



PAYDAY

THE HEIST

Game Manual

PAYDAY

THE HEIST

Table of Contents

Settings, Installing and Playing the Game	2
Welcome to PAYDAY: The Heist.....	2
Gameplay Controls.....	3
Main Menu	4
Game Screen.....	5
Heist Overview.....	7
Planning the Perfect Crime.....	9
Meet the Gang.....	9
Wrong side of the Law	19
Crowd Control.....	23
Expect the Unexpected.....	23
Picking the Location.....	24
Choosing your Specialty.....	26
Available Weapons.....	27
Deployable and Equipment Items	31
Crew Bonuses	33
Choosing Difficulty.....	34
The Wolfpack DLC	34
Credits.....	35

Settings, Installing and Playing the Game

To install PAYDAY: The Heist, insert the PAYDAY: The Heist disc and run the setup.exe, if it doesn't do so automatically. Follow the on-screen instructions to install. When PAYDAY: The Heist has finished installing, you can launch it from your Start Menu or double click the icon on your desktop.

Welcome to PAYDAY: The Heist

PAYDAY: The Heist is a game designed to deliver a unique spin on the First Person Shooter genre. As an intense, gritty and unapologetic episodic co-operative shooter, PAYDAY: The Heist is packed with cocky attitude, epic Hollywood-inspired action and endless replayability. With nine action-packed heists to complete, players embark on a spectacular crime tour of heists, including shooting their way through a downtown bank vault robbery, trading hostages in an armored car hijacking and even a moonlit infiltration of a high-security headquarters.

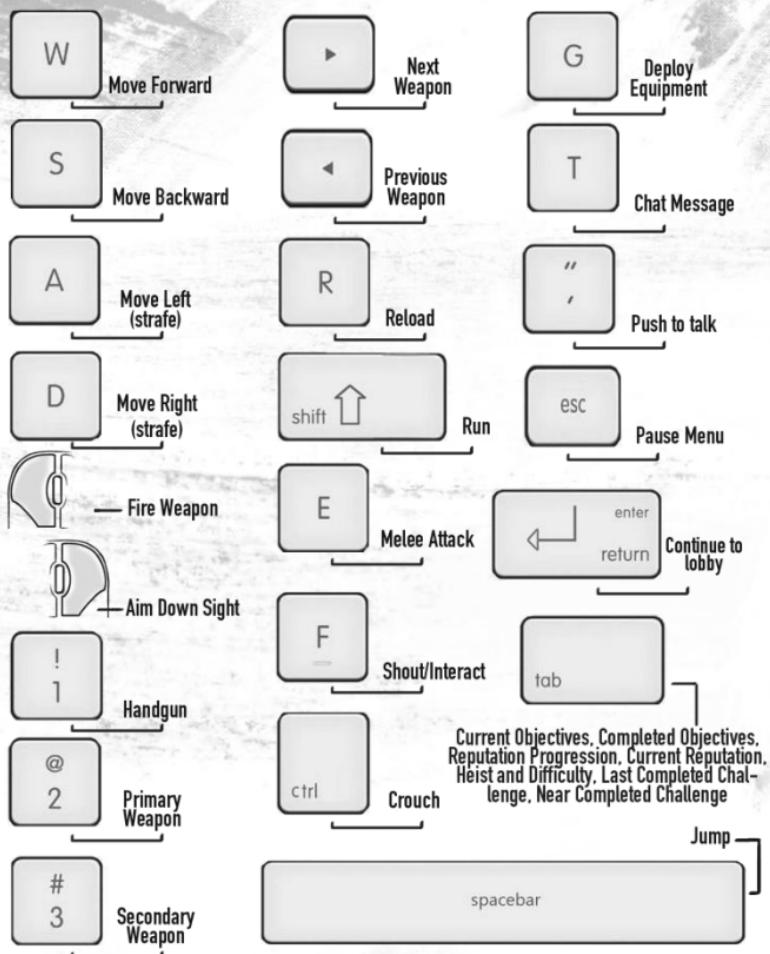
Additionally, PAYDAY: The Heist challenges players with dynamic environments and adaptive enemy tactics meaning no scenario will ever play out the same way twice. Players will have to work together, assigning team members to various tasks guarding key positions, keeping civilians in check and cracking through various security measures, while surviving wave after wave of law enforcement that shift their strategies based on player actions.

With that said – welcome to the world of PAYDAY.

PAYDAY

THE HEIST

Gameplay Controls



PAYDAY

THE HEIST

Main Menu

PAYDAY Steam Forum

Come talk to us at Overkill and the other Heisters in the best forum on Earth.

Play Online

Host a game or find games to join.

Play Single Player

Play single player with only A.I. as team mates. This game cannot be joined by other players.

Options

Change your preferences and game settings.

Challenges

View your progress on all your challenges.

Upgrades

Explore which upgrades are available to each specialty.

Stats

View your game statistics.

