

Forget Medals.
Forget Honor.
Just Survive.

It's 1967. You've been drafted to fight in the most controversial war of modern times. Prepare to experience the fear, chaos and atrocities of the Vietnam War. From napalm bombardments of civilian villages to deadly VC booby traps, can you survive your first tour of duty?



SHELLSHOCK™ NAM '67

ShellShockGame.com



Visit www.esrb.org
or call 1-800-771-3772
for more ratings
information.

Eidos Inc. 651 Brannan Street, Suite 400, San Francisco, CA 94107

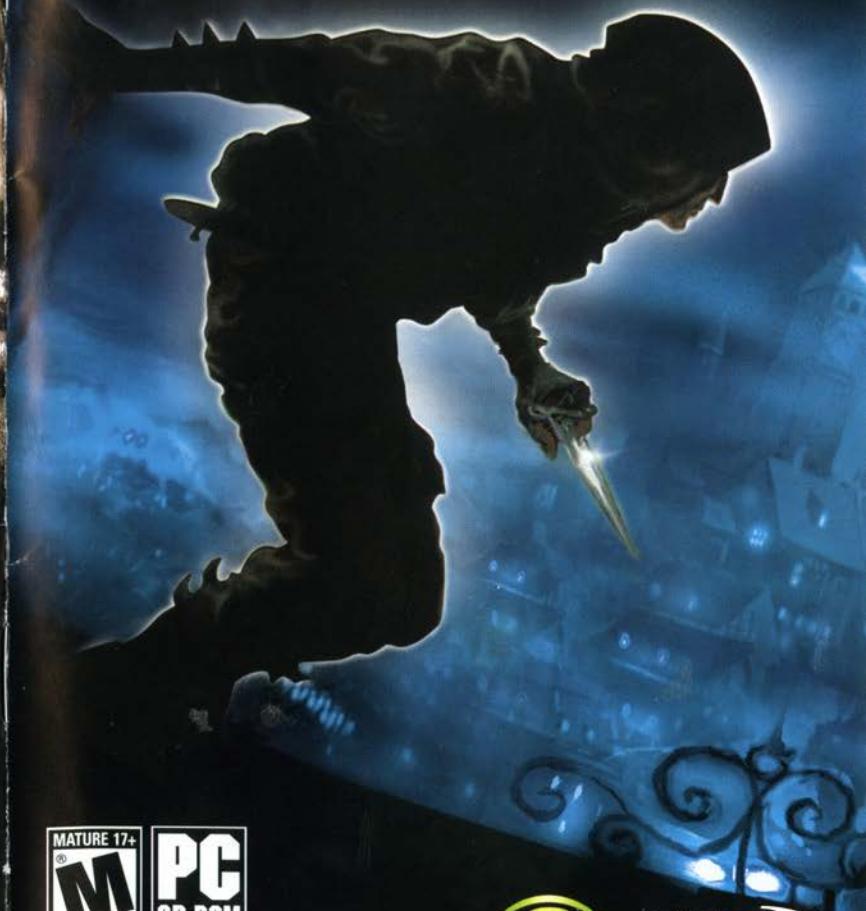
ShellShock: Nam '67 © 2004 Eidos. Published by Eidos, Inc. Developed by Guerrilla BV. Guerrilla and the Guerrilla logo are trademarks of Guerrilla BV. Eidos and the Eidos logo are trademarks of the Eidos group of companies. The rating icon is a registered trademark of the Entertainment Software Association. All other trademarks are the property of their respective owners. All rights reserved.

PTHG3PUS03



THIEF

DEADLY SHADOWS™



CONTENT RATED BY
ESRB



CD-ROM
SOFTWARE



eidos

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.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

THE DEADLY SHADOWS™

TABLE OF CONTENTS

Key Commands	2
Quick Start	3
The Story	4
Game Screens	5
Managing Your Games	6
Playing <i>Thief: Deadly Shadows</i>	8
Using the HUD	8
Moving Around	9
Looking Around	10
Using Weapons and Items	10
Firing Arrows and Projectiles	11
Fighting and Dying	12
Picking Locks	13
City Map	14
Finding and Selling Loot	16
Being Stealthy	17
Viewing Mission Objectives	18
Winning Missions	18
Tools of the Trade	19
The World	
Missions	24
The City	24
Faction	25
Game Options	26
Game Credits	27
Warranty	32

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.

