

Shoplifting



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El Bicho
GAMES

Download the game at:

www.shoplifting2.com

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Shoplifting 2

EPILEPSY WARNING

Read this before playing or allowing your children to play.

Some people may suffer epileptic fits and/or loss of consciousness when exposed to certain light conditions or to bright lights while going about their daily lives. Such people may suffer a fit when exposed to certain television images or some videogames. This could also happen even if an individual has no medical history of epilepsy or has never suffered attacks.

If your family has a history of epilepsy-related symptoms please consult your doctor prior to playing.

We recommend that parents supervise their children while they play. Pay particular attention to the appearance of any of the following symptoms: dizziness, blurred vision, ocular or muscular contractions, loss of consciousness, disorientation and involuntary movements or convulsions. If any such symptom occurs, stop playing IMMEDIATELY and consult your doctor.

The following precautions must be taken while playing:

- Do not get too close to the screen.
- Play using the smallest screen possible.
- Avoid playing if you feel unwell, tired or have not slept.
- Rest for a minimum period of 10 to 15 minutes per hour while using the videogame.

"The excitement generated from 'getting away with it' produces a chemical reaction resulting in what shoplifters describe as an incredible 'rush' or 'high' feeling. Many shoplifters will tell you that this high is their 'true reward', rather than the merchandise itself." 1

1. The excerpts contained in the yellow chips belong to different web sites. You can consult the links at www.shoplifting2.com.



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LIST OF PRODUCTS AND ITEMS MOST LIKELY TO BE STOLEN

Bed linen/textiles
CDs
Cellular phone cards
Children's clothes
Chocolate
Contraceptives
Cosmetics
Costume jewellery and earrings
Designer accessories
Designer handbags
Duracell Batteries
DVDs
Electrical Power tools, well-known makes such as Bosch
Electrical skin care and toothbrushes, eg Braun
Female lingerie
Gillette Mach 3
Kodak Films
Leather belts
Leather jackets and other leather garments
Leather wallets

Locks and security devices
L'Oreal perfume
Major designer brands clothing
Mobile/cellular phones
Olay Skincare
Other fine fragrances/perfume
Ready-made curtains
Skincare
Sony Playstation, computer games
Spare parts for electrical items and power drill bits
Spirits, mainly whisky, vodka, Bacardi, etc.
Sportswear
Sunglasses
Tea and coffee
Trainers, sports footwear
Videos
Vitamins
Wrist watches

WELCOME TO THE SHOPPING CENTRE

Commando team members, recently cast out of the Forgotten Realms by a mysterious spell, trust in your guidance so that they can carry out their mission: to get hold of the Universal Remote Control, one of the products available at Sin City Shopping Centre.

Your team members' name has become legendary in thousands of adventures in unknown lands, where they have fought endless magical and natural dangers and measured their strength against creatures of all kinds and astute, powerful foes.

However, in the world of Sin City they have not proved fruitful, which means they now lead a marginal, underground life. Will they survive and, what's more important, carry out their mission? Will their conscience trouble them? Will they fall under the spell of compulsive shopping? WHAT TERRIBLE, UNKNOWN DANGERS AWAIT THEM?

"This helps to explain why so many shoplifters steal from stores on their birthday and around holiday times."

START PLAYING

Game Description

This is a strategy and a stealth-based game, based on the exploration of levels and interaction with objects and characters. Through negotiation and the management of resources obtained, players obtain further resources.

A player manages a group of five main characters to whom different actions such as exploring, hiding objects, selling them, negotiating with other people, attacking or defending, etc., may be assigned.

Game Objectives

The main objective of the game is to find and get hold of the Universal Remote Control.

When the game starts, the Commando team has only 1. Full use must be made of this.

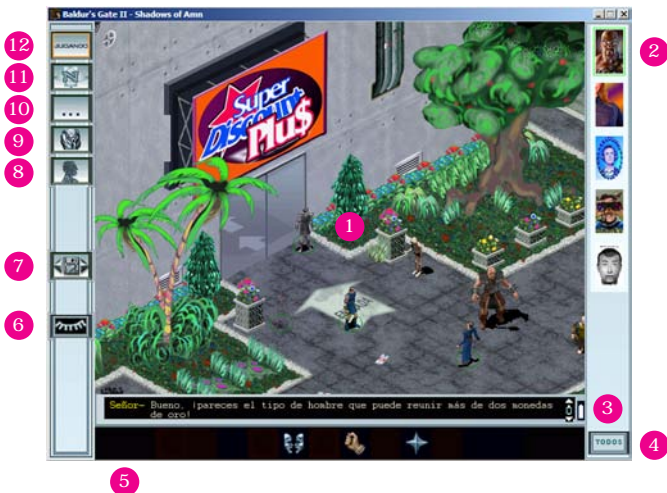
To do so players must negotiate different security systems operative in the Shopping Centre in order to survive and get hold of the Remote Control. Nothing should happen other than players simply getting hold of products and goods and negotiating and managing resources.