EULA

View the EULA.

Credits

View the credits.

Quit

Exit the game.

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THE HEIST

Game Screen



1. *Current Objective*

This shows what your current objective is. Press Tab to read more about your current objective.

2. *Current Location*

This shows your current location.

3. *Current Objective Location*

This yellow marker shows the location of your current objective. It will show you a graphical representation of what you are supposed to do, and a meter counter of how far you have to go. Depending on your current objective, the yellow marker will change.

4. *Crosshair*

The Crosshair helps you aim, target objects and characters.

5. *Assault*

The Assault icon shows if the law enforcement is performing an assault on you.

6. *Character Portrait, Armor and Health Bar*

The Character Portrait shows which character you are playing as. The armor is shown in a white outline around the character portrait. If you take damage to your armor, it will regenerate after some time. When you have lost your armor, you start losing health.

The Health Bar is shown in green and will empty when you take damage to your health. The Health Bar does not regenerate on its own. Use a Doctor Bag in order to regain lost health.

7. *Reputation Bar*

Shows the current reputation level of your character, how much cash you currently have and how much cash you need to reach the next reputation level. Completing objectives, challenges and heists adds cash to the reputation bar. Stealing loot such as cash bundles, diamonds and jewelry also adds cash to the reputation bar.

8. *Team Mate Portraits*

This shows the portraits, names and current locations of your team mates. The portraits also show when they take damage, are downed, in custody or when they are using Push to Talk.

9. *Hostage Count*

Shows how many people you and your team mates have cable tied and taken hostage.

10. *Weapons*

Shows which weapons and how much ammunition you have. Your current weapon is highlighted by the icon and the name of the weapon.

11. *Ammunition*

Shows you how much ammunition you have in your current weapons magazine, and how much ammunition you have in total. Use an Ammo Bag to gain more ammunition.

PAYDAY THE HEIST

12. Deployable

This shows which your current deployable is and its amount.

13. Equipment

This shows which your current equipment is and its amount.

14. Mission Equipment

Shows the mission equipment you will use during the heist.

Heist Overview



The Heist Overview has seven main sections. Bring up the Heist Overview by pressing and holding the Tab key while in-game.

1. Current Objectives

Here you can see a detailed description of your current objective.

2. Completed Objectives

Below your current objective, you can also see a short summary of all previous accomplished objectives.

3. Reputation Progression

In PAYDAY: The Heist, you gain Cash (\$) instead of Experience. When you have gained enough cash, you will level up and be rewarded one Reputation Point. This point will be automatically spent in the Upgrade Tree, in a Specialty of your choice at the time of the level up.

In the Reputation Progression, you see how much reputation levels you have gained in each specialty. There are a total of 193 levels of reputation, divided between four specialties, each having 48 levels of reputation.

While holding the Tab key, use keys 1 through 4 to change what specialty you want to upgrade when your reputation reaches the next level.

The next time you play, you will be able to choose from any of the upgrades you previously unlocked.

4. Upgrades and Specialties

There are four different specialties with 48 levels of reputation each. Every time you gain a reputation level, you gain an upgrade as a reward. Which upgrade you get depends on which specialty you have chosen to level in the upgrade tree.

5. Heist and Difficulty

This shows what heist you currently are playing and on what difficulty you have set.

6. Last Completed Challenge

This shows what your last completed challenge was.

7. Near Completed Challenge

This panel shows you the next three challenges that you are the closest to completing. For more information on how to complete each challenge, visit the Challenges menu via the Main menu.

Planning the Perfect Crime

Every year in every country, crime goes unsolved. Sometimes crime goes unsolved and undetected – making it a perfect crime.

There are many things to think of while planning the perfect crime. Make sure your DNA can't be tracked – commit the crime where a lot of strangers are.

Choose the venue carefully – do the heist during night time or during early hours. If you're bold, you might even do it during daytime. Make sure the evidence is taken care of – most criminals are caught trying to hide their crime.

You need the right tools and weapons, thick gloves so you don't leave any finger prints and versatile weapons in case something unforeseen happens. Make sure the getaway is ready the minute you want to leave.

Timing is everything. If you do everything right, you'll be on your way in no-time.

Last but not least – pick the right gang. You don't want a loose cannon when the shit hits the fan.

Meet the Gang

Finding the right people to commit the perfect crime with can be a hard nut to crack. Getting to know the gang is a good way of making sure they have what it takes to pull it off.

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THE HEIST



Dallas

Character name: Dallas

Voiced by: Simon Kerr

Age: 42

Nationality: American

Personality

Experienced, cunning, methodic. Has no problem working as a part of a team but he isn't the social kind. He will carry out his part in a plan perfectly and expects everyone else to do the same. Silent but confident, and can explode in aggression when needed.

