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# Trophies

This game has a total of **50** trophies. There is **1** Platinum trophy, **3** Gold Trophies, **5** Silver Trophies, and **41** Bronze Trophies.

## 8-Bit Bentley Style

Beat every hideout arcade's top high score.

## Airborne

Paraglide for at least 10 seconds without using any geysers!

## Ancient Warfare 3

Crackshot 10 enemies within 65 seconds.

## Apollo Wins

Have the perfect workout during the Training Montage.

## Arcade Operator

Repair any arcade machine.

## Bearcicle

Complete all the jobs and beat the boss in Episode 3.

## Bigfoot For Real

Track down Sly's long lost Cooper relative in Episode 3.

## Boom Stick

Introduce Sly to his long lost Cooper relative in Episode 4.

## Check Please

Unlock the Cooper Safe in Episode 5.

## Cheers

Don't miss a single glass of sarsaparilla in Saloon Bug.

## Child Of the 80's

Beat the top high score of one hideout arcade.

## Clockwerk Collector

Collect over 20 treasures.

## Cloud City

Defeat El Jefe on each tower without losing any health.

## Cooper Calling Card

Collect your first hidden Sly mask.

## Costume Party

Obtain every costume in the game.

## Crazed Climber

Scale the dragon lair in under 90 seconds.

## Downgrade

Complete any Alter Ego without leveling up once.

## Dust Bunnies

Complete all the jobs and beat the boss in Episode 2.

## Family Matters

Rescue Sly's long lost Cooper relative in Episode 1.

## Final Chapter?

Complete every job and beat every boss in all the episodes.

## Get To the Chopper

Don't take any damage during Up In Smoke.  
Golden Arrow  
Complete the archery minigame without hitting any friendly targets.  
Gunslinger  
Reunite with Sly's long lost Cooper relative in Episode 2.  
Hassan Would Be Proud  
Pickpocket a full collection of every item in the game.  
Hero Tech  
Battle with a secret weapon.  
Home Sick  
Complete all the jobs and beat the boss in Episode 5.  
Hubba Hubba  
Don't miss a beat in the Carmelita dance game.  
I Believe the Time Is Now  
Complete all the jobs and beat the boss in Episode 4.  
I Need A Mouse Trap  
Meet up with an old adversary.  
Keep Your Turban On  
Make friends with Sly's long lost Cooper relative in Episode 5.  
Low Calorie Sushi  
Complete all the jobs and beat the boss in Episode 1.  
Lunch Money  
Slam 100 enemies with Murray.  
Mark Your Territory  
Collect all the hidden Sly masks.  
Mask and Stripes Forever  
Collect every bronze, silver, and gold trophy.  
Navigate Like Drake  
Take a look at every map in every episode.  
Oh Look It's Shiny  
Pickpocket 10 unique items.  
Online Shopping  
Make your first purchase on ThiefNet.  
PayDay  
Purchase every item in ThiefNet.  
Play It Safe  
Unlock the Cooper Safe in Episode 1.  
Put It In Your 401K  
Unlock the Cooper Safe in Episode 2.  
Quarter Cruncher  
Unlock all 6 arcade machines.  
Radical Ninja  
Stealth kill 15 enemies without alerting anyone.  
Savings Account  
Unlock the Cooper Safe in Episode 3.  
Sparrow Approves  
Use the compass many times to navigate.  
The Cooper Open  
Have a 20 hit rally with Bentley in each hideout.

Unexpected Package

Place 60 bombs in enemy pockets with Bentley.

Waddle Waddle

Shoot 40 penguins with Carmelita.

Wardrobe Malfunction

Unlock your first change of clothing.

What's Behind Door Number One?

Unlock a costume gate in any episode.

Zenny, Gil, or Just Loot

Unlock the Cooper Safe in Episode 4.

# Walkthrough

Welcome to the Sly Cooper: Thieves in Time walkthrough. Click on a chapter below to get started.



## Walkthrough Contents

Walkthrough	Clue Bottles	Treasure	Secret Sly Masks
Museum Heist	None	None	02
Turning Japanese	30	12	11
Go West Young Raccoon	30	12	11
Clan of the Cave Raccoon	30	12	11
Of Mice and Mechs	30	12	11
40 Thieves	30	12	11
Deja Vu All Over Again!	None	None	03

## Trophies

Cooper Calling Card

Collect your first hidden Sly mask.

Mark Your Territory

Collect all the hidden Sly masks.

Play It Safe

Unlock the Cooper Safe in Episode 1.

Put It In Your 401K

Unlock the Cooper Safe in Episode 2.

Savings Account

Unlock the Cooper Safe in Episode 3.

Zenny, Gil, or Just Loot

Unlock the Cooper Safe in Episode 4.  
Check Please  
Unlock the Cooper Safe in Episode 5.  
Clockwerk Collector  
Collect over 20 treasures.

# Museum Heist

The Paris Prologue primarily serves as a tutorial level to get the player familiar with the gameplay mechanics and differences of Sly, Bentley, and Murray.

As Sly, your goal is to make it to the topmost level of the museum's rooftops. The path is extremely straightforward; Bentley will pop up and tell you what to do and where to go next. Just follow his lead; break all objects along the way for some coins, and avoid the spotlights cast by the security choppers. Being spotted will automatically fail the mission and you will have to restart at your last checkpoint.

## Secret Sly Mask 01

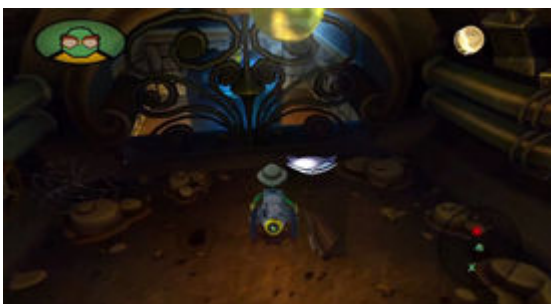
Located behind the illuminated shed. Take it quickly before the chopper sees you!



After obtaining the skylight key from the guard control will switch over to Bentley, who is down in the sewers. Learn how to use his sticky bombs and blow up the gates in your path; the ones that are not immediately in your way will not be affected by your explosives. Once again, break any objects that you see, and hover over large gaps. Take out the guards in the main chamber so that Bentley can hack museum's security system.

## Secret Sly Mask 02

Located in front of a sealed grate just after clearing the debris in the tunnel. It's behind a breakable box.





This short portion plays like an arcade shooter; use your Turtle Ship's Bit Cannon to shoot through the firewalls in your path. You will need to pick up the Giga Bomb upgrade along the way to take out some of the bigger firewalls and the roaming security drones. Get the Data Key in the final chamber and break on through to the other side to complete the hack.

With the museum's security system down, Murray can charge into the fray. As Murray you will run through the streets to the warehouse and hit everything in your path. The on-screen instructions and Bentley's audio cues will introduce you to Murray's different attacks. Get to the warehouse and break the junction boxes.

Control will very briefly switch back to Sly; take the sword and follow the button prompts as they pop up.

## **video walkthrough**

# Turning Japanese

## Turning Japanese



Feudal Japan is broken up into eight missions:

- Photo Op
- Breakout
- Sushi House Startup
- Something's Fishy
- Pretty in Pinker
- Tiger Tail
- Spiked Sushi
- Altitude Sickness

**video walkthrough**

# Photo Op

Before activating your first real mission, it might be a good idea to look around the area to get acquainted with your surroundings, and perhaps do a little treasure hunting. When you're ready to start, head for the rooftop to the left of the Hideout.

*For a complete list of Treasures, Masks, and Bottles, please visit the Collectibles section of the wiki.*

The objective of this mission is to gather recon photos for Bentley. There are five targets that will need to be photographed:

- A Boar Guard
- Imperial Prison
- Dragon Gates
- Sushi House
- Geisha House

The Boar Guard is patrolling the stone bridge to the right of the house. Use R3 to pull out the Binocucom and take his picture. From there, head over to the large wall in front of you and get in position to get a picture of the Imperial Prison.



## Hidden Treasure: Golden Teapot

Drop down from the tightrope that leads over to the mission marker to find the treasure down below.





Stay up high on the ropes and rooftops as you follow the markers to find the Dragon Gates, Sushi House, and Geisha House. Once you have all of the pictures, Bentley will pop up and request that Sly take a photograph of El Jefe. Make sure he doesn't see you, as it will automatically fail the mission.

# Breakout

First thing's first: Sly must steal three articles of clothing to make up a complete set of Samurai Armor. Follow the marker on your screen to find a sleeping Boar Guard near the Sushi House. Pickpocket him three times for the first piece Samurai Armor. Use a stealth kill to take him out if you wish.



The second guard will be at the rear of the Geisha House. Pickpocket him until you get the second piece of Armor. Follow your marker west to find the last guard snoozing near the water. Get the final armor piece and take him out with your stealthy moves if you wish.

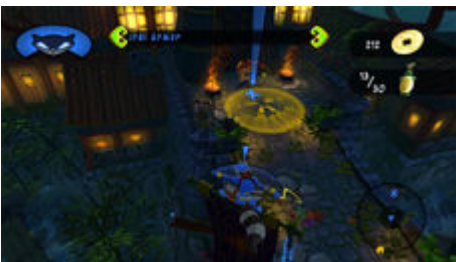
## Treasure: Meditation Turtle

Located on the roof of a small shack to the right of the guard.



A Secret Sly Mask is visible from across the roof of where the Meditation Turtle is but you won't be able to reach it just yet. Come back later with Riochi and use his Focus ability to make it across the gap.

Now that the full suit of Samurai Armor is in your possession make your way to the Imperial Prison. Put the armor on as soon as you reach the ledge and walk right into the building.



Put the armor on straight away and walk inside, past all of the Boar Guards and down the stone corridor. Ignore the Sly Mask in the prison cell for the time being and have a quick chat with Riochi.

When you regain control you'll have to put your armor back on; do so, and head to the right, where you will see two guards standing across from one another. Make your way past them and use the crawl space to reach the cafeteria.

## Secret Sly Mask 01

Before walking past the two guards standing across from one another, walk behind the one on the left. Use the crawl space in the wall to reach a prison cell containing the mask.