"73 % of adult and 72 % of juvenile shoplifters don't plan to steal in advance."

Other partial objectives to be met will arise during the game. These are small missions to help players to gather more capital.

Interface

A-Main playing screen



- 1 Window in which the main action takes place.
- 2 Character icons. To choose a specific character, click on his or her profile.
- 3 Dialogue window. This displays both written information on how the game works (loads, events, what happens in a fight, etc.) and dialogues with characters. It sometimes asks players to choose from alternative answers.
- 4 Button to select all characters at the same time for joint action involving them all attacking the same character or all going to the same place.
- 5 Action button bar. The options available (speaking to, attacking, casting a spell) change according to the character which is selected or whether they all are selected.
- 6 Sleep. Your team needs rest to get its strength back, heal and recover the spells it has already used.
- 7 Save/load game and exit game.
- 8 Character description. Information on the selected character, his or her skills, level of strength and state of health is displayed.
- 9 Button to go to the Inventory, where players can see the objects they possess, hide them in secret pockets, use them or pass them on to a colleague.
- 10 Access to game credits.
- 11 Display of zone map.
- 12 Button to go back to the main action window

B-Available Actions

Players can make characters do as they wish by using the action buttons on the bar at the bottom of the screen.

These actions are:

Pause the game. This can be done by pressing the space bar at any time during the game. The space bar can be pressed to freeze action when, for example, a player wishes to plan strategy in the middle of a fight.

If the whole group is selected, available options are:



Walk towards. This is the default option and has no specific button assigned to it. This function enables players to move a/the selected character/s by clicking on the place where they wish them to go.

- 1 Defend. Members of a player's Commando team take up a defensive position.
- 2 Speak to. By clicking on this icon and then on a character, the player's ringleader speaks to him or her.
- 3 Fight with. By clicking on this icon and then on a character, all the members of a player's Commando team fight this character.

Different actions available for the characters:



Speak to. Clicking on this icon and then on a character starts a conversation with him/her.



Fight with. Clicking on this icon and then a character starts a fight with him/her.



Button to access each character's special skills. Commando team members have different powers to suit the personality of each. Blue powers are beneficial for those characters who receive them. Red powers are attacking spells.

C-Inventory

This is one of the game's most important screens. Players can manage the objects they possess from here. These objects can be organised, passed on to other characters, hidden or disclosed, information may be obtained from them or they can be used.



- A Name of selected character.
- B Selected character.
- C Money available to the group.
- D Strength of the selected character.
- E Life of the selected character.
- F Weight loaded and load capacity

“The public pays a further £ 1.731 billion (50.3% of the full total) through Police, Courts, and the Criminal Justice System dealing with thieves, as well as business disruption, retail security costs, and Government tax losses caused by retail crime.

These costs represent a considerable waste of national resources and could entirely fund a combination of 11,700 more beat constables, 9230 nurses, 5500 more classroom teachers, and 64 million new books in school libraries.”

OBJECT AND PRODUCT SQUARES:

To move an object from square to square, simply use the cursor to drag it to its new position.



- 1 Objects on the floor. These can be picked up or unneeded objects can be discarded.
- 2 Visible objects that are being carried.
- 3 Pockets for hiding alcoholic drinks.
- 4 Pockets for hiding sweets and candies.
- 5 Pockets for hiding cosmetics and perfumes.
- 6 Pockets for hiding clothes and accessories.
- 7 Pockets for hiding mobile phones.
- 8 Pockets for hiding electrical DIY tools.
- 9 Pockets for hiding locks, bolts and other home security systems.
- 10 Pockets for hiding jewellery and trinkets.
- 11 Pockets for hiding discs, DVDs and videogames.

Possible actions

- Hiding an object in a special pocket to get it out of the establishment without being seen by the security guards. This is done by passing the object from a visible square to a hidden square. Careful, you may be found out while doing the operation...

- Showing a hidden object. If a player wishes to 'return' an object to get his or her money back, it first needs to be taken out from where it was being hidden.

