

THE THE HEIST. THE BETRAYAL. THE REVENGE.

PLAN



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.

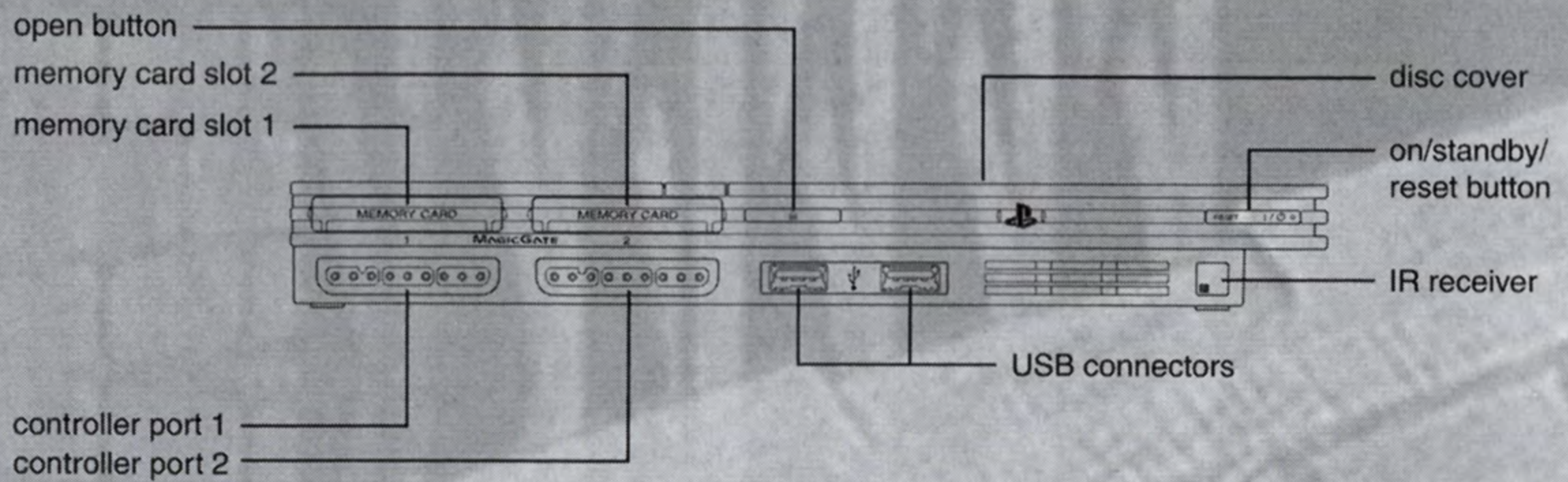
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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*



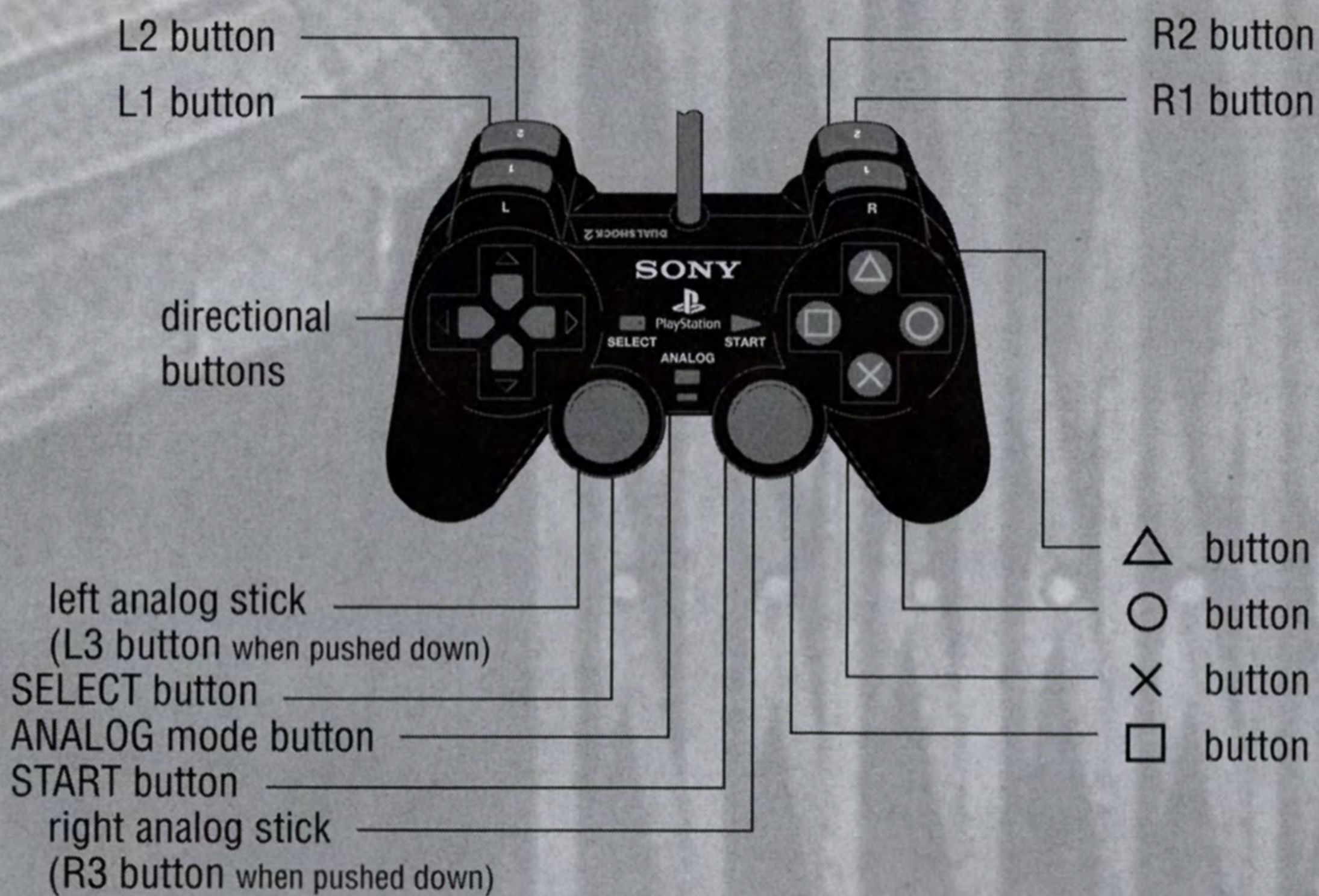
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place Th3 Plan disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

