



THIEF™






See important health and safety warnings in the system Settings menu.

GETTING STARTED

PlayStation®4 system

Starting a game: Before use, carefully read the instructions supplied with the PS4™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Touch the (power) button of the PS4™ system to turn the system on. The power indicator blinks in blue, and then lights up in white. Insert the Thief disc with the label facing up into the disc slot. The game appears in the content area of the home screen. Select the software title in the PS4™ system's home screen, and then press the  button. Refer to this manual for information on using the software.

Quitting a game: Press and hold the  button, and then select [Close Application] on the screen that is displayed.

Returning to the home screen from a game: To return to the home screen without quitting a game, press the  button. To resume playing the game, select it from the content area.

Removing a disc: Touch the (eject) button after quitting the game.



Trophies: Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a Sony Entertainment Network account.

THIEF

CONTROLS



MOTION SENSOR:

SWOOP
AIM WITH THE BOW / THROWN WEAPONS

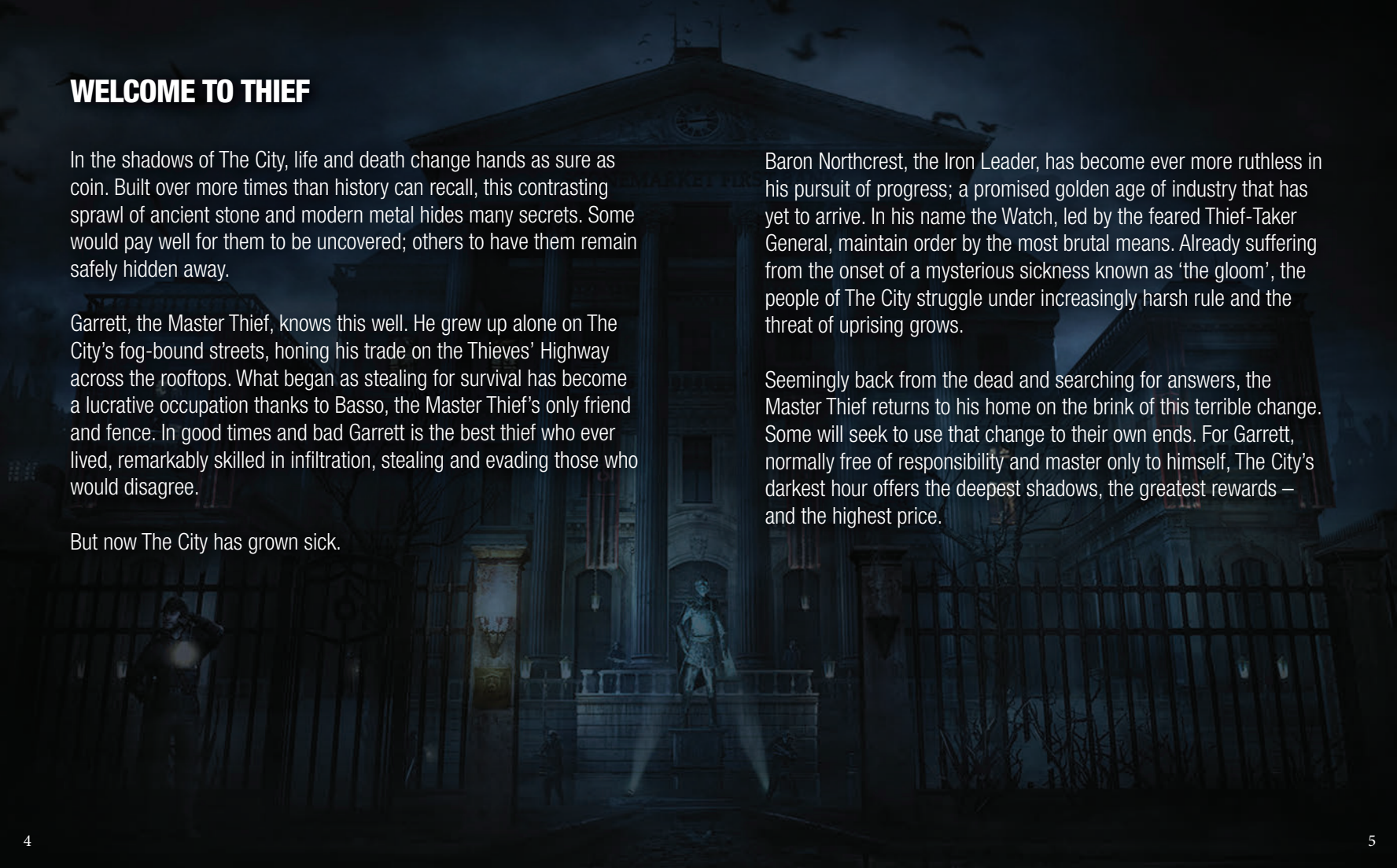
TOUCH PAD:

