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# 1 Before Starting

## 1.1 Minimum Hardware and Software Requirements

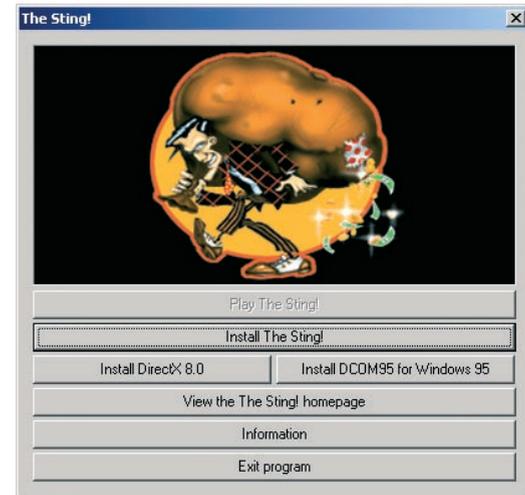
Pentium II 400MHz,  
64MB RAM,  
DirectX 7/8 compatible 3D graphics card with 16MB memory,  
DirectX compatible sound card,  
approx. 200MB available storage on system disk,  
4x CD-ROM drive,  
Microsoft Windows 95, Windows 98, Windows 2000, Windows ME.

## 1.2 Recommended System Requirements

Pentium III 800 MHz,  
256MB memory,  
DirectX 7/8 compatible 3D graphics card with 32MB memory,  
DirectX compatible sound card,  
approx. 200MB available storage on system disk,  
20x CD-ROM drive,  
Microsoft Windows 95, Windows 98, Windows 2000, Windows ME.

## 1.3 Installation

To install the game first close all other programs and insert the "The Sting!" CD into your CD ROM drive. If your auto play is deactivated, please click on the CD ROM symbol on your computer, then click on "The Sting!". If not, the program will start automatically after a few seconds.



Please read the "Information" chapter first. Click on "Install The Sting!" to install the game. Only once you have installed "The Sting!" successfully you will be able to click on "Play The Sting!". During the installation process, follow the instructions on the screen.

## 1.4 Welcome

Thank you for choosing “The Sting!”. Welcome to the city where our hero, Matt Tucker, is trying to become the most successful thief of all times. Like a hero straight out of a comic strip, he is surrounded by the distinctive flair of the 1930s. He was a master thief who planned his burglaries with precision and perfection. But despite his expertise, he eventually made a mistake and got caught.

While in jail he spent a lot of time thinking about his mistakes. The day he was released from jail a good old friend of his was already waiting for him: Sinclair, another master thief and Matt's former mentor. Sinclair helped him get back into the business and reserved a motel room for him in the city. A few things had changed in the city during his Matt's absence: a total curfew had been introduced during night-hours, the whole crime scene had had to plunge and the tension among the people in the city was noticeable.

Now, from his headquarters, Matt can scheme up new burglaries and continue his career in the underworld. But he must still make a few preparations before he can pull a really big job. For a burglary he needs the necessary tools, a getaway car, and accomplices.

With your help Matt will be able to get a foothold in the business again. Let him stroll through the dark and winding lanes of the city, check out gloomy bars where he could meet potential accomplices, and find out who can help him and who can not. Only once Matt has committed a few successful burglaries he will live up to his reputation again. The dealers will welcome him with their arms wide open and you never know – he might even be able to win the heart of a woman! It is up to you to make Matt one of the “coolest” burglars in town.

The game makes it easy for you to place yourself into the mind

of our hero. Your plan is his plan, his loot is your loot. And once you master the craftsmanship of the perfect burglary you can risk pulling a really, really big job: “The Sting”.

We hope you will enjoy “The Sting!” and wish you much success in planning and performing your break-ins.

## 1.5 Characters

These are a few characters that appear in the game:



### 1.5.1 Matt Tucker

Matt Tucker learned the rules of the streets at an early age. Over the years he developed his skills and worked his way up to become a notable thief. His style is unique. He is a master thief who plans his burglaries with perfection and carries them out with maximum precision. His goal is to become the most respected and “coolest” burglar in town.



### 1.5.2 Elvira Bun

Elvira Bun has many talents. You can admire her dancing skills at a bar located by the port. She uses her other talents to successfully mislead guards or even police officers. So it comes as no surprise that she is a favorite accomplice, not only with regards to burglaries. However, Elvira would sacrifice her underworld career at any time for Broadway, but she still has a long way to go.



### 1.5.3 David Shaggy

David Shaggy was a passionate boxer before his health let him down. He gave up his boxing career and took over the old boxing club from his late coach El Gringo. He was David's great idol; after all, he had won the highest award in the ring – "The Golden Gloves". David promised El Gringo that he would continue managing the boxing club to the best of his knowledge and belief.

## 1.6 The Game

"**The Sting!**" is a burglary game. It is divided into three phases which we have termed **Play Modes**. **Play Mode: "In the City"** is entirely dedicated to preparing and becoming acquainted with the city in which our hero will carry out his break-ins. In the **Play Mode: "Record Plan"** you can plan the burglaries with precision, while in **Play Mode: "Start Plan"** the burglary is carried out.