Movement

[W] and [S]	Run forward and backward.
Shift [W] and Shift [S]	Walk slowly forward and backward.
Ctrl [W] and Ctrl [S]	Creep slowly forward and backward.
[A] and [D]	Strafe left and right.
[Q] and [E]	Lean left and right.
Spacebar	Jump (press and hold to mantle).
Spacebar , then [W]	Climb (face wall, look up and move forward).
[X]	Crouch (press again to stand).
[R]	Toggle wall flattening mode.

View

[C]	Rotate view or tilt camera angle (move mouse).
[↑] and [↓]	Zoom mechanical eye in and out.

Weapons

[E] (wheel)	Cycle through weapons (spin thumb wheel).		
[E]	Use selected weapon. (For arrows, press and hold to aim, release to fire.)		
[E]	Put weapon away.		
Number / Function keys	Equip weapon, explosive, potion or flask.		
1	Blackjack	F1	Flash bomb
2	Dagger	F2	Explosive mine
3	Broadhead arrow	F3	Health potion
4	Fire arrow	F4	Holy water
5	Gas arrow	F5	Oil flask
6	Moss arrow	F6	Gas bomb
7	Noisemaker arrow		
8	Water arrow		

Items

[I] and [I]	Cycle through items in inventory.
[I]	Put item away.
[I] or [I]	Use / throw selected item.
[I]	Use door / button / lever.
	Pick up / drop item or body in your center view.

Gameplay

[Esc]	Pause gameplay and show the Title Menu.
[M]	Toggle mission map.
[O]	Toggle objectives (Goals).
[F10] and [F12]	Quickly save ([F10]) or reload ([F12]) a quick save.

QUICK START

Before you install the game, check to make sure your system meets the minimum requirements listed on the game box.

To install *Thief: Deadly Shadows*:

1. Insert the *Thief: Deadly Shadows* CD into your CD-ROM drive.
 - If the installer menu does not appear, double-click **My Computer**, browse to your CD-ROM drive, and click **setup.exe**.
2. Click **Install**.
3. Read the license agreement and click **I Agree** to proceed.
4. Click **Next** to accept the default installation directory.
5. Select installation options, then click **Next** and click **Install**.

To launch the game:

1. Start the game.
 - (Desktop icon) Double-click the **Play Thief: Deadly Shadows** icon.
 - (Start menu) Click the **Start** button, then select **Programs > Eidos > Thief - Deadly Shadows**. Click **Play Thief - Deadly Shadows**.
2. Click **New Game**.
3. (Optional after tutorial) Click **Difficulty** (p. 6) to change settings.
 - To use a slider, drag it left or right to change a setting.
 - To scroll through lists, click the scroll bar arrows.
4. Read the **Briefing**, then click **Start Mission**.
 - Follow the blue footsteps in the tutorial to learn the ropes.
 - Press **[Esc]** to pause the game and access options (p. 26).
 - Save often (p. 7)!
 - To exit the game, press **[Esc]** then click **Title Menu**. Click **Exit to Desktop**, then **Yes** to confirm.

TIP

You can remap keys in the Options Screen. (See p. 26 for details.)

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 **[Esc]**.

To view Title Menu screens, start the game, or press **[Esc]** and click Title Menu. 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)
Title Menu

Mission Complete

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



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

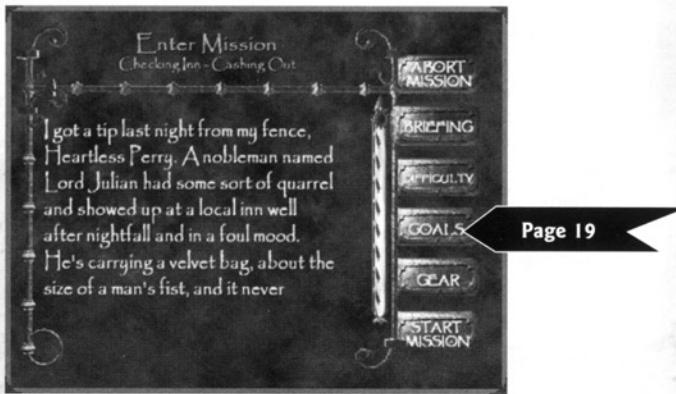
MANAGING YOUR GAMES

Once you start a new game, you can save it by pressing **Esc** 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, click **New Game** to start a fresh game. Read the briefing, then adjust the Difficulty level if desired. Click **Start Mission** to start playing.

New Game Screen



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 **Esc** to pause the game.

