

heist

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INTRODUCTION

Having been captured after a raid on a freight train, and facing a fifteen year stretch for armed robbery, you suddenly find yourself bailed out by an unknown figure.

You are picked up from the jail, and driven to a small desert town, where the driver tells you, you are to contact someone unknown to them, and they have no other information for you.

It would appear that someone has an interest in your well being, and that they have some further plans for you. Looking round the desert town, there isn't much to see, and you will have to wait and find out what is in store...

You find yourself adrift in the streets of a small backwater Nevada town, you don't have much money, and all you have to go on is awaiting your new contact, hopefully he can provide you with some work.

Crime is the only work you know, and your skills are in this area alone, your fingers have squeezed many triggers, and eased their way through many locks and vaults over the years, there's no reason to change now.

What you need is a good team, some real specialists, and then you could really go to town. You don't want to stay in this dusty one-horse town for too much longer; things have got to get better and soon....

You make contact with your man, "The Colonel". Looks like he has something for you after all, things are looking up. This man's connected, and he's got a job for you right now, time to move your ass, and get out there and pick up a new team member. It looks like things could work out nicely...

STARTING UP

Getting Started

This section tells you everything you need to know to get the game up and running.

System requirements

Heist requires an IBM PC or 100% compatible computer that meets or exceeds the required specification shown below:

Minimum System Requirements

Microsoft Windows 2000 operating system, Windows ME, or Windows 95/98
DirectX 7 or higher (DirectX 8.0 is set up by the Heist installer)

Pentium-class PC (233 MHz)
32 megabyte (MB) of RAM
8x speed CD-ROM
DirectX compatible soundcard

110 MB Disk (free) space required

Recommended System Requirements

Pentium-class PC (300 MHz or higher)
128 megabyte (MB) of RAM
12x speed CD-ROM

Installation

Insert the Heist CD in the CD or DVD drive.

If Autoplay is enabled, the Heist installer will appear after a short delay.

If Autoplay is not enabled then open or explore the CD and double-click the file called Setup.exe.

Follow the onscreen instructions.

THE FRONT-END SCREENS

When you first enter the game you will be presented with the briefing screen.

Briefing Screen



The briefing screen gives a quick outline of your next job, and some background information on developments since the completion of your previous job. The briefing is a chance to see what kind of equipment and crew you will need for your next job.

1. Gives you the briefing
2. Gives you a rundown of what the objective of the next job is
3. Accesses other screens to re-equip crew, select crew, etc
4. Launches the level
5. Quits the game

In-between each of your jobs, you receive various details about the area you are moving into. During this briefing phase you will also be able to select crewmembers, and re-equip your crew.

On completion of a job you return to the briefing area, to see whether or not you were successful enough to continue.

Crew Selection Screen

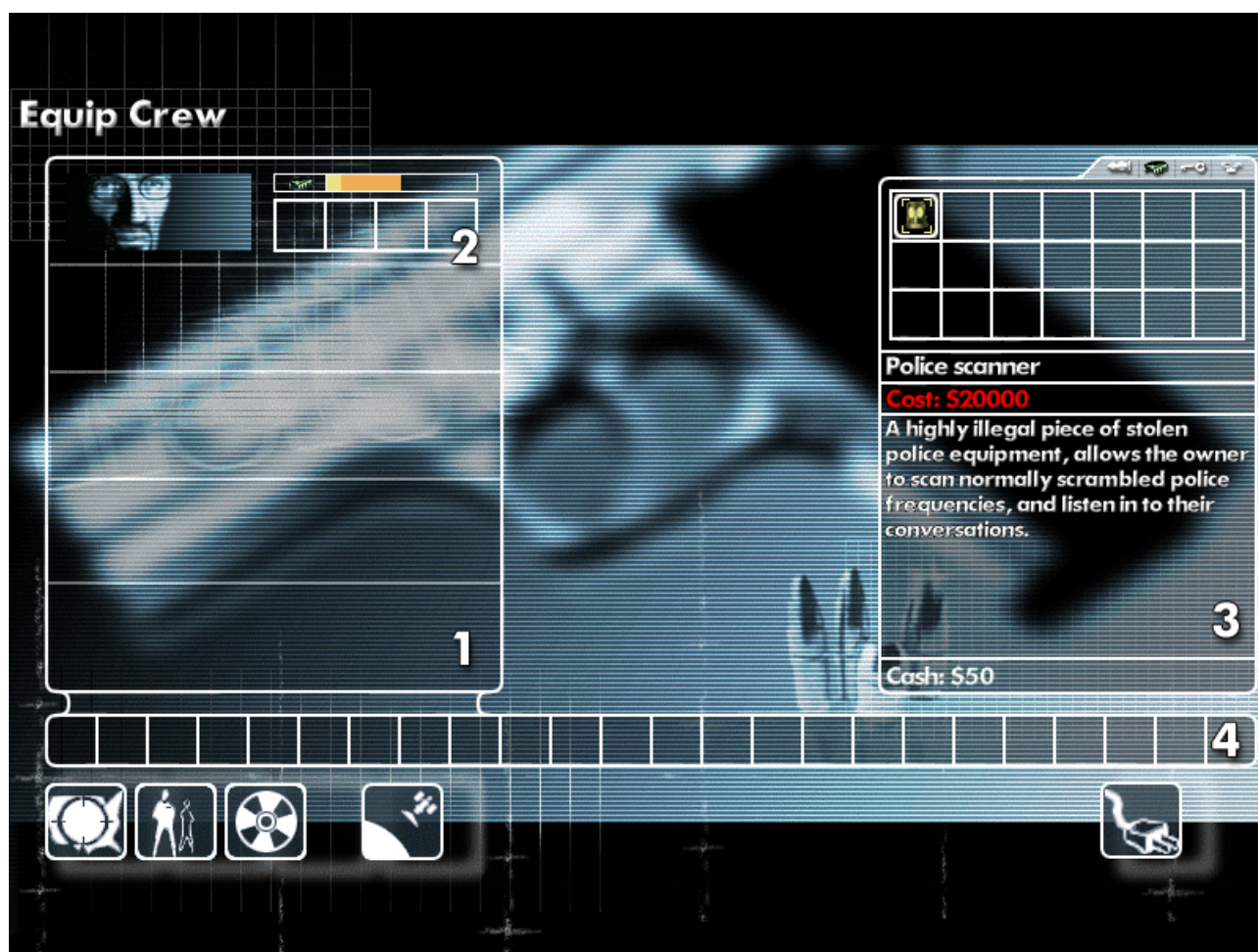
Once you have been briefed you must select which crewmembers you wish to take on the job. All of your crew is present in the crew selection screen, though they are not always available as the numbers of crew on certain jobs will be restricted.



1. These are all currently active members of your crew. Left-clicking on the portrait selects a crewmember for the next job.
2. This shows the level of skill each of your crew has in the three skills, lock picking, weapons and electronics. They show both the current skill level, and the maximum skill attainable by the character.
3. This gives a short biography of your characters; the biography appears when the crewmember is selected.
4. These allow you to access other screens. Equip Crew, Briefing, Load/Save, etc.
5. Launches the level
6. Quits the game

Equip Crew Screen

Before you send your crew out to tackle a job, they need to be properly equipped. The equipment screen allows you to buy your crew new equipment, or to reallocate equipment between different crewmembers.