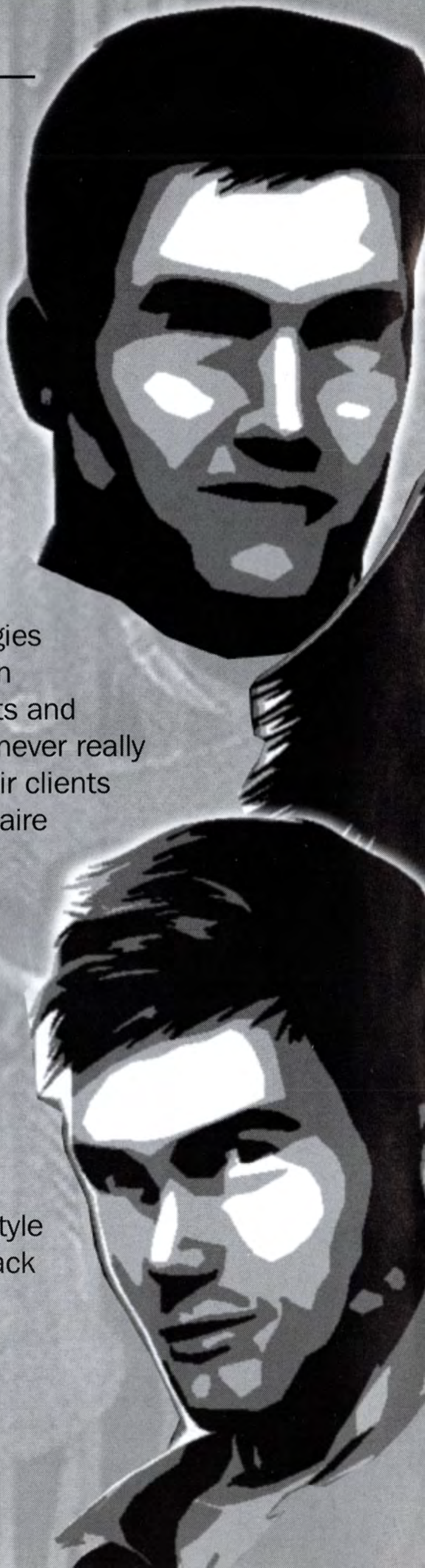


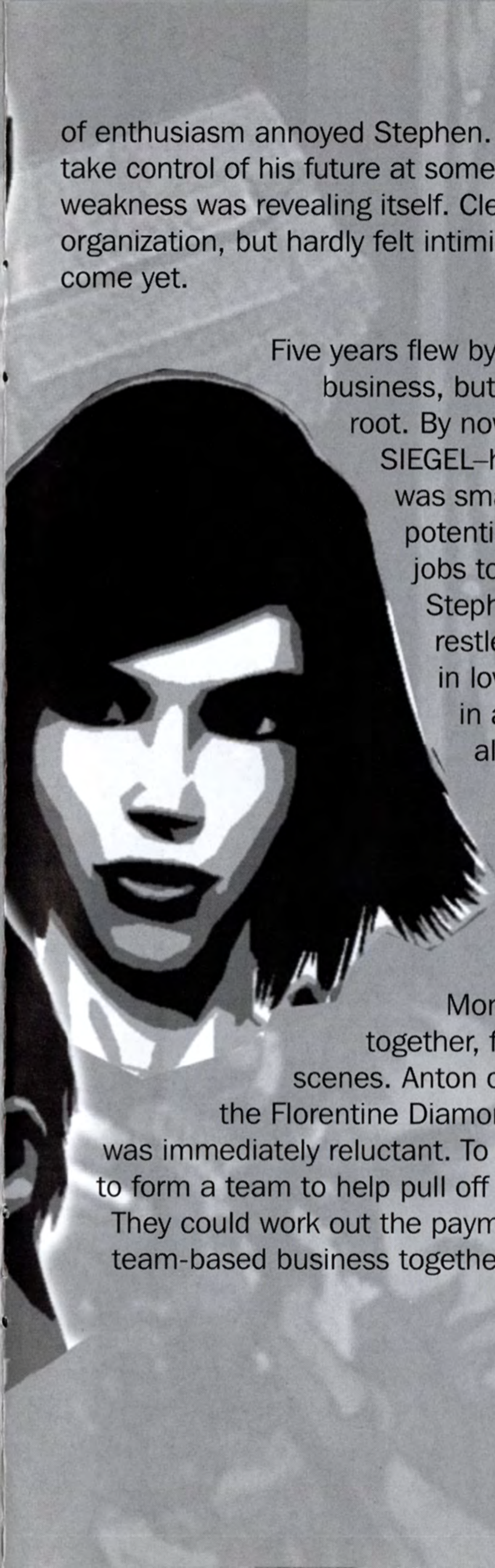
STORY

STEPHEN FOSTER and ROBERT TAYLOR were true birds of a feather. They met in college, where they discovered a natural talent that led them to concoct elaborate pranks, kidnapping busts of the forgotten benefactors to the college for one thing. The rule: leave no trace, destroy no property, don't take anything of value — police never found any evidence and were convinced that the work was pro.

Three years later, they made a name in New York as consultants to security companies. Testing the latest technologies by breaking into warehouses armed with surveillance systems, they thrilled clients and frustrated engineers. Foster and Taylor never really found out who they were protecting their clients clients from, but some European billionaire became interested in their skills. They accepted his invitation to his Greek residence. There, ANTON KARAVAS, an aging former adventurer, made the offer of a lifetime. They encountered a world driven by money, power and greed.

Stephen could see his future. Robert wasn't as sure. This was crushing the rules stated at college and wasn't his style though he seized the opportunity. His lack





of enthusiasm annoyed Stephen. Robert thought that he would take control of his future at some point and felt that Stephen's weakness was revealing itself. Clearly, they were working for an organization, but hardly felt intimidated. The Big Job hadn't come yet.

