EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

HANDLING YOUR COMPACT DISC

- The PC compact disc is intended for use exclusively on IBM compatible systems with the minimum configurations specified on the system requirements of the game purchased.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Take occasional rest breaks during extended play.
- Always store the disc in its protective case.

FEELING ROBBED OF SUCCESS PLAYING THIEF 2?
Call the EIDOS Interactive Hint Line

1-900-77EIDOS (773-4367) U.S. Only
Cost of call: $0.99/minute.
Must be 18 years or have parent's permission.
Touch-tone phone required.

CONTENTS

INSTALLING THIEF 2: THE METAL AGE

Installing THIEF 2: THE METAL AGE couldn't be easier. Simply insert the CD into your CD-ROM drive. After a few seconds, the Launch Panel will appear*:

Click the Install button to begin installation. The program will guide you through the remaining process via onscreen prompts.

You will be prompted to select the install size and directory to which you wish to install the game on your hard drive.

The installer will check to see if your machine requires any additional files such as DirectX 7.0. If the installer detects that those files are needed, follow the additional prompts that appear onscreen.

*NOTE: In the event the Launch Panel does not appear when you insert the CD:

• Double-click the My Computer icon, then double-click the CD-ROM icon, and lastly double-click the SETUP.EXE file, OR:

• Click the START button. Choose Run from the ensuing pop-up menu. Type d:\setup in the box provided (where d: designates your CD-ROM drive letter). Click the OK button to begin the install program.

TROUBLESHOOTING

If you are experiencing difficulties installing THIEF2: THE METAL AGE, please consult the "Troubleshooting" section of the Readme.

NOTE: Once the game is installed, CD2 will need to be in your CD-ROM drive while you are playing THIEF 2.

UNINSTALLING THIEF 2: THE METAL AGE

If you need to uninstall THIEF 2: THE METAL AGE, you may do any of the following:

1. Insert the CD into the CD-ROM drive to activate the AutoPlay feature. Click the Uninstall button on the Launch Panel and follow the onscreen prompts.

2. Click the START button from the Windows taskbar, go to Programs/Thief2, select "Uninstall Thief 2" and follow the onscreen instructions.

3. Go to the CONTROL PANEL and choose "Add/Remove Programs." Click Thief 2: The Metal Age, select the Add/Remove button and follow the onscreen instructions.

If you experience difficulties uninstalling THIEF 2: THE METAL AGE, please consult the "Troubleshooting" section of the Readme.

SYSTEM REQUIREMENTS

MINIMUM:
• 266 MHz Pentium® II or equivalent
• Windows® 95/98
• 48 MB RAM
• DirectX 7.0 compliant 3D accelerated video card
• DirectX 7.0 compliant sound card
• DirectX 7.0 or higher (included)
• 4x CD-ROM drive
• 250 MB uncompressed hard drive space
• Keyboard and mouse

RECOMMENDED:
• 400 MHz processor
• 64 MB RAM
• 3D accelerator with 16 MB VRAM
• 8x CD-ROM drive
• 600 MB uncompressed hard drive space
• EAX 2.0 or A3D 2.0 compliant audio card

NOTE: 3D accelerated video card required. It may be necessary to update your hardware drivers before playing.

THIEF 2: THE METAL AGE

"It is not a question of what the Law is, but rather what it is not. The Law is neither noble, nor an end in itself. It is not for the weak-minded or the squeamish. The Law is simply a means for those who control it, namely me, to acquire that which I want. One with your wealth and connections, who is prepared to sacrifice to have a troubling problem resolved, need only describe to me in detail the favor you are requesting." - Gorman Truart, correspondence

"The Master Builder came unto us.
He built for us a new house, and the house was like His house.
And He gifted us with knowledge, and we learned to use Boiler and Gear.
That unto us that would come His Paradise, and there would be no pain."
- from Mechanist Rote Texts for Novices

"Twice moons face darks us showed
Twice thems jackals singsie
Thrice Him harvest failsy blights
Thrice we weeps and chillsing ..."

- Unattributed, Ink on Parchment

"Our focus shifted to those who presented two faces: one manifest yet false, the other hidden yet true. To interfere directly would bring ruin, still, the glyph warnings were absolute."

- Keepers Annals

INTRODUCTION

In THIEF 2: THE METAL AGE you play the character of Garrett, a hardened thief of the highest caliber. Shadows and silence are your allies. Light is your enemy. Stealth and cunning are your tools.

And the riches of others are yours for the taking.

You ply your trade in the City, preying on the rich nobility and corrupt merchants, who are no more deserving of their worldly goods than a hard-working thief.

Every job comes with some danger. Being a thief means always being one misstep away from finding an angry guard bearing down on you with a drawn blade. For these unfortunate moments, you carry a sword yourself. A blackjack and a short-bow are also part of your arsenal. Fighting is usually your last choice, but sometimes it's the only choice.

More often, however, the road to riches is dark and silent. You will have tools designed to deceive your enemies, tools which can better keep you out of danger, and tools to help you get into hard-to-reach places. **You are a thief, not a warrior.** So keep your wits about you and you won't lose your head.

You may have heard the term "First Person Shooter" to describe other action games with a first-person point of view. THIEF 2 is not one of those games. Instead, think of THIEF 2 as a "First Person Sneaker." Sure, you can use your sword and bow to kill your enemies, but the general rule of engagement is: **"The enemy should never know you were there."** Make sure to read the "Stealth" section later in this manual if you want to survive the harsh world of THIEF 2.

