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.
**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 down on the D-Pad or by pressing the M key on the keyboard (Default controls).

**PAUSE MENU**
During gameplay, press the Start button for controller or the Esc key to access options in the Pause menu. **HOLD Space bar** to skip cutscenes/cinematics.

- **Save Game**
  Save the game at your current position.

- **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.

- **Options**
  Modify display, audio and gameplay settings.

- **Quit to Main Menu**
  Quits game and returns user to main menu.

**JOURNAL MENU**
From the Journal Menu (F1), 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.
EPILEPSY WARNING
Please read before using this video game or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights or patterns, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, difficulty in focusing your eyes or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor (particularly since experience with video games is a potential trigger of seizures). Such people may have a seizure while watching images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights or patterns, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children.

PRECAUTIONS TO TAKE DURING USE
- Do not stand too close to the screen.
- Sit a good distance away from the monitor, as far away as the length of the cable allows.
- Preferably play the video game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

WARNING: AVOID DAMAGE TO YOUR TELEVISION
Do not use with certain television screens and monitors. Some televisions, especially front- or rearprojection types and plasma screens, can be damaged if any video games are played on them. Static images or pictures presented during the normal course of playing a game (or from putting the game on hold or pausing) may cause permanent picture-tube damage, and may “burn in” to the screen, causing a permanent shadow of the static image to appear at all times, even when the games are not being played. Always consult your television screen or monitor manual or otherwise the manufacturer to check if video games can be played safely.

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