Once inside the cafeteria you're going to have to reach the tables without being detected and crawl under them, to the other side. Walk down the corridor and stealth kill the first guard that you see. Jump to the next part of the bridge and quickly put on the armor. Follow the path in the next area; the Samurai Armor allows you to walk right through the flamethrowers, but you will still have to avoid the giant axes. Take note of the prison cell housing a Sly Mask.

In the next area take off the armor and navigate up the bamboo chutes and across the ledge.

## Secret Sly Mask 02

There is a small platform directly across from the guard at the doorway (to Sly's right). Jump the gap and crawl through the space to reach the mask.





Continue into the next chamber and quickly toggle your armor on and off as needed to reach the next area. Steal the Skeleton Key from the guard and open the locked gate. After the cinematic switch to your Samurai Armor and use the shield to deflect the fireballs to destroy the flame throwers. Toggle your armor on and off as needed to navigate the gaps and deflect fireballs until you reach Riochi.

# Sushi House Startup

When the mission starts, do what Bentley says and put on the Samurai Armor. Walk right up to the entrance of the Sushi House; Sly will distract the guards while Riochi slips inside.

## Secret Sly Mask 01

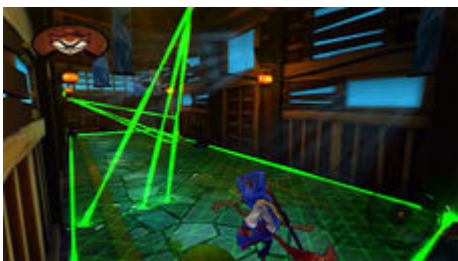
Located to the right of the front entrance. Use Riochi's Focus to reach it.



Destroy the breakable objects for some quick cash and climb up high. Use Riochi's Focus ability to quickly cross the room and enter the next area. Avoid the spotlight and walk across the pipe. Jump onto the rotating fish; Focus to reach the bamboo plant and climb down. Do not step on the plates! Doing this will wake the guards – which will instantly fail your mission! Very carefully sneak up on the Boar Guard and pickpocket Riochi's Carving Knife. Kill the guard and enter the next room.

Perch onto the tip of the statue and Focus to reach the other side of the room. Enter the kitchen area and stay out of the guard's spotlight as you make your way behind him. Take him out with a sneak attack and then use the trampoline on the left side of the room to reach the pipes above. Make your way to the other side, drop down, and filch Riochi's Filet Knife from the sleeping guard. Destroy the guard and open the door.

Perch on the plant and use Riochi's Leaping Dragon to make it across the room before the plant buckles under his weight. If the branch breaks it will drop Riochi directly on top of the laser field, resulting in instant death. Move quickly and carefully to the other side.



There are three Boars inside of this room. There are also plates everywhere. Very carefully tiptoe inside and kill the guard right by the doorway. After he's gone make your way to the right and dispatch the second guard. The final guard is – naturally – surrounded by plates. Get rid of him and then use the bamboo in the middle of the room to climb up high; jump to the rotating fish and use it to reach the



platform in the corner. Break the boxes and Dragon-leap to cross the large gaps until you get to the other side. Drop down and enter another room with death lasers and plants to perch on. Quickly move across the room and pickpocket the guard on the other side to get Riochi's Cleaver.

## **Secret Sly Mask 02**

Floating to the left of the entrance. Use the pipe to climb up and grab it.



Make your way into the final room and pull the lever. Job completed!

# Pretty in Pinker

Before starting the mission it's a good idea to do a little bit of exploring, as Riochi's Focus-jump allows him to reach areas that Sly and the others cannot.

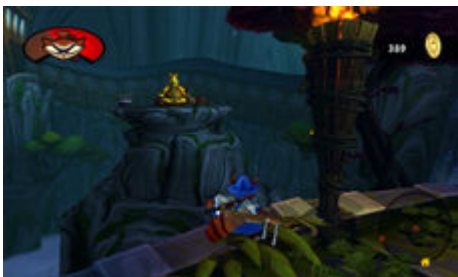
## Secret Sly Mask 01

Run to the northern-most part of the map. The mask is on the rock ledge across from the street lamp.



## Secret Sly Mask 02

Behind the golden rhinoceros statue at the mid-western part of the map. Focus-jump over the gap to reach it.





Once the mission is activated head inside of the Geisha House. Being seen by any of the guards will automatically fail the job automatically. Use the tall plants to climb up to the balconies above. The path on the right is a dead end and will only net a few extra coins. Take the left path to the next area; avoid the spotlights in the hall while breaking the objects around the room for coins. Focus-jump to make it over the pond (and be mindful of any fragile bonsai branches). When you reach the other side, climb up the tall plant to a wooden platform. Use the ceiling fans to jump to a small platform on the other side of the room. Make sure the guards aren't looking before you drop down and run into the next room.

### Secret Sly Mask 03

Near the exit of the room with the first pond. It is inside a box on a platform in the northeast corner. Use the ceiling fans to reach it.



Cross the broken bridge; the next corridor has giant sumo statues on either side that will flatten Riochi without hesitation. Wait until the statues begin to retreat against the walls to Dragon Leap across the room. Speed is key; hit the button to jump the second you perch on each ninja star to ensure your safety.

Avoid the spotlight as you jump across the pond. Climb up to the next level and stay away from the two spotlights. The next room has a simple laser trap in the floor; try not to get shocked and enter a room with giant furnaces. Bentley's voice-over will state that the controls for the lock are across the room. Jump across from furnace to furnace, making sure to avoid the flames shooting from each of

the openings. Interact with the terminal on the other side to initiate a hack.



The Spark Runner hacking sequence requires you to use your Sixaxis controller to move a small spark through an obstacle course within an allotted time-limit. As you go you will be able to pick up clocks that will add two seconds to your time. Follow Bentley's button prompt(s) when you reach the disconnected wires, and be sure to avoid dropping into the holes scattered around the circuit board. Try not to hit the walls – some of them will harshly bounce your spark backwards, which will make it easier to fall into the holes.

Once the hack is complete, avoid the spotlights in the corridor and exit to the main chamber. Use the ceiling fans to reach the glass case in the center of the room and enjoy the brief cinematic that plays out.



Control will shift over to Murray, who must keep the guards distracted and light up the stage with his sweet, sweet dance moves. Press the appropriate buttons as they pass through marker on the right-hand side of the scroll. Successfully completing the dance sequence will end the mission.

# Tiger Tail

This mission starting point is on the roof of a small building across from the Geisha House. Use the trampoline on the west side of the structure to get up to the marker and begin.

## Vehicle Controls:

- X – Drive
- Square –
- Reverse – Circle
- Horn L1 – Boost
- R1 – Shoot
- L2 – Costume

You will have one minute and four seconds at the start of this job. Drive over the bridge and immediately tap L2 to don the chicken costume. Using the disguise effectively keeps the guards from detecting you (even when directly in their spotlights) but significantly slows the RC car's movement.



Follow the green arrow in front of the vehicle to keep track of El Jefe. Quickly take the costume on and off as needed and boost whenever possible. Plow through or shoot the barrels or crates that obstruct the path and be mindful of your time: you will have less and less of it after each of his musings. The job will end after the third driving sequence.

# Spiked Sushi

## Secret Sly Mask

If you haven't picked it up already, there is a Sly Mask behind a golden rhinoceros statue down the path left of the mission marker. It can only be reached by using Riochi's Leaping Dragon skill.



This job is extremely straightforward: the goal is to obtain two Poison Plant seeds. Dispatch the two guards patrolling the area and climb onto the rope to the right of the door. Climb up, move forward by using Focus-jumps and/or the ceiling hooks as needed. Strike the Poison Plant and step off to the side to avoid being knocked out by the sleeping powder. Take the seed and jump down to the ground-level.



Enter the doorway, get rid of the guard, and jump across the lily pads and continue forward until you see a rope hanging to the right. A group of Massive Lightning Bugs is blocking the path above. Time your jumps carefully to avoid the booby-trapped floor; strike the Giant Lamp Tree to lure the bugs away, climb the rope, and jump the gap above. Taking the second plant seed will complete the job.

# Altitude Sickness

Run forward, pickpocket guard on bridge for the Skeleton Key. Use it to unlock the rollers; jump onto them and run forward to open the dragon mouths (as indicated by the onscreen arrows). Don the Samurai Armor and use its shield to deflect the fireballs to open the gates.

## Secret Sly Mask 01

Once inside the gates, simply turn around and look left.



After the blimp rises run down the path. When the group reaches the bridge they will be attacked by an army of Mouse Guards. Control will switch to Murray, who must take down fifteen guards. When all of them are defeated the action will shift over to Riochi.



Follow the path, alternating between regular and Focus jumps as needed. Use the roller to open another gate and Sly's ancestor will re-join the gang. At the end of the short corridor El Jefe will make his grand re-appearance and tear up the bridge. With Riochi now defenseless, control will switch back to Sly. Cross over the damaged platforms using double-jumps as needed to avoid the flames. Run through the double doors (don't forget to have a quick look around!) and head to the marked objective.

## Secret Sly Mask 02

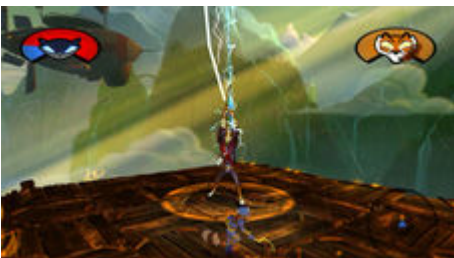
On the left side of the room as you approach the mission marker.



After the cutscene Sly will be on a bridge facing El Jefe. Dodge the tiger's flame attacks and use the tightropes to cross to the other side. Some words will be exchanged and El Jefe will flee again. Go after him, but be careful when rounding the corner of the small wooden structure, as he will lob a quick set of fireballs to destroy the walkway. Advance to the roof and get ready to throw down.