Saving and Loading Games

Save Game Screen

To display this screen during gameplay, press **Esc** and click **Save**. (You can also press **F10** to quickly save the current game.) Saved games store the current state of your game. Later, you can load games you've saved.

To save a game:

1. Press **Esc** to pause the game, then click **Save**.
2. Click a save game slot and to save the game. (You can save over occupied slots.) To scroll through the list, click the arrows on the scroll bar.

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

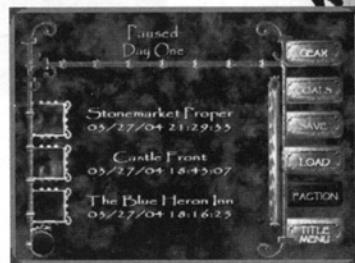


Load Game Screen

To display this screen during gameplay, launch the game and click **Load Game**. Or, during gameplay, press **Esc** and click **Load**.

To load a game:

1. Launch the game and click **Load Game**. (In a mission, press **Esc** or **Tab** to pause the game, then select **Load**.)
2. Click on a game to load it. To scroll the list, click the arrows on the scroll bar. Click **Yes** to confirm.
 - To reload the current game, click **Restart** in the Load Game screen. (This option only appears when you pause the game and select **Load**.) To load from the last quick save point, press **F12** during gameplay.
 - To delete a game, right-click on that slot (>Delete).



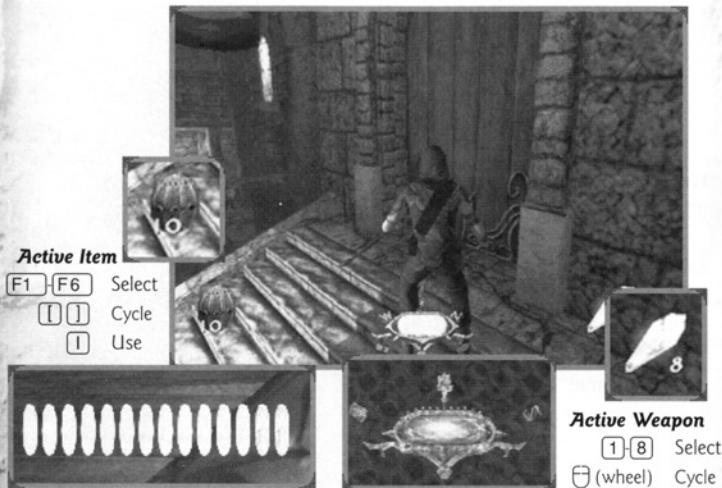
*"Fiddle-dee dum and fiddle-dee dee
The old gray lady is after me
She wants my shoes and she wants my skin
There's none so small that she can't fit in."*

- 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 **Esc** to pause the game and view available screens.

Using the Heads-Up Display (HUD)



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.

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!

W
A **S** **D**

Run forward (W), backward (S), left (A) or right (D).

Press **Shift** plus one of these movement keys to move slowly. To sneak, press **Ctrl** instead.

Running creates noise and can alert guards or civilians to your presence. Moving over various surfaces creates different noises.

Q **E**

Lean sideways. Leaning can help you hide, as well as peek around corners. Stop leaning to resume your previous stance.

R

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 (E) and moving slowly forward. To un-flatten yourself, press **R** again.

X

Crouch. Duck down to move through small openings or to decrease visibility.

Spacebar

W

Jump. You can jump over small items or onto boxes and walls.



Climb. To climb up a ladder, face the ladder, look up (E), then move forward (W) 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 (Spacebar) 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 **Spacebar** to pull yourself up. Releasing **Spacebar** causes you to drop back down.



Looking Around



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



Adjust view angle. Move the mouse to rotate the camera. Move the mouse forward or back to angle your view up and down or aim arrows. Move it left or right to rotate the view. (See **Look spring** below to change how this works.)



Zoom view. Garrett has a mechanical eye with a built-in zoom lens that gives you a close-up view. Press **↑** to zoom in and **↓** to zoom out.

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 the mouse.)

Using Weapons and Items

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

1 **8** Select weapon.

F1 **F6** Select item.

□ (wheel) Cycle through weapons.

□ **□** Cycle through items.

□ Use selected weapon.

□ or **□** Use / throw 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 right-click (**□**). 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, right-click (**□**).
- To throw worthless items, press **I** or right-click (**□**).

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!)

Right-click (**□**) 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, Click **Next** or **Previous**. To close the document, click **Back**.