To get to know the city it is paramount that you become acquainted with the **controls**. As described under **Controls** you can **look around, walk, talk** with other people and carry out various activities (See *Activities Menu*).

The **City Map** is for easy orientation as to where you are in the city. The city map not only shows the best burglary targets, but also indicates the businesses of those people you should visit. This includes the **tool trader**, the **car dealer** and naturally you will need a **receiver** where you can sell your loot. To quickly reach the desired destinations you can also use **taxis**.

As you may only carry out your break-ins with the proper **tools**

you should buy the needed tools as early as possible. For the burglary you also require a **getaway car**, which you can also buy while in the **Play Mode: "In the City"**.

As soon as you have successfully completed a burglary you will sell your **loot** to a receiver in the city. He will help you get more **money** to buy new tools and new getaway cars.

A "real master thief", however, also needs **accomplices**. But first you must find out who is a good choice for a burglary, and who is not. This is only possible by **talking** to the people in the city. Potential accomplices are walking about in the city, just like you.

You can also **access buildings** that are unlocked, or **walk** into bars. You will learn to **observe** the buildings from the inside to the outside. Naturally, every building has **security guards** walking their rounds who could detect you if you were to carry out a break-in.

Some buildings also have **alarms** or entire **alarm systems** that have to be disconnected during a break-in. Only once you have studied your break-in target can you assess the need for an accomplice.

The more complex a burglary is, the sooner you will need an accomplice. You can use a maximum of three accomplices who are each allowed to use three tools for a break-in. All accomplices that you recruit in the city will then be available to you in the **Play Mode: "Record Plan"**. The same applies to your tools and your getaway car. Once you have completed your preparations you change from the **Play Mode: "In the City"** to the **Play Mode: "Record Plan"**.

This is where your **planning** starts. You choose your **break-in target**, your **getaway car**, your **accomplices** and your **tools** as well as those of your **accomplices** (see *Planning Menu*).

You will plan the break-in with a recorder which you use to record your plan. Familiarize yourself with all the functions of the recorder. This will help you think and act like a master thief. The tools will help you access a building and take along everything that makes a good loot.

Wrap up the break-in by getting into the **getaway car** with your accomplices.

Terminate the recording here and enter the **Play Mode: "Start Plan"** (see *Main Plan Menu*).  
Now you can **start the Plan**.

The plan will now be carried out according to your recording and you will witness your own burglary by watching your break-in like a small movie.

If you have been successful your **success rate** will rise. The better your success rate, the more **loot** you can sell to the **receiver**, and the easier it is to recruit new accomplices. You will access a higher level if all break-ins to be carried out at any one level were successful.

If a break-in fails, you have to plan it again until you succeed. Only once you succeeded at all break-ins can you venture toward the final destination: "The Sting!"

## 2 Start Game

Once "**The Sting!**" has been successfully installed you may either start with the "**START**" button under Programs/The Sting! or by inserting the "The Sting!" CD. It is not possible to play "The Sting!" without the CD in the tray.

After the opening credits the game starts in Matt's motel room. Press any of the function keys (F1-F12) to access the Main Menu. The following menu items are available in the main menu:

- **New Game:** Choose this option to start a completely new game. Be careful though, you will lose anything you have played so far without saving it.
- **Load Game**  
Select from a score you previously saved and resume playing.
- **Save Game**  
Save the current score on your hard drive by naming the score and saving it. Prompt the score at a later point in time under Load Game and continue playing.
- **Delete Game:** here you can choose and delete a score that you saved earlier.
- **Video Options**  
Set the graphics of your computers for optimum playing of game.
  - o **Resolution:** Select the right screen resolution for your computer.
  - o **Details:** Select the right detail level for your PC. The lower the detail level, the faster the video illustration.
  - o **Info text delay:** Extend or reduce the time of info text display.
  - o **Shadow maps:** Switch the shadow and light effects in the game on and off. Please be aware that the program has to be restarted for the changes to take effect, and that the shadow maps influence the stability of the graphic performance.
- **Audio Options**
  - o **Music:** Adjust the music volume
  - o **Sound:** Adjust the sound volume
  - o **Sound depending on camera or actor:** Chose if you



want to hear the sound effects from the actor's or the camera's perspective.

- **Game Options:**
  - **Automatic Camera:** lets you activate the automatic camera in addition to the manual camera. The automatic camera tries to assume the best perspective in every situation.
  - **Inverse Camera Control:** Select whether you want the camera to behave like flight simulator controls.
- **Resume Game:** Return to the game.
- **Quit Game:** End the game and return to the Windows screen.

### 3 Controls

*Terminology:*

- **Zoom:** Infinite enlargement of picture detail.
- **Mouse wheel:** The wheel located between left and right mouse button. Turning this wheel activates the **Zoom** function during the game. Not every mouse has a mouse wheel.
- **Info text:** Information about an object which pops up when moving the **mouse pointer** onto the object.

The hero and his accomplices are controlled exclusively with the **mouse**. Use the left mouse button for all activities. **Controlling the accomplices** is effected exclusively in **Play Mode: "Record Plan"** by activating **Adopt Characters**. (see *Adopt Characters*)

- **Confirm** by entering  or with the "ENTER" key.
- **Close** with  or with the "ESC" key.

