



STOLEN

INFILTRATE • STEAL • VANISH



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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, including games played on the PlayStation 2 console, 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 symptoms 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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

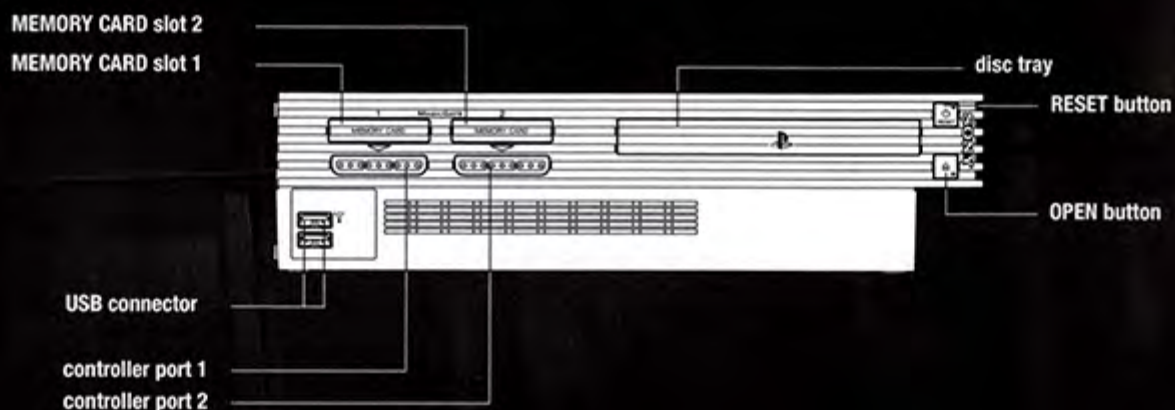
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED



Set up your PlayStation® 2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the **MAIN POWER** switch (located on the back of the console) is turned **ON**. Press the **RESET** button. When the power indicator lights up, press the **OPEN** button and the disc tray will open. Place the **STOLEN** disc on the disc tray with the label side facing up. Press the **OPEN** button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(FOR PLAYSTATION® 2)

Stolen allows you to save your progress in the game to your memory card (8MB) (For PlayStation® 2) at any time. It is extremely advisable that you choose to use a memory card (8MB)(For PlayStation® 2) in order to maximize your playing experience.

In game you can save your progress to the memory card (8MB)(For PlayStation® 2) at any time.

To save, press the **START** button to access the pause menu. Within this menu, press **L1** button once to take you to the menu where you can select **SAVE GAME**.

Using this menu, you have full access to the data saved to your memory card (8MB)(For PlayStation® 2). Any saved games will be displayed. If you wish to overwrite a previous save game, select it and press **X** and you will then save your current game position over it.

Each individual save you make to the memory card (8MB)(For PlayStation® 2) will require additional free space.