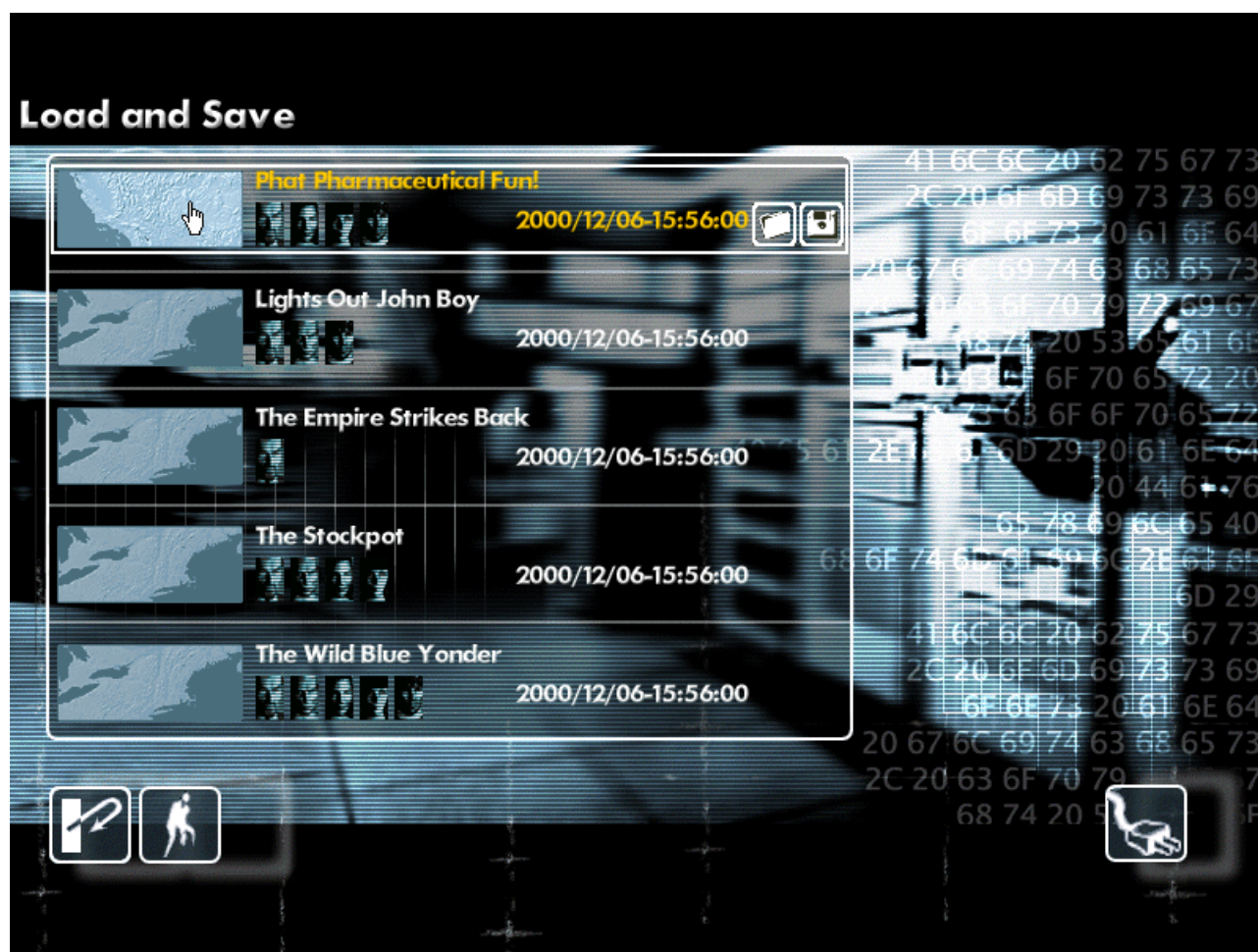


The equipment selection screen allows you to buy items for your crew's cache, and then to allocate it to the appropriate members of your crew. You will begin your next job with the items you allocate to each crewmember; the overall cache of equipment is not available during the job.

1. These are your crewmembers, to buy and allocate an item, simply click on the item you want, and drag it into an empty slot for the character.
2. These are the available slots to which equipment is allocated. If these are all full, you cannot allocate any more equipment to that crewmember. Items can be removed from these slots to free room up in the crewmembers inventory, by placing them back into the equipment cache at the bottom of the screen.
3. Equipment available for purchase is described here, sorted by categories
4. This area is the library of all equipment owned jointly by your crew. Bought items are added to this cache and can be allocated to individual crewmembers.

Now that you have selected and equipped your crew, and been briefed you can begin your job.

Load and Save Screen



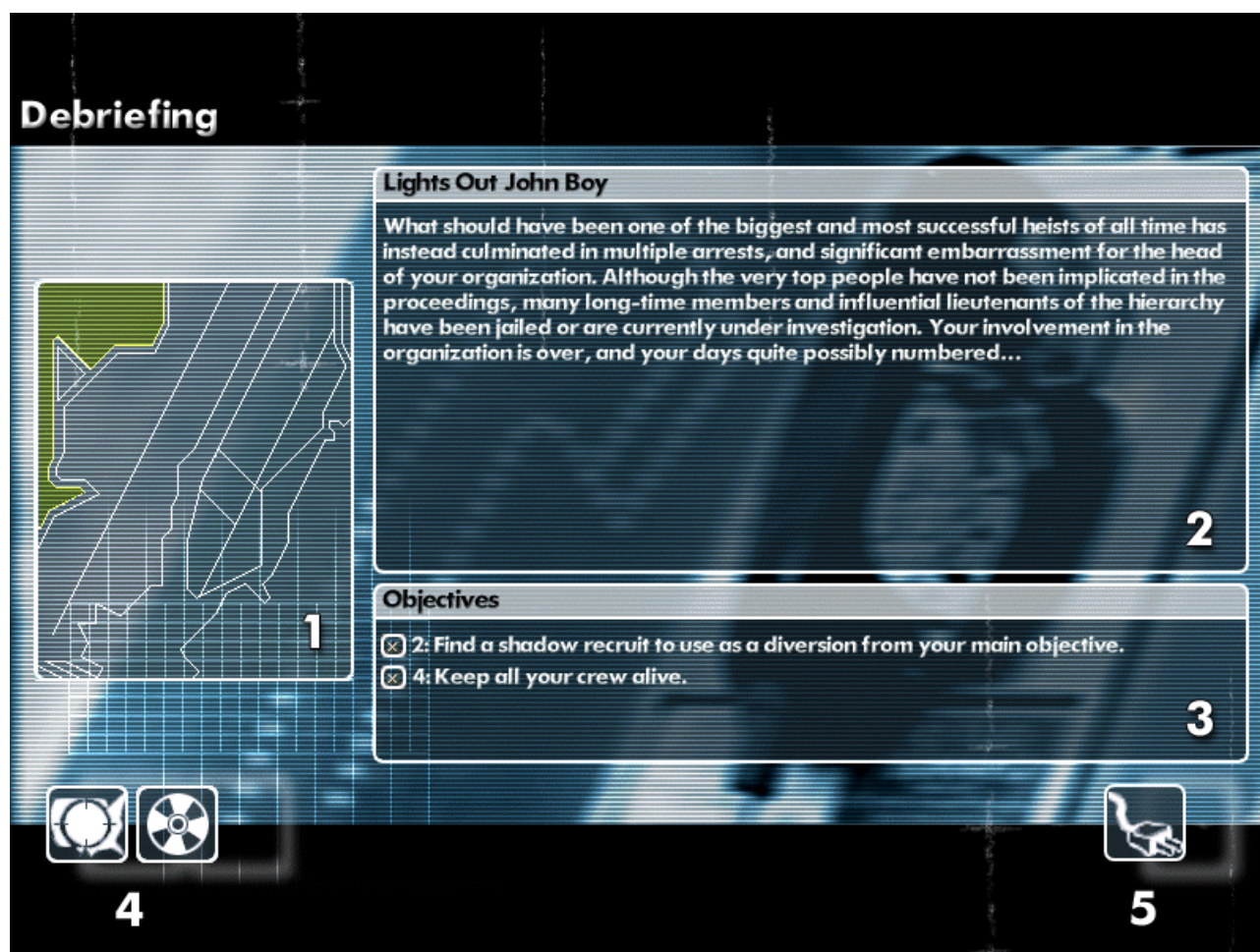
The Load/Save screen allows you to load previously saved games. Upon the completion of every job, you can then save that completed stage.

To save a game in an available slot after completing a job, click on the diskette icon on the bottom right of the slot, and the stage you have progressed to will be automatically saved.