#### 3.1 Walk

**Click** to the point where you want the hero to go. Make sure to click exactly on the target. If the **mouse pointer** is not positioned correctly and you accidentally **click** on a target that is much

further away our hero will immediately head toward that destination. He will independently avoid any obstacles to reach the location you selected.



- **Access building:** If the hero is to **access** a **building** through the door, make sure that the camera is positioned so that you can click on an object or the floor inside the building. The command is not carried out if you **click** through the door.

#### 3.2 Look Around



**Click** and **hold** the right mouse button and **move the mouse at the same time**. This will **change** the **position of the camera**. Move the camera into all possible directions. Select a direction which offers an ideal overview of the situation. The correct perspective can decide whether your control of the situation is good or poor.

### 3.3 Zoom

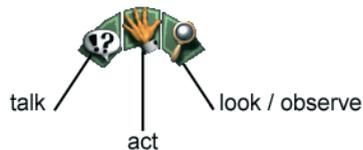


Use the **mouse wheel** to either enlarge or downsize the image detail in which the hero/accomplice is currently located, depending on the direction in which you turn the wheel.

If your mouse does not feature a mouse wheel simultaneously press the left and right mouse buttons and move the mouse either from the left to the right or vice versa.

### 3.4 Activities Menu

**Move** the **mouse pointer** toward the object or person with which / whom you want to interact (e.g. window, passerby, etc), then **click** and **hold** the mouse button. An **Activities Menu** pops up.



Once the Activities Menu has been activated you can select between three different lines of action.

#### 3.4.1 Talk

**Direct** the **mouse pointer** onto the person which whom you want to **speak**. If the person lights up **click** and **hold** the mouse

button. The Activities Menu appears. **Direct** the **mouse pointer** onto  and let the mouse button **go**. A **Dialog Menu** or some kind of reaction pops up. Select a dialog by **clicking** on it.

#### 3.4.1 Activity: Open/Close/Use

**Direct** the **mouse pointer** onto the object with which you intend to trigger a line of action. When it **lights up**, **click** and **hold** the

mouse pointer. **Direct** the **mouse pointer** onto  and **let** the mouse button **go**. The activity will now be carried out independently. This is how you can open doors, pick up tools, etc.

#### 3.4.2 Zoom/Observe

**Direct** the **mouse pointer** onto the object and if it **lights up** you may **observe it in detail**. **Click** and **hold** the mouse button. An

**Activities Menu** appears. **Direct** the mouse pointer onto  and **let** the mouse button **go**. The object will be enlarged so you can now observe its **details**. To **observe** the inside of a closed building **direct** the **mouse pointer** onto a window (lights up).

Activate  in the Activities Menu. You can now see through the roof of the building. By changing the camera position you can also have a **look around** the inside of the building (see *Look Around*). If you are standing too close to the wall you might not be able to see through the roof yet. In that case please zoom out a bit.

#### 3.4.3 First-Person Perspective

You additionally have the option to view the game from the hero's perspective. You cannot trigger any actions in this condition, but the action you started last will be finished. **Click** and **hold** the center mouse button or wheel. If you don't have a center mouse button **hold** the space bar. You can now control the

hero's view like the camera. You can view the scene again from the camera trigger actions when you let go of the button.

### 3.4.4 Additional Information

**Observe** that the activities can only be carried out where the objects **light up** when you move the **mouse pointer** onto them. When activating the **Activities Menu** on an object or a person with which / whom you cannot **interact**, a **Dialog Window** appears which explains why the **Activities Menu** cannot be activated.

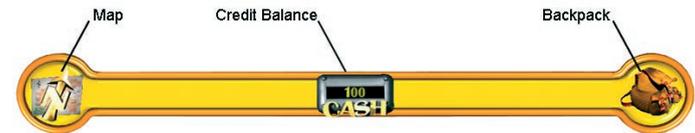
## 4 Play Modes

The game is divided into three different playing modes.

### 4.1 Play Mode: "In the City"

This mode helps you to **prepare** your break-ins. It allows you to **walk** through the city and to familiarize yourself with it. The **City Map** will help you find your way. You will encounter people on the street or in bars with whom you can **talk**. This will help you find out if they are a good choice as an **accomplice**. You will need accomplices to carry out complex break-ins. Scout out the surroundings. **Observe** the various buildings, as you will require this information for your **plan**. Enter the buildings that are accessible and familiarize yourself with their interiors. You will not be able to enter buildings that are locked in this mode, but you can observe them through the windows. If you already know the target of your observation, take a **taxi** to get there fast. Remember that this mode offers you the opportunity to find out where you can buy **tools** and your **getaway car**, where to find the **receiver** to whom you can sell your **loot**, or where to have **money** laundered gained from the break-in.

### 4.1.1 Functions in menu bar in Play Mode: "In the City"



- **City Map:** Click on  to open the City Map. Click on  to enlarge a detail. Use the **slide control** to infinitely **enlarge** the City Map. The **arrow** on the City Map indicates your current position. It shows the perspective of the hero and moves in the direction in which you are going. You can move the map area by clicking on the map holding the mouse button while moving the mouse pointer. When you let go of the mouse button the display will return to its former position. The **Info Text** allows you to read the designation of the buildings. **Close** the City Map with .
- **Credit balance:** Indicates your current assets.
- **Backpack:** Contains the **tools** as well as **loot**. Click on the backpack to display the range of your tools as well as the loot.