INVENTORY CONTROL
MAP BROWSING

LIGHT BAR:

SHOWS IF GARRETT IS
HIDDEN OR EXPOSED

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 other Thieves in the Leaderboards.

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 OPTIONS 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 down button (default controls).

BY PURCHASING, DOWNLOADING OR USING THE SOFTWARE PRODUCT ("SOFTWARE"), YOU AGREE TO THE TERMS OF THIS SOFTWARE PRODUCT LICENSE AGREEMENT ("AGREEMENT"). If you do not agree to the terms of this Agreement, do not purchase, download or use the Software.

Please read this entire Agreement, which governs your use of the Software. This Agreement is between the publisher of the Software ("Licensor") and you. The identity of Licensor can be found on the packaging for physical products (e.g., the Blu-ray game disc box) or on the online store page for downloadable products (e.g., PlayStation Store game page). This Agreement applies to you unless you and Licensor enter into a separate, valid license agreement, in which case the terms of that separate license agreement will govern.

If Licensor is Sony Computer Entertainment America LLC ("SCEA"), this Agreement is between you and SCEA. If Licensor is not SCEA, then (a) Licensor, not SCEA, is solely responsible for the Software; and (b) SCEA is a third-party beneficiary of this Agreement, which means that SCEA has the right to enforce the terms of the Agreement against you.

NOTE: IF YOU ARE A UNITED STATES RESIDENT OR A RESIDENT OF A COUNTRY IN NORTH, CENTRAL OR SOUTH AMERICA, TO THE FULLEST EXTENT PERMITTED BY LAW, THIS AGREEMENT CONTAINS A BINDING INDIVIDUAL ARBITRATION AND CLASS ACTION WAIVER PROVISION IN SECTION 6 THAT AFFECTS YOUR RIGHTS UNDER THIS AGREEMENT AND WITH RESPECT TO ANY "DISPUTE" (AS DEFINED IN SECTION 6) BETWEEN YOU AND A SONY ENTITY (AS DEFINED IN SECTION 6). YOU HAVE A RIGHT TO OPT OUT OF THE BINDING ARBITRATION AND CLASS ACTION WAIVER PROVISIONS AS DESCRIBED IN SECTION 6.