To load a previously completed game, click on the folder icon of the available slot.

Debriefing Screen

The debriefing screen gives details of your progress on your previous jobs.



If you failed to complete a vital mission objective, you are told here and can re-attempt the job.

1. Shows which district you have just left
2. Gives you a description of events following your last job
3. Shows which objectives were passed or failed
4. Allows you to retry the failed mission
5. Quits the game

THE CONTROL PANEL



The control panel is used to select and deselect crewmembers, allocate equipment, and to wield weapons and other items. It is made up of the following sections:

Character Portrait



This is one of the two methods for controlling your crewmembers. (The other is to select them by clicking on them directly, and clicking on a destination point where you want them to go.) Any extra crewmembers that you recruit during a job will appear here.

Selecting/Deselecting

Single-click toggles between the selected and deselected state for that character. A character must be selected before you can move them.

Holding down <CTRL> allows multiple selections to be made on the control panel.

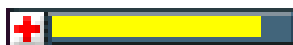
Centering on your character

Double-clicking on the portrait will center the screen on that character.

Death

When a character is killed their portrait is removed from the panel.

Health Bar



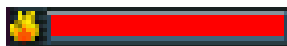
The health bar shows the relevant characters current health, and appears under their portrait. As their health goes down, so the bar shrinks accordingly.

Armor Bar



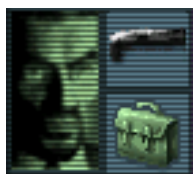
The armor bar represents the level of protection the crewmember is being afforded by a bulletproof vest. Bulletproof vests protect a crewmember from projectile based weapons, and allow the wearer to sustain more damage from attacks than would be normally possible.

Heat Bar



The heat bar is represented as a small flame icon. This represents the amount of heat on the player and changes as the heat on them increases and decreases. Heat is acquired by pulling a weapon in a crowd, being present when an alarm goes off in a building, or committing other crimes where there are witnesses. Heat decays over time, so long as the crewmember with heat is not within sight of a law enforcement officer, and decays quicker if they find their way to a safe house to lie low.

Arming/Disarming



Left-clicking on a weapon inside one of your crewmembers' inventories will place the item in the wield slot below their portrait. Left-clicking on that wield slot will then upholster the weapon or place the item in question directly in the characters hand so it can be used.

Left-click on the item to toggle between wield and put away.

Inventory



Each crewmember has an inventory, which is where all of their equipment is contained.

The inventory is broken down into four categories, which represent different types of equipment. The first three categories are related to three skills, while the fourth, auxiliary, represents all other pieces of equipment that do not require a special skill to use.

Below each section, a short bar is displayed to represent the crewmembers proficiency in that skill. The exception is the auxiliary section, which does not relate to a specific skill.

The suitcase icon gives you access to the inventories of your crewmembers. By left-clicking on it, you will open the inventory, allowing you to see what is contained within.

To re-allocate equipment to another crewmember's inventory, left-click and drag the item over the recipient's portrait. This will place it in their inventory provided they have a slot free.

Items can also be dragged and dropped from your inventory into shops. By doing this you will be enabled to sell your items back to shops, to recoup some of the monies spent on them. The amount received back will usually be significantly less than was paid for them. Left-click on the item you want sold, drag it directly over the shop which you want it sold to, and the item will be sold to that establishment.

Wielded and Activated Items

Certain items require either being wielded or activated before they become operable, in both cases this is achieved by simply left-clicking on the icon within the inventory.

All weapons obviously fit into this category, but in addition to weapons the following items are hand held.

Item	Wielded	Activated
Police Scanner	No	Yes
First Aid	No	Yes
Electronic jammer	No	Yes
Camera	Yes	No
Crowbar	Yes	No
Wire cutters	Yes	No

To activate on an item, left-click on it once to activate, and again to de-activate.

A wieldable item must be left-clicked on once place them in the hands of your crewmember, you will notice they appear in the wield slot beside the crewmember's portrait.

Mission Notebook



The mission notebook is a record of the objectives your crew must complete, in order to successfully complete the job. In most cases your objectives will be given by a contact at the beginning of each mission.

As each new objective is given it will be added to the list of objectives in the mission notebook, and as these are failed or accomplished, they are marked accordingly. The debriefing screen will display this information so you can review your performance for that job.

General Messages



The message box is used to update and store communications between various contacts and your crew, and to provide reminders of information picked up at an earlier date.

All messages are time stamped to show the precise time at which they were sent.

The left and right arrows scroll through the message bank to show all messages received before, and new incoming messages.

Mini-map



The mini-map represents the surrounding area.

The mini-map displays all of the road network and buildings in the locale, and more importantly allows contacts to display where target buildings are located, which are then flashed on the mini-map to clearly display where the crewmembers should be heading next.

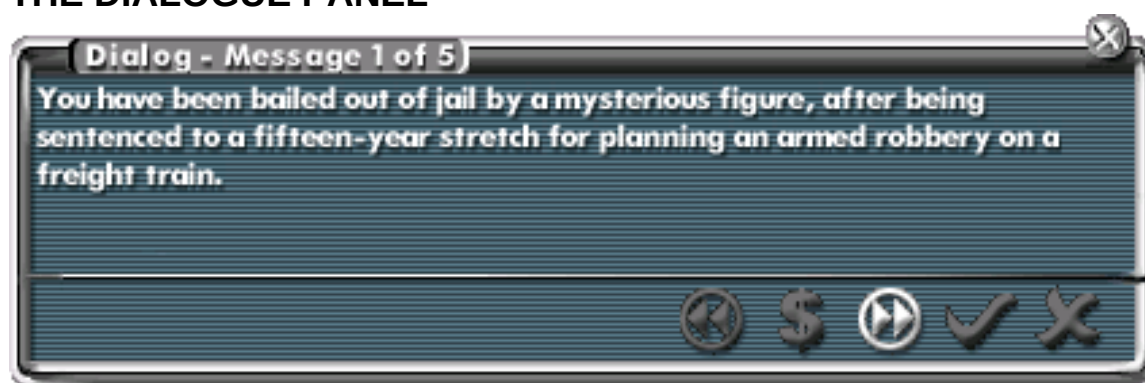
Targets will be displayed in flashing red on the mini-map, and will stop being displayed once the target point has been reached. These targets can be vehicles, buildings, or even individuals.

Police also show up on the mini-map in blue, and can be seen doing their patrols on the mini-map, allowing the crew to avoid concentrated hotspots of police activity.

Note: Police will only be displayed on the mini-map, if your crew has a police scanner.

The mini-map also displays a timer when appropriate, which indicates how much time is left until a particular task is complete.

THE DIALOGUE PANEL



The dialogue panel will appear whenever a crewmember meets a contact face to face, or over the phone. Dialogue panels appear whenever you come within range of a new contact, or enter a building with a contact in it.

Options

If appropriate, you will be presented with other options from within the dialogue panel. The number of the dialogue sequence is indicated at the top of the dialogue panel.

Pay Now



The crewmember hands over the money to complete a transaction.

Next Dialogue



Displays the next dialogue in the sequence.

Previous Dialogue



Displays the previous dialogue in the sequence.

Yes



Accepts an offer made by a contact, if the crew has enough money to pay.

No



Refuses an offer made by a contact.

THE CONTEXT SENSITIVE MENU

Most of the actions your crewmembers undertake can be done via the context sensitive menu.

This menu is accessed by having any character selected, and then right-clicking. It will only appear if you have the cursor over a vehicle or building, it does not appear when the cursor is held over open ground.

Dependent on what the mouse cursor is held over at the time, differing options will appear, but they are always selected from the following list of optional actions.

Pay



Allows the crewmember to pay for an item and completes the transaction.

Recruit



The crewmember enters the target and attempt to recruit new members.

Heal



Sends the crewmember into a hospital to heal them

Case



Sends the crewmember into the building to case it, and get the low-down on a potential job.

Heist



Sends the crewmember into the building to heist it.