Five years flew by. Both wanted to foster the business, but differently. The conflict had taken root. By now, Robert had befriended ALAN SIEGEL—hired for occasional jobs. Alan was smart and crafty. Robert saw the potential of forming a team for big jobs to Stephen's increasing hostility. Stephen trusted no one, had grown restless and reckless, plus had fallen in love with power. He had also reeled in a trophy lover: VALERIE CARRERA, allied to Anton's camp and purely dangerous on her own.

The biggest and most unusual opportunity ever knocked in July 1999. A pair of Rembrandt's paintings in the Montreal Museum of Art, viewed together, formed one of the most precious scenes. Anton offered an intriguing payment: the Florentine Diamond, a highly valuable gem. Robert was immediately reluctant. To convince him, Stephen proposed to form a team to help pull off the heist. Robert accepted. They could work out the payment details and start a new team-based business together.

MAIN MENU

Press the directional buttons UP and DOWN to move. Press the **X** button to confirm and the **△** button to cancel and/or return to the previous menu.

New game: Starts a new game.

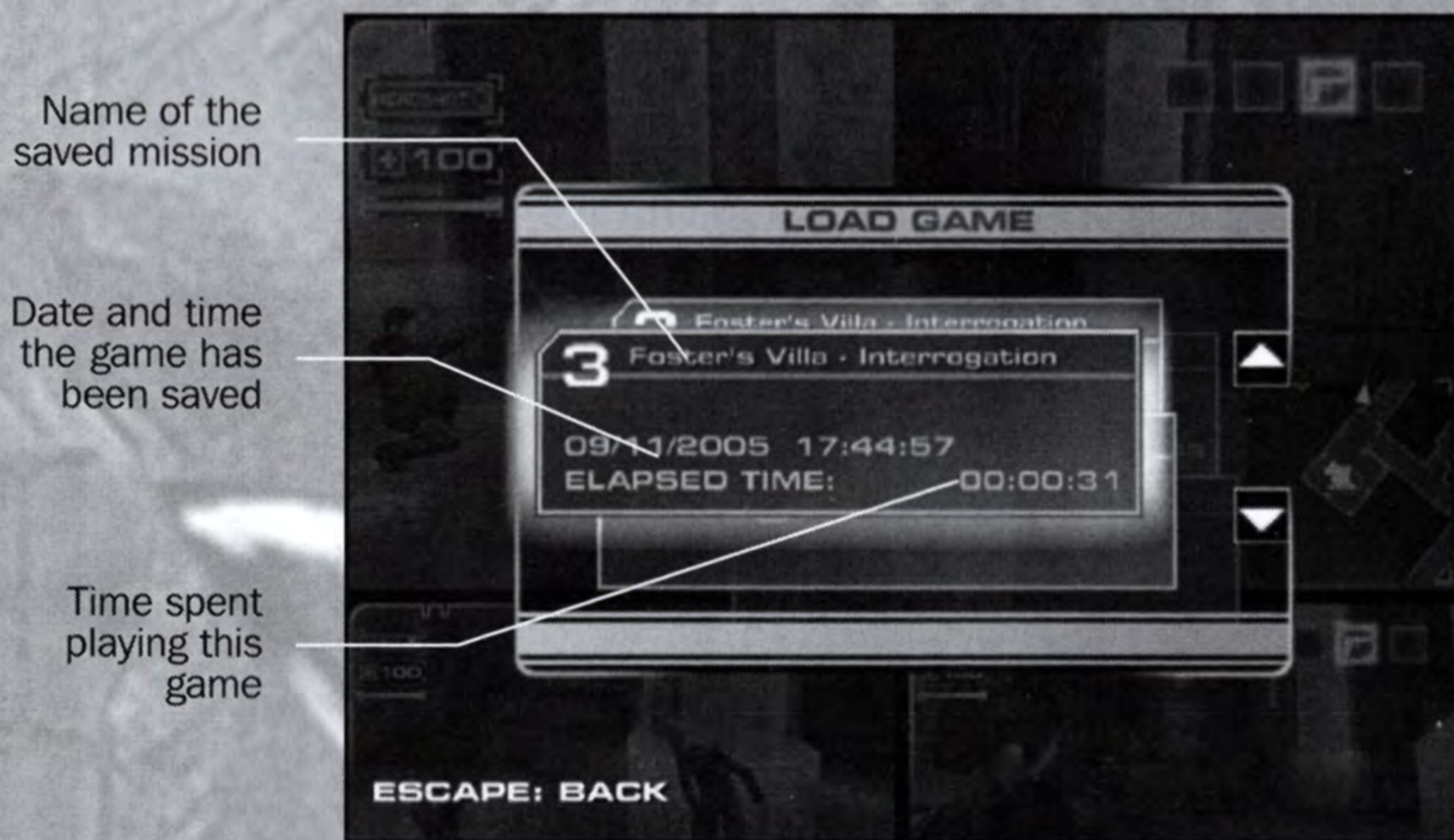
Load game: Allows you to load saved games from the memory card (8MB) (for PlayStation®2) inserted in MEMORY CARD slot 1.

Bonus mode: Allows you to play a level you have previously completed in 1, 2 or 3 player mode depending on your results in single player mode.

Options: Allows you to access the options screen.

Credits: Shows the game's credits.

LOADING / SAVING



Do not to connect or disconnect any peripheral and do not remove a memory card (8MB)(for PlayStation®2) while the console is powered. You can only load a saved game if the memory card (8MB)(for PlayStation®2) is correctly inserted in MEMORY CARD slot 1.

Loading: To select a saved game press the directional buttons UP or DOWN and then press the **X** button to load it. If you are already playing a mission you must confirm that you wish to load the selected saved game as you will lose your progress in the current mission.

Saving: You can save your current mission's progress at any time during the game. Press the directional buttons UP and DOWN to select a saved game. If the saved game is not empty you must first confirm you wish to delete the previously saved game.

To cancel, press the **△** button.

PLAYING AGAIN

If you have already completed a level in 1 player mode, you can play it again. If you have collected enough money, you can also play with 2 or 3 players (a multitap (for PlayStation®2) is necessary to play in 3 player mode).

Select the level you want to play with the directional buttons UP and DOWN, then select the amount of players with the directional buttons LEFT and RIGHT (only if the selected level has this option available).