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. Click and hold the left mouse button (**□**) to enter aiming mode. Simultaneously, move the mouse to position the crosshairs slightly above the target. Release **□** to fire the arrow. (Be sure you're not too far away, or the arrow may fall short of its target.)



TIP

Continuing to aim arrows for any length of time zooms in, but eventually causes your arm to shake with fatigue. This affects your accuracy.

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

TIP

To drop the selected item at your feet, look down and press **I**.

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. Click (F) 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

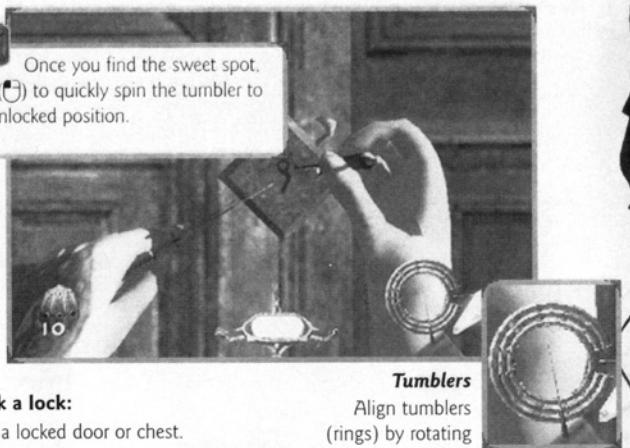
Locks vary in craftsmanship and materials, so some will be more difficult to pick than others.

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, click (F) to quickly spin the tumbler to the unlocked position.



To pick a lock:

1. Use a locked door or chest.
2. Move the mouse (F) to rotate the lockpicks until you find a spot that makes the tumbler shake.
3. Hold the mouse 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 the mouse to maneuver the picks around the shaky region of the tumbler.
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.

Tumblers

Align tumblers (rings) by rotating the lockpicks.



Gap

Unlocked tumblers have gaps on the right edge.





SOUTH
QUARTER

STONMARKET

OLD
QUARTER

DOCKS

AULDALE

OCIAN

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, 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. Click **Sell All**, or select a specific item.
3. Click **Yes** to confirm the sale.
4. Click **Back** to exit the store.

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

*— Harvest song,
author unknown*

TIP

To see what you've picked up so far in the game, pause ([Esc]), click **Gear**, then click **Loot**.



Handprint (Fences/Stores)

TIP

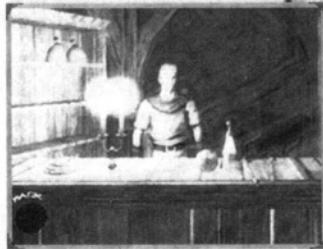
To sell loot, head west from your apartment in the City and find a fence.

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. Click on the item you want to buy.
 - For sliders, click the slider and drag it left or right to change quantities.
3. Click **Buy**, then click **Yes** to confirm.
4. Click **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).

Viewing Mission Objectives

As you play a mission, you can pause the game (**Esc**) and click **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.

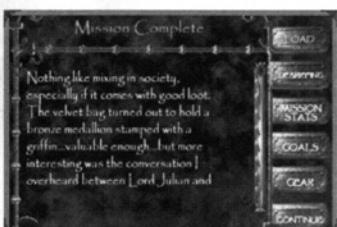
- Click the arrows on scroll bar to browse through your objectives.
- To finish a mission, complete all objectives and find the exit point.

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.

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

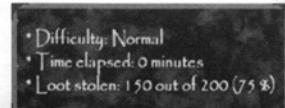
Debriefing Screen



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.



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

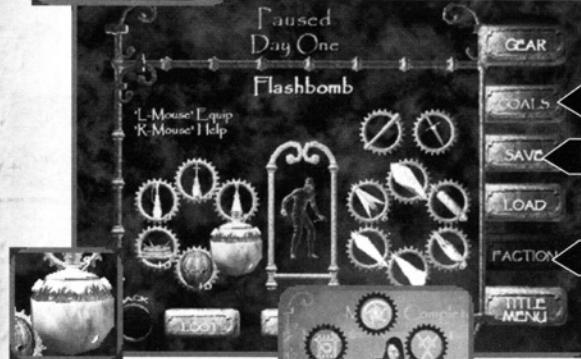
Gear Screen

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



Gear Subscreens

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



Page 18

Page 7

Page 25

Active Items and Weapons

Click an icon to equip that item (left side) or weapon (right side). The active item is highlighted.

For stackable items, a number shows how many remain.

Move the cursor over icons to view more information.