GAME SCREENS

MAIN MENU

NEW GAME	Start a new game of THIEF 2 by bringing up the New Game screen.
LOAD GAME	Load a previously saved game.
OPTIONS	Adjust video, audio, control and game settings.
CREDITS	Show the names of all the people who worked to bring you THIEF 2.
INTRO	Replay the game's intro sequence.
QUIT	Quit back to the desktop.

NEW GAME SCREEN

START GAME	Play the first mission.
OPTIONS	Adjust video, audio, control and game settings.
CANCEL	Cancel back to the Main Menu.
DIFFICULTY	The difficulty level may be changed at this screen. The default is Normal, but if you want more of a challenge, you can select Hard, and if you're feeling exceptionally stealthy, choose Expert.

If this is your first introduction to the THIEF series, we strongly recommend that you play the first 3 missions on Normal difficulty level. When played on Normal difficulty, these missions will introduce you to some key concepts of stealthy gameplay, and will help you understand how to succeed by giving you extra hints. If you've played THIEF before or think you have what it takes, you can play these missions on Hard or Expert for additional objectives and challenging gameplay.

OPTIONS SCREEN

CONTROLS
Reconfigure your input controls, including the keyboard, mouse and joystick.

JOYSTICK	Enable Joystick and Gamepad support.
INVERT MOUSE	Reverse the Up/Down movement on the mouse.
LOOKSPRING	With Lookspring ON, the mouse will change the direction you are facing only when the *Freelook* key is held down, and will automatically center your view when the *Freelook* key is released.
ALWAYS FREELOOK	Change the direction you are facing when moving the mouse in all directions (ON by default).
MOUSE SENSITIVITY	Move the slider Right/Left to Raise/Lower the mouse sensitivity. Your view moves faster with the sensitivity raised.
CUSTOMIZE CONTROLS	Rebind your control keys and buttons.

To rebind a control function, click the function, then press the key or button you wish to use for that function, or press Esc to cancel. Each key or button can only be assigned one control function at a time. Click SAVE to save your keybinds; click LOAD to load a saved set of keybinds (we offer several different configurations).

NOTE: Your keybinds will be loaded when you load a saved game, so you will only need to load your keybinds separately if you start a new game.

VIDEO

Change various video options to increase performance or graphical quality. Lowering the resolution and turning off special effects will increase performance, but the game won't look as nice.

HARDWARE DRIVER	Switch between Primary and Secondary 3D cards.
RESOLUTION	Change the graphic resolution. Lowering the resolution will increase frame rate but lower graphical quality.
FOGGING	Turn fog effects ON/OFF.
WEATHER	Turn weather effects ON/OFF.
SKY DETAIL	Change the detail level of the sky, HIGH/LOW.
GAMMA ADJUST	Raise or lower the gamma (brightness).

Proper gamma correction (screen brightness) is vital for the most enjoyable THIEF 2 experience. Given that different monitors and video cards exhibit a wide range of gamma values, it is important to understand the optimal setting for gameplay. The ideal gamma settings allow you to see the basic outline of terrain and objects even in deep shadow, but only barely. Darker settings than this won't allow you to see where you're going in dark areas (of which there are plenty in THIEF 2). Brighter settings tend to wash out shadows, making it hard to tell where you're safe from detection and where you're exposed. Also, dark shadows look much cooler!

AUDIO

Change various audio options and volume levels.

SPEAKER TEST	Test your current sound settings.
REVERSED STEREO	Switch the output from your left and right speakers.

HARDWARE ACCELERATION	Enable hardware acceleration on your sound card to improve sound quality and performance.
AUDIO CHANNELS	Number of audio channels in use; lower to increase performance.
EAX	Activate environmental sound effects; only available on supported cards.
VOLUME	Change the main volume level.
AMBIENT VOLUME	Change the volume level of ambient background sounds.

Sound plays an important role in THIEF 2. When you're sneaking around some guy's house at night, you want to be able to hear which direction the armed guard is coming from, how close he is, and what sort of surface he's walking on. If your sound card supports hardware acceleration using DirectSound3D and/or EAX, we strongly recommend that you use it while playing THIEF 2. Turning on these options will also enable 3D positional audio and environmental effects on cards that support it, which significantly enhances the THIEF 2 experience.

GAME

Adjust various gameplay settings.

ATTACH LADDERS	*Touch* means you will automatically "stick" to a ladder (and go into ladder-climbing mode) whenever you come into contact with a ladder. *Jump* means you will only go into climbing mode when you jump onto a ladder. (See "Movement" for more information on jumping and ladders.)

AUTO-SEARCH – BODIES	When this setting is active, *using* a corpse or unconscious body will first remove items on that body, such as keys, pouches, etc. Only when there is nothing left on the body will you be able to pick up the body itself. If a body has multiple items, you will have to *use* the body once for each object. When this setting is inactive, you will always pick up the body if you *use* it; to pick up items on the body, you will have to highlight the items themselves. (See "Interacting with the World" for more information.)
BOW ZOOM	Bow-zooming will only occur when this setting is active. (See "Combat" for more information on using the bow.)
GOAL NOTIFICATION	When active, you will receive both text and audio feedback whenever one of your mission objectives has been completed.
AUTO-EQUIP	With Auto-Equip turned ON, any weapon or item that is picked up will automatically be selected and become active.