2-player mode

To be able to play in 2-player mode, you must connect the first player's DUALSHOCK®2 Analog Controller in controller port 1 and the second player's DUALSHOCK®2 Analog Controller in controller port 2. Player 1 controls the character in the top window and player 2 controls the character in the left bottom window. Player 2 can also control the third character with the R2 button by switching screens (the R1 and L1 buttons allow you to control the character at the bottom right without changing screens).

3-player mode

To be able to play in 3-player mode, you must connect a multitap (for PlayStation®2) in controller port 2, an DUALSHOCK®2 Analog Controller in controller port 1 for player 1, an DUALSHOCK®2 Analog Controller in controller port 2-A for player 2, and an DUALSHOCK®2 Analog Controller in controller port 2-B for player 3.

Player 1 controls the character in the top window, player 2 controls the character in the left bottom window, and player 3 controls the character in the right bottom window.

CONTROLLING YOUR CHARACTERS

To move your character, move the left analog stick in the direction you want the character to go. The longer you press the left analog stick the faster the character will go. You can interact with the environment using the controller buttons as follows:

L1/L2 and R1/R2 buttons

You control the character in the top window by default, but you can also control the characters in the bottom windows. You can do this in two ways:

- L2/R2: These buttons will call one of the two characters in the bottom windows (L2 button for the character in the left window and R2 button for the character in the right window). The three windows will rotate and the one you have selected will appear at the top. You can now control your new character.

- **L1/R1:** You can also control a character in the bottom window without rotating the screens. If you press and hold the L1 or R1 buttons, all controller buttons can be used to control the selected character (L1 button for the character in the left window and R1 button for the character in the right window).

SIMULTANEOUS ACTIONS

At certain moments you may have to carry out simultaneous actions with your characters. In order to do so, press the L1 button and/or the R1 button while pressing the inventory button or the contextual action button. The character in the main window will carry out the action at the same time as the secondary character or characters you have selected. This only works if the action (or the object from the inventory) is the same for all characters.

For example, if you want two characters to turn a key at the same time to deactivate a security system, you must do the following:

- Select the key in each character's inventory.
- Place both characters in front of the lock (the key icons will change color).
- Place one character in the main window. Press the L1 button if the other character is in the left bottom window and press the R1 button if the character is in right bottom window. Then press the ○ button to use the object from the inventory.

AVAILABLE ACTIONS

Apart from using the objects in your inventory, you can also carry out "contextual" actions. These actions are possible depending on the situation and environment. Different icons will appear in the interface to guide you, each corresponding to a specific controller button (see Game Interface section).



Opening doors: When the icon appears, press the corresponding button to open the door. It will close automatically if no character or guard is nearby.



Hiding in cupboards: When the icon appears, press the corresponding button to hide in the cupboard. Note some cupboards can be opened but you cannot hide inside. Once inside the cupboard, use the left analog stick to look around and press the button shown in the interface to get out.



Conversation: If you go up to a character, you will sometimes be able speak to him (to turn his attention, for example). The duration of the conversation depends on the character you are using.



Hacking computers: Make your character get near a computer (normally shown in the objectives) and press the corresponding button to hack it.



Pickpocketing: When you move towards a character and the pickpocketing icon appears, press the corresponding button. Then place your character on the icon which can be seen somewhere on the floor around the person you want to pickpocket. Once you are in the right position, the pickpocketing action is triggered. Use the right analog stick to direct your hand and make it follow the "phantom" hand shown on the screen. If you do not do this well enough you will have to start again from the beginning.



Turning handles: Place your character in front of the handle until the icon appears. Press the corresponding button to take hold of it and then press the button constantly to turn the handle.

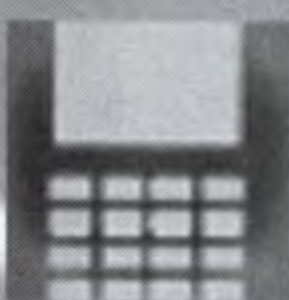
Hint: You will have to make two characters turn the handle at the same time. In order to do so, use the L1 and R1 buttons while pressing the corresponding button.



Dropping and picking up objects: Certain objects from the inventory must be dropped or taken in order to accomplish objectives. Select the object from the inventory and press the corresponding button when the character is in the right place.



Giving objects: You can give certain objects from your inventory such as the medical kit to your team mates. In order to do so, select the object you want to give, make your characters move close to each other and then press the corresponding button.



Using digital access locks: Move close to the digital access lock and press the corresponding button to use it. Use the left analog stick to move your hand and the X button to press the lock's keys in order to enter the 4 number code. Press the V key of the digital access lock to confirm the code numbers.



Hitting enemies from behind: You can sometimes suffocate an enemy (if you don't have a weapon or want to be discreet, for example). If the icon is shown in the interface, press the corresponding button to start the action and then press the button quickly to suffocate your victim. If you are not fast enough, your enemy will break free and can shoot you.



Sitting down: When you are near a seat and the icon appears, press the corresponding button to sit down. Press the button again to get up.



Flattening yourself against walls: If you make your character move towards a wall and the icon appears in the interface, you can flatten yourself against the wall by pressing the corresponding button.

Once you are against the wall you can do the following:

- Move left or right with the left analog stick.
- Take out or put back your weapon with the inventory button if the weapon has been selected.
- Peek around the corner if you have reached the end of the wall. If your weapon is out, you can move the cursor to aim and press the R1 button to shoot.
- Release your grip.



Clinging on: If the icon appears in the interface, you can jump to cling on to a cornice. Once you are hanging on you must be fast since your capacity to hold on depends on your stamina.