### 4.1.2 Recruiting Accomplices

While **walking around** in the city you can **address** other people (see *Talk*). Through **Dialog** you will find out if you can recruit them as **accomplices** or not.

The characteristics of the accomplices vary according to level.

The better you carry out the break-ins, the easier you can recruit "skilled" accomplices. Once you have gained an accomplice he will be immediately available (see *Play Mode: "Record Plan"*).

### 4.1.3 Taking a Taxi

To advance more quickly in the city and provided you have sufficient funds you can hail a **taxi** (see *Activities Menu - Use*) when it crosses your path. Use the taxi as described in “Activities”. As soon as you have entered the taxi a pop-up list of possible destinations will appear. Click on the desired destination and the taxi will take you there. The fee for the trip will be deducted from your credit balance.

### 4.1.4 At the Tool Trader

Go to the store of the tool trader. **Talk** to the trader. If you have sufficient funds you can take your pick from his range of tools.

- **Select tools:** Click on  or  if you want to browse through the range of tools. Click on  if you want to see the range at a glance. Click on the desired tool. It is immediately available to you. The charges will be deducted from your **credit balance**. The range on offer varies according to level.

You can also sell used tools to the Tool trader if you think you don't need them anymore.

### 4.1.5 At the Car Dealer

Go to the store of the car dealer. **Talk** to the car dealer. If you have sufficient funds the range of getaway cars appears.

- **Select getaway car:** Same as selecting a tool!

It is also possible to resell your car here.

### 4.1.6 At the Receiver

If you successfully completed a burglary you have to **sell** the **loot** to the receiver and **launder** the **money**. Go to the receiver and **talk** to him. If you **click** on the respective **Dialog Window** your **backpack** will open up. **Click** on the **loot** you intend to sell.

The **receiver** will buy the **entire loot** and will **launder** the stolen money. Only then will the counter value be credited to you. However, you will not receive the entire counter value for the loot as the share for your accomplices will be deducted.

## 4.2 Play Mode: “Record Plan”

Go to **Headquarters** (motel). **Click** on the **desk** and **activate** the **Activities Menu** (see *Activities Menu - Use*). Activate  (See *Activities*). You are now in **Play Mode: “Record Plan”**.

This play mode allows you to plan the burglary in minute detail. For this you have a **Main Plan Menu** and a **Planning Menu**. Record your plan with the help of a **recorder**.

### 4.2.1 The Main Plan Menu

- **New Plan:** Generate a new burglary plan.
- **Edit Plan:** Revise an already generated plan.
- **Start Plan:** Carry out the burglary.
- **Delete Plan:** Chose a previously created plan to delete it.
- **Back:** Takes you back to the Play Mode: “In the City”.



Click on **New Plan**. The **Planning Menu** will appear.

## 4.2.2 Planning Menu

The Planning Menu helps you to select the target, the getaway car, the accomplices and the tools for your burglary.



### 4.2.2.1 Select Target Building

Click on “**Select Target Building**”. This prompts a new window.

Browse with   through the list of target buildings. In addition you also receive a list of the objects to be carried off.

Click on  to view a list of the **target buildings** at a glance. Observe that no **green** or **red** target buildings can be selected.

- **green**: already successfully broken into.3
- **red**: next level target.

Click on the desired **target object**. Once you have decided on a target building by clicking on it you will return to the planning menu.

### 4.2.2.2 Select Getaway Car

Click on “**Select Getaway Car**”. This prompts a new window.

Browse with   through the list of vehicles. Click on  to view a list of the vehicles at a glance. Click on the desired **vehicle**. You are now back in the **planning menu**.

Observe the various **carrying capacities** of the different vehicles. A low **carrying capacity** may lead to problems during the transport of people and loot.

### 4.2.2.3 Select Accomplices

Click on “**Select Accomplices**”. This prompts a new window. Your option is to select a **maximum** of **three** accomplices at once. A higher number of accomplices is not possible as the risk of being caught is too high. Repeat the step as described in “**Select getaway car**”. Observe the different characteristics of the accomplices. They vary in terms of **speed** of action, skills regarding opening **locks and safes**, their **strength** and **weight** and being able to **close down alarm systems**. You can have a detailed look at their characteristics by clicking on .

**Weight**: Shows how heavy a person is. The heavier the people the more of the car’s carrying capacity they will use up.

**Strength**: Shows how much a person can carry. Be aware that there are some pieces of loot that are rather heavy and will need strong people to carry them.

**Criminal record**: Shows how well know this person is with the police. Be aware that every action during a burglary will leave traces. If a person’s crime record gets too long, he or she will have to hide for a while and not be available for burglaries. Bear that in mind when using accomplices with who you want to work for a longer period of time.

**Pick Locks**: Show how good this person is at picking locks. This ability is needed for most doors, windows, and “normal” target

objects such as desks and cash tills. The higher the number, the faster this person will pick locks.

