



XBOX 360



THREE™



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).

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