## **Boss Fight: El Jefe**

When the battle begins, El Jefe will slam both of his swords into the floor, which will release a fire nova that can be jumped pretty easily. For his next trick, he will charge his sword with lightning, slam it into the floor, and drag it across the stage in your direction; hold down the sprint button (R1) to outrun this attack. El Jefe will follow this up by using Swipe: he swipes his electrically charged sword either left or right; sometimes he might do this twice in a row, going in opposite directions. Use well-timed double-jumps to stay out of the way. Be mindful of where you end up, though; if you step into the orange ring around him he will automatically land a fierce uppercut that can easily drain half of your life gauge in one go. For his final attack he will drag each of his swords across the floor and launch one of his signature fireballs. When he does this, quickly don the Samurai Armor and use the shield to deflect the attack back at him. The blast will stun El Jefe and open him up for attack. Remove the armor and pummel him.



After taking enough damage, the tiger will run away. Navigate the various gaps, rails, and fireballs that will pop up along the way. When you reach the second rooftop the battle will start again. This time around, El Jefe will change up his fire nova and add a new attack to the mix. His nova attack will now come in the form of a giant wall of fire that can only be avoided by using the Samurai Armor. His all-new attack comes in the form of electrified spheres that he will throw on the ground; this will divide the stage into four quadrants. To make it a little more interesting he will couple this with his Lightning



Sword attack. Avoid this combination by running away and jumping over the spheres. El Jefe will then use Swipe, followed by the fireball. Deflect the attack to stun him, pummel him a few times, and run after him when he flees.



For the third and final phase of the battle El Jefe will add one more attack to his selection -- after executing the attack pattern from the second portion of the fight he will switch things up: After releasing his fire nova he will extend both of his swords and rotate around the stage. Double-jumping will more than likely cause Sly to land on one of the blades, so single jump to avoid them. Dodge his follow-up Swipes and change into the Samurai Armor when you see him go for the fireball. Once again, use the shield to knock the flames back at him; take the opportunity to bring the pain. Rinse and repeat until he's down and out for the count.

# Go West Young Raccoon

## Cotton Mouth Bluff



Sly's adventure in the Old West is divided into eight separate jobs:

- Under Arrest
- Jailhouse Blues
- Cooper For Hire
- Saloon Bug
- Blind Date
- Jailbreak
- Grand Key Larceny
- Operation: Gold Digger

## Video Walkthrough

# Under Arrest

Have a look around town to get started, as there are several landmarks worth noting -- such as the train tracks that can be ridden across the entire town. Start the mission when you're ready.

The initial objective of this job is to deface the posters hanging around town. From starting point first poster is straight ahead, being patrolled by a guard; get rid of him with a stealthy attack and press O to interact with the image. To reach the second poster turn around and jump over the train tracks. From there, head right; the poster is on a small building near a Steer Guard. From that location turn around and walk the power line to the red barn. Drop down, break the dry plants around you and paint the poster. Now turn left and follow the path until you come to a bouncy cart. Use it to hop onto the roof and then jump down to the side of the building (with the red white and blue draperies) for the next poster.

## Secret Sly Mask

Located on the side of the Saloon. Ride the train tracks east from the Hideout to reach it.

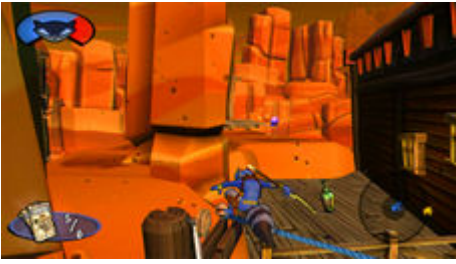


Follow the path to the right to reach the last poster, which is hanging on the building next to the Kit-II-Kaboodle.



## Treasure: Ten Gallon Hat

Before defacing the final poster climb the powerline immediately left of the marker. The hat is sitting on the rock-ledge behind a Clue Bottle.



After the short scene Sly will need to steal a lollipop from Toothpick. Take note of the **Safe** on top of the 6 Rooms Hotel as you make your way to Toothpick's Lollipop, which is on the building directly left of the Hotel.

### Treasure: Street Sign

This is on the same building as the lollipop; it's behind the sheriff's star on the upper level.



From here, Sly must take down a large banner that Toothpick is quite fond of. Turn around and follow the arrow on your HUD to the train tracks. Use the ropes and power lines to reach the banner; hit each clothespin to knock it down.



Doing this will get Sly arrested, which will unlock the Jailbird costume and finish the job.

*For a complete list of Treasures, Masks, and Bottles, please visit the Collectibles section of the wiki.*

# Jailhouse Blues

When the mission starts jump/hover over the railroad tracks and use the carriage followed by the awning to reach the position needed to photograph the Prison. From there follow the radar; use awnings and buggies to bounce up to the roof. Once in position get a shot of the Arsenal.



Head back toward the Hideout; the next picture point is to the right of the building. Hop onto the rocks and take a picture of the Back Wall.

After the short cutscene use Sly's Jailbreak costume to bust open the tower. Drop down, per Bentley's instructions, and destroy the cacti for money. Once you've collected the coinage change back to the Jailbird outfit and destroy the cage. With Tennessee out, push the block that obstructs the path. Destroy the locked door to the left to enter a room full of breakable barrels filled with money. Clear it out and then advance through the level. In the next area there will be another locked door to the left. Go inside and clear out the barrels and spiders for some more money before exiting and pushing another block over.



With the path cleared, jump over the small, spiked pit and sneak past a guard that stands in front of an immovable box. Smash everything in the alcove and use the crawlspace to reach the other side of the area. Destroy the breakable items and spiders before switching back to the Jailbird costume to open the path for Tennessee.

## Secret Sly Mask 01

Before pushing Tennessee forward, turn left and break open the small shack next to the TNT barrel.



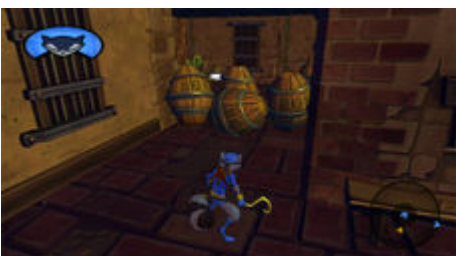
Push Tennessee over to the other side and walk the tightrope over. In the next room push the giant mine carts over and use them to reach the ledge that is patrolled by a Steer Guard. Stay out of the spotlights because getting seen is instant death by electrocution. Push the mine carts across the room to create a path that will lead to the ledge with the guard; get rid of him and change costumes to push the big box and open up the door.



In the next room use you must use your ball to push Tennessee across a room that is filled with fire-blowing furnaces. Make your way across, switching between the Jailbird costume and Sly's normal threads as needed. Once across, Sly will have to use the Jailbird costume again to roll across a floor that is blanketed by lasers.

## Sly Mask 02

After Bentley outlines the locking mechanism puzzle, break the crates in the small alcove on the left.



To solve the puzzle you must push the “key” under the archway. However, carts will move the entire length of the floor when pushed, so you must find a way to stop the “key” so that it’s in front of the “lock.” First, hit the block on the lower left toward the archway. Next, hit the block on the right side of the area into the upper right corner. From there, push it to the left side so that it stops next to the first block you pushed. Now, go back and knock both boxes to the opposite side of the field. Hit blue “key” to the left toward the other boxes. It will stop across from the archway. Push it through to unlock the path.



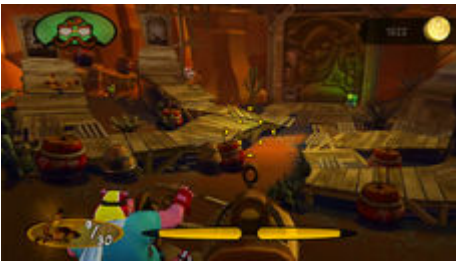
In the next area Sly must roll through a laser-laden obstacle course in order to reach the shut-off switch. Avoid falling off of the path and push the blocks in your path over. Once the lasers are shut off go to the central area and push the final box into place. Place the TNT in front of the wall to complete the job.

# Cooper for Hire

At the start of this job you must follow Toothpick to the mine entrance without getting too close. He will randomly turn around and look in all directions, so it's important to stay behind cover at all times; if he sees Bentley the mission will be a failure.

## Treasure: Golden Cactus

The treasure is to the left of the mine entrance in plain sight. Keep this location in mind so that you can come back and get it later (if you haven't found it already, that is.)



Upon reaching the mine entrance Bentley will be attacked by scorpions -- and it's up to Murray to protect him. Use the turret to fire at the oversized bugs but be mind the weapon's heat gauge. Shoot the TNT barrels to clear out groups of enemies if things get too heavy. When 30 scorpions have been killed a hacking mini-game will begin.

This iteration of System Cracker has some new goodies added to the mix. Pay attention to Bentley's audio cues and use the Ricochet shooter to take out enemies around corners. At the end of the first area you will have to charge your shot by holding R2 while circling around the giant structure in the center. With the walls down, take the Data Key and continue on.



The next area is full of obstacles: electric barriers, enemy tanks, and a black hole in the center of the stage. Don't worry too much about the opposition, as it will be sucked into the black hole. In the next chamber switch ships and open up the partitions by holding R2 and circling around the center crystals. Get rid of the turret, take the Data Key, and continue on.

In the final chamber you will have to square off against a rather large enemy tank. Move around it and keep firing until it's destroyed. Take out the tanks around the corners with the Ricochet shot, take the final Data Key and complete the hack.



Now that the system has been hacked Tennessee can move about freely. Use his gun to open the door by pressing L1 to aim and R1 to fire. Break the objects in the room for some quick coins and shoot the door to open it. Advance until you come to a laser floor; shoot the control box across the room and take out the spiders that rush you. When you reach the next door you will learn about Tennessee's Crackshot technique. Use it and move on.

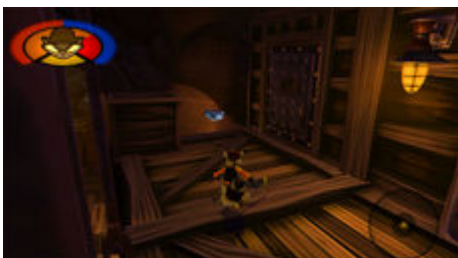


In this next area you will have to do some on-rail grinding. Listen to the audio cues as needed and avoid the electric currents and gaps along the way.

When you dismount the rails there will be three guards: two large Steers wait across the gap while a coyote patrols the walkway above. Shoot the TNT barrels to get rid of the smaller guy; take cover behind the crates on the right and use Crackshot to make short work of the bulls.

## Secret Sly Mask 01

To the left of the TNT barrels where the Fox Guard patrols.