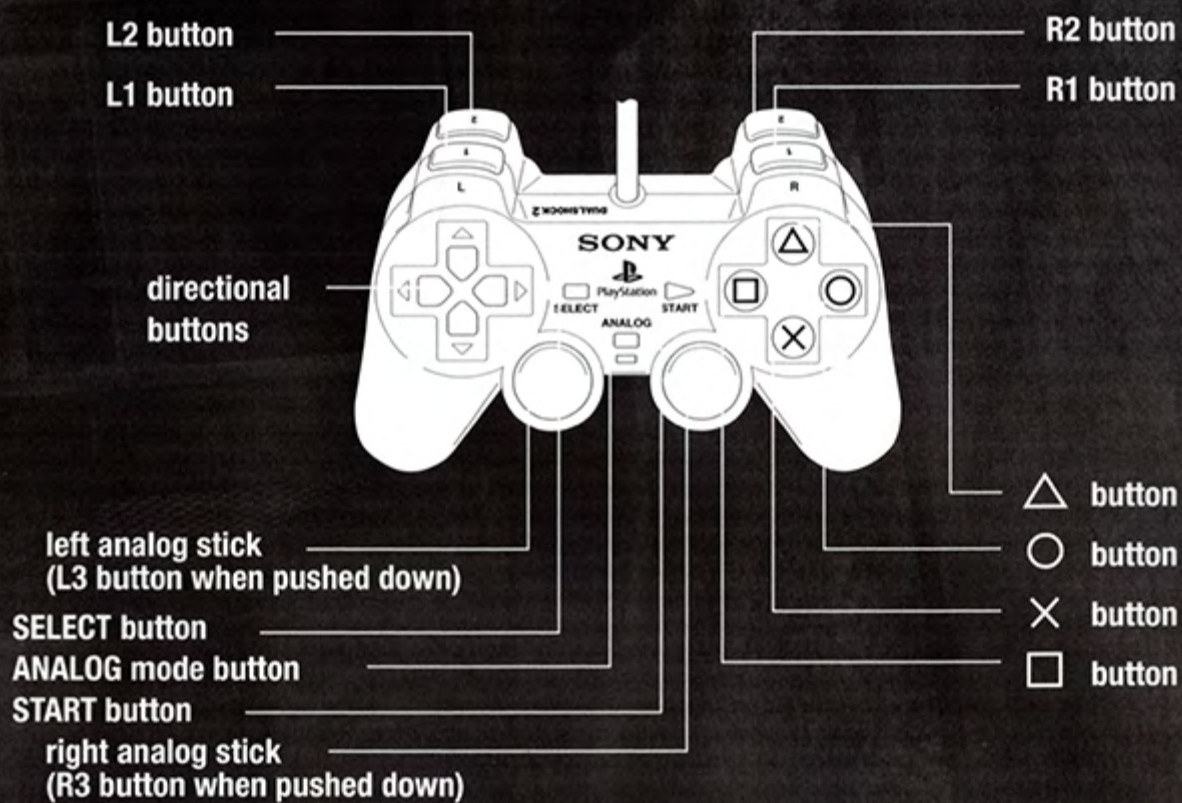
Do not insert or remove accessories or memory cards (8MB)(For PlayStation® 2) once the power is turned **ON**. Ensure there is enough free space on your memory card (8MB)(For PlayStation® 2) before commencing play.



STOLEN

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER



USING MENU SCREENS

For all in-game menus, use the directional pad and the \otimes button to make a selection. Press \triangle to return to the previous screen.

THE MAIN MENU

The game loads to reveal the Main Menu. From this menu you can start a new game, load a previously saved game, or change game settings.

NEW GAME: Start a new game. This will overwrite any previously saved game.

LOAD GAME: Restart your previously saved game.

OPTIONS: Select game options to alter your game settings.

CONCEPT ART: Display unlocked concept arts.



OPTIONS

CONTROLS: Press \otimes button to access to change control settings.

SOUND: Press \otimes button to access to change sound settings

VIDEO: Press \otimes button to access to change video settings

CONTROLS

INVERT X AXIS: Press \otimes to select **YES/NO** and alter camera settings. If **YES** is selected, then the camera will pan to the left when you push \rightarrow on the **RIGHT ANALOG stick**.

INVERT Y AXIS: Press \otimes to select **YES/NO** and alter camera settings. If **YES** is selected, then the camera will pan up when you push back on the **RIGHT ANALOG stick**.

INVERT FP Y AXIS: Press \otimes to select **YES/NO**. If **YES** is selected, then the camera will pan up when you push back on the **LEFT ANALOG stick**. This is in **FP** (first person) mode only, activated when holding down the **L1** button.



USE AUTOCAM: Press \otimes to select **YES/NO**. Select **NO** if you do not wish the camera to try to move behind Anya.

VIBRATION: Press the \otimes button (or use the \leftarrow/\rightarrow directional buttons) to select either **YES** or **NO** for controller vibration.