**Pick Safes:** Indicates how good a person is at picking safes. The higher the percentage the faster this person picks safes.

**Closing down Alarm systems:** Shows how good a person is at closing down alarm systems. Numerous objects are secured with alarm systems and cameras. The higher the percentage the faster a person will be at deactivating those alarm systems.

Don't forget, that accomplices will want their share of the loot. The **Planning Menu** shows the percentage of the loot the hero and his accomplices will get. The better the accomplices are, the higher the share they'll want. But this also means that Matt himself will also earn more the better that he gets.

Matt's skills have suffered from his long time in prison. Every action you take will improve his skills. Characteristics that need more concentration (like picking safes) will improve faster than easy tasks like picking locks.

#### 4.2.2.4 Select Tools

Click on  in the menu bar. The available tools are displayed for the hero and his accomplices. Every one can select a **maximum of three** tools. The tools have different properties such as weight. More than nine tools do not fit into the backpack.

The different properties influence the course of the break-in. They vary according to **state**, if they open **locks and safes**, if they can shut down **alarm systems**, their efficiency on certain materials; and also in terms of **weight** and **noise level** and the **damage** they can inflict.

**Weight:** Indicates how heavy a tool is. A master key obviously won't affect a person's carrying capacity as much as a drill.

**State:** Every tool wears off. Every time it is used, the number of

remaining usages decreases. The more often a tool has been used the less money you will get if you resell it. If you want to use specific tools (e.g. the cutting torch) for more than one of burglary you might have to buy two of them.

**Pick locks:** Indicates how easy it is to pick locks with this tool.

**Pick safes:** Indicates how easy it is to open safes with this tool.

**Alarm systems:** Indicates how easily you can deactivate alarm systems with this tool.

**Damaging:** Shows how much damage this tool leaves on an object. Don't forget that some guards will check for open doors or damaged objects on their rounds.

**Efficiency glass:** Indicates how well the tool works on glass (e.g. windows).

**Efficiency wood:** Indicates how well the tool works on wood (e.g. doors, desks).

**Efficiency metal:** Indicates how well the tool works on metal (e.g. safes, steel doors).

**Efficiency alarm systems:** Indicates how well the tool works on alarm systems.

If any of these efficiency values equals 0 for a tool, you won't be able to use it on that material. The higher the efficiency characteristics, the faster you will be with this tool.

**Noise level glass:** Shows how much noise the tool makes when used on glass.

**Noise level wood:** Shows how much noise the tool makes when used on wood.

**Noise level metal:** Shows how much noise the tool makes when used on metal.

**Noise level alarm systems:** Shows how much noise the tool makes when used on alarms systems.

Don't forget that the noise level will give you an idea of how easily you might be heard by a guard during the burglary.

**Value:** Shows how expensive the tool is/was. You probably won't get the same value again when you resell the tool.

Select the desired tool and allocate it to its owner with “drag&drop”.

#### 4.2.2.5 Security and Alarm Systems

Some buildings have sophisticated **security and alarm systems!**

- **Security guards:** The guards make their rounds regularly. **Observe** the time the **guards** need to check doors and windows. A light cone illustrates the angle the guards can see. You have been discovered if you are detected within this cone of light.
- **Alarm systems:** The alarm systems can be divided into four different categories. **The alarm is triggered by:**
  - o Opening doors or windows,
  - o Passing a light barrier,
  - o Removing a secured object such as a vase,
  - o Through video monitoring, when entering the cone of light triggers the alarm.
- **Disengaging the alarm:** Disengage the alarm like this: use the “**Electric Kit**” tool or **flip** (see *Activities*) a switch.

While in the **Play Mode: “In the City”** you may at times **observe** the **alarm systems**; however, you will only discover the secured objects once you are in **Play Mode: “Record Plan”** while recording your break-in.



**Secured objects:** In **Play Mode: “Record Plan”** you will discover all secured objects with the following function: Move the **mouse pointer** onto the **alarm system** you intend to disengage. This will open a little window in the game. This **window** will show the objects based on the displayed object and the number. The numbers “2/3” for example mean that this

is the second secured object from a total of three secured objects. The aim is to disengage the alarms for all 3 objects!

#### 4.2.3 Changing from New Plan to Record Plan

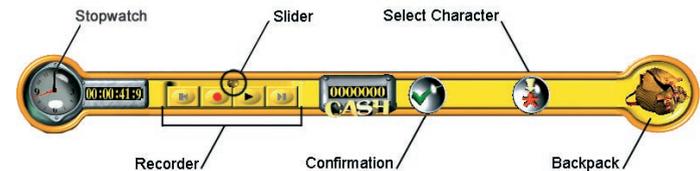
**Confirm**  the selection of all components.

**Abort** the selection with  and return to the **Main Plan Menu**.

#### 4.2.4 Record Plan

To record your plan using the **recorder**.