You can do the following:

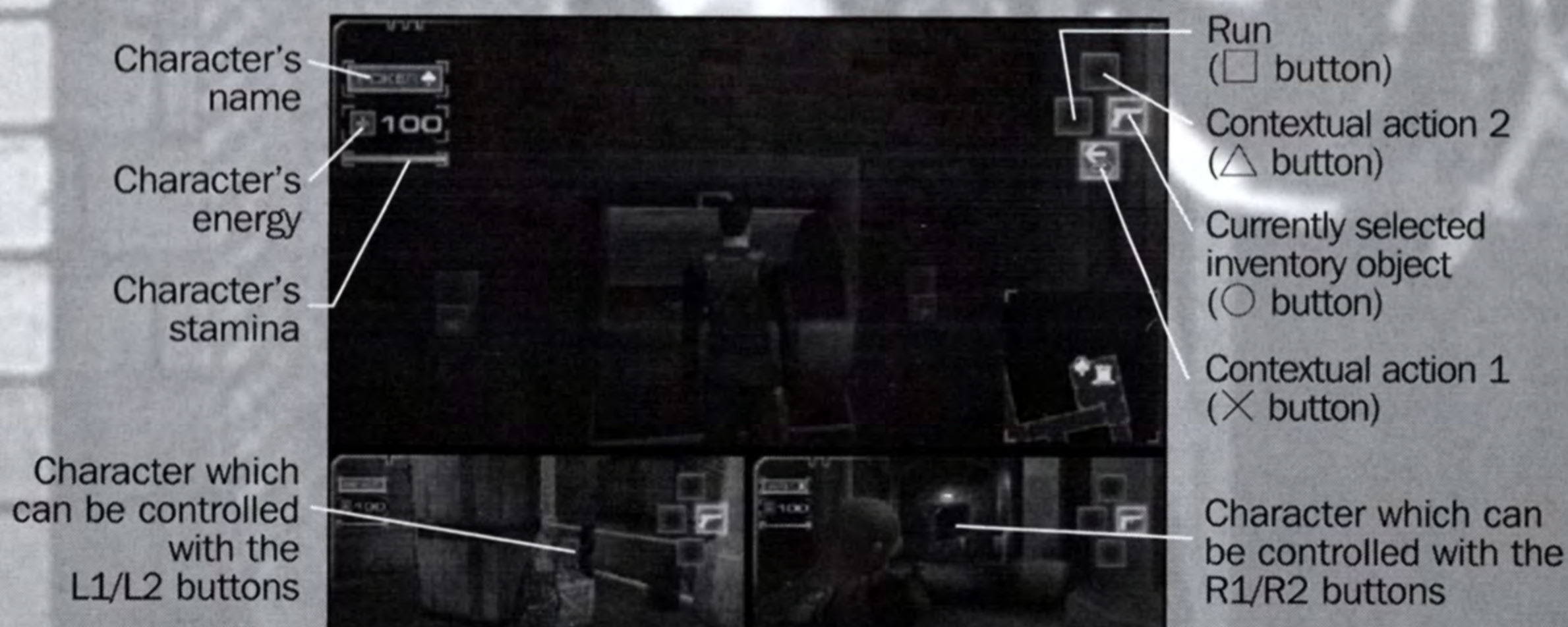
- Get down by pressing the $\times$ button.
- Pull yourself up by pressing the $\triangle$ button.
- Move left and right with the left analog stick.

Note: Some characters do not have enough strength to pull themselves up.



Activating switches: When the icon appears, press the corresponding button to press the switch.

GAME INTERFACE



Name: The name of the character shown in the window.

Energy: Each character starts a level with 100 energy points. If the character's energy gets down to zero, the mission will automatically fail (see Arrest section).

Stamina: The character's capacity to carry out physical exercise. From the moment the character makes efforts such as running or hanging on, the Stamina gauge decreases. When it is at its lowest, the character cannot go any further and must wait to regain energy.

Inventory object: Icon representing the currently selected inventory object.

Contextual action: When a contextual action is available, it will appear on screen and the character can carry it out by pressing the corresponding button. If no icon appears, the default action is triggered when you press the button.

Run: When this icon is lit, the character can run by pressing the corresponding button.

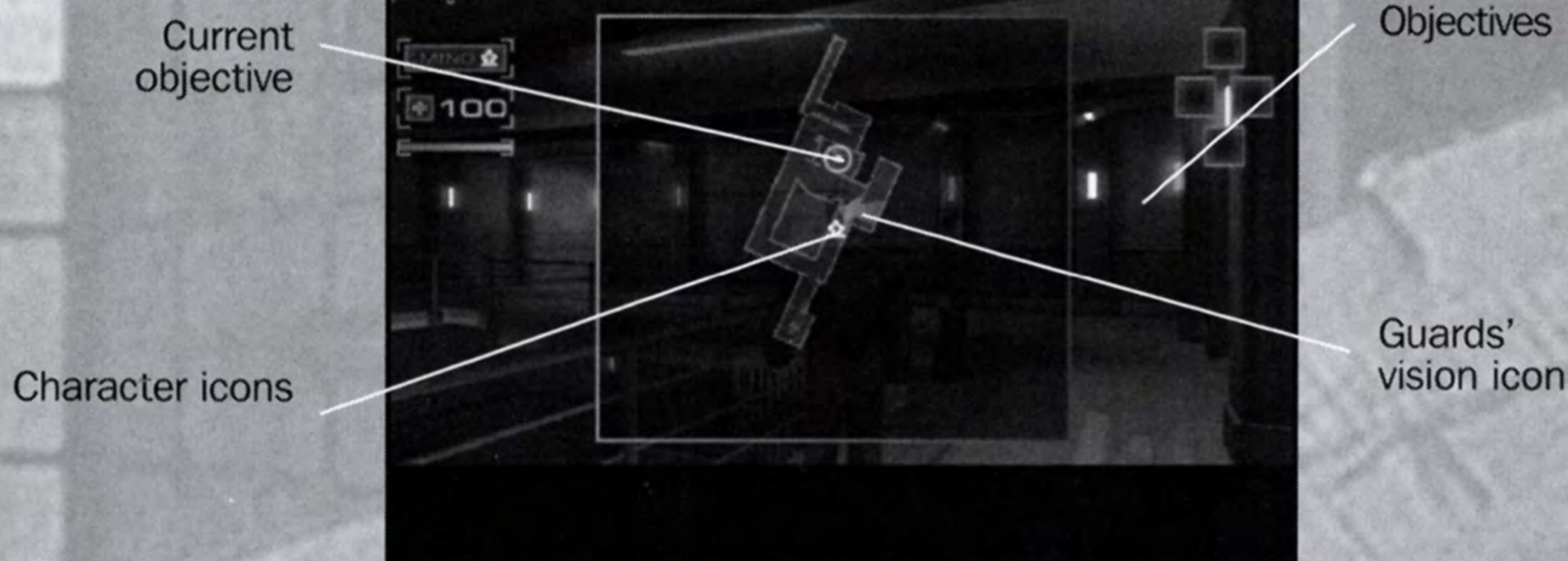
ARREST



You can give yourself up during the game if things get out of control. This will prevent your characters from dying and failing the mission. To give yourself up, press the $\triangle$ button at any moment (unless a contextual action is available for this button). The character will raise his hands and give himself up if an enemy is nearby. In this case the character will stop losing energy, which is useful if a shoot-out goes wrong as it can take up a lot of your energy.