Cancel



Turns off the context sensitive menu.

THE CASE/HEIST PANEL

The case/heist panel is the single most important visual aid your team will use to accomplish their missions, as it is used to reveal important information about potential heist targets, and also shows the progress of heists as they happen.

It conveys information on buildings or vehicles, which are to be heisted, both in the casing and heisting stages of the job, and is used to gauge whether the job you are taking on will end in a hefty payday, or an altercation with the police.

All buildings usually have some form of lock to prevent your crew from entering and helping themselves.

Case Mode

Casing is essential, as it enables you to select the correct crew and equipment for the job. Without casing it is impossible to know which locks are inside the building, and therefore what sort of equipment your crew will need to break into the building and get their hands on the filthy lucre.

Casing is undertaken prior to the heist. During the casing phase one or more crew are sent into the potential heist, to snoop around and get the low-down on the target building. You must fully case a building before it can be safely heisted.

The case/heist panel is activated by using the context sensitive menu, by selecting either the case or heist option. In addition information already received by casing the building or vehicle is retained and can be reviewed by selecting the information icon, which will remain above the building following casing.

The case panel will pop up near the building, which you wish to case, within the game screen, giving an iconic representation of the job you are tackling.

Case Panel Information

When a case is first performed, the panel will appear and begin to display the information you require on the building.



Case in progress

Crew Display area

This shows which members of crew are currently inside the building, if more crewmembers enter the building, they will be displayed here. Members who exit the building are removed from this display area.

Building Description

This will tell you what type of building your crewmembers are currently in.

Options

The options section displays what possible activities your crew can carry out in this building. Options, which are currently relevant, are displayed in bold, while options that are not, are transparent.

The total list of options is as follows:

Exit



Causes all currently selected crewmembers inside the building to exit

Pay



Anyone inside will hand over money requested by a contact (if they have the right amount in the pooled inventory of the team.)

Case



If this has not already been done, or if it is to be attempted by another character with different skills, the player can (re)select the case option.

Heist



Begins the heist on the target building.

Case Bar



The case bar displays how long it will take to get a rundown on the building. When the case bar fills then the case part of the job is complete.

Suspicionometer



The Suspicionometer works alongside the case bar, to indicate the level of suspicion of people inside the building at the presence of your crewmembers. When the Suspicionometer reaches full, your crewmembers are ejected from the building. Crewmembers who have aroused suspicion will display a yellow exclamation mark above their heads if they come back within the vicinity of the building. They will not be able to re-enter the building until the suspicion wears off.

Job Sections

The job sections display what is actually contained within the building being cased, and divides them up according to the category they fit into.

The aim of casing a building is to fully identify all of the components before starting a job. Failing to do so adds significantly to the time it will take to do the job, with each unidentified lock adding to the time taken to finish the heist.

Each lock in the building requires a certain skill level in one of the specialist skills in order to see it. If the skill level required is not possessed by the crewmember(s) casing the building, then a question mark icon is displayed instead. In order to ensure a safe heist each of these question marks must be removed. In order to do so you may have to send different crewmembers with higher skill in to the building.

Select one of the job stage icons (listed below) from within the panel in order to receive a more detailed breakdown of the locks for that stage. You will only be shown job stages that have any locks present.

Each lock can then be clicked on to reveal the items, if any that can be used to override them. If the item is in your possession you will see a suitcase icon appear next to it within the panel.

In later stages of your career, you will come across pieces of equipment which allow you to case parts of the job from outside of the building you are targeting for a heist.

Personnel



This includes all living impediments to completing the job, and includes innocent screaming civilians, attack dogs and even undercover cops or FBI. The greater the number the more time they add. Civilians add the least time, and FBI officers the most.

Personnel is best overcome with weight of numbers and good weaponry, the more crewmembers, and the better the armaments the more time is reduced from this stage of the job.

Security Devices



Security covers a wide range of possible electronic devices, and is the specialist area of hacker characters. They include such devices as motion detectors, heat detectors and floor sensors.

In order to remove Security devices effectively, high electronics skill and the correct equipment are required.

Locks



Locks include all barriers between the heisters and the vault, not including the vault itself. The range found includes mortice locks, coded doors, and automatic shutters.

Locks are the domain of the safecracker, and require crewmembers with high lock picking skill, as well as specialist equipment such as lock picking kits and laser cutters to remove them quickly.

Vaults



There are many types of vault, from the simple key safe, through combination and electronic vaults, all the way to the ultimate high security time lock safe. Depending on the type of safe, different skills and equipment are needed to cut or prize a way through the walls of the safe.

Loading



Loading is the final phase where the haul from the safe is finally taken. It can be a significant part of the job, depending on what is contained within the safe. Having large moneybags, or motorized trolleys can speed the process up significantly.

Day/Night Toggle Button

Jobs can be attempted during day or nighttime; it's up to you to find out, which is easiest...



To the right of the job section icons, is the day/night toggle button, which can be used to display either daytime or nighttime locks.



Toggling between the two will allow any differences between the job stages in the day and night time zones to be appreciated.

You will notice that in many cases the locks inside a building vary quite considerably between the day and night time zones.

Job Timings

Below are a number of definitions, which are used to determine the outcome of attempted heists.

1. Suspicion Time

How long you can stay inside the building before being thrown out. It is calculated by looking at the number of crew inside the building and the number of security measures inside the building. This value decays when the crew leaves and they can only reenter when it goes back to zero.

2. Case Time

This is how long it takes the crew to prepare the job and is calculated by looking at the skills of the crew inside casing and the number and types of locks inside the building. Casing must be complete BEFORE heisting is possible.

When Casing, you must ensure that the Case Time is less than the Suspicion Time.

3. Alarm Time

A fixed amount of time that the target gives you based upon the locks inside, before the alarm is raised. Only an alarm jammer can extend this time. It will delay the inevitable but cannot prevent the alarm being raised ultimately. A silent alarm may be present which will ring at a police station and attract police without alerting the player to the impending response. The alarm time is calculated independently of the crew and their skills.

4. Job Time

A variable amount of time that a selected team will take to carry out a job, based on the locks presented to them, the crew skills, the equipment they are carrying and the time of day that the job is attempted.

When heisting, you must ensure that the Job Time is less than the Alarm time.

5. Damn the world!

If you want to be able to heist a building without fully casing it - the "damn the world" approach then you are able to albeit with some unpredictable results. Unknown locks within a building will add considerably to the amount of time the job will take to complete.

Note that only two crewmembers can have an effect on any single lock within a building, no matter how many crewmembers are actually inside. The two highest skill factors within the building are used, and an average taken to calculate how much effect they will have on the job.

Heist Mode

Following a successful case, or if the player chooses to bypass the casing stage altogether, the crew may now heist the building, this is either done via the context sensitive menu, or from within the building once entered or cased.

Once this option is selected the heist begins, and from this moment on the crew are in a race against the clock to complete the job before the alarm sounds and the local police turn up to investigate the scene of the crime.

Alarm Bar



The Alarm Bar only appears once the casing section has been completed, prior to this the casing time is displayed

The Alarm Bar displays how long the alarm time is relative to the heist time, it should ideally be longer than the heist time bar before the job is attempted. When the Alarm Bar reaches zero, the alarm for the building will automatically sound attracting any law enforcement officers in the vicinity.

Heist Bar



If this bar is shorter than the alarm time, then the job can be completed before the alarm sounds.

The Heist Bar ticks down as does the Alarm Bar, and as the various locks are removed from the job.

Speeding up the job

Where more than one crewmember is sent in to do the job, the time taken will depend on the skill levels of the two highest skilled crewmembers for each individual element within the building, which must be removed.

THE GAME SCREEN

Crewmembers



Your crewmembers are displayed on screen at all times unless they are currently in a vehicle or building.

You can select them from within the game screen by dragging a box around them, which can be used to select your entire team in one go. When selected each crewmember displays a green health bar and a red box which indicates that they are currently selected.