- A brilliant criminal mind camouflaged behind the face of a common thug
- Used to work as a hitman for the mob
- Tried to play two mob families against each other but failed and had to go underground
- Lived off the grid, importing weapons and running an underground gun range
- Had something of a criminal's "midlife crisis" and went into bank robbery and kidnapping

Dallas began his criminal career at a young age, working as an errand boy for a Chicago mob. He began climbing "the ladder" and went from violent club bouncer to hitman within years.

At the age of 30 he tried to play two of Chicago's mob families against each other – a stunt that ended in a police and mobster blood bath. Several mob bosses ordered Dallas' head on a plate, but somehow he managed to go underground and survive.

For a decade he stayed below radar and made a living importing weapons and running an underground gun range where he sold weapons and taught MC gangs and members of other criminal networks how to use them. Occasionally he'd carry out assassination for foreign drug lords who wanted to cut into the American market. He was a unscrupulous businessman – a criminal entrepreneur – with no loyalty or honor code.

After ten years in this line of trade Dallas suddenly grew tired of this "criminal's equivalent to a 9 to 5 job". He'd never admit it but he had something of a midlife crisis and it gave him an persistent urge to leave his current way of living. He took a shipment of weapons for himself and vanished, looking for a crew of bank robbers and kidnappers that he could join.

PAYDAY

THE HEIST



Hoxton

Character name: Hoxton

Voiced by: Pete Gold

Age: 29

Nationality: British

Personality

Street-smart and witty – a jokester when the circumstances allow it, but he also knows when to shut up and avoid conflict.

- Made a name for himself as a bare-knuckle boxer
- Went on to become a petty criminal and a conman but debts drove him to go after larger game
- His social skills and his background as a conman makes him a true survivalist in the criminal underworld

Hoxton grew up in the dodgy end of Sheffield. For as long as he can remember he had been fighting – first with his brothers, then with the bullies at school, then with rival football supporters, then with opponents in unlicensed boxing matches.

He could never hold a job even if his life would depend on it – his idea had always been that rather than hacking away and get regular but small paychecks, jobs should be few and far between but generate a lot of money. This philosophy turned him to a life of cons and burglary. Most of the money he earned he spent on football bets and poker games.

His debts grew, as did his collection of enemies from years of swindlery. He needed to gather larger and larger sums of money to keep the loan sharks at bay. His background as a fighter made him suitable as a goon who could intimidate others in debt, so he did occasional muscle work for loan sharks or anyone who in return could protect him from his enemies.

Amongst his old gang he was famous for always managing to escape police capture. The first time he was caught by the police was in Hoxton, London – an incident so unique that it gave him his nickname.

While spending time in the big house his network of criminal acquaintances grew – as did the seriousness of the felonies he would consider. After a criminal career consisting mostly of misdemeanors he committed his first major felony – armed robbery of a London club – at the age of 24. Since then he has only raised the stakes – going for mail offices, exchange offices and even banks.

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THE HEIST



Wolf

Character name: Wolf

Voiced by: Ulf Andersson

Age: 32

Nationality: Swedish

Personality

Happy-go-lucky one second and mad as hell the next. After his mental breakdown he reinvented his personality and it is now a mash-up of action movie characters and his own ideas of what criminals should be like: Loyal to their peers but batshit crazy and without any form of respect for the law or those who work to uphold it.



- Lived a normal family life until the age of 30
- His life was shattered when his company went bankrupt
- Inspired by action movies from his childhood, he snapped and went criminal

Wolf was a law abiding citizen for most of his life, and turned to a criminal career only recently. He was the founder of a successful software development company and lived a serene family life with his wife and two kids.

During the worldwide economic slump of the late 2000's, Wolf's company temporarily had only one client. The client got cold feet and wanted out. Rather than simply pulling out and having to pay a fine for breach of contract, the client starved Wolf's company to death by delaying payments for bogus reasons.

Wolf, still thinking that he could preserve the client's trust, took personal loans to keep the project afloat – but the client had already made up its mind and Wolf's destiny was sealed. His company went bankrupt, and because of his personal loans the bank went after his personal assets. Soon he was living amongst the shattered remains of his former life – homeless and disillusioned.

At this point he had a mental breakdown and invited a new self to cope with reality, taking inspiration from the countless action movies he had watched while growing up. He now pursues a criminal career with the same determination that drove him when he used to run his company.

PAYDAY

THE HEIST



Chains

Character name: Chains

Voiced by: Howard Thompson

Age: 35

Nationality: American

Personality

Outgoing and cheerful – a tad bit self-obsessed – with a streak of insanity that cuts through the surface when things don't go his way. An adrenaline junkie that is always looking for a new fix.



- Was a teenage troublemaker that joined the Military
- His complete lack of fear granted him a short stint in the Navy SEALs, but he was considered a loose cannon and was kicked out
- Went rogue and became a merc on the open market
- Has survived so many bullet fights that he sees himself as invincible

As a teenager, Chains always got into trouble. After years of foster homes that wouldn't have him and juvenile institutions that couldn't hold him, he finally found a home in the Military. He turned out to be an excellent soldier although his disdain for authorities remained apparent.