As you advance you will have to take out multiple enemies. Use the TNT barrels scattered around to make short work of the guards and spiders hanging about before coming to another Crackshot door. Ride the rails to the next area; navigate the path while clearing out any hostiles that block the way. At the end there will be another vault door that requires the Crackshot. Open fire and jump onto the final set of rails in the level.



## Secret Sly Mask 02

Inside the locked boxes beside the second Crackshot door.



&nbsp;



The final rail-sequence is extremely straightforward, as the only obstacles to contend with are vault doors. The first one will open with a few normal shots; the second requires Crackshot. Successfully opening the door to complete the job.

# Saloon Bug

Head toward the Saloon to activate the mission, picking up any Clue Bottles that are along the way. When the job starts Bentley will have to successfully serve 30 guards mugs sarsaparilla. Move side-to-side quickly, and tap X to serve the drinks. Some guards will require two to three drinks at a time. Keep an eye on the little patience gauges that pop up above each patron as well as the sarsaparilla stock in the lower right hand corner of the screen as you deliver the drinks.

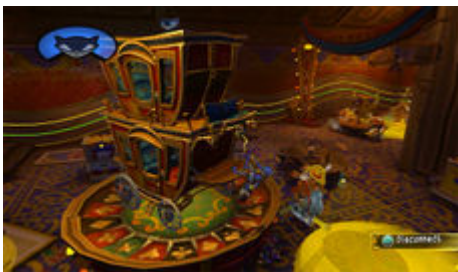


With all of the beverages served, Sly must now make his way to the Casino. Quickly navigate the pipes to reach the other side of the room and then use the crawl space to continue forward. When you reach the cracked casino sign switch to your Jailbird outfit and break it down.

In the next room you will have to stay off of the floor as much as possible. Go to the right and hop up to the platform with the giant kegs. Stay out of the spotlight and switch costumes to move the giant metal tap as close to the neon sign as possible.

## Secret Sly Mask 01

On top of the rotating stage coach in the center of the room. Use the hook on the side of the carriage to spring up to reach it. (Grabbing hold of the hook might take a few tries.)



Scale the neon sign, jump across the gap, and time your movement so that you are out of the laser's path. Jump down onto the narrow ledge on the other side and use the ceiling fan to make it across to the air vent.



Driving the RC car this time around involves several challenges: lasers, wind-gusts, and spiders. Carefully navigate through the ducts, boosting to get past the lasers as needed. Brake when you see the wind blowing, as getting caught in the breeze will overturn the car and start the sequence over from the beginning.

Shoot the various groups of spiders out of your way as you drive through the shaft. Eventually the path will split: both directions lead to the same place, but it's a matter of whether or not you wish to deal with spiders (the right fork) or fans (the left fork). Pick your poison and continue forward until you reach the vent in Toothpick's quarters.

Job complete!

# Blind Date

Walk the ropes to the mission marker and watch the short cutscene; when you regain control you must follow Toothpick to the canyon. Head on over and watch as Carmelita is tossed aboard a runaway stagecoach. Ride the rails over to the platform, avoiding the electric currents as you go. Quickly use the Crackshot on the barriers so that Carmelita doesn't crash.

Grind the next set of rails to the next platform: On the other side there will be a mess of hostiles and TNT barrels that need to be disposed of before the coach passes through. Once the coast is clear grind the next set of rails over to the ledge across from the furnaces. Shoot the valves and then quickly advance to the next stopping point. Quickly take down the barrier and hop onto another set of rails to proceed.



There are dynamite-throwing enemies, fire-spewing pipes, and TNT barrels to contend with here. Use the Crackshot to clear the path for the stagecoach; use regular shots on the hostiles while you wait for the path to the left to open up. Once the large box blows up get back on the rails and ride down. Destroy the obstacles two more times to complete the job.

# Jailbreak

When this mission begins you will be in control of Carmelita, who will need to fire her weapon to get rid of any hostiles and/or obstacles blocking the way. Just like Tennessee, L1 will aim and R1 will fire. Keep tabs on how much damage the raft takes, as getting too beat up automatically fails the mission.



Dispatch the Bull Guards and shoot open the partition to continue forward. Destroy the floating TNT barrels before the raft gets too close. With those out of the picture open fire on the enemies on the bridge above. Focus on the larger enemies first, since their shots do the most damage. Once the area is secure you'll take control of Tennessee.

Use the hooks to make your way across the area. Use the narrow ledge to get to the next platform and take cover behind the boxes to avoid taking damage from the nearby guard. Get rid of him, jump over the laser panel, and then break the locked box with Crackshot. Shoot the newly revealed button to disable the floor and move forward. Take out the guards, pull the lever, and get back to the raft.



Control will shift back to Carmelita. Shoot the floating TNT barrels out of the way and follow Tennessee's audio cues to get the drop on the enemies that will spawn. When all of them are gone shoot the partition; the action will now go back to Tennessee. Make your way to the top of the area, taking out the guards as you go. With them out of the way, Crackshoot the large box to reveal the controls to the laser floors in this area. Disable the floor and hop up onto the boxes to continue. Take out the guard and destroy the box behind him to open up the path. Jump across the gap to the next set of crates and take cover before the next steer's bullets can hit you. Get rid of him, as well as his buddy below; when the area is clear use the Crackshot on the box, shoot the newly revealed button, and hop down to the lever.

## Secret Sly Mask 01

Before using the rope to rejoin Carmelita, run off to the right and climb down rope hanging here; the mask will be at the bottom.

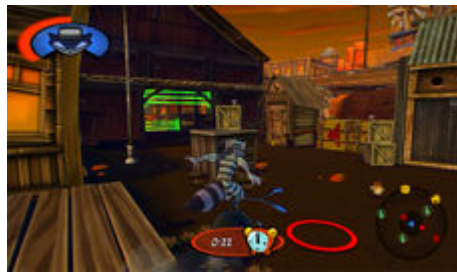


Make short work of the TNT barrels and guards in the vicinity. When the raft stops follow Carmelita, and a cutscene will begin. In this final area the objective is to free Sly, Bentley, and Murray by using the Crackshot on four locks that keep them caged. The enemies here infini-spawn; avoid them and focus on the locks.

# Grand Key Larceny

Make your way to the mission marker, stomping and bashing everything that gets in your way. Get the low down from Bentley and proceed toward the objective on your radar.

As Murray you will be participating in a free-for-all boxing match against 20 enemies. Break the debris in the ring to gain health as needed as you clobber your opponents. When everyone has been defeated you will have to go up against the champ -- and his friends. Move around the ring as you focus your attention on the steer; use his backup buddies for health if you need it. When Murray is victorious he will take a key and the mission will shift over to Sly.



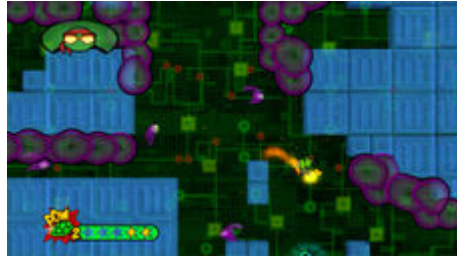
Sly will have to use the ball of his Jailbird costume to roll through a timed obstacle course. If Sly runs out of time or falls off of the ball the race will have to be restarted from the beginning, regardless of how many checkpoints (which add thirty seconds to the clock) have been activated. The race is pretty smooth up until the second checkpoint; that's when TNT barrels, spotlights, and dynamite-chucking antagonists will come out to play. Pay close attention to the course and don't get reckless. After Sly makes it out to the other side he will grab his own key, and the action will switch over to Carmelita.

As Carmelita the objective is to amass 100 points in a timed shooting competition. The light blue targets will each subtract one point from your score; the brown bullseye targets are worth two points apiece. The monkeys are worth five points, and the vultures that sometimes pop up in the rear are worth ten. Get the hundred points within the time-limit to finish the job.



# Operation: Gold Digger

When the job begins, Murray will need to free the van while fending off some rat guards. Pick up the explosive barrels and throw them at each tire; when all four wheels are free the action will switch to Carmelita, who must escort Bentley to a hacking terminal. Make your way across the gaps and take cover as needed to avoid unnecessary damage while dispatching the enemies. Once on the other side, control will move to Bentley, who will have to use his sticky bombs to blow up the crate that houses the terminal.

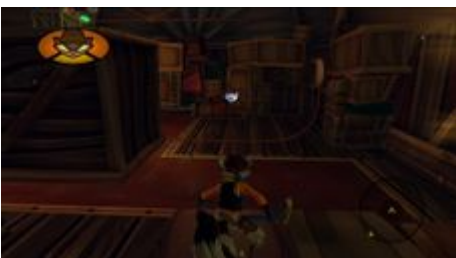


This is an Alter Ego hack, which was previously seen in the Something's Fishy mission in Japan. Collect the ions as you go through the stage to power up Digi-Bentley's attacks. Blast through the firewalls as the stage pushes you forward, and avoid any enemies that you are unable to shoot. The boss at the end of the sequence is pretty much identical to CPU Core from the previous hack of this sort, the only difference being the ring of small baddies hovering around it. Aim for the center of the eyeball and take cover behind the partitions to avoid the Core's ray beam attack. Keep moving and shooting until the boss falls.

With the hack completed, control will now shift over to Tennessee. Enter the train car, where -- naturally -- the floor is blanketed by lasers. Jump over the platforms while avoiding the spotlights and use Crackshot on the large box to the left to reveal a control button as well as Sly Mask. Shoot the button to deactivate a few lasers and continue onward, Crackshooting boxes and turning off lasers as you go. Use the Crackshot on the exit door and a short cutscene will play out.

## Secret Sly Mask 01

In plain sight underneath the first laser control button. The floor beneath it needs to be deactivated by hitting a button further along the path. Turn around and grab it before moving forward.



When you regain control of the action make your way across the train cars by way of the ledges and

ropes scattered about. Enter the next train car, which is pretty much the same as the first: laser floors and spotlights will hinder your path and Crackshot boxes will need to be cleared out in order to advance. Another short scene will play out after shooting the final door.

## Secret Sly Mask 02

Behind the second Crackshot box. You will have to deactivate the floors to reach it.