Health

The green bar above each crewmember displays how much health they currently have. The bar will change color, as health is lost, from green for full health, through yellow, to red if your character is near death.

Heat

When a weapon is drawn, a blue icon will appear above the crewmember in question. This indicates that this crewmember is currently emitting heat, and will attract attention from nearby police. If the icon subsequently turns red, it means that a member of law enforcement is currently pursuing them.

Suspicion

If a member of your crew has been involved in casing a building, and has aroused suspicion, they will not be able to re-enter that building until the suspicion has worn off. In this instance a yellow exclamation mark will appear when they come within close range of the building. The exclamation mark will disappear once they are no longer in range.

Heat

Whenever your crew commits a crime, it generates heat. It attracts police like bees to a honey pot, and repels all other non-violent civilians.

The amount of heat created varies depending on the severity of the crime. Drawing a weapon in public causes a small amount of heat, whereas killing someone or destroying a vehicle creates a much larger source of heat.

Heat can be used positively to cause disturbances, which draw the police away from the scene of a more important crime.

When your crew or another criminal element in the area causes heat, it has an immediate twofold effect.

All ordinary civilians within range will become panicked, and will run away from the source of the heat. They will transmit this heat to any officer they pass while still in a panicked state.

All police within range to detect the heat will move towards it, and try to nullify the threat if still in evidence; this includes police, which have come across panicked civilians. If any of your crew is carrying heat when the police are within range, they will open fire.

Heat decays over time, but handing over money in local safe houses can reduce it significantly. Contacts inside safe houses often have connections with local law enforcement that convince officers to turn a blind eye.

Buildings

In each district you will find a variety of buildings, from flats and houses, to hospitals and police stations.

Below is a list of the most important building types and their functions.

Houses and Flats



There are a wide variety of these from derelict buildings and run down tenements, to plush apartment complexes. In all cases these buildings represent fairly easy pickings when your crew need to get their hands on some ready cash.

Generally speaking the better the neighborhood and the plusher the building the greater the chance of advanced security as well as security personnel, but looks can be deceptive, so always case a building before attempting to heist it.

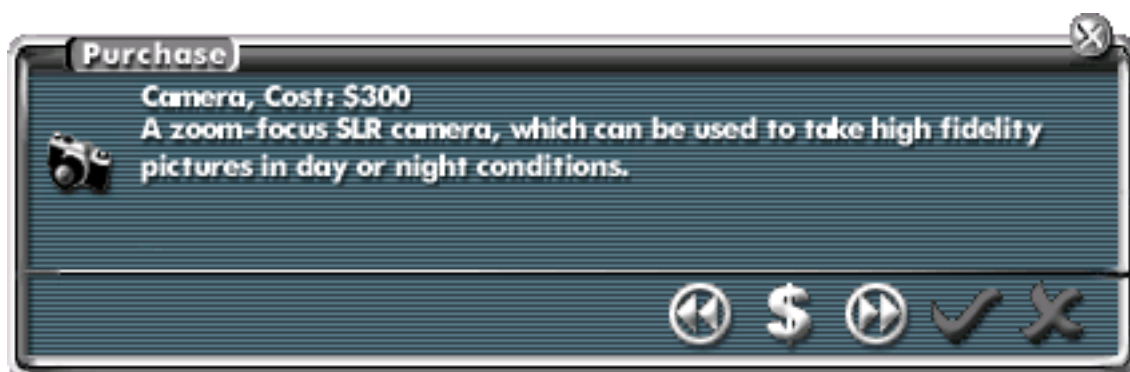
Banks

Banks are obviously excellent repositories of cash. The standard of their locks and security systems varies widely from district to district, but as a general rule banks have better security systems, locks and vaults than most other buildings.



Shops

All areas need shops to supply their citizens with the goods they need, and they also can provide many goods for your crew, these can of course be purchased, or if you prefer simply lifted from the premises.

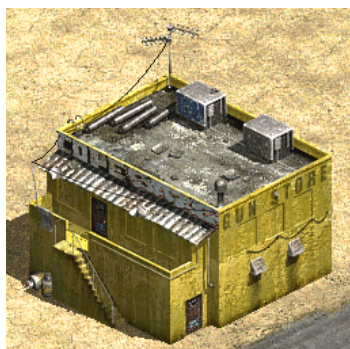


Selling items

On occasion, you're crew may be running short of essential funds during your job. When this happens you can always sell items back to shops to recoup some of the monies spent.

To do this simply left-click on the item you want to sell, and drag it over a shop you wish to sell it to. You will receive a portion of the normal street value for the item, which will often be less than you paid for it.

Gun shop



Gun shops are likely to be a regular port of call for your crew. Weapons must be constantly updated and replenished during a job, as the nature of confrontations changes as your crew moves from district to district and state to state.

Gun shops in the U.S of A stock a dizzying array of weaponry, from stun guns and coshes, to fully automatic machine guns, grenades and even rocket launchers. Go in, hand over your money and run amok!

Hardware Store



Hardware stores are providers of basic tools and equipment, spades, shovels, and the like. You won't find the most hi-tech equipment here as a rule, but they are useful nonetheless.

Electronics Store



Electronics stores are a real godsend to the technical heister, it is here you will be able to find, or on some occasion get custom made, all those specialist gadgets you will need to overcome security systems.

Drugstore



Drug stores sell, well, drugs. Their use to you is in repairing your injured crew, who from time to time are bound to get involved in firefights with other villains or the law enforcement agencies.

In order to heal a crewmember first purchase a first aid kit, then left-click to use.

Bars



Bars are one of the mainstays of any area, a place for people to meet, kick back and have a drink.

As they attract so much of the local color, they are an excellent source of background information, eavesdropped hints, and specific information relating to your job and potential recruits.

Safe Houses



There are certain people who are as criminally minded as you and your crew. These people are a real asset in times of trouble, as they run what are known as a safe house. This is somewhere you can go to lie low for a while and let the heat die down, before continuing with your caper.

You will normally be informed of the whereabouts of a safe house in your local area by your contact for the job, whenever the need arises you can go there and cool down. They are also often useful sources of information and equipment.

Most of these buildings have some sort of requirement before they will let you in, so you will usually need to do some legwork to use them.

Emergency Service Buildings

Hospital



Hospitals provide a service for those in need of urgent treatment, but of course only for a fee. If your crewmembers have been badly injured they can be admitted and be stitched back together. Make sure they don't call the police though!

Police Station



These are where your crew's nemesis the police resides. All of their patrols begin and end here. Watch the station to see where the police patrol, and what time they exit and enter buildings.

Building Icons

There are a number of icons that appear above buildings, below is a list and what they represent.

Locked Buildings



Some buildings, especially commercial ones restrict access at night. In these cases the following icons to show whether access has been denied or gained. Access will generally be made possible by possessing a lock picking kit.

There is a % chance of setting off an alarm. This is related to the character's lock picking skill.

Alarm sounded



In addition to the audio cue received when a building alarm sounds, the above icon will be present above a buildings when the alarm is sounding.

Case information



This will be displayed above any building, which has already been cased, and will remain in place for the duration of that job.

Crewmember Portrait

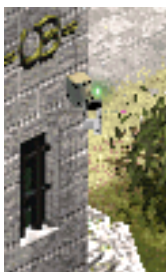


If a member of your crew is inside a building, their portrait will be displayed to show that they are currently inside that building. This will obviously only remain in place so long as they remain there.

External Measures

As well as buildings, there are a number of other external measures, which will come into play during your attempts to heist certain targets.

CCTV



Dotted around certain parts of town are a number of security camera's that will cause an alarm to be sounded should you be caught in their field of view wielding a weapon.

Thermal Cameras



Thermal cameras are designed mainly for night use, where they pick up the heat profile of anyone caught in their field of view. Thermal cameras will always set the alarm of the building they are attached to off, unless your crewmember has a thermal vest.

Spotlights



Spotlights are found in restricted area, and they will cause alarms to be sounded if you are found in the pool of light they create. Avoid them at all costs.