GAME MENU

You can pause the game and bring up the Game Menu in the middle of a mission, by pressing the Esc key.

SAVE GAME	Save your progress to the hard drive.
LOAD GAME	Load a previously saved game.
OPTIONS	Bring up the Options Menu.
MAP	Look at your mission map, and take notes.
OBJECTIVES	View your mission objectives; includes information about which objectives have been completed.
RESTART	Restart the same mission from the beginning.
QUIT	Quit out of the mission, back to the Main Menu.
CONTINUE	Return back to the mission in progress.

DIFFICULTY LEVEL & MISSION OBJECTIVES

Before each mission, you'll have the opportunity to set the difficulty level at which you'll play that mission. Your options are Normal, Hard, and Expert. You cannot change difficulty in the middle of a mission, so be prepared to live with your choice.

Your difficulty level will determine the mission objectives for that mission. Often, you will need to collect a minimum level of loot on the higher difficulty levels. Sometimes there will be additional objectives, like obtaining a specific treasure, or performing an important task. At the Expert level, you will often be obliged to play through the mission without killing any of your fellow human beings. You can click the different difficulty levels to see what mission objectives will be required for each, before you make your decision.

Beware: In addition to requiring more difficult objectives, the harder levels may present extra challenges. Doors that were unlocked may now be locked, healing potions and other useful items may be absent, and enemies may be more numerous and powerful!

LOADOUT

Before each mission starts, you'll go through a Loadout screen, in which you can view the tools you'll have at your disposal for the upcoming mission.

• The left column of this screen shows your starting gear. This will vary from mission to mission.

• The right column displays a selection of items for sale.

• The center column shows what items you have purchased for this mission.

Clicking an item in any of these columns will select it and bring up a short description of the item, along with its price. To purchase an item, click it in the Items For Sale column, and then click the left-facing arrow button to move it into the Items Purchased column. This will decrease your Cash total (shown below your starting gear) by the price of your

purchase. If you change your mind about a purchase, click its icon in the Purchased column, and move it back to the store by clicking the right-facing arrow button. (This will also return your money.)

From the Loadout Screen, you can review the mission briefing and mission goals.

Money found in one mission can only be spent in Loadout, before the next mission starts. Similarly, items found or purchased do not carry over to the next mission. Therefore, there is no benefit in saving money during each Loadout session, and there is no benefit in saving items you've purchased during the mission. Live for the present.

For descriptions of all player tools, see "Player Tools" later in this manual.

IN-GAME INTERFACE

weapon

health   visibility gem   air supply
                                        (underwater only)

inventory
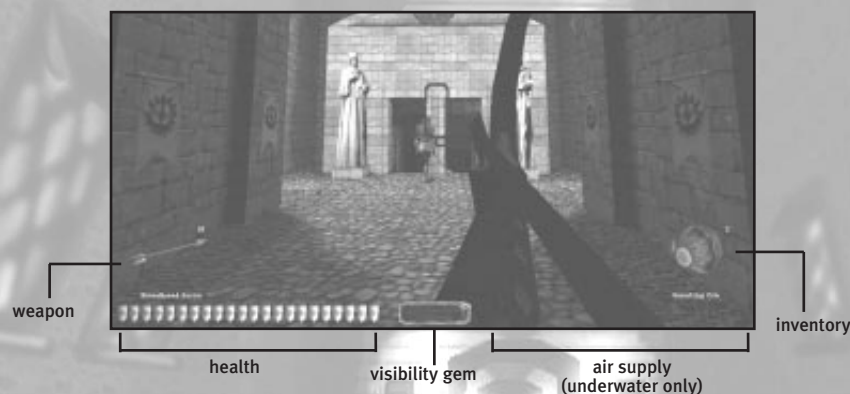
MOVEMENT

WALKING AND RUNNING

As a thief, you'll spend a majority of your time walking, or *prowling*, as they say in the trade. Running is useful for getting out of trouble once you've gotten into it, but most of the time, walking is safer. Running is noisy, and you'll be more easily noticed. When walking, you are less likely to be seen and heard by others, which is almost always preferable.

CLIMBING

Expect to spend some of your time jumping onto ledges, and climbing ladders and ropes. There are two different ways to climb: scaling and mantling. Scaling means climbing up ropes and ladders. Mantling is when you pull yourself up onto a high surface.

To *scale*, position yourself in front of the rope, ladder or surface you want to climb, and *jump* into it. This will "stick" you to that object or surface. To mount a ladder from the top, walk carefully over the top of the ladder. Once you are in this climbing mode, the *Forward* key will move you along the ladder/rope/climbable surface in the direction you are facing. If you want to ascend a ladder or rope, look up and move forward. To descend, look down and move forward. *Jumping* while in scaling mode will cause you to let go of the object or surface you are scaling. You can "stick" to ladders without jumping by changing Attach Ladder to *Touch* in the Game Options.

To pull yourself up onto a ledge (*mantling*), you need to face the ledge, move right up to it, and then jump. Note that you have to hold down the Jump button the entire time you are mantling. You can also jump across and grab a ledge or pull yourself out of water by holding the Jump button.