Always eager to test his limits and challenge death, Chains went after the most extreme branch within the Military – the Navy SEALs. He got there, but his itchy trigger finger and generally unreliable personality caused him to get kicked out fairly fast.

Chains left the Military and went into the world of merc troops, offering his military expertise to the highest bidder. On the open market he was paired up with all the scum of the earth and sent on missions to all five corners of the world.

Soon the majority of Chains' acquaintances were criminals who came and went in the merc teams, either doing robberies and kidnappings as a change from the fighting – or the other way around. Chains, always looking for a new adrenaline fix, was quickly swept into this way of living.

Chains maintains the military lingo he was taught during his time in the US Military. At this point he has cheated death so many times that he sees himself as invincible.

PAYDAY

THE HEIST



Bain

Character name: Bain

Voiced by: Simon Viklund

Age: Unknown

Nationality: Unknown

Personality

Who is Bain? Little to nothing is known about him. The things that people think they know about him are just stories, different rumors put together, made up by someone – maybe by Bain himself.

Some say he began as a petty drug dealer in South America. Growing up, he became known as one of the most fierce drug dealers, doing deals in the Mexican underworld.

Others say he began his criminal career in Europe, climbing the ladder of crime faster than anyone before him, always taking part in the most daring of heists.

There are even people who say the persona of Bain was born when his family was murdered in a police raid. He then went on to find out who the police were and murdered them and their families, letting only one officer go to tell the tale.

The only thing we know is that he is the voice on the other end of the radio. He is the one that has the contacts, plans the heists and always has a back-up plan when things go downhill. He is Bain – the criminal mastermind.

Wrong side of the Law

Any heist would be like stealing candy from a child if it wasn't for the countless law enforcers who work tirelessly to uphold law and order.

In PAYDAY there's a veritable army of police officers, FBI agents, SWATs and different special units – and they're protecting said candy with fierce fighting spirit.

Once you hear that commanding megaphone voice echoing outside: "We know that you're in there... come out with your hands over your heads!" you know things just got serious – and you can rest assured that they'll only get worse.

The law enforcers do their best (and believe us when we say their "best" is pretty damn good) to stop you with a hail of bullets, smoke bombs, flash bangs, handcuffs and even tasers.

They focus their efforts in massive assault waves where the action intensifies tenfold. A flood wave of cops will come through the main entrance, SWAT officers will rappel through windows and skylights and sneaky FBI agents will drop in through ventilation ducts.

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THE HEIST

Before long the bank lobby which you thought you had control over has become a Swiss cheese where law enforcers come and go as they please! There's suddenly no time to waste hacking computers, destroying security cameras and keeping the heavy duty drill running!

Beyond each assault wave however, there is a lull where you have time to collect yourselves and focus on other things than mere surviving.

In PAYDAY, you are on the "wrong side of the law" so your enemies are law enforcers of different types:



Security Guard



The Police



SWAT



Heavy SWAT



Murky Water



FBI Agent

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There is also a set of special units of our own design, which can really stir things up when they are dropped into the action.

The Shield

The Shield is a SWAT with a heavy duty riot shield. Flank him quickly or he moves in and provides cover for other law enforcers.



The Taser

The Taser is a law enforcer equipped with taser weapons that can electrocute and incapacitate a robber in a flash.

PAYDAY

THE HEIST



The Cloaker

The Cloaker is a sneaky special unit that often attacks from behind. They can take you out with taser batons if they get close enough.

The Bulldozer

The Bulldozer, also known as "the Tank", is a law enforcer dressed in a bomb suit and armed with a shotgun. They can take a beating – and they know it.



Crowd Control

Part of the tribulations that you encounter when you take down scores is all the unruly civilians who just won't stay out of your way.

Killing them would only make the law enforcers work even harder to take you down - and hostages might come in handy anyway, if someone in the crew is taken into custody and you need to trade with the police.

Sigh... civilians - you can't live with them, you can't live without them.



In PAYDAY, all of this is a part of the game-play: You need to keep the civilians out of harm's way and you do so by shouting at them to make them throw themselves to the ground. Once their down you can put cable ties on them to ensure that they don't run off.

Since hostages can be traded for lost partners in crime, they are a valuable asset. Between assault waves, the police will send in hostage rescue units who go after the civilians and escort them out. Needless to say, you can't let this happen!

Expect the Unexpected

Every time you play a heist things like enemy tactics and points of insertion change up the heist. An objective that was a walk in the park the last time you played might be a fierce uphill battle the next.

The helicopter pilot dropped the bag with the C4 in the back alley instead of the roof where you're standing, and now you'll have to adapt.

Last time, a SWAT officer put explosives on the windows and opened a floodgate of enemies, but this time you've put a trip mine in the path of that SWAT officer and the windows remain intact.