##### 4.2.4.1 Functions of menu bar in Play Mode: “Record Plan”



- **Stopwatch:** Measures the time passing while you walk or act.
- **Recorder:** To **record** the course of your break-in.
- **Credit balance:** Indicates your current assets.
- **Check:** Confirm your plan by **clicking** on it.
- **Adopt character:** The function  serves to change the **control** of the **hero** to the **control** of an **accomplice**. When **clicking** on  a window appears. **Click** on the person you intend to **control**. Immediately, the selected person will respond to the controls. Repeat this step for every individual accomplice you intend to control. **Observe** that the moment when you adopt the **control** of a character is identical to the

moment when transferring the other character. If the selected character is to enter at an earlier moment in time you must **reverse** the recording and allow the character to enter where you would like the action to be continued.

- **Backpack: Clicking** here shows the tools of the hero/accomplices carried along.

#### 4.2.4.2 Recorder functions:

-  Record (turns into  when activated)
-  Stop (turns into  when activated)
-  Rewind
-  Forward
-  Play (turns into  when activated)
-  Pause (turns into  when activated)
-  Slide control

##### 4.2.4.2.1 Record

- Click  to **record** the course of action.  turns into .  must be visible to make the hero act. Now the time is running! You can **record** the actions of the **hero** and of the **accomplices** separately from one another (see ). **Observe** that there will be no recording if there are no activities. If the hero/accomplice **does not walk**, nothing will be recorded. (See *Pause*).

##### 4.2.4.2.2 Stop

- **Stop** the recording by clicking on  again.  turns into .

##### 4.2.4.2.3 Rewind

- **Click** and **hold** the **button of the slide control** and **drag** it to the **left**. This only works if you are not recording. The course of action will be **reversed** for as long as you hold the button. Once you have reached the desired position you can continue playing with  or recording with .

##### 4.2.4.2.4 Forward

- **Click** and **hold** the **button of the slide control** and **drag** it to the **right**. The course of action is **forwarded** as long as you **hold** the button. **Observe** that activities such as walking or e.g. breaking into a safe can be **accelerated** with this function. When you have finished forwarding the recording or playing is on pause. (see *pause*)

##### 4.2.4.2.5 Fast Forward / Fast Rewind

- Click  to skip to the beginning of a plan.
- Click  to skip to the end of a plan.

##### 4.2.4.2.6 Play/Pause

- To play the full course of action, stop recording by pressing . The button turns into . Click  to get to the beginning of your recording. Click  to play what you have recorded so far.  turns into . If you want to pause during play the recording to have a break and look around

press . The button will turn into . You can now continue either playing your recording (by pressing  ) or recording (by pressing  ). Don't forget that this will delete your previous recording.

#### 4.2.4.2.7 Active waiting

The recording mode demands that certain break-ins require a **waiting position** to hide from the guards. Waiting position means that you record active waiting. Since waiting is not activity, it is not recorded if you simply stay where you are. You must activate the **waiting position** with **Pause** for it to be recorded.  must be activated. Direct the hero to the place where you want to assume the waiting position. Press . The button will turn into  and the clock continues running. When you feel you have waited for long enough press . The button will turn into . You can now continue recording actions. Of course you can set actions instead of assuming the waiting position, but this will make it very difficult to plan to the second.

### 4.2.5 Audibility



While you're planning a burglary, pay attention to the noise you are making. The "Audibility" bar indicates your noise level. The noisier your tool and the closer the guard is, the more likely it is that you will be heard.

- If the bar is green you are safe.
- If the bar turns red you are heard.

### 4.2.6 End Plan

To complete your plan activate  in the Activities Menu on your getaway car. Make sure that this action is not only carried out by the hero but by all accomplices as well, so they can leave the scene of the crime. If you are satisfied with your plan **click** on  (or "ENTER"). Name the plan to save it. **Confirm** your name with . You are now back in the **Main Plan Menu**.

### 4.2.7 Edit Plan

You will find previously saved plans here and can **edit** them. **Click** on the image to activate the **planning menu**. Simply proceed step by step as described in **New Plan**.

**You can repeat this step as often as you like until the plan has been executed successfully.**

### 4.3 Play Mode: "Start Plan"

If you are satisfied with your plan **click** on "Start Plan". The plan will now independently be carried out and correspond directly to your recording! You may watch the burglary like a movie. You can still adjust the camera to your preferred perspective and switch between hero and accomplices. Be aware that the plan will continue endlessly if you haven't completed the planning by letting all participants enter the getaway car. In this case you will have to interrupt the plan manually.

#### 4.3.1 Successful burglary

If you successfully completed a burglary a new window will open up and display the **result screen**.

## 4.3.2 Failed burglary

If you were seen at a burglary, or left behind too much evidence or did not take sufficient loot, the **burglary failed**. Do not give up. Plan another break-in!

## 5 Tutorial

This tutorial is a step-for-step explanation of your first burglary.

### 5.1 The Gas Station



**Start the game.** You will see the **opening credits**. After the **opening credits** you will immediately access the game. Our hero Matt Tucker is at his headquarters. If you wish to **abort the opening credits** press the ESC button. You

are now in the main menu. Start **“New Game”**.

The hero Matt Tucker is now at his **headquarters**. You are in the **Play Mode: “In the City”**.