After the cut, exit the train and use the conveniently placed storm drain to reach the next car, where Toothpick is waiting.

## Boss Fight: Toothpick

Much like the battle against El Jefe, there are three phases that get progressively more challenging. When the fight begins, the sheriff will activate a laser floor that covers the whole area. Change into Sly's Jailbird costume and roll over to the points indicated on your screen. When the floor turns off, run over to the buttons and hit them with the ball and chain to push them; Toothpick will lob single sticks of dynamite at Sly and man the turret, so make sure watch out for (and avoid) these moves.



After the whistle blows, Toothpick's body will expand, not unlike a hot air balloon, and he will bounce around the stage in an attempt to crush Sly. Run around the screen to avoid these attacks and wait for him to land. The armadillo's next trick is to start sending walls of whirlwinds across the field before finishing up with a single large one. Avoid these and wait for him to tire out; he will fall over onto his back, leaving himself open to attacks. Run up, hit him with the Jailbird costume's ball, and start pounding on him. When he has taken a certain amount of damage he will jump back up to the platform.

Phase two of the battle is pretty much the same as the first, except Toothpick will now throw two sticks of dynamite instead of one and will man the turret much quicker. His bouncing attack will increase in speed, and he will send out two large tornadoes at the end of his whirlwind maneuver. Once again, avoid his attacks and wait for him to tire out before taking the opportunity to go after him.



In phase three, Toothpick ups the ante on his attacks: He will throw three dynamite sticks at a time, turn on the floor, and then start firing with the turret. Disable the floor by rolling over the beacons and then quickly dodge the turret fire. Hit the buttons to activate the whistle and knock him down once more. His bouncing and mini tornadoes will come much faster now, so time your movements carefully. Avoid the three large whirlwinds he sends before taking the opportunity to run up and finish him off.

# Clan of the Cave Raccoon

## Gungathal Valley



Sly and the gang's time in the prehistoric era is broken up into the following jobs:

- Stone Age Reconnaissance
- Unexpected Ties
- Getting Stronger
- Going Up
- Starving Starving Hippo
- Ice Ice Bentley
- Duty Calls
- Operation: Jurassic Thievery

### **video walkthrough**

# Stone Age Reconnaissance

This inaugural mission in Gungathal Valley is to gather information by way taking photographs of certain items. However, it won't hurt to do a little exploring before activating the mission, as this area is home to a vast amount of nooks and crannies that are definitely worth exploring.

*For a complete list of Treasures, Masks, and Bottles, please visit the Collectibles section of the wiki.*

## Secret Sly Mask 01

In a nest on a large stone pillar behind the Hideout. Climb up the dinosaur bones to the right of the entrance and use the Paraglide to reach it.



When you're ready to start the job head on over to the mission marker inside of a nest near the Hideout to begin. Listen to Bentley as he gives the rundown on the missing components and where they might be located: The Conveyor Belt is inside the village while the Temporal Sprocket and Gravity Encabulator are in the possession of a pterodactyl and prehistoric penguin respectively. With that being said, it might take a few tries to get a good shot of the Temporal Sprocket. The penguin waddles around a snowy ledge; try to get as high as you can to get a decent photo.



After getting the pictures, Bentley will tell Sly to take a gander at the Arena. Use the tightropes to navigate to the marker on your radar. Get a good picture of The Grizz to finish the job.

# Unexpected Ties

Starting the mission places Sly inside the Lair of the Bear. Make your way across the boiling tar pit; avoid the bubbles as you go. Once across, dispatch the dodo and hit the mushrooms until they stop producing coins. Use the crawlspace to advance to the next area.



Alerting the guards in any way will automatically fail the mission; use Sly's sneak attack(s) to get rid of them, or bypass them entirely by using the ropes above to navigate across the bridge. Destroy any breakables and walk up the large tree to the left of the doors. At the top, use the icicles to move across, but be careful -- they are extremely slippery! When you land on solid ground a cutscene will begin.

Now the objective is to nab the Sabretooth Tiger costume. Use the rings to swing across the bridge from above. Listen to Bentley's audio cues and use the geyser to the left to Paraglide across the gap. Climb up the narrow icicle and hook the rope to slide down to the next part of the area. Pickpocket the key from The Grizz and use it to open the door. Grab the Sabretooth costume and use the Cyclone Jump across the lava.

## Secret Sly Mask 01

Behind the bed the Sabretooth costume was on.



On the other side, follow Bentley's advice and use the Cyclone Pounce on the hostiles mulling about. Continue through the area, using the appropriate means to navigate the obstacles. At the end of the path you will have to time your Pounce carefully to avoid the bubbles while reaching -- and flattening -- the bird across the way.



Move forward through the area and watch a quick cutscene. Follow Bentley's advice and dispatch the enemies here by way of the Cyclone Pounce. With all of the guards gone Sly can have an enlightening chat with the first Cooper, Bob.

# Getting Stronger

Bob must take part in six “Murray-Approved” exercises so that he can get in shape:

## **Slippery Slope**

Bob must stand in the middle of the ice while balancing an egg on a log. Penguins will jump onto the ice in an attempt to get Bob to drop the egg. Use the Sixaxis controller to keep Bob steady. Survive an onslaught of twenty-five wee penguins to pass.

## **Penguin Popper**

This is basically batting practice with penguins: Swing the club at the right moment to hit a penguin. Hit ten wee birds for the victory.

## **Sumo Slap**

In Sumo Slap the goal is to win a wrestling match against a large penguin. Follow the button-prompts to emerge victorious.

## **Duck and Cover**

For this exercise you must use the analog stick to dodge penguins. Steer clear of ten little penguins to move on.

## **Super Sling**

The object of this challenge is to hit targets that are being carried by pterodactyls. Do so by loading penguins into the sling and releasing them when the target is in sight. You will only have five turns, so aim carefully.

## **Whack-a-Chump**

This is basically a classic whack-a-mole game... with penguins. Strike the real penguins by tapping the button that corresponds to their pit. You can only strike out three times before you will have to try again. Successfully smack fifteen penguins to move on.

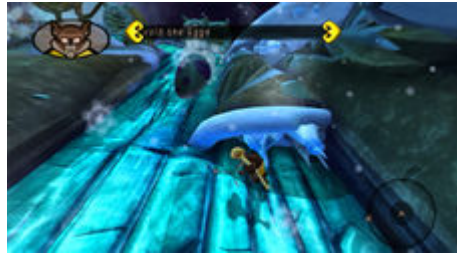


When all six individual challenges are completed Murray will make Bob do each one together in one sitting. Complete them all (again) to finish the job.



# Going Up

Activate the mission and follow the marker on the radar. Clear out all of the enemies and interact with the ice wall; watch Murray fail miserably at climbing before taking control of Bob. Climb up the ice wall by pressing O and X in conjunction with one another. Use the square button to pound the ice, which will get rid of any objects blocking the path. Follow along, taking Bentley's advice as needed until you reach the other side.



Watch the short scene; when you regain control navigate along the ice walls, jumping gaps and pounding debris as you go. Dismount the wall and use Bob's Roar command to stun the Ice Beetles crawling out of the ground. Dispose of them, break the objects in the area for coins, and continue to the next wall. Avoid the falling eggs as you make the climb; one hit from them will knock poor Bob out. Jump over the booby-trapped portion of the wall and quickly slide down before the egg hits.

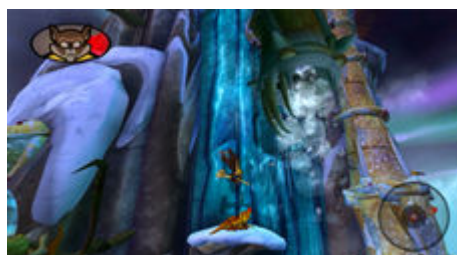
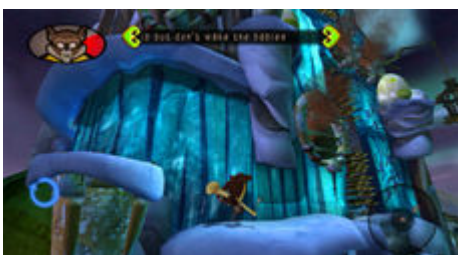
## Secret Sly Mask 01

To the right of the egg "dispenser" atop the ice wall (after the Ice Beetles).



Climb the next wall up and follow the path made up of nests; break the eggs as you go along to get some coins. The final nest houses the long lost Temporal Sprocket.

Job complete!



...But not really because a rather irate "mama" pterodactyl will snatch the sprocket right out of Bob's paws. The item is now at the very top of the area, but ascending the wall this time will require patience and stealth, as waking any of the babies will fail the mission. (Make sure that the "zzzz's" are hovering above the pterodactyls before going near them.) Avoid the sprays, spikes, and falling eggs as you quietly make your way up the mountain. Reaching the top will complete the job -- for real this time.

# Starving Starving Hippo

Remember the missing Gravity Encabulator? Well, an army of wee penguins has broken it apart into five different pieces that Murray has to retrieve. However, this is easier said than done: the penguins will scatter as soon as Murray approaches.



Catching the penguins can be slightly frustrating at times. Try to lure each one into a corner or dead-end; when you're in range press O to pick up a bird and shake it down for its portion of the gadget.

The mission ends when Murray retrieves all five pieces of the encabulator.

# Ice Ice Bentley

There are a lot of mammoth guards on the way to this job's starting point; using Bentley's Sleep Ammo to knock them all out will make the trek much easier. Reaching the mission marker will start a quick scene in which Sly explains what to do: Use the thermovision to find Grizz and tag him with a homing dart so that the group can discover his lair.



Once inside the cave, get rid of the mice guards and use Bentley's bombs to take down the walls; get some coins from the dead-ends to the right before wheeling down the newly opened path to the left. Blow up the debris in the center of the chamber so that Bentley can hover over to the platform. From there, jump/hover to the next platform, which leads to a room that houses none other than The Grizz himself.

After the quick scene use the thermovision to look at the painting and the statue. Shoot the bling, penguin, and apple with some darts to open the door. Head through the tunnel, break the boxes, and blow up the rubbish on the center platform. Wait for the giant-sized egg to roll out of the passage before hovering over. Use the alcoves within to avoid being crushed by the other eggs that will follow. Use a bomb to blast the cracked wall at the end open.