SWIMMING

Sometimes, *swimming* is the only means of getting where you need to be. Other times, the water makes a good temporary hiding place. Just remember that splashing around in the water makes noise, and can draw unwanted attention to your position.

Swimming is easy: just face the direction you want to swim, and move forward. When you want to leave the water, swim to a ledge low enough for you to climb, and *jump*.

Current: Some water will have current, which will be visibly apparent. Swimming against the current will be slower than swimming with the current, and if a current is too strong, it will be impossible to make your way upstream.

Drowning: Stay underwater too long and you'll drown. While you're underwater, you'll see a row of bubbles appear on the lower right of the screen. These bubbles represent your air supply. As you stay underwater, these bubbles will slowly disappear. When there are no more bubbles, you'll start drowning and will take damage, unless you resurface for air.

INTERACTING WITH THE WORLD

USING OBJECTS IN GENERAL
Most objects in THIEF 2 can be used in some way. There is a single *Use* button (the default is the right mouse button) which is used on all such objects. What happens when you use an object depends on the object: if you *use* an unlocked door, the door will open; if you *use* a piece of treasure, you'll take it; if you *use* a book, you'll read it.

USING OBJECTS IN THE WORLD
To use an object in the world, center it in the 3D view. When an object is centered, it will light up. Pressing the Use button will use the highlighted object.

When you use an object in the world, one of two things will happen, depending on the type of object it is:

1. The object will be manipulated right there in the world. Things like doors, levers and buttons fit this description. You cannot use these "fixed" objects while you have certain types of inventory items selected.

2. The object will be picked up and put into your inventory. Things like arrows, treasure, skulls, keys and potions go into your inventory when used. You'll see a spinning picture of the object at the bottom of the screen; the object's type determines its exact location in your inventory.

When objects go into your inventory, they're either *weapons, general inventory* or *junk*. Weapons are things that you swing at people or shoot from your bow, using the Attack button (see "Combat" later in this manual).

General inventory is anything that's not a weapon, but you want to hang on to anyway. Maybe it's valuable loot, or maybe it's something you can carry around and use later with the Use button.

Junk is anything you wouldn't want to hang on to, but might want to move, hide or throw to distract an enemy, like corpses, crates and debris. The only effect of using junk once you've picked it up is to throw or drop it, and while you're carrying junk you can't attack or use general inventory items. The Use button will throw junk, and the Drop key ("R") will drop junk, which can be quieter than throwing it. Weapons appear in the bottom left corner of the screen, junk in the bottom center, and general inventory in the bottom right.

USING OBJECTS IN YOUR GENERAL INVENTORY
Anything that you've picked up which isn't a weapon or junk will be placed in your general inventory. You can cycle through your inventory items with the Tab and Shift-Tab keys. The item that appears in the lower right corner of the screen is your currently selected inventory item. If you have more than one of the same kind of object in your general inventory, you'll see the total number you have next to the item. If you have picked up more than one "loot" object, you'll see the total value of all the loot you have.

NOTE: Loot and treasure items go into your inventory, but cannot be used.

To use your selected inventory item, press the Use button. If the item is a potion, you will drink it; if it's a scroll, you will read it; if it's a flash bomb or mine, you will toss it into the world. Press the Backspace key to clear your inventory. Inventory items will only stay on screen for five seconds after being selected; press Tab to redisplay the item. Almost every inventory item also has a hot key, which will directly select the item.

USING INVENTORY OBJECTS WITH OBJECTS IN THE WORLD

Some objects in your inventory (like keys) can be used on objects in the world. For example, to use a key on a door, select and use the key. The key icon will zip to the center of the screen, indicating that it can be used on other objects. Center the door on your screen so that it becomes highlighted. Using the door while your key is centered will use the key on the door. While one of these tool objects is currently selected, you will be unable to use most fixed-in-the-world objects. For example, if a key is your currently selected object, you will be unable to press buttons or pull levers.

PICKING POCKETS

The great thing about being a thief is that you can pick up things that someone else foolishly thinks they're hanging on to. Of course, the pocket hasn't actually been invented yet, but many people will have a key or a purse of coins hanging at their hip. If they don't know you're there, you can take their possessions right off their belts! This works just as if the object were sitting out anywhere else in the world, the only problem being getting close enough to remain undetected by the object's onetime owner!

STEALTH

The most important asset you have as a thief is secrecy; success will come only to those who can avoid being noticed. There are three ways to fail at this important task:

- You can be seen.
- You can be heard.
- You can leave behind signs that a thief has been at work.

DON'T BE SEEN

As a master thief, you have the ability to become practically invisible while in shadows. If an enemy is otherwise ignorant of your presence, he can pass quite close to you without seeing you, as long as you are concealed in darkness. If you hear someone approaching, the best course of action is often to hide in a deep shadow until the threat has passed.

You can make your own areas of darkness by using your water arrows to shoot out torches and gas-lights. Don't underestimate how useful this can be! (There are electric lights as well, which cannot be extinguished with water arrows, so don't waste your supply trying.)

THE VISIBILITY GEM

One of your most important tools is the Visibility Gem, a small yellow gem at the bottom center of your screen. The Visibility Gem indicates how difficult it is for enemies to see you. If the gem is bright yellow, then you are easy to spot; if it is black, you are almost invisible. Several factors contribute to your visibility:

- First among these is the amount of light in your immediate vicinity.
- Standing vs. crouching. Crouching will make you less visible and will make the gem glow a little less brightly as a result.
- Having a weapon drawn will make you more visible and will make the gem glow a little more brightly.