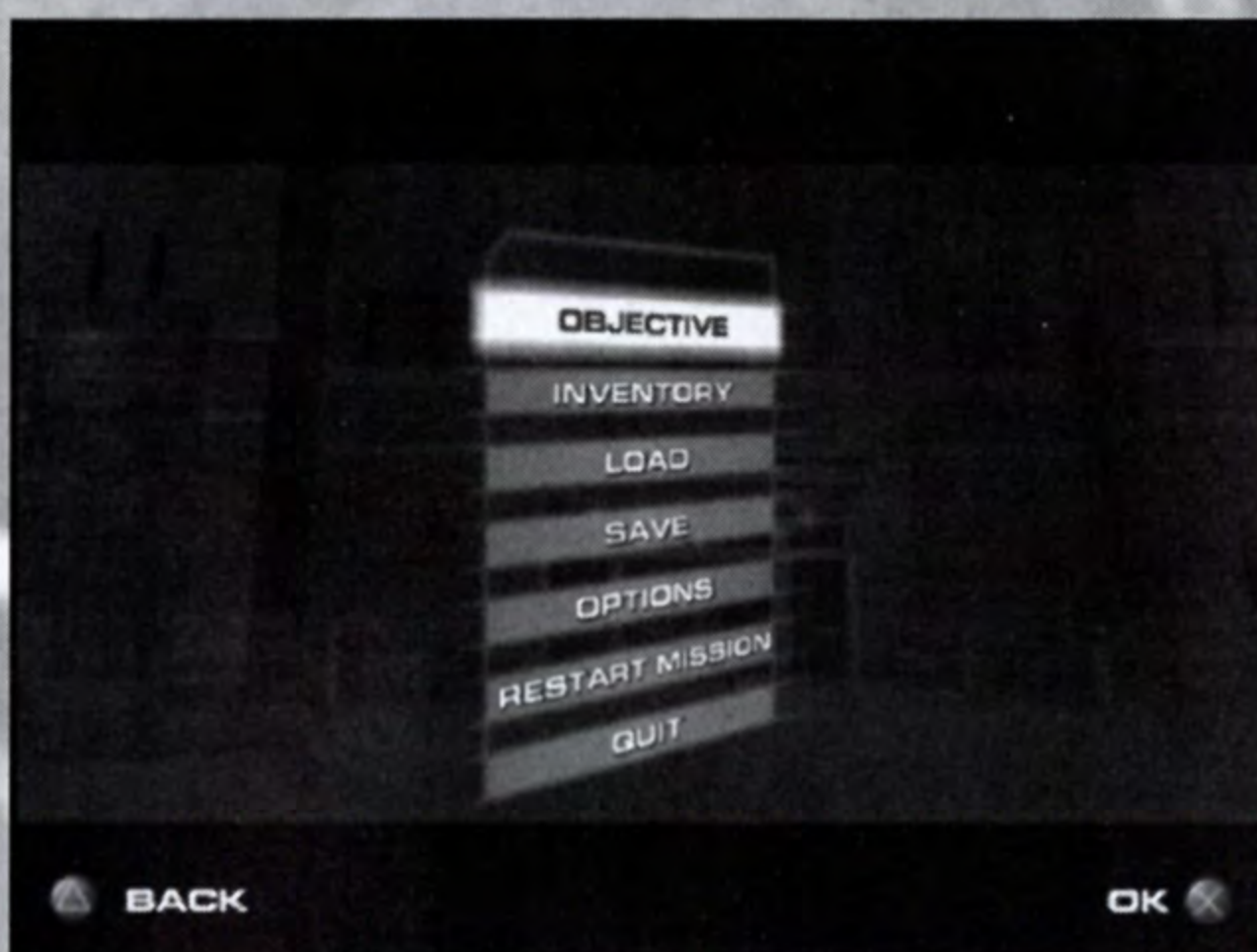
The fact a character has been arrested does not imply that everything is over (unless you are playing solo at this time). You can make another character free him by placing yourself behind him and pressing the $\times$ button when the icon appears in the interface. You must free the character before the Arrest gauge on the centre of the screen goes down to zero or your mission will fail.

MINIMAP



During the game, the minimap is focused on the character in the top screen. The map shows the location of the objectives, guards and other characters.

PAUSE



You can pause the game by pressing START. You can then access various menus: use the directional buttons UP and DOWN to scroll up or down and press the $\times$ button to select. Press the directional buttons UP or DOWN to select an option and press the $\times$ button to confirm. Press the $\triangle$ button to return to the game at any moment.

Objectives: Shows the current mission's objectives.

Inventory: Shows the complete inventory of each character.

Load: Allows you to load saved games from the memory card (8MB)(for PlayStation®2) inserted in MEMORY CARD slot 1.