SOUND

SPEECH VOLUME: Press \leftarrow to decrease the volume or \rightarrow to increase the volume of the game speech.

MUSIC VOLUME: Press \leftarrow to decrease the volume or \rightarrow to increase the volume of the game music.

SFX VOLUME: Press \leftarrow to decrease the volume or \rightarrow to increase the volume of the game sfx.

SPEAKER MODE: Press \leftarrow or \rightarrow on the D-PAD to toggle between Mono, Stereo or Dolby Pro-logic 2 sound output.

VIDEO

Press the \otimes button to activate this function. Use the directional buttons to move the screen $\uparrow, \downarrow, \leftarrow$ or \rightarrow until you are happy that the display fits your TV screen. You may also check the color settings on your television before proceeding. Finally press the \otimes button to confirm your selection.

THE PAUSE MENU

Press the **START** button during the game to pause play and display the primary and secondary options, along with the game Global Positioning Satellite map (GPS).

Press **L1** to display the following on screen options and \uparrow/\downarrow on the **D-PAD** to scroll between them:

SAVE GAME: If you have a memory card (8MB)(For PlayStation®2) inserted into **MEMORY CARD** slot 1, then you may choose to save the game by pressing the \otimes button.



RESTORE GAME: Press \otimes button to restart the current game at the previous player save-point.

CONTROLS: Press \otimes button to toggle control configuration.

SOUND: Press \otimes button to toggle sound configuration.

EXIT GAME: Press \otimes button to exit the game and return to the main menu.

Press **R1** to display the following on screen options:

LOOT: Press \uparrow/\downarrow to select a collected item and press \otimes view it within the viewer and to check its value.

RATINGS: Press \otimes button and \uparrow or \downarrow on the **D-PAD** to select and then view the player ratings per level.



PLAYING THE GAME

CONTROLLING ANYA

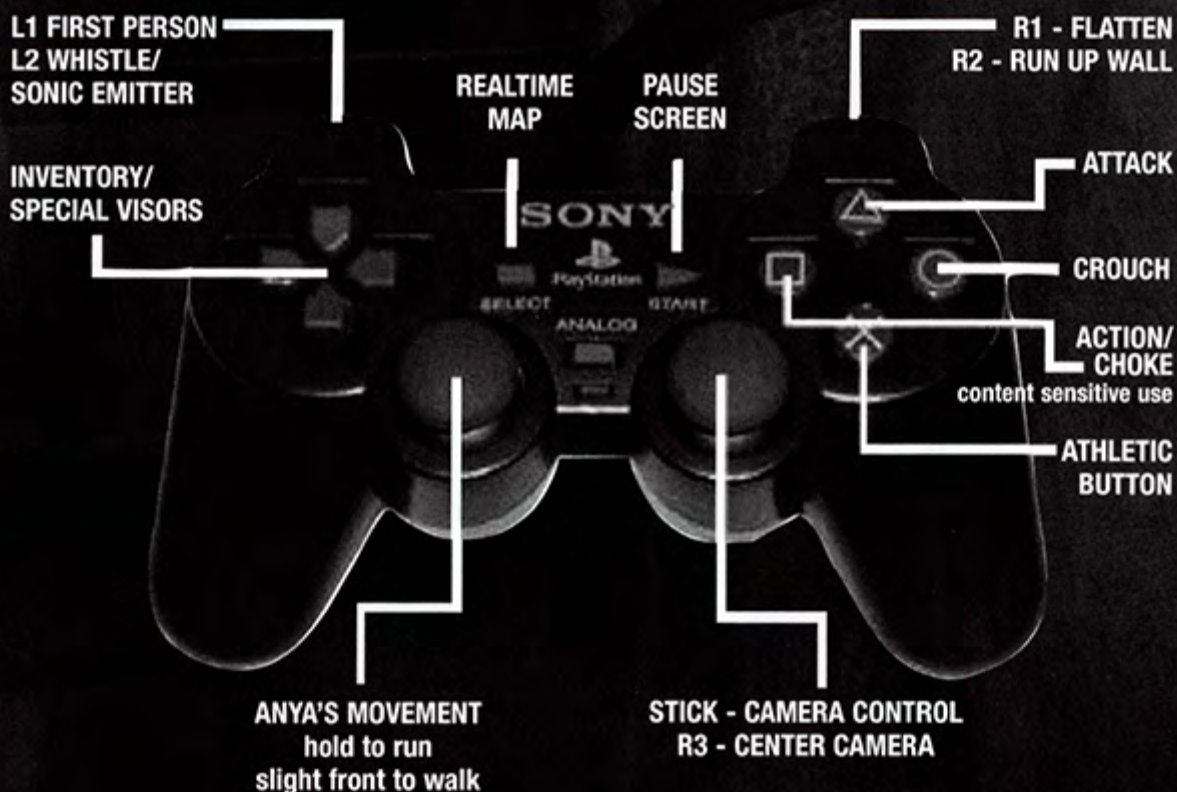
Anya is an athletic thief and as such, has a vast repertoire of agile moves at her disposal when climbing and somersaulting across the cold, grey urban terrain. Before the stealing begins, she must find a way to enter various locations unseen and unheard.