In the next room three of the five guards are holding onto gems that will open the door. Use the Thermovision to locate the gems within the guards' pouches. Pickpocket each item and then use them to open the door. You will have to survive an egg gauntlet that includes spraying ice geysers. At the end of the tunnel blow up the wall on the left to proceed.

## Secret Sly Mask 01

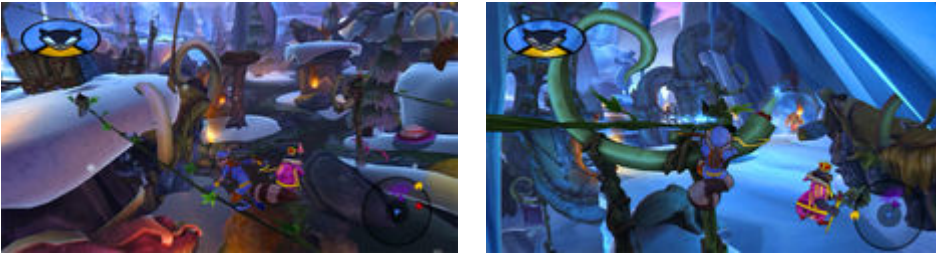
Behind the destructable wall on the right side of the tunnel.



The Grizz is walking around in the final area, and it's up to Bentley to hit him with a tracking dart. When you regain control you will have sixty seconds to tag him three times. Change platforms in order to change your vantage point as needed. The mission will end when all three darts connect.

# Duty Calls

Sly must follow Grizz throughout the level without being detected. The easiest way to go about this is by using the ropes and platforms scattered about to stay above him. Use your stealthy moves to quickly and quietly take out any enemies along the way. After a short distance Grizz will stop to talk on his phone. Stay where you are and listen in on his end of the conversation.



Grizz's phone call will get cut short and he will resume his leisurely stroll. Once again, stay as high as you can and dispatch any enemies you come across. Grizz will momentarily stop in a rather open area to answer his phone; use the platforms and ropes to the left to follow him across a small bridge. When he reaches the opening to an ice cave you will have no choice but to drop down. Use the boxes and ice penguin statue for cover as needed; you will need to climb up the sign on the opposite side to get back to higher ground. Grizz will stop next to the open fire and turn around so make sure you are out of sight when this happens!

Use the vines to stay above The Grizz, as his own flatulence will startle him into turning around at random intervals. Stay toward the left when he starts to jog, jumping platforms and perching on top of various points as you go. There a couple of Clue Bottles along the way so grab them if possible (if you haven't already, that is) and stay completely out of sight. The cutscene that begins after The Grizz crosses another bridge signals the end of the mission.

# Operation: Jurassic Thievery

As Sly, make your way forward, pickpocket the guard directly in your path before dispatching him, and continue to the marker. After the cutscene you will be in control of Bentley. Time your jump/hover over the lava so that you don't get hit by the red-hot bubbles. Get rid of the guard ahead and bomb the debris that blocks the path. Destroy all of the breakable objects as you continue down the path; the platform in the chamber with the giant fan blades will shoot up, which will allow you to reach the Egg Lift on the other side. Ride it up; there are three guards (two dodos, one mammoth) in this area, so deal with them accordingly. When you reach the gap you must use Bentley's Explosive Darts on five moving targets. Hitting them successfully will destroy the first Egg Vat and raise the bridge. Wheel across, get rid of the lone guard, and hack the terminal ahead.



The Spark Runner mini-game is extremely short and straightforward; carefully guide the spark to the goal before time runs out. When the hack is complete you will have to make your way across a series of platforms forms that drop down in two alternating sets. Later on, Once on the other side you must use your darts to destroy the second Egg Vat.

As Bob, grab hold of the wall and steer clear of the flames and spikes that will shoot out. Rotate and remove the large valve to the right. Pound the wall to knock the mushrooms off of the path and continue on. Making a wrong move on the next stretch of the tower will result in a fiery death, so be sure to time your jumps, pounds, and slides carefully. Remove the second valve and advance right. Make your way upward to the final valve and remove it.



## Secret Sly Mask 01

At the bottom of the wall where the second valve is located. Slide all the way down and make your way to the right; it will be on the platform below.



After the cutscene you will be in control of Sly. Switch to the Sabretooth costume and Cyclone Pounce to navigate the area and dispatch the guard near the lever. Navigate this area by using Sly's cane to hook the rings on the rotating lifts. Once across you will have to Paraglide over a series of geysers while staying out of the way of large, swinging fireballs. Take out the guard when you reach solid ground. After a rather lengthy cutscene you will be given control of Murray.

## Secret Sly Mask 02

On a platform just beyond the third swinging fireball during the Paraglide sequence.



## Boss Fight: The Grizz

This somewhat odd skirmish takes place on an ice rink, with Grizz skating circles around poor Murray. He will send out shockwaves that will freeze you in place if they land; avoid by (surprise!) jumping over them. The Grizz has two different charging attacks: one in which he uses his fists and ends in a single axel jump that will send out one to three shockwaves. For his other charge he will do a belly flop and slide toward you.





The Grizz is invulnerable while he's skating around so play keep-away as best as you can until he surrounds himself with a wall of solid rocks. Three of those rocks are being supported by blocks of ice; punch them a few times to send them at Grizz. Do not get too reckless; Grizz will still be able to hit you with his shockwave attacks from within the walls. He can also drop icicles on you, so watch out for them.

After the three ice cubes connect a rhythm mini-game (similar to the one back at the Geisha House) will begin. Press the buttons as the bar passes through them to keep up with -- and mimic -- the bear's movements. Eventually the button prompts will turn to question marks; these mystery buttons will be the same as the ones that come immediately before them. After completing three successful sequences Murray will throw Grizz across the arena, stunning him and opening him up for attack.



In phase two, Grizz will add two new attacks: a twirl that will release ice blocks, and a ground-pound that will drop icicles from above. Stay out of the way and wait for him to drop his solid wall. This portion of the fight differs slightly in that there will be eight ice blocks instead of three. Hit them all at him and the rhythm mini-game will begin anew.

For the third final stage of the fight, Grizz's moves will come faster and with much more frequency. Use the same strategy from before: stay away, punch the ice blocks when they appear, and hit the button prompts. The last part differs in that most of the commands will be question marks; these chains will be the same as the ones prior to them so pay attention to what comes before. Correctly execute the on-screen directions three times to emerge victorious.

# Of Mice and Mechs

## Medieval England



Of Mice and Mechs contains nine jobs:

- Shopping Spree
- Juggling Act
- Cane Swipe
- Eye in the Sky
- Mechanical Menace
- Short Supply
- Shell-Shocked Heart
- Hard Target
- Operation: Mousetrap

**video walkthrough**

# Shopping Spree

Bentley needs some assistance putting together a new and exciting costume idea. But However, he's going to need some help -- and that's where Sly comes in. Get to the mission marker and take out the owl patrolling the tower. Start the job when you're ready.



There are three components of the costume: wood, leather, and metal. Follow your radar to the point marked and hop up onto the tightrope above to activate a conversation between two guards. Make your way to the roof of the Tavern and interact with the hatch to drop inside.

## Secret Sly Mask 01

Floating in front of the giant beer mug on top of the Tavern.



*\*For the complete list of Treasures, Masks, and Bottles, please visit the Collectibles section of the wiki.*

As per Bentley's instructions you must now grab the metal alloy without alerting the guards or falling into open flames. Head to the balcony across and crawl under the table; don't be alarmed by the giant roaches -- they cannot hurt Sly and vice versa. Cross the room until you reach an electrified fan. Interact with it and Sly will use his trusty cane to snag the Metal. Drop down to the floor and very carefully creep to the tavern's exit. Follow your radar and tightrope your way under a balcony to listen in on another conversation between guards. Go on over to the Bakery, which cannot be entered until Bentley hacks the painfully out of place computer terminal in front of the entrance. Interact with it to start a System Cracker Hack.



Immediately pick up the Giga Bombs and use them to clear out the area before you switch codes to get the Data Key. In the next chamber it's more of the same: grab the Giga Bombs and clear out any hostiles you see. Avoid the rotating electrical currents. Use the bombs to destroy the partitions to enter a large enclosure in which enemy tanks will infini-spawn. Avoid them and break down any walls you see before switching codes and snatching key. Stay away from the electricity, destroy the lone enemy in the next chamber, and use the key to complete the hack.

Sly is now inside the bakery, where he must steal some wood. Slam one of the flame-spewing oven doors closed and get past it before it pops open again. Grab the wood before the oven shoots more flames out.



Now, the only item remaining is the leather. Head to the new marker on the radar to learn about the Shoemaker's Store. Once inside, you can either crawl under the shelf near the boarded up door or you can use the rope to climb over it. Neither method is more difficult than the other so choose your path and get to the other side. Once there, jump up and hook the rotating joint on the laser gun and ride it to the other side. Crawl through the space and pluck the leather from the laser contraption to complete the job.

# Juggling Act

Sly & Bentley will have a little chat about the best way to find Sir Galleth Cooper. Climb the tower by way of the spires and large hanging rope; shimmy up to the platform with the basket of arrows on it to gain Sly's Archer costume. So Follow Bentley's instructions to fire an arrow at the target that's in the distance. Use the ropes to reach the main circus tent.



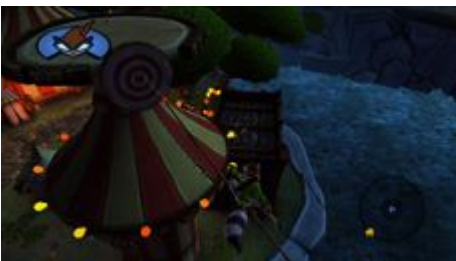
## Secret Sly Mask 01

On a platform on the tower Sly must climb at the start of the mission.



## Treasure: Rolling Pin

To the right of the platform with the first target on it. Drop down to find the pin on top of a cart.