Upgrades

Click 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	29	2
Copper Doubles	29	4
Copper Coins	29	2
Silver Coins	29	2
Rutherford Medallion	120	1
Silver Candlestick	29	1
Moraine Key	200	1
Gilded Helm	300	1
Jacks	100	4
Jude King	30	1
Bloodline Opal	300	1
Total (all): 1729		

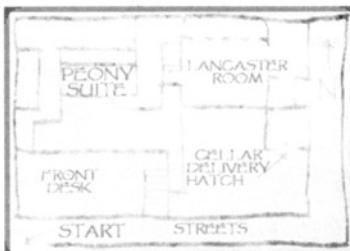
Items Subscreen

Clicking **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.



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.

Arrows



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.

Noisemaker

Non-combat arrow used to distract guards or civilians.

Fire into a remote area to draw guards toward it.

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.

Page 12

Page 11

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

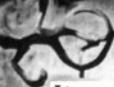
Non-combat arrow used to put out torches and small fires.

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.



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*

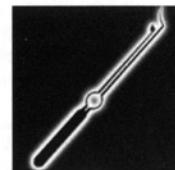
Thieving Tool Upgrades

Lockpick

Tool used to pick locks on protected doors or chests.

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

Page 13



Wall climbing gloves

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

To use gloves, jump onto a wall, look up, and move forward.

Page 9



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.

Page 10



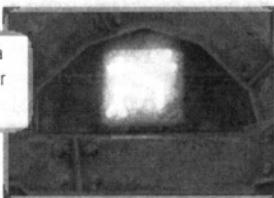


THE WORLD OF THIEF: DEADLY SHADOWS

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. Click it to start that mission.



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.

Mission Icon



City Apartment

Faction

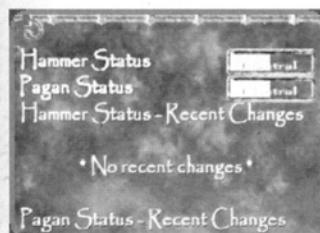
As you progress and complete certain tasks and missions in the game, you alter how various social groups perceive you. To see your current status, you can view the Faction Screen, which shows your current alliance status with the two main societies — Pagans and Hammers. By doing favors for or attacking 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 (Esc) and click **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 downing to them abysses

And pulls Him out them worming ones"

— Origin unknown



GAME OPTIONS

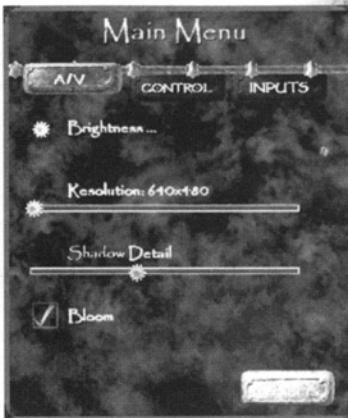
To view adjustable game options, click **Options** on the Title Menu. Click the category you want to view. Changes you make here are permanent and affect all games.

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

Audio-Visual (AV)

Adjusts visual options in the game.

- **Brightness.** Slider that makes the screen darker or brighter.
- **Resolution.** Slider that changes the screen resolution for the game (640x480 to 1600x1200).
- **Shadow Detail.** Slider that controls how much graphical detail appears in shadowed areas.
- **Bloom.** Checkbox that controls whether or not ambient lighting displays around lit objects, such as torches and fires.



Controls

Changes certain control options.

- **Invert Mouse-Look.** Reverses the up and down view function.
- **Look Spring.** When enabled, moving the mouse always keeps your view to the forward position (first-person mode only).

Page 10

Inputs

Displays the current keyboard assignments. The left column shows the action, and the other columns show the current control.

To change it, click on the control (for example, 'Space' for Jump). When it flashes, press the desired key. Click **Back** to save your changes.

To reload the default keys, click **Defaults**.

GAME CREDITS

IonStorm and Eidos team members who contributed to *Thief: Deadly Shadows*.