She has two speeds of walking: sneaking and fast walking. Both of these speeds are completely silent. Anya's run is used for escaping, running to jump over objects, etc. When Anya runs, the enemies will hear her after a few seconds of continuous running.

The walk is controlled by moving the **LEFT ANALOG** stick. Slight input results in the sneak, medium input results in the fast walk. Full input makes Anya run.



DEFAULT CONTROL CONFIGURATION



REAL-TIME GPS NAVIGATION

Press the **SELECT** button to view the real-time GPS.

Press the **LEFT ANALOG** stick \uparrow , \downarrow , \leftarrow or \rightarrow to view other areas of the map. To zoom in or out, push the **RIGHT ANALOG** stick \uparrow or \downarrow .



THE GAMESCREEN



HUD DISPLAY

1. Health Meter

Each hit Anya takes will remove some of her health. When the bar diminishes, Anya will lose consciousness.

Pick up health kits to replenish Anya's health. They can then be accessed and utilized from the inventory menu by pressing the \uparrow / \downarrow directional buttons.

2. Visibility Meter

This reveals how visible Anya is. As you sneak or run around, passing in and out of shadows, this meter will rise or fall dependently. Should Anya enter lit areas or make too much noise, it will rise and you will be more likely to be spotted by a guard. Keeping this at a low level is essential.

3. Inventory Icons

The bottom left of the screen shows your currently selected item of equipment. Pressing the \uparrow / \downarrow directional buttons on the **D-PAD** will access the inventory.

4. Interactive Icon

Whenever you can interact with an object in *Stolen*, the interactive icon is displayed in the top right corner of the screen; for example, a door that can be lock-picked or an item that can be stolen.



5. GPS Map

The map reveals where Anya is at any time. It also reveals the position of both guards and security cameras once they have been tracked. If the player is detected by any of the security measures and an alarm is triggered, the GPS map will turn red.

MISSION FAILED RETRY? / GAME OVER

If you lose all of your health, you will see the mission failed screen.

Use \leftarrow / \rightarrow and \otimes button to choose **YES** to continue your game from the last saved area, or **NO** to quit back to the main menu.

STAY IN THE SHADOWS

Anya has a certain way with shadows and it is imperative that you *use them to your advantage*. When breaking into a building or navigating narrow office corridors, there will nearly always be a shadow present for Anya to hide in.

Stay in the shadows or else you will quickly find yourself in a world of guard-bullet related pain.

Anya's visibility bar (see The Gamescreen/HUD display) can help you to determine how hidden you are and whether you are likely to be seen by an enemy.