- 1. GRANT OF LICENSE.** The Software is licensed to you, not sold. Upon installation of the Software, Licensor grants to you a limited, non-exclusive license to use the Software for personal use on your PlayStation® system (e.g., PlayStation 4 system, PlayStation 3 system, PlayStation Vita system, PSP® (PlayStation Portable) system and all other current and future PlayStation® systems). For PlayStation 4 Software only, Licensor also grants to you a limited, non-exclusive license to use the share button to replicate or stream the Software's audio and video output to third-party services supported by the PlayStation 4 system where the Software permits use of the Share button and where Licensor has the rights to permit you to record, edit and share the Software's content. This limited, non-exclusive license includes recording portions of the Software's content to the PlayStation 4 system and to use that system's tools to edit those recordings. Any rights in the Software not explicitly granted to you in this license are reserved by Licensor, including rights to all intellectual property contained in the Software. This license does not include the right to, and you agree not to (a) rent, lease or sublicense the Software or make it available on a network to other users; (b) modify, adapt, translate, reverse engineer, decompile or disassemble the Software; or (c) create derivative works from the Software.
- 2. UPDATES AND ONLINE SERVER SUPPORT.** This Agreement will apply to all Software updates. Licensor may, by automatic update or otherwise, modify the Software at any time for any reason. If the Software uses online servers, Licensor makes no commitment to continue to make those servers available.
- 3. INTERNET CONNECTION.** Some Software features may require an internet connection, which you must provide at your expense. You are responsible for all costs and fees charged by your internet service provider related to the download and use of the Software.
- 4. WARRANTY/DISCLAIMER/LIABILITY LIMITATIONS.** EXCEPT AS PROVIDED HEREIN, THE SOFTWARE AND ALL RELATED SERVICES ARE PROVIDED "AS IS" AND, TO THE MAXIMUM EXTENT ALLOWABLE UNDER LAW, LICENSOR DISCLAIMS ALL WARRANTIES OF ANY KIND, WHETHER EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO ANY WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, AND NONINFRINGEMENT. WITHOUT LIMITING THE FOREGOING, LICENSOR DOES NOT WARRANT THAT OPERATION OF THE SOFTWARE WILL BE UNINTERRUPTED OR ERROR-FREE, THAT THE SOFTWARE WILL BE COMPATIBLE WITH ANY OTHER PRODUCT, OR THAT THE SOFTWARE WILL WORK PROPERLY ON ALL DEVICES. LICENSOR MAY, AT ITS SOLE DISCRETION, DISCONTINUE SUPPORTING THE SOFTWARE AT ANY TIME, AND LICENSOR HAS NO LIABILITY FOR SUCH DISCONTINUANCE. LICENSOR WILL NOT BE LIABLE TO YOU FOR ANY PERSONAL INJURY, PROPERTY DAMAGE, LOST PROFITS, COST OF SUBSTITUTE GOODS, LOSS OF DATA OR ANY OTHER FORM OF DIRECT OR INDIRECT, SPECIAL, INCIDENTAL, CONSEQUENTIAL OR PUNITIVE DAMAGES FROM ANY CAUSES OF ACTION ARISING OUT OF OR RELATED TO THIS AGREEMENT OR THE SOFTWARE, WHETHER ARISING IN TORT (INCLUDING NEGLIGENCE), CONTRACT, STRICT LIABILITY OR OTHERWISE, WHETHER OR NOT LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGE. IN NO EVENT SHALL LICENSOR'S TOTAL LIABILITY TO YOU FOR ALL DAMAGES EXCEED THE AMOUNT PAID FOR THE SOFTWARE. SOME JURISDICTIONS DO NOT ALLOW FOR CERTAIN LIMITATIONS OF LIABILITIES OR WARRANTIES, SO SOME OR ALL OF THE ABOVE EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU.
- 5. MISCELLANEOUS.** This Agreement shall be construed and interpreted in accordance with the laws of the State of California applying to contracts fully executed and performed within the State of California. If the binding arbitration terms of Section 6 do not apply or are not enforceable on any Dispute, both parties submit to personal jurisdiction in California and further agree that such Dispute shall be brought in a court within San Mateo County, California. If any provision of this Agreement shall be held invalid or unenforceable in whole or in part, such provision shall be modified to the minimum extent necessary to make it valid and enforceable, and the validity and enforceability of all other provisions of this Agreement shall not be affected thereby. This Agreement constitutes the entire agreement between the parties related to the subject matter hereof and supersedes all prior oral and written and all contemporaneous oral negotiations, commitments and understandings of the parties, all of which are merged herein. Sections 4, 5 and 6 survive the termination of this Agreement.

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.

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**



© 2014 Square Enix Ltd. All rights reserved. Developed by Eidos-Montréal. THEIEF, 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. This is presented by Square Enix in association with BVT Games Fund IV Dynamic GmbH & Co.KG and BVT Games Fund I 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 © 2010-2014 Oskosoft, 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. "PlayStation", "DUALSHOCK" and "SIXAXIS" are registered trademarks and "PS4" and the PlayStation Network logo are trademarks of Sony Computer Entertainment Inc.

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-MONTREAL 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.