The Thief: Deadly Shadows Team

Ion Storm Austin

Studio Director
Warren Spector
Project Director
Randy Smith
Executive Producer
Denise Fulton
Associate Producer
Kristine Coco
Additional Production
Tara Thomas, Paul Weaver
Lead Programmer, Ian Dunlop
Programmers
Alex Chrisman, James Clarendon, Gabe Farris,
David Kalina, Mike McShaffry, Tim Perry, Elan
Ruskin, Kain Shin, Erik Touve
Additional Programming
Matt Baer, Jay Baxter, Chris Carollo
Director of Technology
Tim Little
Technology Group
Alex Duran, Ted Jump, Donavon Keithley, Brian
Sharp, Pete Shelus, John Talley, Wendy White
Additional Technical Management
Ken Demarest
Lead Designer
Jordan Thomas
Designers
Steve Allen, Nate Blaisdell, Brian Glines, Jeremy
Graves, Heather Kelley, Monte Martinez, David
Riegel
Additional Design
Kent Hudson, Sarah Paetsch, Harvey Smith
Art Director
Sergio Rosas
Artists
Chris Cobb, Mike Dean, Chuck Furlong, Raby
Hampton, Rob Kovach, Jim Magill, Terry
Manderfeld, Joey Santori, Hugh Suh, Brady
Townsend, Mike Washburn, Sam Yeates
Concept Art
Frank Teran

Special Thanks

Ion Storm's other projects, Ross Angus, Jennifer Ayres, Whitney Ayres, Scott Baker, Dr. Randolph Bias, Jim Black (Nvidia), Jon Blow, Alex Brandon, Doug Church, Ray Cobo, Kevin Daugherty, Andy Dombroski, Austin Grossman, John Harries, Jake Hughes, Noah Hughes, Alex Jones, Lulu Lamer, Shannon Lucas, Emil Pagliarulo, Mike Privett, Michael Smith, Paul Tozour, Dave Watkins (MS), David Whitney, Crystal Dynamics, Microsoft ATG Group, the University of Texas at Austin School of Information, TTLC, & our fans and supporters.

Thanks to Unreal™ Technology Development.

Tim Sweeney
and the rest of the Unreal™ team at Epic Games, Inc.

Havok.com. ©Copyright 1999-2004 Telekinesys Research Limited.

Thief: Deadly Shadows Uses Bink Video.
©Copyright 1997-2004 by RAD Game Tools, Inc

Eidos Interactive US

President
Rob Dyer

Senior VP of North American Product Development
John Spinale

VP of Marketing
Paul Baldwin

VP of Legal and Business Affairs
Sheila Leunig

Marketing Director
Chip Blundell

Global Brand Manager
Matt Gorman

Channel Marketing Director
Kim Pendleton

Director of Product Operations
Kathy Schoback

Quality Assurance Manager
Michael R. Kelly

Asst. QA Manager/Internal Producer
Colby McCracken

Product Submissions Manager
Brian King

Product Test Coordinators
Erik Kennedy (Xbox), Ralph Ortiz (PC)

Asst. Product Test Coordinators
Kip Ernst (Xbox), Julian Mehlfeld (PC)

Customer Support Supervisor

Scott Holbert

Test Team

Quinn Aguirre, Brit Baker, Mark Brand, Stephen Cavoretto, Nicole Ferrara, Daniel Franklin, Michael Ginos, Patrick Goodspeed, Kari Hattner, Vadim Kuznetsov, Brett Johnson, Russell O'Henly, Jordan Romaidis

PR Manager

Michelle Seebach Curran

PR Specialist

Denny Chiu

Website

Boon Khoo

Special Thanks

Chip Blundell, Adam Braswell, Christian Chatterjee, Kevin Gill, Wyman Jung, Julie Leibowitz, Michael Minson, Mike Orenich, Shelley Porter, Greg Richardson, Sam Tehrani, Frank Teran, Kjell Vistad, Kevin Weston, and Greg Wu.

Eidos Interactive UK

CEO

Mike McGarvey

Producer

Luke Valentine

Head of Development Operations
Flavia Timiani

Development Director
David Rose

Group Localisation Manager
Caroline Simon

Localisation Coordinator
Monica Dalla Valle

Brand Manager
Helen Lawson

Head of Mastering/Compatibility
Jason Walker

Mastering
Phil Spencer, Ray Mullen

Compatibility
Gordon Gram, Scott Sutherland

QA Director
Chris Rowley

Assistant QA Manager
John Ree

Product Test Coordinator
Tyrone O'Neill

Asst. Product Test Coordinator
Andrew Standen

QA Technicians

Vincent Boon, Darran Gibbons, Kevin Haddon, Daniel Mills, Gareth Mills, Andrew Nicholas, Jonathon Redington, Andy Secchi

Localisation QA Supervisor

Marco Vernetti

Localisation Product Test Coordinator

Dano Scimone

Special Thanks

Mark Allen, Marcus Behrens, Benoit Bohet, Louise Fisher, Bernadette Hannah, Nicola Mason, Tom Waine, and Lars Wittkuhn.