- Being right up against a wall will make you less visible.

- Any movement will make you more visible, and the faster you go, the more easily you'll be seen.

Therefore, if you are running directly beneath a street lamp with your sword drawn, the gem will be at full brightness, and you will be spotted by just about anyone in the area. If you are standing still in a deep shadow with your sword and bow put away, the gem will be dark, and an un-alert guard will walk right past you without seeing you.

DON'T BE HEARD

Your enemies can see you, and they can also *hear* you. Different kinds of flooring materials will make different amounts of noise when you walk on them. For example, walking on metal or tile floors will make lots of noise, while walking on carpets or grass will be very quiet.

If you have some moss arrows, you can use them to muffle what would otherwise be very loud surfaces to walk on (see "Player Tools"). Running instead of walking will also make much more noise and make it much more likely that you will get caught.

DON'T LEAVE EVIDENCE

Even if no one has seen or heard you, you can still give yourself away by leaving evidence. If you've knocked a guard unconscious, and you leave his body in the middle of a traveled hallway, the next person who walks by is going to be just a mite suspicious. Don't be surprised to hear alarm bells sounding if you leave a trail of slumbering victims in plain sight.

If you defeat an opponent, hide the body in the shadows, so that other passers-by won't be alerted to your presence. If you have Water Arrows to spare, use them to clean up incriminating bloodstains (see "Player Tools"). Closing doors behind you can also serve to keep anyone from becoming suspicious. Also be aware that if you steal a treasure that's prominently displayed, someone might notice that it's missing.

TAKE ADVANTAGE OF THE LESS SKILLED

Chances are, the people around you aren't trained thieves. They don't pay attention to how much noise they're making, and they're not properly paranoid about their personal possessions.

Much of the time, your enemies will be making a fair amount of noise (walking, humming, whistling or mumbling), so you can hear them before you see them. It's a good practice to stop in a shadowy place and listen for a few moments before moving into a new area.

You can also "listen at doors" (eavesdrop) by leaning into the door. This allows you to hear what's happening on the other side. (Press "Q" to lean left, "E" to lean right and "Alt-W" to lean forward.)

You are also a great pickpocket, and can steal keys, pouches, potions and even arrows from passers-by. They must be unaware of you for pickpocketing to succeed, so for best results, hide in a shadow and wait for a victim to pass close by.

COMBAT

Sometimes, thieving can be made easier by a measured application of force. Usually, this means a stealthy sword-blow from behind, or a well-placed arrow shot from a place of concealment. In a desperate situation, a frontal one-on-one melee may be the best option. If two or more guards are bearing down on you, running away is almost always a better option than fighting. Hey, it's always good to have options.

To attack with any equipped weapon, use the Attack button (default: left mouse button).

THE SWORD

To draw your sword, press the "1" key. You'll see a spinning sword in the lower left corner of the screen, showing you the currently selected weapon. While your sword is drawn, you will move slightly slower than your normal speed and you will be more visible to enemies. Also, remember that people in the world who might otherwise ignore you could become alarmed if you have your sword drawn and raised to strike.

To attack with the sword, press and hold the Attack button to draw back the blade, and release the button to swing. The amount of time you hold down the button determines the height and ferocity of the swing:

• Tapping the Attack button executes a quick left-to-right or right-to-left cut.

• Briefly pressing the Attack button executes a more powerful left-to-right or right-to-left slash.

• Holding the Attack button down for a long time executes a powerful overhead slash. (Once the sword has been raised over your head, holding the Attack button down will not increase the power of the attack).

You can block an enemy's sword attack by pressing the block key ("B" or mouse button 3) while the sword is equipped.

THE BOW

To ready an arrow, first select the type of arrow you wish to fire, using the "3" through "9" keys. The "3" key equips the standard broadhead arrows; the other numbers are for special types of arrows, described in the "Arrows" section. You'll see an image of the arrow in the lower left corner of the screen, showing you the currently selected weapon. While your bow is drawn, you will move much more slowly than your normal speed, and will be more visible to your enemies. As with the sword, walking around with your bow drawn might make some people nervous.

To draw the bow, press and hold the Attack button. The longer you hold down the Attack button, the farther back you'll draw the string, and the farther the arrow will go when you release it. When the onscreen bow reaches its full extension, you've reached maximum power.

After the bow has been fully drawn for a few seconds, your view will zoom in on your target, making it easier to line up a shot (*unless Bow Zoom is off*). A few seconds after that, your arm will grow tired, the sight of your bow will start wobbling, and eventually you will put the bow down. Once this happens, you can immediately draw the bow again. If you decide against shooting an arrow after the bow has been drawn, press the Clear Weapon key ("~") to put the bow away.

Use the sight on the bow to aim the arrow. It will take some practice to learn how high or low you should aim, and how much you should lead moving targets.

THE BLACKJACK

The blackjack is a blunt club-like weapon, used for knocking a foe unconscious quickly and quietly, without actually killing him. The disadvantages are: it won't work on enemies who can see you, or enemies who are alerted and armed. In addition, there may be enemies with heavy helmets and full face-guards who render the blackjack useless.