Be vigilant, should you make a sound or sudden movement then a guard may use his torch and your hiding place will be compromised.

CREATING SHADOWS

On occasion Anya may find herself in an area that is too bright and might jeopardize her mission. If so, it is often wise to create a *darker ambience by shooting out the lights* with the nullifier gun (see Weapons/Nullifier Gun).

NIGHT-VISION

At times Anya will require a room to be dark enough before she can progress without



being detected, use night vision goggles when you find yourself in this situation.

Press ⇨ on the **D-PAD** to switch night-vision on or off.

SONIC VISOR

Staying hidden when entering new rooms can be a severe problem unless you use the sonic visor mechanism on Anya's goggles. When approaching a door, look for the SONAR arrow that will appear at the top right hand of the screen.

When this appears, press ⇐ on the **D-PAD** and it will switch to sonic vision. Then move the **LEFT ANALOG** stick to look around.

Anything emitting a sound will then materialize in front of you. If the screen remains blank, press the **L2** button to create a sound and it will momentarily allow you to view what is within the next room.



NOT A SOUND TO BE MADE

There are many methods of not being detected by security systems and you will discover these as you progress, however, here are a few tips:

- To drop off a ledge and land silently, press ◎ button to perform a crouch landing.
- When evading guards, press ◎ button to crouch and ⊗ button to stealthily roll out of harms way.

STEALING, SEARCHING & PICKPOCKETING

Once safely inside a building, Anya has the ability to steal, search or pickpocket in order to obtain valuable items:



STEALING

Stealing is what Anya does best; she is a super thief after all. The player must press **[B]** button in order to steal an item and complete an objective.



SEARCHING

As Anya stealthily creeps through each level, she can locate areas of interest that are searchable. When entering a room, it is always wise to activate the first person view by pressing the **[L1]** button and moving the **LEFT ANALOG** stick to scan for searchable areas.

A variety of rewards can be gained through carefully searching each room, which can then be checked in the inventory.



PICKPOCKET

With extreme precision and caution, it is possible for Anya to stalk a security guard and pickpocket them without being caught. Through doing this, Anya can gain



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new items and means to open up otherwise secured rooms.

To perform this move Anya must creep behind a guard and press the **□** button when the **PICKPOCKET** icon appears at the top right corner of the screen.

If correctly timed, the guard will not be aware that they have had an item stolen from them. If incorrectly timed, the guard will become aware of Anya's presence and will activate the alarm. The latter is clearly best avoided.

GADGET GAMES

Throughout the course of the game Anya will find herself faced with four methods of gaining access to otherwise secured areas; lock-picking, hacking, steel-cutting and safecracking.

Each will often leave Anya exposed to detection, so timing is exceptionally important.

CAMERA CONTROL

Move the **RIGHT ANALOG STICK** to control the camera while playing a Gadget Game. You can also quickly place the camera in key positions; pressing **L1** / **L2** will place it to the left, **R1** / **R2** to the right, or **R3** behind Anya.



LOCK-PICKING

Anya's lockpick is a sophisticated device. The head of the device contains six bars that can be moved to change into one of a number of predetermined shapes. Anya uses these different shapes to push the pins inside the lock (the bottom of each pin body is keyed with a different shape).



Press **[□]** button to activate lock picking when the **[PICK]** symbol is present.

The Lock-Picking game is played moving the **LEFT ANALOG STICK** and **RIGHT ANALOG STICK**. Pressing **[△]** button exits the gadget game.

HACKING

Anya can use her hacking module to gain access to entire computer networks by hacking into any computer she finds active. This enables her to break into highly secured areas.

Upon pressing the **[□]** button, Anya will open up a list of terminals. Move the **LEFT ANALOG STICK** to select the correct hacking terminal (highlighted in red) and press the **[×]** button to begin hacking it.