Voice Actors

Garrett

Stephen Russell

Keepers

Alexander Brandon, Ken Carberry, Marc Carver, Maureen Keiller, Jerry Kissel, Julie Perkins

Hammerites

John Haag, Ron Hayden, Jerry Kissel, Stephen Russell

Pagans

Brian Hoffman, Sarah Newhouse, Chip Phillips, Paula Plum

Guards

Scott Dickson, Jerry Kissel, George Ledoux, Stephen Russell, Daniel Thron

Thugs

Lonnie Farmer, George Ledoux, Chloe Leamon

Townspeople

Lily Allen, Stacy Fischer, Gray Haddock, George Ledoux, Paula Plum, Stephen Russell, Richard Snee

Fences & Store owners

Terri Brosius, Stacy Fischer, John Haag, George Ledoux, Chip Phillips, Paula Plum, Paula Rester, Richard Snee

Artemus

Nate Wells

Orland

Ken Webster

Caduca

Paula Rester

Gamall

Wren Ross

Lauryl

Terri Brosius

Enforcers

Jerry Kissel

Inspector Drept

Kevin Collins

Lady Elizabeth

Maureen Keiller

Widow Moira

Terri Brosius

The Eye

Daniel Thron

The Heart

Stacy Fischer

Kurshok

Eric Brosius, Mark Stevick

Rat Beasts

Ricardo Bare, Ryan Wickerham

Statues

Eric Brosius

Undead

Steve Allen, Ricardo Bare, Mark Lampert

Miscellaneous cutscene voices

Jim Canning, Shiela Gordon, David Jarrott, Everett Skaggs

Get the Ultimate 7.1 PC Gaming Solution

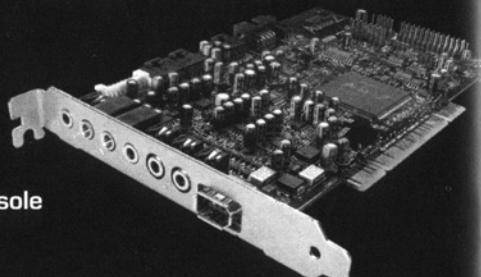
Sound Blaster® Audigy® 2 ZS blurs the line between gaming and reality. The unprecedented realism of EAX® ADVANCED HD™ gaming audio will immerse you in a 7.1 audio world that you'll find almost impossible to leave.

Add Creative GigaWorks™ 7.1 S750 Multi-channel speakers and experience the ultimate 7.1 PC gaming solution.

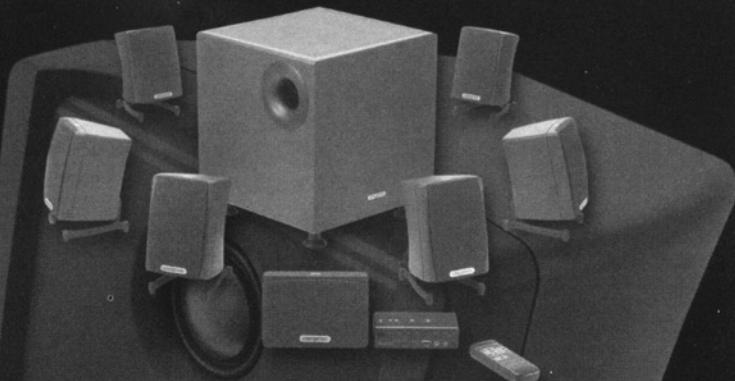


Advanced gaming features in Sound Blaster Audigy 2 ZS include:

- 7.1 Audio Output
- 24-bit/192kHz
- 108dB SNR Clarity
- THX® Certified and new THX Set-up Console
- EAX ADVANCED HD



To learn more about Sound Blaster Audigy 2 ZS, visit us at www.soundblaster.com



GIGAWORKS™ S750

Creative GigaWorks 7.1 S750 features:

- 7.1 Speaker System
- 700 Watts Total RMS
- 210 Watts RMS Subwoofer
- THX Certified
- 2-way Speakers with Titanium Supertweeters
- DTS®-ES and Dolby® Digital EX Playback

To learn more about Creative GigaWorks 7.1 S750, visit us at www.creative.com/speakers

©2004 Creative Technology Ltd. The Creative logo is a registered trademark of Creative Technology Ltd. In the United States and/or other countries. All other brands are trademarks or registered trademarks of their respective holders.