#### 5.1.1 Play Mode: “In the City”

Take a close look around you in the room. Apart from a little **money** and a getaway car, which Sinclair gave to Matt, you have nothing. However, you will find a **tool** in the room, which you will need for your first burglary. Practice taking a **look around** in the room. Once you discovered the **crowbar**, **take** it as described in **“Activities Menu - Use”**. The **tool** is now in your **backpack**. Now you can walk the streets. **Open** the door as described in **“Activities Menu”**. Practice the **controls** of the camera (see *Look Around*), even if you have activated **Automatic Camera**. Now **walk** through the streets by using the **City Map**. The **arrow**

on the City Map indicates your position and the direction in which the hero is looking. Look for the gas station on the **City Map** by using the **Info Text**. Once you found the location of the gas station, go there. The arrow on the City Map will indicate the direction in which to move. If you don't find the gas station try talking to Bruno who's staying at the same motel. He will show you the way. Once you have reached the gas station familiarize yourself with your surroundings. You will see a **guard** who regularly patrols the gas station. **Observe** the duration of his

patrol. Go to a window and activate  (magnifying glass) by the window. Move the camera so that you can look into the building from the top. You can now see the inside of the building. Remember the details so that you have fewer difficulties during planning. Now take the City Map again to return to **headquarters**. You can start planning only once you have returned to headquarters. Once you are at the second floor of headquarters, go to the desk. The desk symbolizes **Record**

**Plan**. Activate  on the desk. **You are now in the Play Mode: “Record Plan”**.

#### 5.1.2 Play Mode: “Record Plan”

You see the **Main Plan Menu**. Click on **“New Plan”**. The **planning menu** pops up. You do not require any **accomplices** for your first break-in.

**Click on gas station** in **“Select target building”**. Now choose the **getaway car** and the **tool** that was provided at the beginning. **Confirm** your choice. The **crowbar** is now in your **backpack** which you can open at any time through the menu bar.

You are now next to your **getaway car** at the rear entrance of the gas station. Move the camera so that you can see the metal

staircase. **Click** on  (the button turns into ). Time is not running yet. Move to the stairs. The time will start running as

soon as you start walking. **Walk** up the stairs. As soon as you have reached the top you can spot the sidewall of the gas station. Watch out for the **security guard**. Go into **waiting position** if necessary. If the security guard has gone, go to the window. Click on your **backpack**. A window containing your selected tools appears. **Click** on the crowbar. It now hovers above the **mouse pointer**. If you **click** on the **window** it is **automatically broken into**. Read the duration of this step on the time bar. If you wish to accelerate this step use the **Forward** function. Make sure the guard can neither see nor hear you, otherwise the plan will fail. As soon as this step has been completed **open** the window with the help of the **Activities Menu**. The hero will independently access the building through the window. **Go** to the **cash till**; take your **crowbar** from the backpack and **click** on the cash till. Once this step has been completed **open** the cash till. As soon as the till has been

opened activate  to take the money with . Close the cash till so you don't leave too many traces. You now need to wait for the right moment to leave the building. Stand at the window and adjust the camera position so you can watch the security guard. Assume a **waiting position** if necessary. As soon as the guard has left you can climb out of the window and

return to the **getaway car**. Activate  on the car. The hero will get into the **getaway car**. The plan has been completed. If you are not satisfied with the recording, use the **recorder** to correct the plan.

This tutorial of course doesn't give away the best possible way to conduct this burglary. If you want to get 100% of the loot try to optimize the plan.

### 5.1.3 Quit Recording and Start Plan

If you are satisfied, **confirm** and **name** the **plan**. After **confirming** with  you have a further possibility under **"Edit**

**Plan"** to change the plan once again.

- If you only **change "minor details"** to the plan and do not renew the entire plan, use the **recorder**.
- **Editing with the recorder:** Let us assume that you do not take the shortest route to the **gas station** and you want to

**re-record** this step. Terminate the recording with  (the button now turns into ) , **rewind** with the **slide control** to the point where you intend to correct the action. Then

**press**  again and record the step from the start. **Observe** that you are now irretrievably **deleting** the previous recording. You can repeat this step as often as you like until you are satisfied with the outcome. **Make sure** not to accidentally **delete** recordings you are satisfied with.

Only when you **click** on **"Start Plan"** will this **plan be carried out** and the burglary take place.

- **Confirm** and **name** your plan now.
- **Click** on **"Start Plan"**.

The plan will now be carried out and the break-in will take place. You can watch it like a movie.

If you did everything right, congratulations on your first break-in! The **result screen** illustrates the individual success factors that are relevant for a burglary.

**Click** on  to return to the **Play Mode: "In the City"**. You are now back at **headquarters**. You now have to go the **receiver** and sell your **loot** or **launder** your money.

**Look** for the receiver on the **City Map**. In case you can't find it Bruno will be able to help you. Go to the **receiver**, **talk** to him as described under **"At the receiver"**. Your **money** will be

laundered and your assets will be **credited** to you. Now you can afford a **taxi** (see *Using a taxi*) or a new **tool**. Find the **tool shop** on the City Map and go to the trader and **talk** to him and buy a tool (see *At the tool trader*). As soon as you have more money you can buy a further getaway car. However, for the first burglary, this is not necessary. Look for the “**Grocery**” on the City Map and go there. Observe the building. This is your next **target object**.