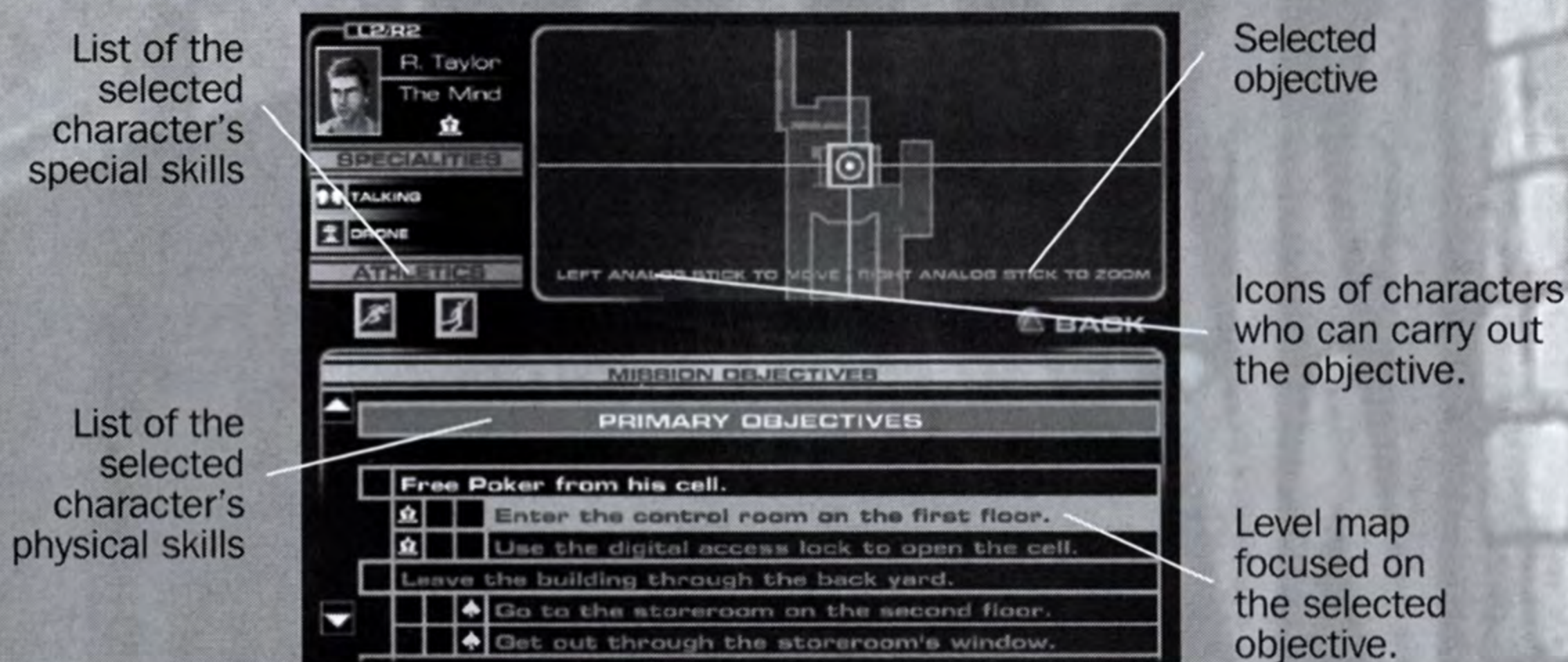
Save: Allows you to save a current game to the memory card (8MB)(for PlayStation®2) inserted in MEMORY CARD slot 1.

Options: Allows you to access the game options menu.

Restart mission: Allows you to play the current mission again from the beginning.

Quit: Allows you to quit the game and return to the initial screen.

OBJECTIVES



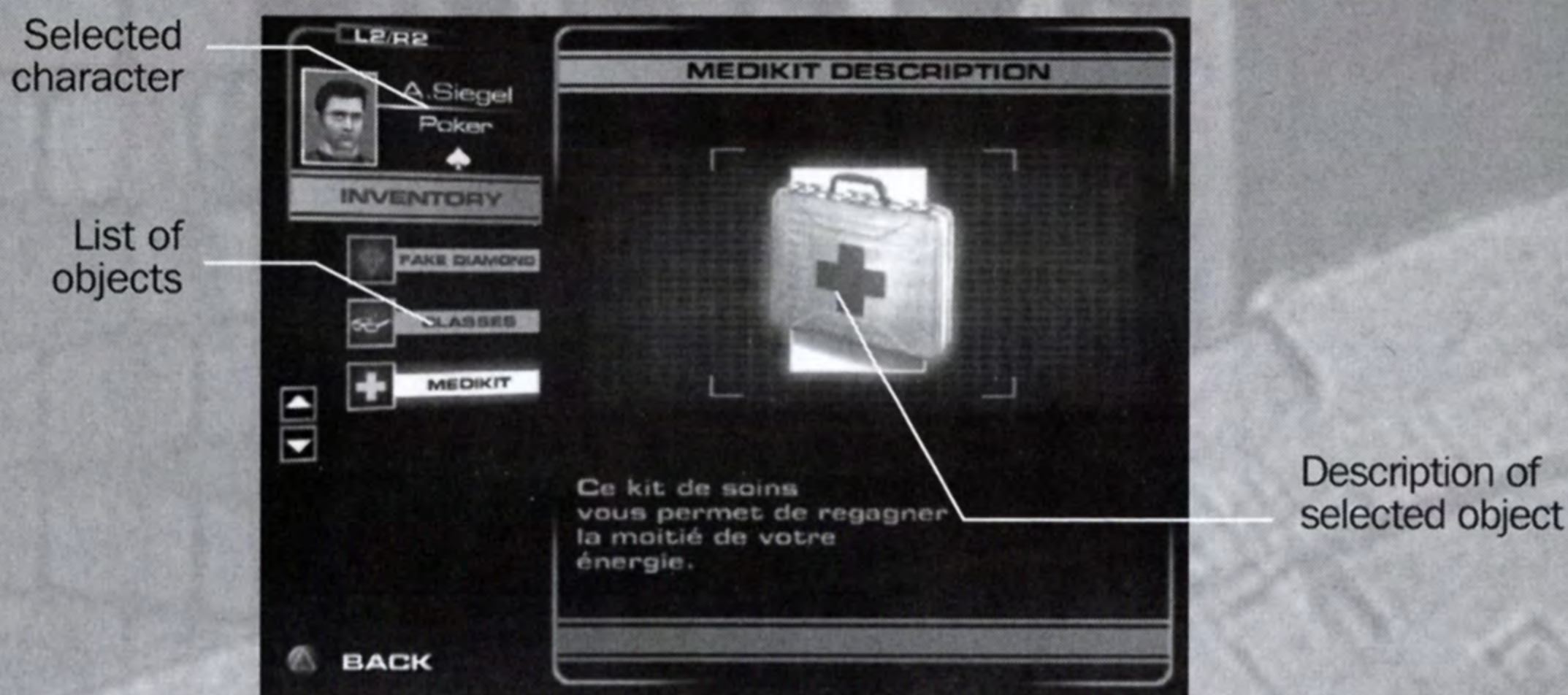
This screen shows the objectives for the current mission. The icons of the characters who can carry out the objective are shown on the left hand side of each objective. You can see the icon beside the character's name in the upper left hand side of the screen by pressing the L2/R2 buttons to switch from one character to another.