Usually, making sure that the drill is up and running is a breeze - but this time a pair of SWAT officers with riot shields got into the drilling, and the tables suddenly turned.

These are just a few examples of how the PAYDAY experience changes from one gaming session to the next.

Picking the Location

There are 9 heists available in PAYDAY: The Heist.

First World Bank

Everyone likes to make a spectacular entrance and this is going to be one for the books: Two cans of thermite should be enough to make our own personal V.I.P. entrance into the First World Bank vault. After that it's just getting out with the cash...

Heat Street

Someone once said there's no such thing as a sure thing, but this job looks easy: Get in, get the briefcase, get out. Your trusted wheelman Matt will be waiting for you in the alley and as long as you get to the van there is no way you can fail. Is there?"

Panic Room

Deep inside the projects, a fortified building. Inside the fortified building, a meth lab. In the meth lab, a panic room bolted to the floor. Inside the panic room, a fortune in cash. Getting into the building is easy, but how are you going to get inside the panic room? If you can't get in, how are you going to leave with the money? Simple. Steal the whole room.

Green Bridge

Some very polite eastern friends have asked us to extract the son of a local businessman from a prison transport. The plan is simple: Under cover of darkness, we hit the convoy when they cross the Green Bridge. We stop all traffic, then grab our man. We put him in a Fulton skyhook and make him vanish into thin air...

Diamond Heist

The 22nd floor of the Garnet Group Skyscraper holds \$20 Million in diamonds, owned by Mr. Nathan Garnet. The top three floors all have high tech security systems and trigger happy guards. Luckily for us, there's also some "celebration" in progress. If we can get to all the alarm boxes without being detected, the vault will open and we will relieve Mr. Garnet of his wealth without firing a single shot.

Slaughterhouse

We've got inside information on an upcoming gold transport. Only trouble is, the gold travels with a motorcade full of Murky Water mercenaries. An exploding car on the highway will force them to use the secondary route, giving us an ambush opportunity. We've got a shipping container waiting and some heavy smoke will keep the eye in the sky from figuring out where the gold goes.

Counterfeit

Welcome to the Sunshine State! Where the women are gold diggers and the men are crooks. Meet Mr. Mitchell; on the surface, a Golf coach for a respectable country club. Under the surface, a professional money launderer and counterfeiter - a master criminal. Mitchell and his partner in crime, Wilson, have managed to stay under the radar literally making millions. Until now.

Undercover

The Taxman thought he was clever making a deal with a big corporation, but the information leaked, and now bigger sharks want in - all in. We have a complete, run-down building to ourselves, overlooking the deal. We've got a set-up installed. Alex will help with the crane. Scare the taxman into his limo, shake him up, and he'll be sure to give us the server and the codes. When it's about \$25.000.000, anything goes.

No Mercy

We are hitting up the Mercy hospital in a heist for blood. The source is carrying some kind of rare virus and we need to get it out of him. Let nothing stop us as the paycheck is a hefty one. Spilling some blood for this kind of cash is not the end of the world.

Choosing your Specialty

Each Specialty is different. Depending on your playing style, one might suit your criminal path very well whilst the other is better left to someone else. Explore which upgrades are available for each specialty in the Upgrades menu.

The Specialties are as follows:

Assault

Assault is for those who like massive fire power. Gives you the weapons MARK 11, CROSSKILL .45 and BRENNER 21. You love it when a plan comes together, so you bring extra cable ties to the party. When the going gets rough you bring out the mother of all munitions - the ammo bag.

Sharpshooter

Sharpshooter is for those who like precision. Gives you the weapons LOCOMOTIVE 12 G and M308. Your skin thickens and you get harder to kill. Your clever placement of Trip Mines makes sure you always get the last word in - with a big bang.

Support

Support is for those who like to support their gang. Gives you the weapons BRONCO .44, COMPACT-5 and REINBECK. You get more ammo so you last longer in gunfights. To make sure you are always the last one standing - the Doctor Bag.

Technician

Technician is for those who like gadgets that go BOOM. Gives you the weapons STRYK, AK and GL40. Spending all that time playing with your toolkit is paying off. To top it all off you get the gadget of gadgets - the Sentry Gun.

Available Weapons

There are 13 weapons available in PAYDAY: The Heist, ranging from one handed revolvers to two handed grenade launchers.

Bronco .44 Revolver

STATS : .44 Caliber : Six-shooter : High recoil

Primarily developed for hunting big animals, the Bronco has found its use against heavily armored targets. With its .44 round, it packs a mean punch.



Crosskill .45 Pistol

STATS: .45 Caliber : Semiautomatic : Medium recoil

The C45 is a very reliable weapon that has proven its worth over years of use. It does enough damage and carries enough rounds to handle most targets. A good all-rounder.

B9-S Pistol

STATS : 9mm : Semiautomatic : Low recoil

The B9-S is one of the most used law enforcement pistols today. The relatively light damage is compensated by its big clips. A sidearm for the professional.