Electrified fences



Electrified fences can only be cut through once the power, which supplies them, has been taken down, your crewmembers will not fry themselves in order to get through an electrified fence!

Normal fences



Normal fences can be cut through with a set of wire cutters, or if made of wood by using a crowbar, having these tools opens up a lot of areas that would otherwise be restricted.

Gates



Gates are used to shut off certain areas from the public, and will generally be manned. In order to gain access you will usually need a key of some sort, whether this is an id card or a uniform.

If a gate is locked then it will display a locked icon over it when the cursor is placed over it. This means some detective work must be done to find a method of entry.

Pedestrians

Wandering around the cities is a variety of pedestrians, going out about their daily business, lawful or otherwise. The majority of these will be harmless citizens, who go about in various guises from suited businessmen and women, young urban men and women, to hookers and pimps.

Pedestrians must be watched carefully, as they can cause a lot of trouble for your crew.

Whenever a weapon is drawn or a shot fired, this creates panic among the innocent citizens of the area, who run away in a blind panic. If they come across the police while still in that state, they will alert the police to your actions.

Care must be taken not to cause too much panic as it can have serious consequences for you and your crew.

Vehicles

Around the various districts and states your crew travel through, you will find an assortment of vehicles. Local people going about their daily business will drive these around.

Their actual models and makes are too numerous to be recorded here, but there are some vehicles worth paying special attention to.

Delivery Van



These basic vans carry goods around, often to shops; they usually contain a little money, as well as their payload of goods. If caught at the right time, they can provide much needed cash and items. Often these vehicles will be delivering/transporting goods or money between transit points. Watch out for early morning and early evening shifts.

Armored Trucks



Armored trucks transport either highly valuable items, or large sums of money. They are usually guarded, and will most likely contain security devices. It is worth observing the route they take, as they tend to follow a set route each day.

Enemies

Although many of the wandering pedestrians in the game are nothing more than harmless law abiding citizens. There are two other categories of pedestrian, which your crew must be aware of at all times: Police and Criminals.

Police

The police will react to any crime they see being perpetrated in their vicinity. Crimes they will react to are the following.

- Building alarm activated
- Dead bodies
- Weapons drawn in public
- Weapon being fired
- Firing at an officer or pedestrian

There are four different kinds of police force to be aware of:

Beat Cops	Health Armour Accuracy Weaponry	Medium Medium Medium Pistol Shotgun	Beat cops do most of the donkeywork of the police force, attending break-ins, domestic disturbances and traffic misdemeanors. They are lightly armed with revolvers or shotguns and are usually found patrolling their way round the local area.
Detectives	Health Armour Accuracy Weaponry	Medium Medium High Pistol	Detectives are hard-nosed experienced homicide officers, and are better trained and better armed. They carry heavier caliber weaponry, are more accurate with their weapons and sport body vests, which make them harder to kill.
S.W.A.T.	Health Armour Accuracy Weaponry	High High High Shotgun SMG Rifle	S.W.A.T stands for Special Weapons and Tactics. This is enough for you to know that S.W.A.T teams are highly armed, trained and focused for responding to crimes. S.W.A.T teams respond to armed situations, and are resident at the local station. If a S.W.A.T team is on your case, be prepared for an altercation.
F.B.I.	Health Armour Accuracy Weaponry	High High High Shotgun	The Federal Bureau of investigation, the F.B of I, the feds. Call them what you will, but these guys are relentless pursuers of lawbreakers. They won't take much notice of you unless you become a real threat, but once they do, they're harder to get rid of than the clap!

Criminals

Criminals are general lowlives that hang around the seedier parts of town. Their actions can be a real pain in the ass to your crew. The criminals don't care what your crew is up to; they have their own agenda; be it armed robbery, mugging, or other petty crime.

When criminals are around you can see their effects, as the local population try and get out of their way. Criminals will attack anyone who comes within range, and when they do, there's no reasoning with them.

Criminal activity in the area can be dangerous for your crew, as it attracts the attention of the local police, who will be drafted in the deal with the situation. If you're smart you can use this to your advantage by watching which direction the police are going and carrying out your activities once they have been drawn away.

Watch out for the following potential criminal types in your local area:

Bikers	Health Armour Accuracy Aggression Weaponry	Medium Low Medium High Shotgun	These greasy slimeballs rule the roads from Nevada to N.Y.C. They are mean, nasty, and downright dangerous, and will cross the street just to spit on you. They are quite happy to mix it up hand to hand, or cut you down with a shotgun. When trouble calls, chances are, these guys are involved somewhere.
Chups	Health Armour Accuracy Aggression Weaponry	Medium Low Medium High SMG	These guys are radical gang members, who live for the streets, their code is violence, and they will turn someone over for a nickel. Though they're a threat, their pipe-smoking habits mean they aren't the most deadly shots.
Blades	Health Armour Accuracy Aggression Weaponry	Medium Low Medium High SMG	This street gang is notorious in the hood they are street scum just like their gun toting brethren the Chups, same shit, different colors.
Bodyguards	Health Armour Accuracy Weaponry	High High High Shotgun SMG	These imposing fellows can be found around casinos and high security areas, either guarding property or their paymasters. Sometimes the good money they earn just isn't enough, and the opportunity to rough someone up proves too much. They're armed to the teeth, well trained, and in their line of work fear of death is not an option.
Biker Leaders	Health Armour Accuracy Aggression Weaponry	High Medium Medium High Shotgun	These fat menacing macho men run the chapter houses of the many bikers found throughout the States. They are rough and tough, and will wade in with either fist or blast you in half with a shotgun. Watch out for them they're mean as hell!
Hicks	Health Armour Accuracy Aggression Weaponry	Low Low Low Medium Shotgun	These good ole boys like nothing better than a bottle of hooch. They're also partial to blasting critters, or for that matter a passer by, just for the hell of it, or to get their hands on some hooch money, You've been warned.
Cuban Gangsters	Health Armour Accuracy Aggression Weaponry	Medium Low Medium Medium Rifle SMG Shotgun	These smooth operators aren't just lady-killers! Found lurking around the brothels and bars in many areas of town. Their prey is passing tourists and each other. Don't scuff their shoes, or you'll live to regret it.

Alert States

When interacting with people you will notice that icons appear above their head, which change depending on the situation.

Crewmembers

 **Pursued:** this icon will appear above any of your crewmembers currently being pursued by police officers or FBI agents.

 **Suspicion:** this icon appears above any of your crewmembers approaching a building; they have previously caused suspicion in. This generally occurs because you were not able to fully case the building, before personnel inside became jumpy. If a building is suspicious of a crewmember, he will be more likely to get kicked out quicker.

 **Unable to reach:** this will appear briefly above any of your crewmembers, if you have clicked on an area of the map they cannot reach.

Law enforcement

 **Suspicion:** this icon will appear above any police officer or FBI agent who becomes aware of people causing heat in his vicinity, it precedes actual reaction to heat, but indicates that it is imminent.

 **Responding to alarm:** this icon appears above any law enforcement officer who passes close to a building alarm that has been triggered.

 **Chasing:** when police officers are chasing a suspect giving off heat, an icon showing a small red handcuff will be displayed over their heads. This will change back to an alert icon if they are out of range or give up the chase.

NPC (Non-Playing Characters)

 **Fleeing:** most NPC you come across will try to flee heat in their vicinity. This icon will appear above their heads to indicate that they are currently in fleeing mode.

 **Contact:** this marker will appear above the NPC that your crewmembers need to contact.

 **Target:** this icon appears above the head of any target character that your crew has to eliminate.

CREW ATTRIBUTES

Each member of your crew is a specialist, and each of them has their own specialist skills.

Each crewmember will excel in one area, be proficient in another, and have some knowledge of the others.

These skills are categorized in the following manner.

Weapons

Ability with weapons and munitions, governs which weapons the character can use, and how accurate they are with that weapon.

Electronics

Ability at manipulating and configuring electronic devices, and assessing other electronic systems, especially useful for overcoming security systems.

