



CROOKZ

THE BIG HEIST

CONTENTS

THE STORY SO FAR	4
THE CREW	4
Cleopatra: The Front Woman	4
Bishop: The Locksmith	4
Rufus: The Tough Guy	5
Lobkowitz: The Technician	5
Rocket: The Contortionist	5
CITY MAP	6
CHALLENGE MODE	6
PLANNING PHASE	6
Briefing	7
Crew Selection	7
Workshop	7
Objectives	7
Entry and Exit	8
LOOT	8
Treasures	8
Suitcases Full of Money	8
Strongboxes	8
Safes	8
OTHER LOOT	9
Tools and Keys	9
Construction Plans	9
CONDUCT AT THE CRIME SCENE	9
Interactive Pause	9
Waypoints	9
Creating Lists of Actions	10
Changing and Deleting Waypoints	10
Waiting and the GO! Command	10
The Waypoint Execution Error	10
Map	10
DANGERS AT THE CRIME SCENE	11
Guards	11
Vision Cone and Perception Radius	11
Patrol Routes	11
Suspiciousness	11
Noise	12
Types of Guards	12
Guard	12

Fast Guard	12
Armored Guard	12
Elite Guard	13
Security Systems	13
Cameras	13
Light Barriers	13
Laser Barriers	13
Shock Panels	13
Heat	14
<i>OTHER SYSTEMS</i>	15
Switches and Connections	15
Switch	15
Toggle Switch	15
Timed Switch	15
Floor Panel Switch	15
Heavy Switch	15
Switch Box	15
Unlocking Switch	16
Other Interactive Objects	16
Floor Hatch	16
Cracked Wall	16
Air Vent	16
Ventilation Shaft	16
Door	16
Security Door	16
Steel Door	16
Switch Door	17
<i>HEIST LOOT/SCORE SCREEN</i>	17
Crookz Score	17
Money	17
Bribe Money	17
New Skills and Tools	17
New Challenges	17
<i>CONTROLS</i>	18
<i>LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT</i>	20
<i>TECHNICAL SUPPORT AND CUSTOMER SERVICE</i>	24
<i>CREDITS</i>	25
KALYPSO MEDIA GROUP	25
SKILLTREE STUDIOS	26

THE STORY SO FAR

In *Crookz – The Big Heist*, you play a gang of professional thieves in San Francisco in the '70s. They used to be a well-oiled crew and pulled off heists that went like clockwork, but were then betrayed by their accomplice, Murray, as they were attempting to steal the mysterious Luna Stone. The crew fell apart. But today, five years later, it's time for a comeback.

THE CREW

Cleopatra: The Front Woman

Cleopatra is a strong-willed, smart and impulsive woman. She loves the thrills and rush she gets when she pulls off a meticulously-planned heist. The other team members value her direct and pragmatic attitude.



Bishop: The Locksmith

Bishop rarely lets on about his passion for the classic elegance of locks and tumblers. However, his mask of coolness and dry wit conceals a hardened strategist and a passionate environmentalist.

Rufus: The Tough Guy

The pro wrestler Rufus used to be a really hot-tempered guy, but has now found inner peace through Indian meditation techniques. Some think Rufus isn't the sharpest tool in the shed, but the crew, particularly his sister Rocket, know and value his skills.



Lobkowitz: The Technician

Lobkowitz has a small electrical store, but regularly supplements his income with break-ins to treat himself and his wife to an extra vacation now and then. Besides, it's the perfect opportunity to try out his latest inventions.

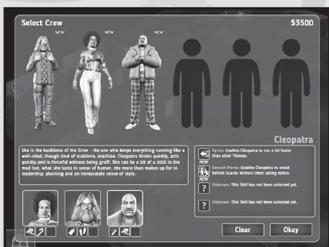


Rocket: The Contortionist

Through years of training, Kimmy "Rocket" Rollins has not only made her body supple and tough, but has also made a name for herself in the male-dominated world of professional wrestling; with great self-confidence and a mouth to match.

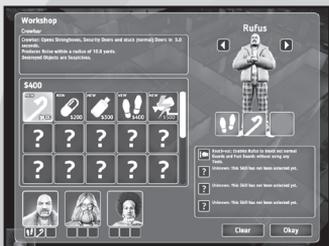
Briefing

Before the thieves get to work, they will first discuss their plan. In the briefing, you will get a rough idea of your next heist using camera sequences and be shown the most important objectives.



Crew Selection

In the crew selection, you can view the thieves' skills in detail and assemble a crew for the heist. Each thief only has one skill initially, but a large number of additional skills will be unlocked as the game progresses.