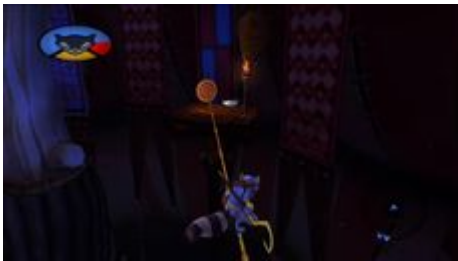
The floor inside of the tent is littered with motion sensors so Sly must stay above to navigate this area. Use the Archer costume to create a new rope; cross over the a tightrope, and then over to a hanging rope. Climb down to the platform below and switch costumes to create a new path that will take you through three large hoops that happen to spit flames out everywhere. Keep moving along;

you will come to an area where you must perch on giant trumpets to get across. Do not stand on these for too long or else they will fall and the checkpoint will have to be restarted. On the other side, shoot the moving target. Break the boxes and utilize the trapezes to reach a catapult on the other side.



## Secret Sly Mask 02

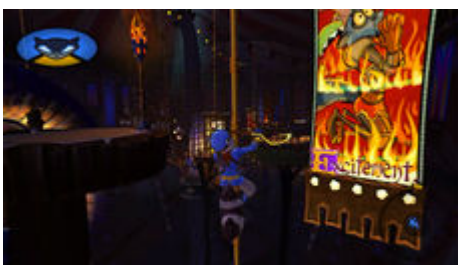
The mask is clearly visible on a lone platform. Before hopping onto the trapeze, break the boxes to reveal a basket of arrows. Shoot the target across the way (it's behind the barrel next to the mask) to make a new crossing.

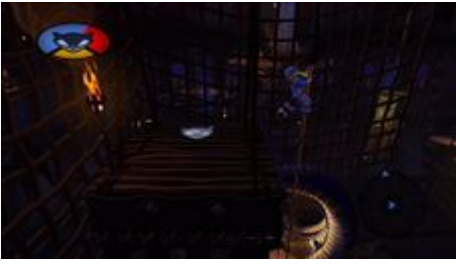


Launch off of the catapult to land on a platform with -- you guessed it! -- a bucket of arrows on it. Hitting the moving target might take a couple of tries simply because of a pesky cannonball that just so happens to be bouncing up and down in front of the target.. When you succeed in making the new bridge, carefully walk iding the now multiple cannonball shooting at you from below. Take a quick breather on the platform before continuing on via the trapezes and spires. Jump through the flaming hoop and cross over before briefly perching on some more large trumpets as you navigate the tent. Climb up the rope up and then grind down through a giant, revolving, fire-spewing snake.

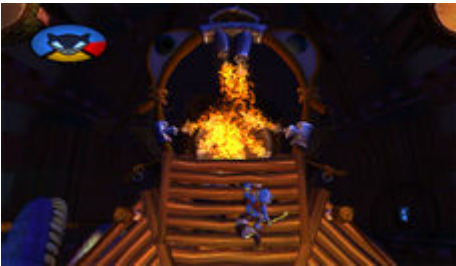
## Secret Sly Mask 03

Climb all the way to the top of the cable hanging next to the last trumpet.





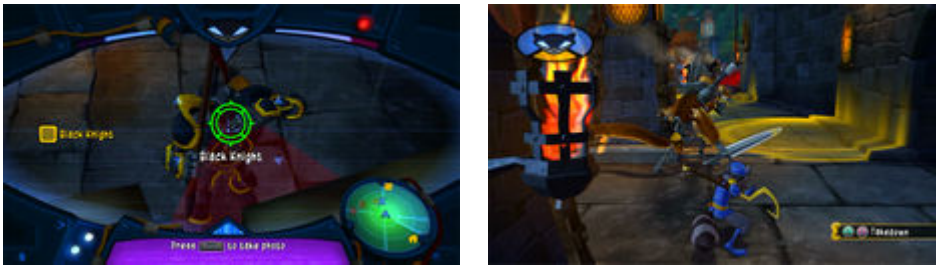
Riding through the snake deposits Sly onto a little trampoline. Bounce up to the dangling cord and climb up the small tower. Drop through a flaming hoop to the dais below and shoot an arrow at the moving target ahead. Break all of the objects for some money and then use the little trampoline to get to the top of the area.



Say hello to Sir Galleth Cooper and pat yourself on the back for a job well done!

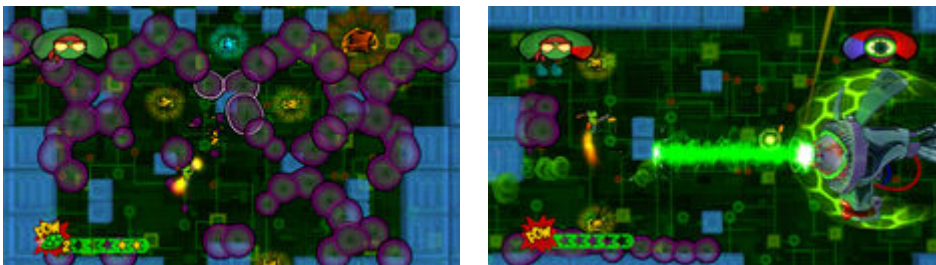
# Cane Swipe

Sly needs to get two photographs: one of The Black Knight, and one of the Cane Case. Stay up high and get ahead of the Black Knight. Once you have a good vantage point, snap a picture the front of his armor. Depending on your view you should be able to photograph the Cane Case immediately after.



With both photographs now in your possession you can now dispatch the two guards at the rear of the escort. After that, Use a rear takedown on the guard all the way in the back; this will alert his buddy in front, so make sure to stay out of that spotlight. When he turns back to his patrol creep up and take him out from behind as well. Interact with the case to initiate an Alter Ego hack.

This AE Hack differs from the others of its type in that the screen will scroll upward instead of left to right. Because of this format it's actually really easy for Bentley to reach at least level 8 by the time he arrives at the CPU Core. Make sure to pick up and hoard every bomb that you see. The boss here is much faster and much more aggressive than previous cores, but the strategy remains the same: take cover behind the partitions when it shoots its giant laser and wait for its shield to go down before you attack the center of the eyeball.



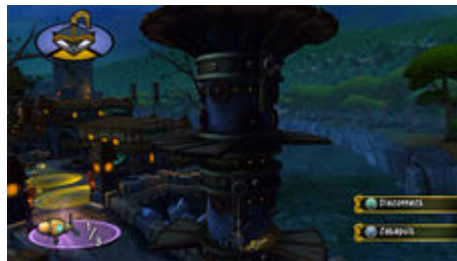
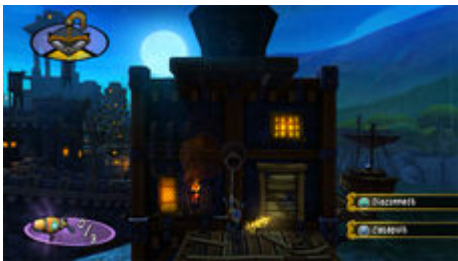
Finishing the hack allows Sly to take Galleth's cane from the case. Job complete!



# Eye in the Sky

*It's a good idea to do some exploring before activating the mission. Galleth can reach places that Sly and the others cannot, which makes him the only means of obtaining certain Treasures and Sly Masks.*

For this job, You Sir Galleth must use his Catapult Crash skill to pop three intelligence-gathering balloons. After the mission briefing, turn around and make your way to the first tower. Use the spires, ledges, and Galleth's advanced catapulting skills to reach the top of the tower. When he gets high enough his Catapult Crash will automatically destroy the balloon.



The second tower is just a little ways away, close to the Hideout. Latch onto the hooks and wait until the revolving platforms to create openings before making your moves. Once again, Galleth will use his sword to strike the blimp down.

## Secret Sly Mask 01

Near the top of the second tower.



Follow the marker to the third tower, which is a bit further out. Keep your eyes open for any goodies and hostiles alike as you hop and skip your way over.

## Secret Sly Mask 02

At the top of the tall building next to the clocktower.



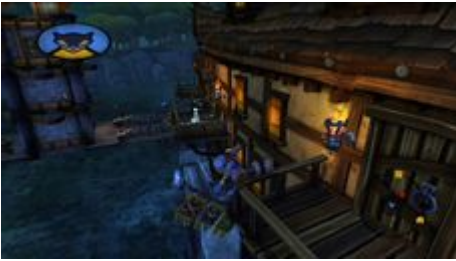
### **Secret Sly Mask 03**

On the second level of the tower next to the ship in the southeastern corner of the map. (Must use Sir Galleth to reach it.)



### **Treasure: Bell Tower**

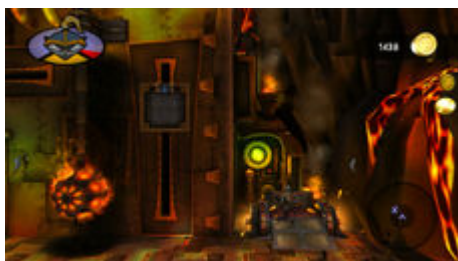
On a small balcony on the leftmost balcony of a house/dwelling on the water near the third tower.



The third and final tower is littered with rotating bars that Galleth must perch on and ride to certain points, but getting to the top shouldn't be at all problematic -- just watch your timing. Taking the balloon out will automatically conclude the mission.

# Mechanical Menace

After Bentley's briefing run directly forward to interact with the mechanical door. There will be a quick cutscene with Carmelita and Sly before you regain control of Sir Galleth. Follow the path into a large chamber and take a gander at a rather daunting structure. Steer clear of the numerous obstacles as you make your way up. Stop to run onto the roller before resuming the trek upward.



## Secret Sly Mask

On a ledge to the right of the tower's base.



The way up the tower is pretty straightforward -- just execute Galleth's jumps and launches at the right moments. Stop to use a roller on the left side of the final tier and climb up to the top. The mechanical beast everyone has been on about is a giant, metallic dragon. Perch on the stalactite to the right of the dragon and then carefully make your way to the zipline on the left by perching on the dragon's snout. On the other side, Galleth will accidentally turn the contraption on, and control will switch to Carmelita.

## Boss Fight: Mechanical Dragon

This battle is nowhere near as harrowing as previous skirmishes. Avoid the dragon's fireballs; and flame jets. After that is done, When one bows down to shoot the aforementioned jets, sidestep the attack and open fire into its open mouth. After taking a certain amount of damage a QTE will play out. Follow the onscreen instructions and spam the R1 button until the head is disabled.