This simply involves picking it up, using the cursor, and dragging it onto one of the squares for disclosed objects.

- Passing the object on to a colleague. If your colleague is close enough, just pick up the object, using the cursor, and drop it into his or her square. An object may need to be passed on if an interrogation or a chase is likely or if the object can only be used by another character.

- Throwing an object onto the ground, either because it is not of interest or because the character is in danger.

C-1-Use of objects.

The inventory screen provides access to individual objects. Left click on the object to change its square, or to discard, hide or disclose it.

Right click to display information about the object, special skills or specific uses to which it may be put.

Window displaying a description of the object with the button to access its special uses:



D-Map

The map provides a bird's eye view of the zone the player is in. This screen features the option of inserting marks with the player's comments for reference and guidance purposes in the future. To insert comments, right click on the point on the map where the mark is to be inserted.



E-Information on the characters

All the information on each player's condition, characteristics and skills and a biographical profile is displayed here.



SECURITY SYSTEMS

Getting hold of products without paying for them at the cash desk is obviously not an easy task. The Shopping Centre has the latest anti-shoplifting systems. Getting round these can be very difficult at the start, although some advice is given below:

- Take a good look at the situation before acting. A quick look round reveals some of the systems that operate in a given shop.
- Not every moment is the right one to act. Sometimes it is worth waiting.
- Each security measure can be counteracted with a specific method. Part of your mission is to discover how.
- Do not trust anyone. There are a lot of spies about.
- Get the help of professionals. They have equipment at a reasonable price that might come in very useful to you.



By analysing levels carefully, players know the specific security measures they are up against.

“There is also such a thing as a ‘cultural thinking error’. One common cultural thinking error occurs when we minimize the impact of shoplifting by buying into the notion that if someone is ‘shoplifting’, he must be a victim. Common cultural thinking errors are that theft offenders are victims of poverty, poor parenting, hunger, alcohol and drugs, ADHD, peer pressure, etc.”

NEGOTIATION STRATEGIES

This is primarily a negotiation game. Your ability to steer situations and conversations determines your success or failure. In addition to the decisions you take, other factors also influence a successful negotiation. These include:

- Your level of prestige. In Sin City people's relationships are governed by the hierarchy established by the pecking order. If you are high up in the pecking order, everyone wants to speak and work with you. If your popularity suffers a disaster, it is unlikely that anyone will talk to you.

Hurting people who have done you no harm is one of the factors that most destroys prestige. Being caught red-handed while stealing or fighting with security guards is another way of being discredited. If you have lost more prestige than you can afford to, try making a large donation.

- Your level of experience and that of the character you are dealing with. Sometimes the game is like a game of poker dice. You have more chance of being successfully deceptive, if you have more experience than your opponent.

- Think before answering! When you start up a conversation weigh up all your answers very carefully...

And take particular care to speak to the inhabitants of the Shopping Centre. This is the only way of finding out interesting rumours about the place and discovering all its secrets.



MAKING A PROFIT

There are a lot of ways to make yourself a great deal of money at the Shopping Centre. Some are described below:

- Stealing and reselling the product to a customer
- Taking products directly from the shelf and trying to persuade the assistant you want to "return" the product but have lost the receipt.

Possible excuses:

- *I worked here before and you can do that..*
- *Oh, come on, please, please...*
- *I've got it somewhere, I'm sure I've got it somewhere in one of my pockets ...*
- *What do you want the receipt for? How insulting! Are you suggesting I didn't buy this item here? Where's the manager?*

Success depends on the experience of the assistant, on the answers given and on the character's charisma at this moment. Some assistants are old hands and there is no way of cheating them: be careful because they will call security.

"Suppose you are a sales clerk in a store and some of your friends want you to let them shoplift. Answer the following questions.

1. If you refused to let them shoplift, would that make you a disloyal friend?
Explain your answer.
2. How would you respond if your friends said to you:
 - 'Just turn your back. You won't even be involved.'
 - 'Don't let it bother you. Everybody does it.'
 - 'The store will never miss it.'
 - 'This store rips everybody off. We're entitled to get even.'
3. If they shoplift despite your objections, what would you do?
4. Many people think you can't get ahead being honest. Do you agree or disagree?
Explain."

- Finding receipts. Then you steal the product and ask for the money to be refunded or for it to be changed for another.
- Starting conversations with different characters to find new ways of getting hold of money.