Lock picking

A highly specialist skill, that allows door locks and safes to be cracked with ease, does not allow removal of electronic obstacles however.

Health

Each member of your crew has a different physical makeup, some are stronger than others, and as a result can sustain more damage. You will find that some members of your crew are very weak, and need to be closely guarded while others are able to withstand much more punishment.

Each of your characters will begin with a certain amount of skill in each of these areas, and over time their skills will improve with use.

All of the crewmembers you pick up along your travels will fit into one of these five categories. With time the skills of each crewmember automatically increase from job to job, to reflect their prowess growing as they use their abilities. The ratings for the attributes are all relative to other crewmembers, and give a rough indication of the special characteristics of each crewmember.

Wiseguys



Weapons	xx
Electronics	xx
Lock picking	xx
Health	xxx
Speed	xxx

The Wiseguy is just what his name would suggest, a wisecracking "connected" guy, who works for the mob. As part of his many criminal activities the Wiseguy likes to keep his hand in with a bit of armed robbery.

His many and varied criminal activities make him a jack-of-all-trades, but master of none. While not a specialist, he is useful as an all rounder, in the early stages, and when other team members are tied up.

Assassins



Weapons	xxxx
Electronics	xxx
Lock picking	xxxxx
Health	xx
Speed	xx

These types are hard-assed female heisters. They have normally been through a grueling life, and as a result have become oblivious to other people's suffering.

This female heister has the best lock picking skills of all the crew types; excellent weapons skills as well as competent knowledge of electronics.

Being a woman however, your female crewmember is stronger only than the hacker.

Gangbangers



Weapons	xxxx
Electronics	x
Lock picking	xxxx
Health	xxxx
Speed	xxxx

These street hoods are the bane of the projects. From an early age they have been involved in gang warfare, and have usually worked as enforcers, taking down rival gang members mercilessly. This makes them excellent members of crews where brute force is needed.

Their criminal background means they are also proficient to a degree in lock picking, a result of years of breaking into warehouses. Their regular trips to the gym make them useful in the loading phase as well as the personnel phase of the job.

Hackers



Weapons	x
Electronics	xxxxx
Lock picking	xxx
Health	x
Speed	x

These guys specialize in electronics. Generally former bedroom hackers and tinkers, they have progressed to working for I.T or electronic security firms, and then turned bad.

Their interest in all things electronic means they have a natural curiosity, and have due to this normally acquired some skill in lock picking as well. They are not well-rounded crewmembers, but their skill in electronics makes them invaluable crewmembers in technical heists.

Their lack of exercise due to many a night spent at a keyboard or soldering iron, means however that their health is poor, and they must be guarded from attack.

Veterans



Weapons	xxxxx
Electronics	xxx
Lock picking	x
Health	xxxxx
Speed	xxxxx

The Veteran is a post-traumatic stress disorder time bomb. His skill of course lies in armaments, in which he is an expert. Due to his military training, his ability to command civilians in the personnel phase of a job is unparalleled. When he gives orders – they jump!

Veterans also have a little expertise in other areas, mainly electronics due to his knowledge of field communication devices. In addition due to the excellent level of physical fitness, the "Vet" has greater physical strength and endurance than any other crewmember, and is excellent at loading.

EQUIPMENT

As your crew progresses together as a team, you will feel the need for more advanced equipment, so that more advanced safes can be cracked, more heads busted, and more security devices jammed. There is a vast array of equipment at the disposal of the modern crew, which is detailed below.

Equipment is broken down into the following categories: Weapons, Lock picking, Electronic, Auxiliary.

Most items have a skill associated with them, the higher the crewmembers skill the more effective they will be with that item, for more details see the section following this one.

Weapons

All firearms, hand to hand, missile and non-lethal arms

Beretta	A standard issue combats sidearm, accurate and powerful over short distances.
Cosh	A cosh is a small weighted implement, used to knock opponents into unconsciousness with a single well-aimed blow to the neck.
CS Gas	CS gas is a non-lethal incapacitating gas, used the world over for crowd control and siege situations, causing burning in the lungs and rendering its victims completely helpless.
Desert Eagle	The desert eagle is a heavy .50 caliber firearm, extremely powerful but hard to control; Excellent target stopping capabilities, but requires good weapons skill to control effectively.
HK MP5	A compact powerful and accurate, this sub-machinegun is an excellent all-round weapon, with a high rate of fire, much favored by security and covert forces worldwide.
Knockout Drops	A sedative liquid which can be administered to render a target unconscious stealthily.
Laser Sight	A military peripheral, designed to improve marksmanship. It clips onto most weapons, and projects a highly visible red dot on the target, enabling the firer to see clearly where they are aiming.
M60	The M60 is a heavy caliber fully automatic machine gun, usually mounted on a vehicle or fired from the ground.
Proximity mine	Proximity mines are an advanced electronic explosive device, which detects nearby heat and motion.
Rocket Launcher	A heavy surface-to-surface rocket launcher, fires high explosive surface to surface rockets with devastating effect.
Sawn-off Shotgun	A cartridge firing high-powered weapon, deadly at close range, less effective over distance.
Sniper Rifle	A high-powered long-range weapon with powerful optical lens, which is used to take out potential targets from long range.
Spider Mine	The spider mine is a classified weapons system recently developed by the military for special operations.
Taser	The taser delivers an incredibly high volt current to the intended target, in a pulse of electrical energy. This causes immediate muscle spasm and incapacitation in the victim.

Lock picking

Items that are non-electronic, and are used to cut through or otherwise countermand locks and vaults.

Crowbar	A high-tensile steel lever, useful for opening crates or forcing cash registers and locks.
Laser cutter	A heavy-duty industrial cutter using a high-energy beam of light to cut through metals like butter opens most safes and metal shutters in minutes.
Lock picking kit	A standard set of Lock picking tools can be used to emulate the action of a key in a locks tumblers, used by a skilled lock picker they can be used to open most non-electronic
Electric Lock picking kit	The ultimate lock picking tool, it contains a series of lock picks, which can be attached to a small electric motor.
Master Lock picking kit	Advanced lock picking set, requires higher level of skill to use, but more effective against a wider range of locks.
Oxyacetylene torch	A high-powered cutting implement that uses a gas flame to weld or cut metals cuts through most metals.
Power drill	A high-powered industrial drill with a large motor and a variety of drill bits, capable of boring through most materials.
Stethoscope	A medical listening device, which allows a skilled safecracker to listen to the tumblers of a combination safe to identify which way to turn the wheel to open the safe.

Electronic

Advanced electronic countermeasures, used to baffle, jam, or circumvent security installations.

Alarm jammer	Alarm jammers are highly sophisticated pieces of electronic equipment, used to block the signal normally sent to a remote or silent alarm system.
Door decoder	A specially configured device, designed to run through all possible permutations of number coded doors.
Electronic jammer	A sophisticated electronic device that emits an electromagnetic signal to baffle the function of security and communications devices.
Laptop	A portable computer used to run software on the move.
Metal detector	An advanced electromagnetic scanning device akin to the beachcombing metal detectors, but able to discern many types of metal accurately and quickly.
Police scanner	A highly illegal piece of stolen police equipment, allows the owner to scan normally scrambled police frequencies, and listen in to their conversations.
Software	A program created to run on a piece of computer hardware that carries out a specific function.

Auxiliary

All other items which are not associated with a particular skill.