Get
CREATIVE

EIDOS INC. Limited Warranty

EIDOS INC. warrants to the original purchaser that this EIDOS INC. disc is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This EIDOS INC. disc is sold "as is" without expressed or implied warranty of any kind, and EIDOS INC. is not liable for any losses or damages of any kind resulting from the use of this program. EIDOS INC. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any EIDOS INC. disc, postage paid, with proof of date of purchase at its Factory Service Center.

This limited warranty is not applicable to normal wear and tear. This limited warranty shall not be applicable and shall be void if the defect in the EIDOS INC. disc has arisen through abuse, unreasonable use, mistreatment or neglect. This limited warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate EIDOS INC. Any implied warranties of merchantability and fitness for a particular purpose are limited to the ninety (90) day period described above. In no event will EIDOS INC. be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this disc.

Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation or incidental or consequential damage so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

For warranty support please contact our Customer Support department at (415) 615-6220. Our staff is available Monday through Friday, 9:00 a.m. to 5:00 p.m. Pacific Time. You are responsible for all toll charges. Customer Support Representatives will not provide game hints, strategies or codes.

Product Return Procedure

In the event our support agents determine that your game disk is defective, you will need to forward material directly to us. Please include a brief letter explaining what is enclosed and why you are sending it to us. The agent you speak with will give you an authorization number that must be included. You will also need to include a daytime phone number so that we may contact you if necessary. **Any materials not containing this authorization number will be returned to you unprocessed and unopened.** Your postage paid package should be sent to the following address:

**Eidos Inc. Customer Services
651 Brannan Street, suite 400
San Francisco, CA 94107**

RMA# (include your authorization number here)

Note: You are responsible for postage for your game to our service center.

Please register your product online at: www.EIDOSREGISTRATION.com

Microsoft, the Microsoft Game Studios logo, OptiMatch, Windows, and the Windows logo are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.

Thief: Deadly Shadows © Eidos 2004. Developed by Ion Storm, L.P. Published by Eidos, Inc. Thief: Deadly Shadows, the Thief: Deadly Shadows logo, Eidos and the Eidos logo, Ion Storm and the Ion Storm logo are all trademarks of the Eidos Group of Companies.

All other trademarks are the property of their respective owners.

EIDOS INC. Limited Warranty

EIDOS INC. warrants to the original purchaser that this EIDOS INC. disc is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This EIDOS INC. disc is sold "as is" without expressed or implied warranty of any kind, and EIDOS INC. is not liable for any losses or damages of any kind resulting from the use of this program. EIDOS INC. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any EIDOS INC. disc, postage paid, with proof of date of purchase at its Factory Service Center.

This limited warranty is not applicable to normal wear and tear. This limited warranty shall not be applicable and shall be void if the defect in the EIDOS INC. disc has arisen through abuse, unreasonable use, mistreatment or neglect. This limited warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate EIDOS INC. Any implied warranties of merchantability and fitness for a particular purpose are limited to the ninety (90) day period described above. In no event will EIDOS INC. be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this disc.

Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation or incidental or consequential damage so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

For warranty support please contact our Customer Support department at (415) 615-6220. Our staff is available Monday through Friday, 9:00 a.m. to 5:00 p.m. Pacific Time. You are responsible for all toll charges. Customer Support Representatives will not provide game hints, strategies or codes.

Product Return Procedure

In the event our support agents determine that your game disk is defective, you will need to forward material directly to us. Please include a brief letter explaining what is enclosed and why you are sending it to us. The agent you speak with will give you an authorization number that must be included. You will also need to include a daytime phone number so that we may contact you if necessary. **Any materials not containing this authorization number will be returned to you unprocessed and unopened.** Your postage paid package should be sent to the following address:

**Eidos Inc. Customer Services
651 Brannan Street, suite 400
San Francisco, CA 94107
RMA# (include your authorization number here)**

Note: You are responsible for postage for your game to our service center.

Please register your product online at: www.EIDOSREGISTRATION.com

Microsoft, the Microsoft Game Studios logo, OptiMatch, Windows, and the Windows logo are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.

Thief: Deadly Shadows © Eidos 2004. Developed by Ion Storm, L.P. Published by Eidos, Inc. Thief: Deadly Shadows, the Thief: Deadly Shadows logo, Eidos and the Eidos logo, Ion Storm and the Ion Storm logo are all trademarks of the Eidos Group of Companies. All other trademarks are the property of their respective owners.