Workshop

You can purchase tools for your crew in the workshop. Upgraded tools are also displayed here. Consider carefully which tools you will require for the next heist and check if you can find them at the crime scene. Thieves can usually carry up to three tools.

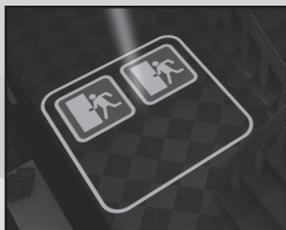
Objectives

Each heist has multiple objectives that must be achieved. Golden light beacons mark the most important objectives on the map, green columns mark interim steps and gray columns indicate interim steps that are currently unavailable.



Entry and Exit

Master criminals rarely walk through the front door. Areas marked in the colour of each individual thief indicate where they will be located at the beginning of the heist.



Once the job has been carried out, the thieves should scam as quickly as possible. The exit zones on the floor indicate where they can exit a particular area.

LOOT

Treasures

The main priority is the mission of course, but if you're going on a heist it should at least be worth your while. Thieves will find numerous treasures at each crime scene. The more valuable the treasure, the more sophisticated the security measures they will have to overcome to reach it. Extra points will be awarded at the end of the heist if they manage to grab all the treasures!

Suitcases full of money are often left by careless contemporaries of yours. Their contents are worth a great deal.



Strongboxes are containers designed to protect valuable objects, but are relatively easy to break open.



Safes are the hardest to crack, but also contain the most valuable loot.



OTHER LOOT

Tools and keys can also be found at the scene of the crime, which thieves can use when performing the heist. Unused Tools will be sold for a tidy profit after a successful job.



Construction plans unlock upgrades for tools in the workshop. Apart from main objectives, they are probably the most valuable items at the crime scene.



CONDUCT AT THE CRIME SCENE

This section tells you how to find your way around during a heist and how you can make the thieves perform various actions. When on a heist, it is important to coordinate the individual stages precisely. The individual commands are described below, and a table containing the corresponding commands can be found on page 18 of this manual.

Interactive Pause

The interactive pause gives you all the time you need to pre-plan and optimize your actions. This not only reduces the risk of getting caught, but the more effective your plan, the faster you will be able to pull off the heist. You will be rewarded for the time you save after completing the heist. Pausing the game stops the clock.

Waypoints

To issue a command to a thief, select him and create waypoints for him. He will then go to each one in turn.

You can set waypoints on the ground, on guards and on interactive objects. Many actions will be selected for you automatically, but the context menu is of particular importance when working with

tools. This menu will provide you with a range of different actions to choose from. The use of tools, creating lists of actions, correcting and deleting existing waypoints and the GO! command are also significant here.

Creating Lists of Actions

You can create a list of actions to be carried out at each individual waypoint, so for example a thief may put on rubber soles and then immediately take an adrenaline pill without losing any time. Selected actions will be displayed as a series of icons next to the context menu. You will also be able to delete queued actions from the list.

Changing and Deleting Waypoints

If you would like to make changes to a waypoint, you can select it and move it at any time. You can delete a single waypoint using the  icon in the context menu. The  symbol under a thief's character portrait deletes all his waypoints.

You can also go back and add waypoints between existing waypoints at a later point in time.

Waiting and the GO! Command

The  symbol in the waypoint menu triggers a special action. You can use it to e.g. instruct a thief to wait outside a camera vision cone until it is turned off. You then give the thief the GO! command using the  icon, which will appear next to his character portrait while he is waiting.

The Waypoint Execution Error

Even the best-laid plans can encounter some hiccups. A thief will inform you if he is unable to carry out a specific action (e.g. because the lock on a particular door has not yet been picked). In the gameplay section of the option menu, you can choose to automatically pause the game if this happens. This allows you to intervene immediately and tweak your plan accordingly.

Map

Similar to the planning phase, you can also access the map during a heist. The map shows you the current status of the crime scene so you can see exactly who is positioned at which location and the objectives you have already achieved.

DANGERS AT THE CRIME SCENE

Guards

Guards pose the greatest threat during a heist. If you're not careful, they'll catch your thief and the heist will fail! You therefore have to sneak past them, distract them or send them off to sleep.



Vision Cone and Perception Radius

A guard's vision cone indicates how far he can see. If he spots a thief he will attempt to catch him. In addition, Heat will be generated (see page 14). Thieves should therefore sneak up from behind if they want to take out a guard.