Its big advantages are: your target won't have time to scream and potentially alert other nearby enemies, and using a blackjack won't leave messy bloodstains, which could be noticed by others. Also, unlike other weapons, the blackjack will not slow you down or make you more visible to enemies when readied. Lastly, the blackjack doesn't kill your enemies, which might be a requirement in certain situations.

To ready the blackjack, press the "2" key. You'll see a picture of the blackjack in the lower left corner of the screen, showing it as your currently selected weapon.

Press and hold the Attack button to draw back the blackjack, and release the button to swing. Remember to aim for an opponent's head – swatting an opponent in the legs is unlikely to knock the person out. Also, don't bother using the blackjack on any sort of creature without a head, assuming there are any.

To put away any readied weapon, press the Clear Weapon key ("~").

YOUR HEALTH

Being a thief is a dangerous business. Get hit with a foe's weapon, or fall a long distance, or go swimming in lava, and you'll take damage. Your health is represented by a row of red shields in the lower left corner of the screen. As you take damage, these shields will disappear one by one. When you run out of shields, you're dead. So don't let that happen.

PLAYER TOOLS

In addition to having a sword, a bow, and a blackjack, Garrett will sometimes have other tools at his disposal. These tools exist in limited quantities, so use them wisely. Some tools mentioned in this section won't be available to Garrett until later in the game.

ARROWS

In the world of THIEF 2, there are seven types of arrows, described in detail below. Broadhead arrows are conventional and are provided in all missions. Other arrow types – water arrows, fire arrows, gas arrows and moss arrows – are added to your inventory when you pick up a crystal of the appropriate type. Water Crystals add water arrows, Fire Crystals add fire arrows, Air Crystals add gas arrows, and Earth Crystals add moss arrows. You can also find or purchase rope arrows and noisemaker arrows, which do not require crystals.

To use an arrow, equip it using the appropriate key. The bow will automatically shoot that type of arrow until you run out of them, or until you change or clear your weapon.

The arrow hotkeys are:

3 – Broadhead Arrow	7 – Gas Arrow
4 – Water Arrow	8 – Rope Arrow
5 – Fire Arrow	9 – Noisemaker Arrow
6 – Moss Arrow	

BROADHEAD ARROW

This is an ordinary arrow that can be used to fight enemies. This arrow will travel in an arc, so adjust your aim accordingly. If you aim for the head and hit, you can do extra damage. When enemies are completely unaware of your presence, you will be able to strike down most of them with one shot.

WATER ARROW

The water arrow's primary use is to extinguish torches and gas lamps, creating more darkness and shadows in which to hide. They can also be used to wash away incriminating bloodstains from any surface, and may even be useful against certain enemies.

FIRE ARROW

Unlike ordinary arrows, fire arrows travel in a flat trajectory until they hit something. At their point of impact, they explode, doing damage to everything in the vicinity, and burning flammable objects. No, they're not very stealthy, but they're good for creating a distraction, and they do a lot of damage. Sometimes a fiery explosion is exactly what you want. Fire arrows can also be used to relight extinguished torches.

MOSS ARROW

When a moss arrow strikes a surface, it blossoms into a patch of soft moss. When this moss drops to the ground (assuming you didn't just shoot it at the ground to begin with), it will sprout a number of smaller moss patches in that vicinity. Walking in the area covered by the moss patches makes almost no noise whatsoever. (You don't have to step precisely on the moss patches – the general area around them is covered as well.) So, if you need to sneak up on a guard, but to do so means crossing a tile or metal floor, covering the floor with moss allows you to make your approach in silence.

GAS ARROW
Gas arrows are extremely potent. They create a small cloud of knockout gas at their point of impact, which will render all humans and some creatures unconscious. If you're good, you can knock out multiple targets with one gas arrow, but the targets have to be close together. Like fire arrows, gas arrows fly in a flat trajectory.

Two pieces of advice: Gas arrows are expensive and generally hard to come by, so don't waste them. If you accidentally fire one into a nearby surface, you'll probably catch yourself in the gas cloud, which will cause damage, and frankly be downright embarrassing.

ROPE ARROW
Rope arrows can only be fired successfully into wooden or earthen materials. When they hit, they embed themselves in the surface that was struck, and a rope extends straight downward from the point of impact. These ropes can be climbed just like ladders.

NOISEMAKER ARROW
Noisemakers are used for distraction. Upon impact, they start making an odd noise, and can be used to draw guards away from places you want to go. Remember that when someone discovers the true source of the noise, that person may grow suspicious.

BOMBS AND MINES
To *use* a bomb or a mine, select it in your inventory, and press the Use button. This will throw the bomb or mine out in front of you, into the world.

FLASH BOMB
A flash bomb bursts on impact with any surface or object, and temporarily stuns any creature (well, any creature with eyes) that can see the explosion. If you are looking at the detonation, you'll experience some visual side effects.

EXPLOSIVE MINE
An explosive mine sits around waiting for something to wander by, and then explodes, doing a great deal of damage and making a great deal of noise. Like fire arrows, explosive mines are not very stealthy, but can be highly effective in the right situations.

GAS MINE
Gas mines are used just like explosive mines, but instead of exploding when triggered, they release a cloud of potent knockout gas.