STRYK Pistol

STATS : 9mm : Full Auto : Low recoil

The military has it, the police have it, and now you have it. The STRYK is an easy to use fully automatic pistol, specifically designed to fight crime. Wait a minute...



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THE HEIST

Brenner 21 Machinegun



STATS : 7.62mm : High capacity magazine

Even though it was originally designed as a mounted machinegun, the Brenner 21 is a mobile powerhouse. With its huge capacity magazine, this is a given choice for the assault specialist.



Reinbeck Shotgun

STATS : 12 Gauge : Very high damage

There is no more powerful firearm than the pump-action, 12 gauge bore Reinbeck shotgun. What it lacks in speed, it makes up for in raw, indisputable power.

AMCAR-4 Carbine



STATS : 5.56mm : Semiautomatic : Medium recoil

The AMCAR-4 is one of the most versatile assault rifles there is. The good accuracy coupled with the high rate of fire prepares its owner for any situation.

PAYDAY

THE HEIST



M308 Rifle

STATS : 7.62mm : Semiautomatic : Medium recoil

Chambered for the 7.62 mm round, the M308 has made its way out on the black market after years of military service. When one well-placed shot is all you need, this is it.



AK Rifle

STATS : 7.62mm : Automatic : Medium recoil

Stick it to the man with the premiere choice amongst entrepreneurs and thugs alike. Simple Design, high reliability, low cost and so popular it is a part of a national flag - the AK was built to heist.

Locomotive 12G Shotgun

STATS : 12 Gauge : Quick action

The Locomotive is a compact, extremely fast 12-gauge shotgun. Clearing an entire room in a few seconds is what this was made for.



Mark 11 SMG

STATS : .45 Caliber : Very high fire rate

Against its original purpose, black market upgrades have converted the MARK11 into a fully automatic monster of a weapon. When in need of a close range bullet hose, look no further.



COMPACT-5 SMG

STATS : 9mm : High rate of fire and low recoil

COMPACT-5 is hands down the most frequently used weapon of special operation units. With its low recoil and compact size it is ideal for urban combat.



GL40 Grenade Launcher

STATS : 40mm rounds : Single-shot : Break Action

"The Thump-Gun", "The Skill Cannon", "The Pro Pipe", "The Noob Tube", and "The Ex-Wife - things we love have many names. The GL40 is a single-shot, shoulder-fired break action grenade launcher that aims to please.

Deployable and Equipment Items

There are several items that will help you on the way to a successful heist.

Ammo Bag

The Ammo Bag is deployable equipment. Once placed, it can be interacted with by any player to fully restore all ammo until depleted.



Trip Mine

The Trip Mine consists of a beam projector affixed to a shaped explosive casing. The laser activates once the trip mine is placed, acting as a tripwire to detonate the mine. If the beam is broken or the charge fired upon, the mine will detonate.

Doctor Bag

The Doctor Bag is deployable equipment. Once placed it can be interacted with by any player to fully restore health until depleted.

Thick Skin

Thick Skin allows the wearer to receive more damage before going into bleed out. How much more depends on the upgrade level.

Extra Cable Ties

Extra Cable Ties give more cable ties to start with. How much more depends on the upgrade level.

Extra Start Out Ammo

Extra Start Out Ammo allows the owner to carry more ammo. How much more depends on the upgrade level.



Sentry Gun

Based on internet blueprints, the Sentry Gun is a criminal's best friend. Two guns connected to a computer automatically aim and fire at any target detected by its sensors. Being the bad guy has never felt more alien.

Toolkit

The Toolkit allows the owner to organize, carry and protect the tools, making them more effective. How much more depends on the upgrade level.

Crew Bonuses

There are 8 crew bonuses in PAYDAY: The Heist. These help your teammates in certain ways. The benefit of a crew bonus only applies to the three teammates of the one who equips it. This means that someone else on the team needs to equip a crew bonus in order for you to directly benefit from it. Multipliers do not stack if several teammates equip the same crew bonus.



Noob Lube

All your teammates get a cash multiplier. This is only available to choose from reputation level 0-4.



Sharpshooter

All your teammates get improved accuracy.



More Blood to Bleed

All your teammates bleed out time increases.



Mr. Nice Guy

All your teammates get a cash multiplier.



Aggressor

All your teammates get a damage multiplier.



Big Game Hunters

All your teammates get to carry more ammo.



Protector

All your teammates get a health multiplier.



Speed Reloaders

All your teammates reload faster.

Choosing Difficulty

PAYDAY: The Heist sports numerous difficulties, catering to all skill levels of PAYDAY players.

Easy

Easy difficulty is for new players. It is available for the following heists: First World Bank, Heat Street.

Normal

Normal difficulty is for most players. It is available for the following heists: First World Bank, Heat Street, Green Bridge, Panic Room, Diamond Heist, Slaughterhouse, Counterfeit, Undercover, No Mercy.