Guards don't have eyes in the back of their head, but will notice thieves that get too close to them and will turn around the moment they enter their perception radius. Then it's just a matter of fractions of a second.

Patrol Routes

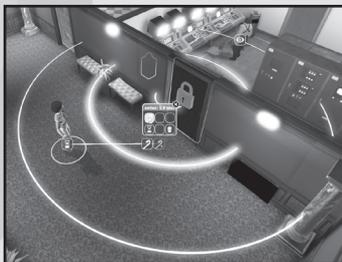
Many guards patrol along a set route. This is why it is particularly important to observe their patrols and work out how far they can see. You can hide/unhide guard patrol routes at any time (see page 18). Use the planning phase to observe the guards and their routes at your leisure.

Suspiciousness

Broken items, knocked-out guards and completed objectives from a heist are suspicious. As soon as guards see them, they will become suspicious and will start investigating their surroundings.

Noise

Loud actions, such as blowing up a safe or the triggering of a light barrier, will attract guards. When planning a loud action, you will first be shown the estimated noise radius. You can also view the description of a tool to find out how far away the noise it generates will be heard. If used correctly, you can also exploit noise to your advantage.



Types of Guards

The thieves may encounter a number of different guards.



GUARD



FAST GUARD



ARMORED GUARD



ELITE GUARD

Guard

The ordinary guard with no special characteristics. He is lethargic, moves slowly and can be knocked out using any suitable means.

Fast Guard

This career-oriented version drinks a lot of coffee and takes part in marathons. Watch out, he's really quick.

Armored Guard

Not the sharpest tool in the shed, but he eats vitamin-rich foods and swears by the "armored onion" look. Normal punches and chloroform aren't going to cut it with this one.

Elite Guard

A tough guy who's seen it all. Only gas door traps or electrical shocks are strong enough to take him down. Watch out! He may seem slow, but that will quickly change once he discovers a thief.

Security Systems

Apart from guards, your thieves will need to pay attention to the security technology at the scene of the crime. Technical knowledge and suitable tools can be used to disable them temporarily or even permanently.

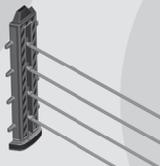
Cameras record images of thieves who enter their vision cone. When this happens, Heat is generated. Cameras can be deactivated at the camera terminals to which they are connected. Cameras have blind spots that the thieves should exploit.



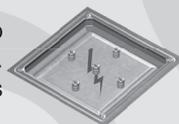
Light Barriers span passageways, effectively cordoning them off. Anyone who walks into them generates noise, which will alert the guards.



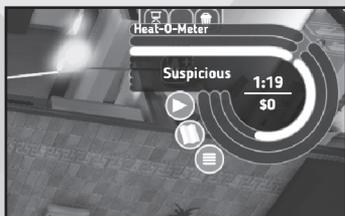
Laser Barriers are the big sisters of light barriers: equally dangerous, but harder to overcome.



Shock Panels knock out anyone who steps onto them who hasn't taken appropriate precautions. Keep a lookout for switch boxes or switches connected to them!



Heat



When one of your thieves is recorded by a camera or is spotted by a guard, he will leave behind clues and can be identified. All these clues together are called Heat and will be displayed on the Heat-O-Meter. The higher the Heat level, the more money you

will need to spend after the heist to bribe the authorities to destroy the evidence, which will also reduce your score. There are a total of seven Heat levels:

- 1. Unnoticed**
- 2. Inconspicuous**
- 3. Suspicious**
- 4. Visible**
- 5. Obvious**
- 6. Exposed**
- 7. Spotted**

If the Heat level rises above “Spotted”, not even money will be able to save your crew, and the game will be lost. Luckily, you can use a powerful video magnet to destroy evidence at the camera terminals, thereby reducing your Heat level.

OTHER SYSTEMS

Switches and Connections

Many electrical devices, such as light barriers, are turned on and off with the use of a switch. Switches and connected devices or doors are often combined in the form of complicated puzzles — perfect for criminal masterminds!

Switch: A simple switch that can only be switched off.

Toggle Switch: This switch can be turned on and off.

Timed Switch: This switch resets after a certain period of time.

Floor Panel Switch: A thief will need to remain standing on this switch for its effect to remain active.

Heavy Switch: This switch can be turned on and off. You will need great strength or a lubricant to activate this switch.

Switch Box: Allows systems that are connected to it to be switched on and off. Technical knowledge or tools will be required to operate it correctly.