Bank plans	Details the internal security systems inside a bank, enabling your crew to determine various information about the potential target.
Bulletproof vest	A Kevlar laced body vest capable of stopping most calibers of ammunition, absorbs some of the damage that would normally be received from being shot.
Cameras	A zoom-focus SLR camera, which can be used to take high fidelity pictures in day or night conditions.
Dead body	Unconscious bodies can be carried but when they regain consciousness they are immediately dropped.
Disguise	A generic term for any form of disguise other than the clothing normally worn by a crewmember. It includes many types of uniform such as security workers or lab technicians.
FBI procedures	Movements are displayed on the Mini map once this item is held.
Gasmask	A special mask fitted with micro-filters, which enable the wearer to breathe in toxic environments. Gas masks are essential to overcome the effects of CS gas, which some security personnel are issued with.
Film	A photosensitive cartridge, which can be used with a variety of camera equipment.
First aid kit	A box containing a variety of medical equipment, used in emergency situations.
Heat cure	Heat cure is a term for any form of help from safe houses, which helps get the police off your back. They remove heat from whoever buys the heat cure.
ID card	A card usually bearing the wearers photograph, and often with an electromagnetic strip embedded with a security code, enabling the bearer to enter an otherwise restricted building.
IR goggles	Infrared goggles work by amplifying the amount of infrared radiation given off by warm bodies, enabling the wearer to see patches of heat.
Lock roster	Similar activation as Bank plans; info is viewed via the Control Panel once this item has been picked up.
Moneybag	A large capacious holdall, which can safely contain large amounts of bills.
Packing crates	Packing crates are used to contain large quantities of heavy goods, and are usually stored in warehouses.
Parcel / Package	A small hand held item, containing wrapped goods. Often passed on or collected as part of a job.
Pistol silencer	A suppressor that dissipates the noise normally expelled by the muzzle of a pistol.
Security plans	Plans that enable the layout of a building to be known can reveal a variety of information making the heist easier.
Sewer plans	Reveals the locations of sewers beneath ground level, allowing the crewmembers to travel underneath the streets of the city.
Spray paint	A can of spray paint can be used to black out the Lens of a CCTV camera, preventing it from registering an image of your crew when inside a building, reducing the need to try and power down the CCTV system.
Suction harness	The suction harness is specially designed, to enable the wearer to traverse a section of floor that has been laid with motion or pressure sensors.
Thermal vest	A high-tech body suit, which utilizes modern man-made materials to prevent infrared heat from being emitted.
TNT	Trinitrotoluene (TNT) is a reliable and powerful explosive, which can be used to blast open some safes.
Videotape	A humble VHS Video Tape. Can be used to provide a substitute image to fool security guards monitoring CCTV camera images.
Wire cutters	A tool used to cut through wire fences only. You must first cut power to an electric fence before using wire cutters on them!

LOCKS, SKILLS, KEYS

Definitions

A lock is anything within a building, which adds time to how long the heist will take.

A key is any item, which can be used to reduce the amount of time a lock adds to the heist being undertaken.

The table below details the various locks encountered in the process of heisting. In each case it shows the lock, and which keys are useful against that lock. The effectiveness is a rough guide to how much time that key takes from the lock.

PERSONNEL			
Personnel	Key item	Skill Required	Effectiveness
Civilian	CS gas	Weapons	Medium
	Beretta		Low
	Desert Eagle		Medium
	HK MP5		High
	M60		High
	Shotgun		Medium
	Taser		Medium
Security Guard	CS gas		High
	Beretta		Low
	Desert Eagle		Medium
	HK MP5		High
	M60		High
	Shotgun		Medium
	Disguise		Medium
	Taser		Medium
Beat Cop	CS gas		High
	Beretta		Low
	Desert Eagle		Medium
	HK MP5		Medium
	M60		High
	Shotgun		Medium
	Disguise	None	High
	Taser	Weapons	Medium
Detective	CS gas		Medium
	Beretta		Low
	Desert Eagle		Low
	HK MP5		High
	M60		High
	Shotgun		Medium
	Taser		Medium
Attack Dogs	Shotgun		High
	Disguise		High
	Taser		Low

SECURITY			
Security Item	Key item	Skill Required	Effectiveness
Security Camera	Video tape	None	Medium
	Spray paint		Medium
Motion Detector	Electronic jammer	Electronics	High
Heat Detector			High
	Thermal Suit	None	High
Floor Sensors	Suction harness	Lock picking	Medium
IR beams			Medium
	IR goggles	None	High
Tear Gas	Gas mask		High
Combination safe	Stethoscope	Lock picking	Medium
	Correct combination	None	High
	Oxy torch	Lock picking	High
Electronic Vault	Door decoder		High
Offsite monitoring	Plans	None	High
Metal shutters	Electronic jammer	Electronics	Medium
Alarm			High

VAULT			
Vault	Key Item	Skill Required	Effectiveness
Electronic vault	Laser cutter	Lock picking	High
	Oxy torch		Medium
Combination safe	Stethoscope		Medium
Key Safe	Electric lock picks		High
	Lock picks		Medium
	Oxy torch		Medium
	Key		High
	Laser cutter		High
Bomb safe	Oxy torch		Low
	Laser cutter		Medium
Time lock	Plans	None	High
	Laser cutter	Lock picking	Medium
	Laptop and software	Electronics	High
Cash register	Crowbar	None	Medium

LOADING			
Load	Key Item	Skill Required	Effectiveness
Light load	Amount of crew	None	N/A
Medium load	Moneybag		Medium
Heavy load			Low
Packing crate	Motorized trolley		High

CREDITS

Production

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Producer

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James Mc Donnell

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Designer

Code

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Chris Hardy

Lead programmer
Programmer

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Kheang Tan
Mark Anthony
Thrain Shadbolt

Lead city architecture and scenery design
City architecture, scenery, cars, front-end and web design
Character sprites design and animation
Intro sequence

Sound

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AllintheGame Ltd.

Sound FX and music
Voiceover production

Voice Actors

Tom Clarke-Hill
Corey Johnson
Brad Lavelle

The big boss, Monster, Security guard LA, Gang member LA
The hacker, Prisoner, Gang member LA
Beat cop, Drunk, Shopkeeper NYC, Gang member NV,
Generic LA

Laurel Lefkow
Eric Meyers

Nikita, TV crew, Contact NV, Contact NYC, Generic NYC
The veteran, Guido Cianfanelli, Hank Mitchell,
Biker, Generic NYC

Dian Perry
Jack Roberts
Kerry Shale

Narrator, Shopkeeper LA, Gang member NYC
Biker, Detective, SWAT, Shopkeeper LA
Léon, The colonel, Hector, Lefty, FBI, Head of security,
Shopkeeper NV, Gang member NV, Generic NV

John Sharian

The wiseguy, Gang member LA,
Security guard NV, Security guard NYC
William Cody, Drunk LA, Drunk NV

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Tester
Tester
Tester
Trainee tester

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Special Thanks

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VP of development
Programmer

TECHNICAL SUPPORT

Thank you for purchasing this product. If you are experiencing difficulties with this title, please take advantage of the following product support. Please note that all our operators only speak English and that we are unable to give gameplay hints through our Technical Support number.

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 Fax: 0207 551 4267
 Internet email: customer_support@vie.co.uk (please use the game title as your subject heading)
 World Wide Web: www.vie.co.uk and www.interplay.com
 Address: Customer Services Department
 Virgin Interactive Entertainment (Europe) Ltd.
 74a Charlotte Street
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In the unlikely event of a software fault please return the complete package, with your receipt, to the original place of purchase.

If you do telephone, please be sitting in front of your computer (if possible) and be sure to provide us with as much information as possible. Make sure to note the exact type of hardware that you are using in your system, including:

Speed and Manufacturer of your Processor.
 Make & Model of your Sound Card and Video Card.
 Make & Model of your CD-ROM drive.
 Amount of RAM present.
 Any additional Hardware and Peripherals.
 Information contained in your Config.Sys & Autoexec.Bat files.

Note: If you have any problems in obtaining any System Information please consult your System supplier. It is extremely important that you have the information above at hand when you call.

When contacting us by post, ensure you include the Title & Version of the game, a detailed description of the problem you are experiencing and the exact type of hardware that you are using.

When sending us a fax, please remember to leave your fax machine switched on and ready to receive. If you are using a Telephone/Fax system please make sure that the Fax connection is enabled. Ensure to include your name, a return Fax number with the area code and a Voice number so we can contact you if we experience problems when trying to fax you back.