Hard

Hard difficulty is for the real hardcore players. It is available for the following heists: First World Bank, Heat Street, Green Bridge, Panic Room, Diamond Heist, Slaughterhouse, Counterfeit, Undercover, No Mercy.

OVERKILL

OVERKILL difficulty is for the insane hardcore players. It is available for the following heists: First World Bank, Heat Street, Green Bridge, Panic Room, Diamond Heist, Slaughterhouse, Counterfeit, Undercover, No Mercy.

OVERKILL 145+

For you, action is the juice.

The Wolfpack DLC

Included in this product is the PAYDAY: The Heist *Wolfpack DLC*, the first DLC Pack for this action filled FPS that lets players take on the role of hardened career criminals in constant pursuit of the next 'big score'. Load out with brand new weaponry including the new STRYK pistol, AK rifle and GL40 grenade launcher. Experience 48 new levels with the Technician specialty, as well as the Tool Kit equipment, Big Game Hunters crew bonus and Sentry Gun deployable.

PAYDAY

THE HEIST

Credits

OVERKILL SOFTWARE

Executive Producer

Bo Andersson

Game Designer

Ulf Andersson

Audio & Creative

Direction

Simon Viklund

Art Director

Richard Blom

Senior Programmers

George Giannakos

Martin Waern

Programmer

Niklas Myrberg

Lead Level Designer

Ilija Petrusic

Senior Level Designer

Jochum Skoglund

Level Designer

Mathias Cecilgård

Lead Animator

Linus Anderberg

Animator

Jonas Wallin

Senior Artists

Martin Åkesson

Tomislav Spajic

Technical Artist

Ivan Bartulac

Artists

Anders Svärd

Pär Antonsson

Tobias Balzano

Karl Andersson

Jonatan Lööngqvist

Erik Spellerberg

Junior Artists

Danial Rashidi

Lina Andersson

Jenny Holmér

Niklas Yitalo

Lowen Hoq

Torbjörn Gustafsson

Tools Engineer

Yasin Uludag

Localization Manager

Ludvig Kingfors

Quality Assurance

Hans Mothander

Mattias Sundell

Emil Sundell

Mikael Eyewood

Administration

Annelie Åström

Additional Artists

Maria Komenda

Liv Alvesson Sydler

Daniel Olsson

Erynn Edda

Hjörleifsdóttir

Robert Vikström

Voice Actors

Dallas – Simon Kerr

Hoxton – Pete Gold

Chains – Howard

Thompson

Wolf – Ulf Andersson

Bain – Simon Viklund

Additional Voices

David Jarvis

John Pohlhammer

Ross Mullan

Voice Over Agent

Tom Fitz of Excellent –

The Talent Company

Additional Localization

Matthias Schmidt

(German)

Daniel Iborra Olba

(Spanish)

Francesco Carovillano

(Italian)

Hernan Donoso

(Spanish)

PAYDAY DLC & UPDATES

Assistant Producer

Almir Listo

Junior Artists

Max Sjöholm

Jakob Pältinger

Gustav Holmström

Quality Assurance

Andreas Häll-Penninger

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Jim French

Julia Abelle

Attera Nox

Dagny Gudmundsdottir

VALVE

Chet Faliszek

Erik Johnson

Robin Walker

Scott Lynch

Kerry Davis

Brandon Reinhart

Adrian Finol

Nate Muller

Patrick McClard

Overkill Food Products

Martin "Victor" Sivori

Production Babies

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Olivia Falck

Leo Lakner

Melvin "Rancor"