A sequence will appear which Anya must remember and then repeat in order to successfully complete a hack. Control the hacking sequence moving the **LEFT ANALOG STICK** and exit the game at any point by pressing the **[△]** button.

STEEL-CUTTING

When the **[CUT]** symbol appears, Anya has the option of using her steel-cutting device.

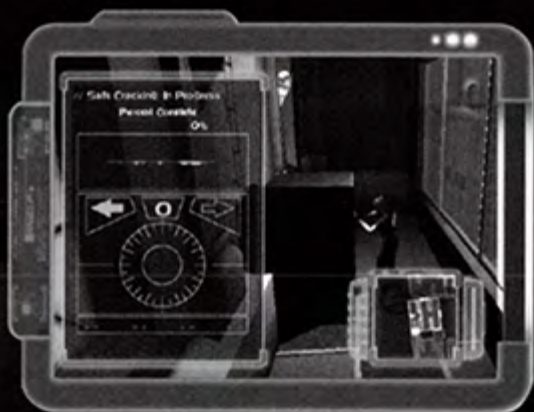
Move the **[L1]** **ANALOG STICK** to control the blowtorch, carefully move it **←** or **→** to cut along the predetermined path. Remember, it is imperative that you always stay on the path. Press the **[×]** button for a speed boost!



SAFECRACKING

In some of the more advanced environments, Anya must open the odd safe to steal essential goods. In order to do this, you must press the **X** button to activate the safecracking sequence.

Use the **L1** **ANALOG STICK** to move the dial **←** or **→** depending upon the direction arrow. Move it precisely or risk creating too much sound and failing the objective.



WEAPONS

Anya has numerous weapons at her disposal that she can use to combat the hi-tech security systems in Forge City. Press **↑** or **↓** on the **D-PAD** to activate the inventory screen. Press **↑** or **↓** on the **D-PAD** to scroll between weapons:



Once enabled, a small icon will appear in the bottom left hand side of the screen to represent the selected weapon. All weapons are activated when pressing **L1** and entering first person mode.

TRACKER

Press the **X** button to select the tracker. Then select **L1** to enter first person mode, and press **□** button to shoot. The tracker enables Anya to track and view the movements of any guard or security camera on the GPS map.



NULLIFIER

Push the \otimes button to select the nullifier. Then select \square L1 to enter first person mode, and press \square button to shoot. The nullifier is a powerful piece of equipment that shoots out a high voltage projectile.

Used carefully, this weapon can neutralize security systems, shoot out lights, destroy guard drones and stun guards.



SONIC EMITTER

Press the \otimes button to select the sonic emitter. Then select \square L1 to enter first person mode, and press \square button to fire the emitter into place. Sonic emitters are used to draw attention away from Anya and are ideal for distracting guards away from their posts.

Once placed, Anya can move to a safe position in the shadows and upon pressing the \square L2 button, a sound will be emitted which will attract the attention of the guards.

TRIPWIRE

Push the \otimes button to select the tripwire. Then select \square L1 to enter first person mode, and press \square button to project the tripwire into place.

Once placed, a tripwire will render any guard who walks through it unconscious.

COMBAT


While Anya strives to avoid combat and walk the path of stealth, there are times when extreme measures must be taken. When under attack, Anya has various options:


FIGHTING TECHNIQUES

Anya can strike a guard by pressing the \triangle button. Pressing the \triangle button up to three times will result in a combination of punches and kicks.



CHOKING ENEMIES

When not under attack, Anya can *choose to choke a guard unconscious* by sneaking up on a guard and pressing . When within choking distance, a **[GRAB]** symbol will appear on the top right of the playing screen.

While holding a guard squeezing the  button will render a guard unconscious. The choke will knock a guard out for a longer period than any of Anya's other attacking moves and it is also a quicker and quieter way of dealing with an enemy.



NULLIFYING ENEMIES

You can use the Nullifier to stun an enemy long enough to get them into the choke pose. Use it when you're in a tight spot.