Return to **headquarters** and repeat every step as described in the **tutorial**. Good luck for your next break-in!

## 6 Tips and Tricks

### Tools

Pay attention to the properties of the tool. Not every tool is suitable for any break-in. Some make more noise than others do and you will be easily caught. Not every tool is suitable for opening a safe or shutting down an alarm system.

### Accomplices

Watch out for the characteristics of your accomplices. Not every accomplice is suitable for any break-in.

### Loot

Pay attention to the **weight** of your loot, otherwise the transport may pose a problem.

### Burglary

Be sure to take as many objects as possible. However, for certain break-ins it is not necessary to take everything to successfully complete a burglary.

### Alarm systems

Not all alarm systems can be shutdown as they are too complex. You have to find a way to avoid the alarm systems.

### Record plan

If you record an activity of the hero and edit this later, remember that a change of any activity also impacts the course of action of the accomplices.

- Example: If you already recorded the hero while breaking open a door and then change to the accomplice, be sure that the accomplice also enters when the door is already open. If, however, you change this course of action and the hero no longer opens the door, the accomplice will find the door closed. Change the course of action for the accomplice so that all characters work together constructively.

### Progressive Recording

For difficult burglaries it is advisable to record the plan step by step.

- Example:  
If you are planning a difficult burglary and want to check if it is working so far, start the plan even if you have not finished recording the whole plan. Thus you can see if your plan will work step by step and edit it if necessary.

### Observe buildings

If once in the **Play Mode: “In the City”** you want to **observe** the building through the windows, **walk** around the entire building as best as possible. Try to look through every **window** that **lights up** when moving the mouse pointer over it, to see the inside of the building (see *Observe*).

### Curfew

During planning don't forget that you will be detected by guards as soon as you are within their light cone, even if you are not inside the burglary target. Due to the total curfew during night hours the guard will suspect you anyway, and sound the alarm.

- Example:  
You are standing outside a building or walking around it in planning mode and you are seen by a guard. Even though

you won't be warned during planning, the plan will fail because the guard will sound the alarm in burglary mode.

### **Experience**

The more burglaries you have completed successfully and the more experience you have gained the less traces you will leave.

### **Entering a building**

Observe that every character, whether our hero or an accomplice, has its own speed. This is why it can happen that, while the characters in your plan quickly enter through a window one after another during the recording, this is not successful when the plan is started. This may happen if the distance between the course of action of the people is insufficient. A slower person could block the window, which holds up the entire course of action. Take the necessary distance into account.

## **7 Troubleshooting**

While installing "The Sting!" please make sure that you also install the following system components which are provided on the CD:

- DirectX 8.0 (in case you have a more recent version of DirectX it is advisable to use the newer version)
- DirectX Media, necessary for playing the videos.
- Ligos Indeo 5.11 Videocodec, necessary for playing the videos.

Please shut down all other programs before starting "The Sting!". Please consider that "The Sting!" needs a minimum of 64MB RAM to run smoothly. If your PC is equipped with low RAM the program will use more hard disc space. The less Ram you have the more space you will need on your hard disc (e.g. with a RAM of 64 MB the game would use 200MB on your hard disc). Ideally your PC should also have a 600MHz processor.

Make sure your graphic card has a minimum memory of 16MB. We recommend 32MB graphic memory. "The Sting!" mainly uses Direct3D for graphic visualization. Make sure you use the most recent driver for your graphic card. The following links may help you to update your card's driver.

- Riva TNT-, Riva TNT2-, GeForce-graphic cards:  
<http://www.nvidia.com>
- ATI graphic cards: <http://www.ati.com>
- 3DFx graphic cards: <http://www.3dfx.com>
- Matrox graphic cards: <http://www.matrox.com>
- General collection of all kinds of drivers:  
<http://www.reactorcritical.com>

"The Sting!" uses DirectSound and DirectSound3D to play the sounds and audio tracks in the game.

Check the quality of your sound card and driver. The newer the product, the better the performance will be.

The newest sound cards are for example Soundblaster PCI64, PCI128 or Soundblaster Live.

Please also pay attention to the following basic requirement:

- Your computer should normally be equipped with a CD-Rom audio cable which connects the CD-Rom with the sound card. Should you not be able to hear any music even though you have adjusted the sound volume in both, game and system, this connection might be missing and has to be installed. As this requires your computer to be opened we recommend you to have this done by a professional.

Additionally please prepare the following information before calling customer services:

- A detailed description of the problem.
- Under which circumstances does the problem keep occurring?
- PC manufacturer (e.g. Dell, Gateway, Compaq, IBM,...)
- Brand and type of processor (Pentium II 400MHz, AMD K7 500MHz,...)
- Brand and type of your 3D-Graphic card, as well as it's driver version (e.g. Righteous 3DFX, Matrox Mystique,...)
- Brand and type of your CD-Rom drive (e.g. Panasonic 562 2xCD-Rom drive)
- Motherboard (BIOS version and date)
- Brand and type of your soundcard, as well as the driver version (r.g. Soundblaster 32)
- DirectX version (e.g. DirectX 7/8)
- Windows version (e.g. Windows 95, Windows 98 or Windows ME)

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