Anderberg

Special Thanks

Jenny Klint

Jerry Andersson

Stina Falck

Pär Falck

Kerstin Falck

Demian Lichtenstein &

the Equilibrium

Entertainment crew

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Kajsa "Kai" Kullenberg

Linus Kingfors

Emil Liljemark

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Tomas Lindholm

Dominic Vanner

SONY ONLINE

ENTERTAINMENT LLC

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Quality Assurance

Manager

Andrew Lamp

Assistant Manager, QA

& Development

Services

Ryan Antonelli

Quality Assurance

Supervisors

Jay Lauterwasser

James Rackliffe

QA Console Release

Supervisor

David R. Curington

TRC Lead

Gerzon Pongracz

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Jesse Dupuy

Geoff Olmstead

David Gollner

Nick Montez

Israel Munoz

Holly Sloan

Compatibility Lab Lead

William Bidermann

Compatibility QA

David James

James Romedy

Charles Tillman

International QA, Leads

Julien Bertaud

Jesus Lio

International QA

Giuliano Cataford

Eric Gustafson

Johanna Lopez

Simone Radice

Masami Yamauchi

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and Quality Assurance

Trainer

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Tan Truong

David J. Kim

Project Management

Tim Erskine

Linguistic Production

Bernard Dambron

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David Martin

Tina Soebbing

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Cristina Belpassi

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Duy Le

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Associate Producer

Matthew Meyer

Lead Engineer

Scott Maxwell

Engineer

Randy Johns

CUSTOMER SERVICE

Executive Director,

Global Customer

Service

Brad Wilcox

Executive Assistant

Leia Wight

Customer Service

Manager, Technical

PAYDAY

THE HEIST

Support	Tim Granich	Russell Shanks	Bob Jordan
Satoo Minami	Sr. Public Relations Manager	Chief Technology Officer	Matt Morgan
Customer Service Manager	Taina Rodriguez	Richard Lawrence	Ryan Page
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Daniel Tucker	Brian Patience	Pam Impson	Callista Tieu
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Dennis Gonzalez	Director, Web Presence	SONY COMPUTER ENTERTAINMENT AMERICA TEST OPERATIONS	Nathan Alschback
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Bryndan Bedel	Mike Murphy	Sean Valencia	Derek Shen
Darwin Bigornia	Paul Tighe	QA Test Supervisor	Sam Stovold
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Stephanie Brown	Joaquin Senosiain	Chris Scott	
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Andrew Dudley		Vince Loughney	QA Test Manager.
Ghiloni Escalona		Esau Garcia	Advanced Test Team
Sean Farnens		Greg Hicks	Brian Buhr
Matthew Garretson		Inventory Control	Lead Quality Assurance Tester. Advanced Test
Pugh		Analyst	Team
Andrew Goulding		Kevin Heerlein	Paul Flannigan
Arnold Graham		Lead Quality Assurance Tester	Sr. Quality Assurance Tester. Advanced Test
Steven Green		David Paymard	Team
William Griffith		Sr. Quality Assurance Testers	Robby Cheverton
Stephen Haines		Matt Bolger	
Daniel Hall		Kevin Helton	RELEASE MANAGEMENT
Joseph Hall		Contingent Game Test Analysts	Manager, Release Management
Stuart Hertzig		Christian Nguyen	Eric Ippolito
Bowie Ma		April Nazereno	Sr. Release Manager
Joshua Manalo		Anthony munoz	Ron Pascucci
James McDuffie		John Rodriguez	SUPPORT SERVICES Manager, Support Services
Kele O'Neill		Glen Camaclang	Matt Harper
Edward Ranf		Thomas Mack	DevSuite Web Administrators
Theodore Runk		Andy Welsh	Thy Hoang
Jumbo Sim		Todd Cauzza	Shawn Moore
Jesus Soliz		Matt Macabitas	John Hirai
Veronica Wegelin		Estevon Cross	Dave Evans
Jamison Wright		Taylor Costantini	Special Thanks
Paul Peralta		Eric Covington	Micah Loucks
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Joseph Bonini		Daniel Carrigan	Paul Venuti
Tamara Christy		Jonathin Morse	
Brandi Mora		Antel Powell	
David Rodriguez		Sr. Quality Assurance Testers, TRC Test Team	MUSIC
Lewis Giles		Shaun Distor	'Criminal Intent – Theme from Main menu'
Technical Support Subject Matter Expert	Joe Shoopack	John Elberson	
Victor Bonini	Director of Operations	Arthur Gustafson	
	Mike Gaylord	Ryan Halvorson	
SALES AND MARKETING	Project Manager		"Preparations – Theme from Load-out menu"
Vice President, Global Sales & Marketing	Ty Keith		
Laura Naviaux			
Director of Global Brand Marketing			
	EXECUTIVE STAFF		
	President		
	John Smedley		
	Chief Operating Officer		

PAYDAY

THE HEIST

"Gun Metal Grey" –
Theme from 1st World
Bank

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"Double Cross" –
Theme from Heat
Street

Uses Bink Video.
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"Phoney Money" –
Theme from Panic
Room part 1

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"The Take" – Theme
from Panic Room part 2

"Breach of Security" –
Theme from Diamond
Heist

"Stone Cold" – Theme
from Green Bridge

"Crime Wave" – Theme
from Slaughterhouse

"Home Invasion" –
Theme from
Counterfeit"

"Three Way Deal" –
Theme from
Undercover"

"Code Silver" – Theme
from No Mercy"

"Busted" – Theme from
a failed heist"

"See you at the Safe
House" – Theme from a
successful heist"

"Take it all – the
PAYDAY song" Radio
Song from Counterfeit
Written and produced by
Shawn Davis

All music except "Take it
all – the PAYDAY song" is
written and produced by
Simon Viklund.

Additional guitars on
"See you at the Safe
house" by Henrik
Anreus.





SANTA MONICA STUDIO



The logo for OVERKILL, featuring the word "OVERKILL" in a large, bold, red, sans-serif font. A stylized, jagged red shape resembling a flame or a bullet hole is positioned to the left of the letter "O". Below the main text, the words "A SANTA MONICA STUDIO COMPANY" are written in a smaller, red, all-caps font.