FLASH MINE
Flash mines are used just like explosive mines, but instead of exploding when triggered, they burst in a flash of bright light, having the same effect as a flash bomb.

FLARE
Flares can be used to light up very dark areas. The flare is a portable, throwable light source with a limited duration (about 15 seconds). While unlit, a flare is a treated like a general inventory item. If you use it, it becomes lit, and is then considered "junk" in terms of what you can do with it (see "Interacting with the World" earlier in this manual). While you are carrying a lit flare, you cannot use any other object in the world or in your inventory. You can either drop or throw the flare once it is lit, and it will stay lit for its duration.

POTIONS
HEALING POTION
This gives you health if you have been hurt, though it takes time for its full effects to be realized. To drink any potion, select the potion in your inventory, and use it (right-click).

AIR POTION
This potion provides an extra gulp or two of air, which is useful when you're underwater and have been holding your breath for too long.

SLOWFALL POTION
This potion slows your rate of descent when you jump from high places, allowing you to land safely from what would otherwise be a dangerous fall.

SPEED POTION
This potion gives you an extra burst of speed, but only for a short time. It's just the thing you'll need to flee from trouble. It's also useful for chasing someone down, before the blabbermouth can run off and warn others about you.

INVISIBILITY POTION
This potion makes you invisible for a short time, allowing you to get out of a jam, or perhaps sneak by a heavily guarded area. Although you may be invisible, guards can still hear any noise you make.

THE COMPASS

The compass is a tool you'll have on every mission. To use it, select it as your current inventory item. It will turn as you turn, with the red pointer always indicating north. (On all mission maps, the top of the page is north.) Since you may not have detailed knowledge of all the locations you'll visit during the game, the compass is an extremely useful navigational aid.

THE MAP

The map is a vital tool for figuring out both where you are and where you want to go. When you bring up the map, the area you are currently in will be shaded differently from the rest. Using the map and compass together will allow you to plan routes and approaches.

You can notate the map by left-clicking anywhere on it, and typing in notes.

THE MECHANICAL EYE

After an unfortunate incident, Garrett lost his eye, and it was replaced with a mechanical eye. Garrett can use his mechanical eye to zoom in and out to take a closer look at his surroundings. Use the Zoom In and Zoom Out keys to control the magnification, and use Reset Zoom to return to normal view.

THE SCOUTING ORB

The scouting orb can be used to scout the surrounding area without alerting anyone to your presence. Select the orb in your inventory, and use it (right-click) to throw it into the world. When the orb lands and becomes stationary, your view will switch to the scouting orb's perspective, and you will be able to look around the area. When you are finished, press Attack (left-click) to return to normal view. You will have to go and pick up the orb before you are able to use it again, unless you have extras.

THE FINE ART OF LOCKPICKING

There are times when the hard-working thief needs to get through a locked door, and the key is not readily available. For this eventuality, a good pair of lockpicks is the connoisseur's tool of choice.

Some locks are quite simple. Select either one of your lockpicks, use it on the door, and hold down the mouse button until the handle moves. While you are using the pick, the handle of the door or lock will jiggle and move toward its unlocked position, and you'll hear the sound of progress being made. After a few seconds, the handle will turn completely, you'll hear a satisfying click, and the door will open.

Other locks are more complex, and will require a specific pick. If you try using one lockpick, and hear only a single short click, try the other pick. The most complex locks require the use of both picks. Sometimes you'll use a pick for a few seconds, and the handle of the door will only move part of the way. If this happens, try switching picks to complete the job. Some locks are so well constructed that you may need to change lockpicks more than once, as each use of a pick only gets you part way through the lock.

If that fails, it means your unkindly host didn't skimp on that lock, and you'll have to find the key. If you try using a lockpick on an unlocked, unpickable or open door, you will hear a short, single click.

Be aware that picking a lock makes noise that could alert an enemy to your presence, and you may be out in the open while you are picking the lock.

If all else fails, and the door isn't too sturdy, you may be able to use your sword as a "lockpick." Be careful – bashing a door open makes lockpicking seem silent by comparison!

The lockpicks can also be used to deactivate mines that have not been detonated. Bring up the lockpick in your inventory and *use* it on the mine to deactivate it.

HINTS & TACTICS

YOU ARE NOT A TANK.
The most important thing to remember about THIEF 2 is that you are not an unstoppable fighting machine. If you're planning on making bold frontal assaults on multiple foes at once, go get fitted for your coffin now.

TRY TO BE INVISIBLE.
The best way to stay alive is to stay out of sight. Remember the rules of the Master Thief:

• Stick to the shadows, and avoid brightly lit places whenever possible.

• You're more visible when you're moving than when you're standing still.

• You're more likely to be seen when you have a weapon drawn.

• You're less likely to be seen if you stick close to walls than if you're out in open spaces.

• You're harder to see when crouching.

If there's too much light for comfort in a space you want to cross, you can put out torches and gas lamps with water arrows.

SHHHHH! BE SILENT.
Don't make too much noise; otherwise you'll give yourself away and alert the enemy.

• Walk instead of run, to dampen your footsteps.

• Avoid moving across loud surfaces unless absolutely necessary, and use moss arrows to cover the surface.

• Don't throw objects, jump around, shoot arrows at walls or perform other actions that create excessive noise unless you want to provide a distraction.