You can switch objectives by pressing the directional buttons UP or DOWN. Objectives which cannot be carried out yet are shown in grey and objectives which have already been carried out appear checked above the characters' icons.

You can also see each character's special skills on the left of the screen and press the L2/R2 buttons to switch characters.

Press the  button to return to the previous screen.

INVENTORY



This screen provides information about each inventory object such as its usefulness and how it should be used.

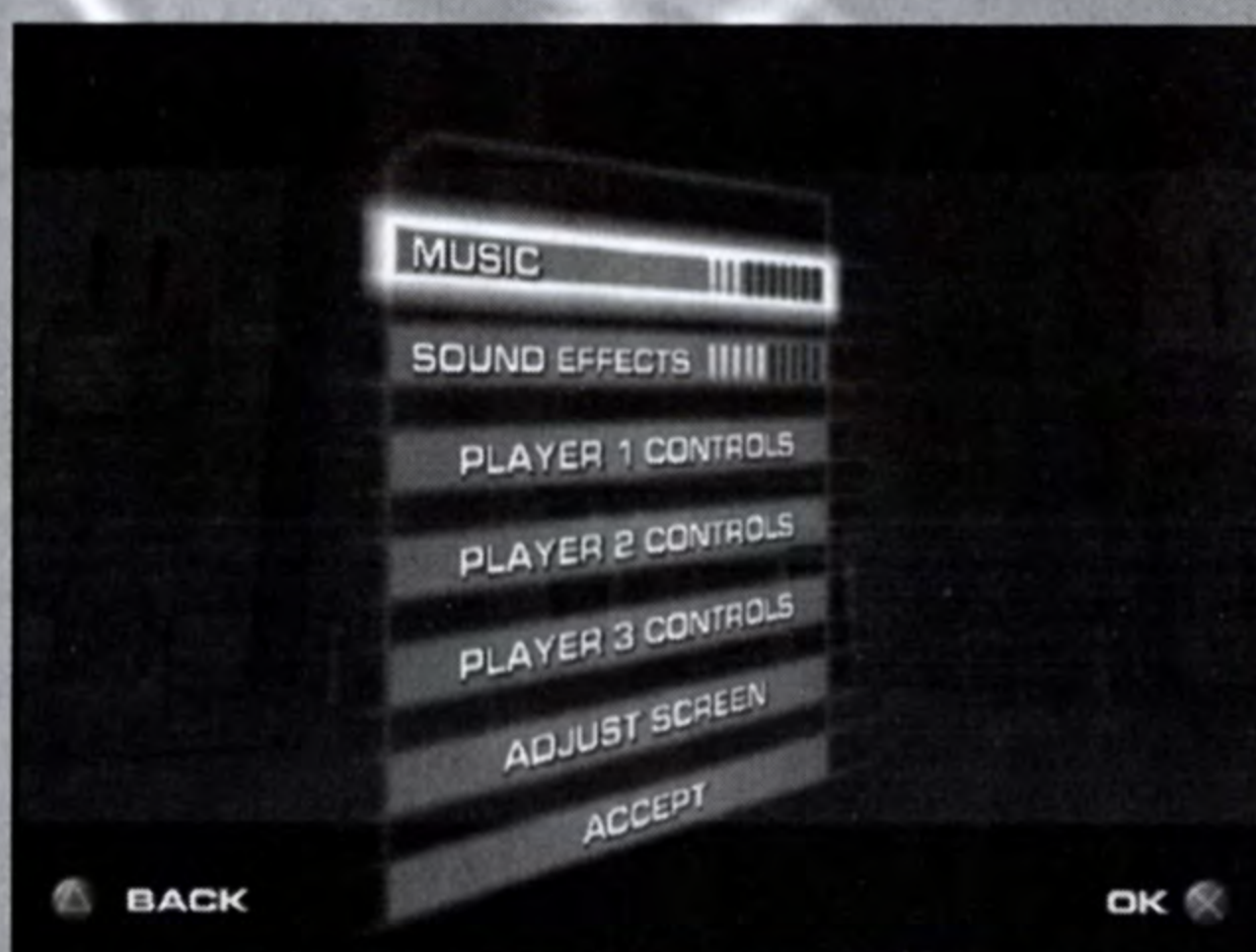
Press the directional buttons UP or DOWN to change the selected object and see its description.

Press the directional buttons LEFT or RIGHT to see all information about the selected object.

Press the L2 or R2 buttons to switch characters and see the notes you have collected during the current mission.

Press the $\triangle$ button to return to the previous screen.

OPTIONS



Press the directional buttons UP or DOWN to select an option, and press the directional buttons LEFT or RIGHT to modify it.

Music: Allows you to adjust the volume of the music.

Sound Effects: Allows you to adjust the volume of the sound effects.

Player 1 controls: Allows you to adjust the controls for player 1.

Player 2 controls: Allows you to adjust the controls for player 2.

Player 3 controls: Allows you to adjust the controls for player 3.

A submenu provides the following options for each player:

Vibration: Controller vibration ON or OFF.

Invert gun: Allows you to invert the controls in gun mode.

Invert camera: Allows you to invert the camera's controls.

Adjust screen: Allows you to adjust the screen to your television set.

Once you have finished, select "OK" and press the $\times$ button to confirm the changes.

To cancel, press the $\triangle$ button.

MISSION RESULTS

MISSION FAILED

Your mission has failed if:

- One of your characters dies.
- The Arrest gauge of a character goes down to zero.
- You are playing with only one character and he is arrested.
- You set off a security system.

In this case you will automatically restart the game in a specific place in the mission.

MISSION ACCOMPLISHED

A mission is accomplished when you have succeeded in all your objectives. In this case, you will see the mission results screen appear which will show you if you have unlocked the multiplayer mode for which you must collect a certain amount of money.

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In the U.S. send to:

Warranty Replacements

Crave Entertainment, Inc.

4 San Joaquin Plaza, Suite 200

Newport Beach, CA 92660

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When contacting customer support, please leave your name, contact information, the title of the game you are having problems with, what console it is on and a brief description of your problem.

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