Holy water flask

Flask that bursts on impact and creates a puddle of holy water.



Throw it at an undead enemy to cause damage, or throw on the ground to create a holy puddle that stops their pursuit cold.

### Oil flask

Explosive device that creates a puddle of oil at the point of impact, causing enemies to slip and fall.



Throw the flask at the ground. To ignite the puddle, aim a Fire arrow at it.

*"...imagine all that we have worked for...all we have created and all that we know...wiped out in the blink of an eye..."*

*- From A Discourse on the Dark Ages:  
Keeper Falek III*

## Thieving Tool Upgrades

### Lockpick

Tool used to pick locks on protected doors or chests.

To learn how, see **Picking Locks**.



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### Wall climbing gloves

Hardy leather gloves that help you scale stone or brick walls.

To use gloves, jump onto a wall and look up (Ⓜ↑), then move forward (Ⓜ↑).



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### Keeper Door Glyph

Powerful Keeper symbol often stenciled or mounted on walls.

Use the symbol to reveal doors to hidden Keeper areas.



### Mechanical Eye

Garrett's artificial eye zooms in several levels to see something up close.

Press Ⓜ↑ to zoom in.

Ⓜ↓ to zoom out.



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## THE WORLD OF THIEF: DEADLY SHADOWS

Your chosen profession requires you to be nocturnal. So, you sleep by day and prowl by night, always with open eyes and ears. You perform your thievery in the City proper, and in missions that send you into buildings and underground City environments.

### TIP

To enter a mission, look for a floating glyph outside of a building or door. Use it to start that mission.



Mission Icon

### Missions

Missions are focused excursions that send you into a specific area to complete a certain task. When the game starts, you begin a training mission in an Inn. Once you finish the training mission, you're launched into a second mission to steal a valuable gemstone. After that mission, you'll find yourself in your apartment in the City for the first time.

In missions, everyone is hostile, and the best policy is to hide as much as possible. Civilians run to find guards, and guards attack you on sight. In later missions, undead and beastly enemies also attack you on sight.

### The City

The City is the "hub" for most of the game, and home to the apartment Garrett uses to sleep away days between missions. The City is full of opportunity and victims, and you're free to seek out victims to mug, pocket items carelessly left out in the open, and eavesdrop to keep a pulse on the City.

You're distrusted by the City Watch, who won't hesitate to attack you if they spot you. For the most part, the urban peasants and traders will leave you alone unless you strike them or try to steal their merchandise.

Your only City allies are fences and black-market stores. (See **Trading on the Black Market**, p. 16.)

Later, you may perform favors for Fences, Pagans, Hammers and even Keepers. These lucrative tasks are dangerous, though rewarding, and affect how you're perceived by others.

It pays to listen to the town talk — civilians and aristocrats alike often hint at new missions or loot.



City Apartment

### Faction

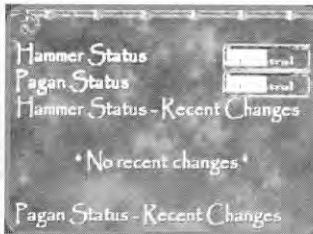
As you progress and complete certain tasks and missions in the game, you alter how various social groups perceive you. To see your current status, you can view the Faction Screen, which shows your current alliance status with the two main societies — Pagans and Hammers. By doing favors for or attacking members of a group, you affect how each group reacts to you.

**Hammers.** Armed with warhammers, this zealous group worships the Builder, the accepted creator of all civilization. The Hammers founded the City through discipline and craftsmanship, but its priests now aggressively inflict forceful obedience. Hammers will do anything to tilt the balance of power, including calling on master thieves for favors.

**Pagans.** The primitive Pagans seek to promote nature and chaos at the expense of destroying progress. The Shamans, warriors, and beast-like members of the Pagan cult pray to the Trickster, an ancient god of nature and chaos. Like the Hammers, Pagans also seek to enlist underground help to further their own ideals.

### Faction Screen

To view your current status, pause the game (START) and select **Faction** if it's available. (You won't see this until after a few missions.)



Faction Screen

- **Hostile.** Group attacks you on sight.
- **Neutral.** Group won't attack you on sight, but will if you enter its territory.
- **Allied.** Group won't attack you on sight, or when you enter its territory.

*"Him reaches down to them abysses*

*And pulls Him out them worming ones"*

*— Origin unknown*

## GAME OPTIONS

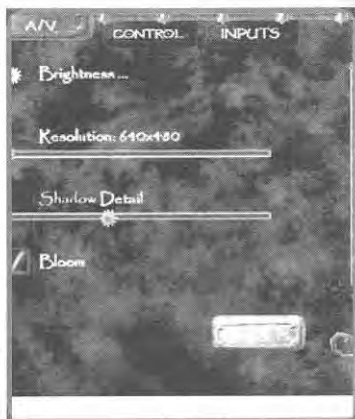
To view adjustable game options, select **Options** from the Title Menu. Select the category you want to view. Changes you make here are permanent and affect all games.

- **BACK** saves changes.
- **Defaults** resets current options to their original values.

### Control Options

Changes certain control options.

- *Invert Y Axis*. Reverses the up and down view function.
- *Look Spring*. When enabled, releasing **L3** after looking up or down returns your view to the forward position (first-person mode only).
- *Vibration*. Enables or disables Xbox controller vibration.



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### Control Layout (Buttons)

Changes the default controller settings. The left column shows the action, and the other columns show the current control.

To change it, move the cursor over the command and select it. When it flashes, press the desired control. Press **BACK** to save your changes.

**AV Settings.** Adjusts visual options in the game.

- *Brightness*. Slider that makes the screen darker or brighter.
- *Subtitles*. Shows or hides onscreen text for all spoken conversations.