Everything, however, has its dangers:

- You are occasionally frisked. When this happens it is better not to be hiding any objects in your pockets.
- Accumulating useless objects. Be careful because getting something for nothing is addictive...
- The members of the Commando team undergo great emotional strife and shock on account of their encounter with the universe of the Shopping Centre. How they might react to the existential vacuum this has generated within them is unknown. Will they succumb to the Shopping Centre's seductive powers?

"My parents are so disappointed in me."

"Stealing was my lowest point."

"I'm a statistic."

"The hardest thing is the way my parents look at me, like a bad person."

"I'm a good kid. I can't believe I was so stupid."

"I'm so embarrassed."

"My friend said that if we got caught, she would say it was her alone. She didn't."

"My grandmother thought I was the best, now I think she looks down on me."

"What hurt the most is the way my mother cried when she saw me in handcuffs."

"I wanted to make something of myself, now I blew it."

"This one action will stick with me for the rest of my life."

"Now my parents feel they can't trust me."

"The risk is just not worth the reward."

"I never realized how much this one stupid act could cost me and my family."

CAUGHT RED-HANDED!

The Shopping Centre has a lot of hidden traps such as informers, alarms and a lot of prying eyes. It is therefore not always easy to get away with the work unscathed. If the worst happens, i.e. you get caught with your fingers in the till, running away will not do much good. The Shopping Centre's security guards, sometimes accompanied by their faithful pets, will chase you to the end of the world. This is a matter of life and death, which means teamwork is important. It is difficult for a single member of your Commando team to survive an encounter with the centre's security services.

This is a time at which to use all your weapons of attack and defence.

Powers

Remember that all your characters have special skills that you can use in this event.

There are two types:

- Those which give strength or are curative (blue).
- Powers of attack (red).

Products with special effects

You may use some of the products in your possession. They may have some interesting effects...

"Shoplifters perceive shoplifting as a form of self nourishment or as a way to relieve fear or pain in their life."



THE CHARACTERS

Player Characters

These are some of your Commando team members (their genuine and mythical names, written in blood and gold on manuscripts prone to disintegration, are impossible for any person from our culture to pronounce. They were therefore renamed upon their arrival at the Shopping Centre):



- Armed to the teeth. This old-style champion can deal with enemies easily and has a striking appearance.



- Invisible woman. She can steal easily as no one can see her although she takes a lot of care not to make a noise. Assistants and other characters neither see her nor pay any attention to her.



- Contestant. 'Guesses' what the stolen/found objects are and how much they cost.



- Xpert in terrorism. Armed and dangerous (even to himself). He has an explosive personality.



- Environmentalist. He has the forces of nature on his side.

Non-player Characters

The characters you encounter in the game and with whom you may interact are:

Assistants

They stand at counters and attend to your refund claims. When you have an object, you can 'take it back' and ask them for a refund for the amount it cost. If you have a receipt, this is very easy. If not, you must convince the assistant.

Customers

Some characters of those milling around the Shopping Centre are under a spell to buy objects from you at a discount.

Others might feel offended or even call security.

"I've never let anyone go. I'm a firm believer in the policy. Everybody's treated the same. We try not to let feelings get in the way of that. I don't have a problem with treating everyone equally. If I stopped an old lady, then she's shoplifting. If I stop a teenager, they're still committing a crime and taking advantage of us."

Store detectives

These are camouflaged among shoppers. That might ask you to show "what you are carrying on you" at any moment.

"Many of the uniformed security people I've met are complete pricks, wanna-be cops who couldn't make the cut. They were the people who got picked on in high school or the bullies who did the picking. But store detectives get to play it cool. They're undercover like Starsky and Hutch, minus the guns and the screeching tires."

Security guards

Be careful what they catch you with because they are very difficult to convince.

"At \$3.50 an hour I was putting my life in danger to protect cases of Bud Light."

LA PAERIA



Ajuntament de Lleida

imac

institut municipal d'acció cultural

WARNING

Shoplifting 2 is a conversion of the game Baldur's Gate II. Shadows of Amn. To play Shoplifting 2 the complete Baldur's Gate II game must have previously been installed on your computer.

DISCLAIMER

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AnorexicAngel

Jun 23 2005, 3:16 PM

"put the object in my pocket. walk around a little, with my hands in my pocket, taking the wrappers off. walk out of the store. and then never use the thing i stole because i figure out later that i don't need it."

CREDITS

Shoplifting 2

A conversion of Baldur's Gate II, Shadows of Amn. ©Bionware Corp. (www.bionware.com)

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