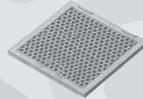


Unlocking Switch: Naturally, the owners of complicated switch puzzles aren't too keen on having to solve them every time they have to use them. That's why they often install switches behind them that simply bypass these obstacles. Handy, eh?



Other Interactive Objects

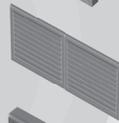
Floor Hatch: A hole in the floor where thieves can hide out. With enough experience, Cleopatra will be able to conceal herself in one.



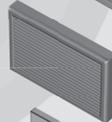
Cracked Wall: With a little help (or brute force), they can be collapsed.



Air Vent: A direct link between two rooms. Rocket can squeeze through one.



Ventilation Shaft: With a little more experience, Rocket can use ventilation shafts to cover larger distances without being detected.



Door: Not a significant barrier, but prevents inquisitive people from discovering your thieves. Watch out when walking through a door; someone may suddenly discover you!



Security Door: Bishop is the expert on the locks on these doors; the others will have to use tools or keys.



Steel Door: A thick steel door that needs a great deal of skill to open. Even Bishop will require a large amount of experience to unlock it.



Switch Door: Can only be opened by activating the switch(es) connected to it. These switches are often not easily accessible or protected by complicated puzzles.



HEIST LOOT/SCORE SCREEN

After a heist, you will be able to see how well you performed during the job.

Crookz Score: You will receive points for collecting loot, for inconspicuousness and for speed. You will also receive bonus points for collecting all the loot items and for not producing any Heat.

Money: You will receive a certain amount of money each time you complete a heist. This amount can be increased even further by collecting loot and valuable tools.

Bribe Money: It costs money to destroy evidence. This amount will be deducted from your loot, so try to generate a minimum amount of Heat.

New Skills and Tools: Your thieves will gradually gain more experience and learn new skills that will be displayed here. New tools will also gradually be unlocked in the workshop.

New Challenges: Once you have completed a heist, additional missions can be unlocked in Challenge Mode.

CONTROLS

Action	Mouse and keyboard
Move camera	W, A, S, D / arrow keys
Zoom camera	Turn the scroll wheel
Rotate camera 360°	Hold down the scroll wheel or SHIFT and move the mouse
Change inclination angle of the camera	Hold down the scroll wheel or SHIFT and move the mouse
Select thief/Switch between thieves	Left-click the character portrait or individual thief / press the number keys 1-4 / press Q to toggle between the character portraits
Select guard or interactive object	Left-click on a guard or object
Select waypoint and open context menu	Left-click on the waypoint
Set waypoint	Right-click on the ground or interactive object or guard
Set waypoint between two waypoints	Right-click on the line between two waypoints
Set emergency waypoint	Hold down the CTRL key and right-click on the ground
Open context menu	Displayed when a waypoint is set or selected
Select and confirm command at waypoint (general)	Left-click on the command icon in the context menu
Delete command at waypoint	Left-click on the command symbol at the waypoint (series of queued commands next to the context menu)
Delete waypoint	Left-click on the waypoint and press E / left-click on the Waypoint and left-click on  in the context menu

Delete all waypoints for the selected character	CTRL + E / left-click on the trash bin under the character portrait
Move waypoint	Drag & Drop the waypoint (click and hold down the left mouse button, move the mouse and release at new position)
Give a single thief the "GO!" command	F1 to F4 / left-click on  next to the character portrait
Give all thieves the "GO!" command	F5
Pause or end pause	SPACEBAR /  next to the Heat-O-Meter
Open map	M /  next to the Heat-O-Meter
Open in-game menu	ESC /  next to the Heat-O-Meter
Plan the use of a skill	Happens automatically when the waypoint is set on the relevant interactive object
Plan use of an item	Left-click in the context menu of the waypoint
Plan picking up an item	Displayed when the waypoint is set on the item
Put down an item	Right-click on the ground, then left-click the icon in the context menu
Skip video	ESC
Quick save	F6
Quick load	F8
Toggle all patrol routes on/off	G
Toggle individual patrol routes on/off	Left-click on the guard
Toggle objectives List	O / left-click "+" symbol next to the list

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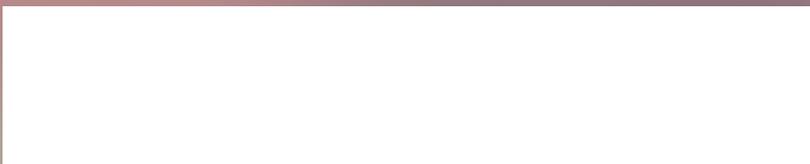
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