• Use the blackjack to quietly dispose of your enemies. If you successfully knock out a guard, he'll make less noise as he goes down, and he's less likely to alert others.

TAKE THE HIGH GROUND.
When possible, look for positions where you can look down on your enemies. They're less likely to see you up on a wall, or crouching in the rafters. Also, even if they do see you, they won't be able to reach you easily, and unless they have a ranged attack, you'll have time to escape.

EVEN THE ODDS.
If you're confronted with more foes than you can reasonably handle (which, in most cases, is more than one), try to arrange things so that you can engage them one at a time (or run like the wind!).

KNOW THY ENEMY.
Most guards will be on regular patrols, so if you study their movements you can often discover holes in their routes, or good times to make a dash for it.

KNOW YOUR POSITION.
Use your map and compass frequently, especially if you are lost; always be aware of the general direction you need to go.

PLAN YOUR ATTACK.
Use the zoom, scouting orb and other tools to scout ahead. Use all the information you gather to devise the best strategy for achieving your objectives. Think first, then act.

ESCAPE FROM DANGER.
If you are being chased, a flash bomb or invisibility potion can help you get away unscathed. The flash bomb will leave your enemies so disoriented that you may be able to knock them out!

READ THE STEALTH SECTION OF THIS MANUAL.
Really. Go read it if you haven't already. You'll thank us later. We promise.

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DEFAULT CONTROLS

2 BUTTON MOUSE

Attack	Mouse Button 1
Use Item	Mouse Button 2

3 BUTTON MOUSE

Attack	Mouse Button 1
Use Item	Mouse Button 2
Block	Mouse Button 3

KEY BINDS

Run Forward	W	Numpad_8	Up Arrow
Move Backward	S	Numpad_5	Down Arrow
Move Left/Right	A/D	Numpad_4/6	Left/Right Arrow
Turn Left/Right	Z/C	Numpad_1/3	
Speed Toggle	Shift	Numpad_Enter	
Crouch	X	Numpad_2	
Jump	Space	Numpad_0	
Slide	Alt		
Lean Left/Right	Q/E	Numpad_7/9	
Lean Forward	Alt+W		
Zoom In/Out	]/[		
Reset Zoom	P		
Use Item	Enter	Mouse 2	
Next Inventory Item	Tab	Numpad_*	
Previous Inventory Item	Shift-Tab	Numpad _/	
Clear Inventory	Backspace		
Drop Item	R		
Attack	Mouse 1		
Block	B	Numpad_-	Mouse 3
Next/Previous Weapon	Numpad_+/-		
Clear Weapon	~		

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Sword	1		
Blackjack	2		
Broadhead Arrow	3		
Water Arrow	4		
Fire Arrow	5		
Moss Arrow	6		
Gas Arrow	7		
Rope Arrow	8		
Noisemaker Arrow	9		
Healing Potion	F1		
Air Potion	F2		
Invisibility Potion	F3		
Slowfall Potion	F4		
Speed Potion	F5		
LockPick 1	F6		
LockPick 2	F7		
Flash Bomb	F8		
Gas Mine	F9		
Mine	F10		
Scouting Orb	F11		
Compass	F12		
Flare	F		
Game Menu (Pause)	Esc		
Map	M		
Objectives	O		
Quick Save	Alt-S		
Quick Load	Alt-L		
Look Up	T	Page Up	
Look Down	G	Page Down	
Center View	V	Delete	
Increase Gamma	+		
Decrease Gamma	-		

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Rebecca's Cafe
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EIDOS INTERACTIVE TECHNICAL SUPPORT

Please read the following section before calling technical support:

Because of the millions of different hardware and software combinations possible with today's Personal Computers, you may still have to refer to your computer manufacturer or software publisher to properly configure their product to run our game.

CONTACTING TECH SUPPORT

If you have questions about the game, our Technical Support Department is here to help. Our web site contains up-to-date information on the most common difficulties with our products; this information is the same as that used by our support agents. If you are unable to find the information you need on our web site, please feel free to contact us via e-mail, fax, telephone or letter.

If you need to talk to someone immediately, call us at (415) 547-1244. We are available to take your calls Monday through Friday between 9:00 a.m. to 5:00 p.m., Pacific Standard Time. If possible, be at your computer when you call. The support representative will need specific information about your computer and may need you to access or change some of the files while you are on the telephone.

If it is impossible for you to be at your computer, be sure to have the following information:
- A listing of your computer's hardware and the settings from Device Manager, including what sound and video card your system has. (Contact your computer manufacturer if you aren't sure.)
- What version of Windows® you are using.
- What version of DirectX™ is currently loaded on your computer.
- How the game is currently configured.

Note: Our Technical Support agents do not have access to game hints, tips, strategies or codes. Please direct all game play inquiries to the 900 hint line listed below.

HOW TO REACH US

World Wide Web:
http://www.eidosinteractive.com/help.html
Product Warranty Inquires: cs@eidos.com
FTP: ftp://ftp.eidosinteractive.com/pub
Internet e-mail: techsupp@eidos.com
Tel: (415) 547-1244
Fax: (415) 547-1201 or (415) 537-0095
Mail: Eidos Interactive Customer Support
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HINT LINE

Eidos Interactive's 24 hour automated hint line number is (900) 773-4367. The charge is $.99 per minute. You must be 18 years or older; or have your parent's permission to call.

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