STOLEN



CREDITS

Blue52 Games Limited

Producer

Graeme Puttock

Art Director

Jaid Mindang

Technical Director

Allan Murphy

Assistant Producer

Richard Pomfret

Lead Programmer

Jim Tebbutt

Senior Programmers

Richard Turner, Greg Knight, Martin Fermor.

Game Programming Team

Stuart Miller, Tom Bird, Alex May,

Additional Programming

Neil Martin, Dave Llewelyn, Kelvin Ward, Louise Bowden, Simon Dawson, Mark Judge, Chris Meek, Sean Parkinson, Caspar Sawyer, Rhys Twelves, Scott Wakeling, Jason Williams, Chris Wilson

Lead Artists

Joe Myers

Art Team

Simon Swift, Andy Warren, Will Smith, Mike Oakley, Gary Edwards, Mark Norman, Charlie Harbour, Immy Oakley, Mark Robinson, Steve Manship, Will Jeffers

Concept Artists

John Gravato, Pete Lumby

Additional Artwork

Dave Taylor, Andy Oakley, Michelle Stobbs, Roger Barnett, Mark Beynon-Clarke, Simon Cooper, Rui Guerreiro, Georgina Mackenzie, Stephen Simmons, Marina Vydelingum

Technology Lead

Mike Kenny

Technology Programming Team

Matt Swoboda, Oscar Forth, Tim Browse, Bob Dowland

Additional Technology Programming

Magnus Sjoberg, Jason Turner

Lead Designer

Jonathan Biddle

Game Designer

*Rudolf Kremers
John Foster
Ash Pannel*

Additional Design

Bob Churchill

QA Lead

Ben Cooper

QA

Paul McGinniss, Matt Ball

Music and Sound Design

Composed by Ian Livingstone courtesy of Tsunami Sounds Limited

Managing Director

Jason Perkins

Office Manager

Elisabeth Hannah

Finance Director

Hilary Cole

Legal

*Pam Dalton
Adam Carroll*

Thanks

Everyone at Creju, Side recording studio, David Rubens at Meidokan, Andrew House, Amanda Brook and the entire SCEA Team, Michael Denny



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Hip interactive Europe

Publishing

Olivier Goulon

Production Team

Graeme Boxall

Aymerick Despres

Mourad Majeri

Marketing Team

Albéric Guigou

Sébastien Basseur

Jérôme Sicart

Cyril Piner Mata

Estelle Dancre

Marianne Pujol

Cédric Le Foll

Emilie Gamba

Sylvain Fraysse

Stéphane Missoum

QA Team

Boris Barreau

Didier Genre

Fabien Paesani

Frédéric Oughdentz

Frédéric Cordier

Francis Lam

Guillaume Rondon

Jérôme Boudin

Nicolas Caligaro

Romain Soulier

Seif Touimer

Thierry Ramirez

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Jean-Claude Goulon

Hip Games

Director of Publishing

Peter Thomas

Publishing Manager

Matt Johnson

Director of 1st Party Relations & Product Evaluation

Jonathan Freedman

Production Manager

Mark Thibeault

Production Associate

Dave Kydd

Channel Manager

Chrissy Wilhelm

Brand/Communications Manager

Sandra McAuley

Product Manager

Mark Montgomery

Sales Support

Jodi Leis

Operations Manager

Izora De Lillard

Special Thanks to

Pete Young - Sales/Consulting

factor[e] design initiative

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Hip Games, a Division of Hip Interactive Inc.
603 Romeo Street South
Stratford, Ontario Canada N5A 6S5
<http://www.hipinteractive.com>

CUSTOMER SUPPORT

Telephone: 1.519.272.1174

Website: www.hip-games.com/support

NOTE: e-mail support is handled in English only

****Please do not contact support for cheats / hints / tips,
it is to be used for technical issues only.**



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blue