With one head down the one on the right will start shooting missiles at you at the same time that a scrolling laser begins sweeping across the floor. Shoot the missiles before they hit you and jump over the beam; when the center head starts to spew fire that is your cue to shoot the back of its throat. Once again there will be a quick QTE that, if successful, will get rid of that head. Repeat this strategy on the final head, but don't relax just yet. All three will power back on and the battle will begin again. Just do what you've been doing and the dragon will fall, ending the battle as well as the mission.

# Short Supply

Get Murray to the Slippery Toad Tavern and engage in some good, old-fashioned clobbering time. Pick up those pesky guards and throw them at the three machines to effectively kill several birds with one stone. When the mixers are disabled the mission will switch over to Sly.

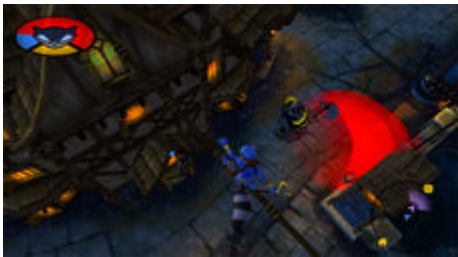
Inside of the Shoemaker's Place, grab the hanging rope to get to the next level and change into the Archer costume. You must time your shot so that the laser doesn't cut the rope before you can cross. Wait for the right opportunity and cross over the center when the coast is clear. Repeat this process to reach the shutdown switch interact with it to initiate a Spark Runner hack. Once complete, control will shift over to Sir Galleth.



After that, Head inside the Bakery and close either furnace door to get to the rear and catapult up to the second floor. Up here your goal is to use the Catapult Crash to deactivate three sub-generators. Getting rid of the first node will activate a stream of lasers as well as a thirty-second timer. Steer clear of the lasers and go after the other two before time runs out. When all three have been destroyed you will have twenty-five seconds to escape the bakery. Jump down the open hatch to exit the building.

# Shell Shocked Heart

The objective here is simple: Follow the Black Knight until Bentley can catch up and work his binary magic. Stick to the ropes and rooftops whenever possible to keep from being caught by the red light or alerting any guards. When the Black Knight enters the Blacksmith's Shop the action will switch to Bentley. Use the bouncy awnings outside of the building to get him to the roof.



Use a sticky bomb to destroy the debris in the middle of the path before hitting the laser control panel with a dart. Stay on the path to reach a computer terminal. Interact to start a very short System Cracker hack.

## Secret Sly Mask 01

Behind some wooden planks near the large gear in the room.



Back in the real world, follow the tunnel and use a dart to partially disable the laser flooring. Jump/hover over what remains. Continue forward and jump/hover over the large gap that leads to another computer console. The Alter Ego mini-game that follows is extremely straightforward. Collect as many ions as you can before getting to the CPU Core. Follow the usual strategy to crash the system and complete the hack.



Continue forward and disable the laser field that over the doorway.

## Secret Sly Mask 02

After the hack, the mask will be across the short path that is made up of spinning gears. Use a sticky bomb to blow up the crate, but make sure you do it from a safe distance. If Bentley gets caught in the blast he will be knocked off of the gear and the checkpoint will have to be restarted.



Make your way past the lasers; in the next room you will have to shoot a dart at the contraption in the center. Do that, and then use a sticky bomb to deactivate the lasers blocking the path. Continue on and use your bombs and darts to disable the various security obstacles in the way. When you have advanced far enough the Black Knight's true identity is revealed and the mission ends on a somber note.

# Hard Target

Sir Galleth must collect three Fire Bulbs to fulfill his desire to make explosives. Each bulb is at the top of a large vine that must be scaled via the Catapult Crush and run of the mill platforming. Follow the markers to find each plant and collect the bulbs. When all three are in your possession the mission will turn to Sly.



Head over to the circus to participate in the Archery Game. When it begins you will have a minute and thirty seconds to hit 120 targets. Hit the targets with the bullseyes painted onto them for two to three points each. After the first thirty seconds or so moving targets (which are worth four to five points) will begin to appear. Make sure not to hit any of the friendly targets, as doing so will deduct points from your total. When all 120 targets have been dispatched Sly will win a bottle of Merlin's Magic Powder.

Bang-zoom combustion!



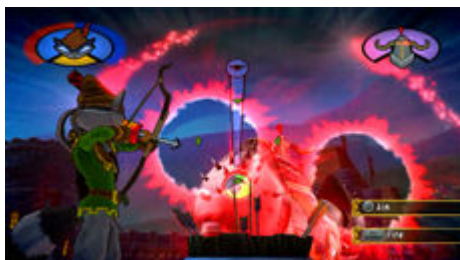
# Operation: Mousetrap

Warning -- spoilers ahead! If you have not yet made it to this point in the game then it's probably a good idea to turn back now!

Get Murray to the castle gates to activate the mission. After Carmelita's briefing, follow the onscreen prompt to detonate the charges on the bridge. After a short cutscene the Black Knight will retreat into a giant, mechanized suit of armor -- and Sly will have to face her alone.

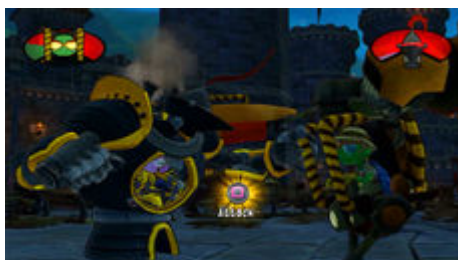
## Boss Fight: The Black Knight/Penelope

When the battle begins run past the lasers and get to the top of the marked siege platform. Shoot an arrow at the green plate and steer it through the red shield. When it connects with the target, run across the rope before Penelope's sweeping laser cuts it, and spam R1 to release a barrage of arrows that will disable the arm. (If your arrow misses BK will knock Sly off of the tower.)



As you make your way across to the marked siege tower, Penelope will drop mortars from above; avoid them by watching the patterns on the ground. As the bombs fall down she will alternate between shooting lasers and pounding the ground one to three times to create harmful ripples. Jump to avoid the waves and take cover behind any nearby towers to keep safe from the lasers. When you get to the top of the right-hand tower, repeat your previous actions to take out the left arm.

Now that both appendages are down, get to the tower in the center and hit the chest plate; Penelope will repair the suit's arms, and the battle will continue. Repeat the process of scaling the towers and shooting the green plates while avoiding her attacks, which will become much more aggressive as the fight rages on. Hitting the center plate the second time around will trigger a cutscene.



With Sly out of the picture it's up to a suited-up Bentley to take on Penelope in a one-on-one robo-street-brawl. Sidestep her punches and attack her with a three-hit combo when she's open. Use Triangle to unleash a Super attack when the prompt appears, but be wary, as it will slow your movement for a short period. As Penelope's health bar depletes the openings between her punches will become smaller. Continue to keep away and counter-attack her; when her health gets low enough you will have to mash the Square button to end the confrontation.



# 40 Thieves

## Ancient Arabia



There are seven jobs available in Ancient Arabia:

Lost and Found  
Open Sesame  
Rug Rats  
Copy Cats  
Up in Smoke  
Heavy Metal Meltdown  
All Rolled Up

**video walkthrough**

# Lost and Found

Several of Ancient Arabia's Secret Sly Masks are out in the open world as opposed to within specific jobs. Have a look around as you make your way through town.

## Secret Sly Mask 01

Head left from the Hideout to spot a bucket of arrows on the beach. Switch the Archer costume, cross to the island, and then hit and cross another target. The mask is behind the small building.



Sly and the gang must find Salim Al-Kupar, who has gone into hiding. After a quick chat with Bentley, enter the Lamp Shop and use the new, improved Binocucom to scan the lamps for fingerprints. Take a photo of them, as well as the strange door inside of the shop before heading out to the village.



## Secret Sly Mask 02

At top of a spire on the green-roofed building to the left of the Lamp Shop.



Upon exiting the shop there will be three markers on your radar. Each one will lead to the Heat Imprint, Hair Follicle, and Cloth Fiber respectively. After getting all three photos Bentley discovers that Salim is on a boat that is docked in the northwestern corner of the map. Find it -- and Salim.

# Open Sesame

For this mission you must use your radar to collect three Flawless Gems. Collect each one and get to the pawn shop in one piece. After the cutscene Sly will now have the Thief costume.



## Treasure: Bright Cane Polish

Stop time to climb up a metal pole that has snakes at the base. The treasure is all the way at the top.



Make your way to the marked location, which is a gate near an elephant statue. Open up the gate by standing on top of the switch; stop time to make it to the other side before it closes.

## Treasure: Jeweled Pillow

This is on a pedestal inside the gate, but you cannot take it at the moment. Come back another time to pick it up.



Sly must now eavesdrop on Le Paradox and Miss Decibel, but this will entail following them along on their stroll. Stop time to destroy the gears that control the sword-trap. Walk out slowly and keep a

good distance until you can get to high ground. Stick to the ropes and roofs as much as possible; Miss Decibel has a nasty sneeze that forces her to turn around whenever it happens.



Eventually the pair will pass under a gate; perch on top of the lever, stop time, and then run under it and destroy another gear contraption. Get inside tent to finish the job.

# Rug Rats

Crawl under the vent on the side of the shop to enter it. When you get inside, hit R2 to use Salim's Climbing Cobra technique to ascend the rope. Advance to the next room and cut the rope that's holding the statue to gain access to the caves below. Go through the crawlspace; go wild when you emerge and break all the things -- including the hostile scorpions -- for some money. When you're done collecting everything, climb the dangling ropes through a series of spinning gears.



After a quick conversation with Bentley Salim must make his way to the top of the tower. Take out the scorpion nests and pull the lever in the center of the room to raise the pole. Use the Climbing Cobra on the pole with the snake basket at the base before they can knock you off. Make sure the guard above is distracted before you shimmy across the ledge; once on the other side, use the Climbing Cobra to ascend the chains before they break.

Make your way across the ledge and be mindful of the cobra waiting to strike between ledges. If the guards see you the mission will fail, so watch carefully as you shimmy across.

## Secret Sly Mask

It's on the ledge where the three guards are hanging out. Sneak past the guards or take them out with stealth attacks to make a hassle-free grab for it.



Once across the ledge, climb down a long rope, past some moving gears, before using the Climbing Cobra technique to scale up the two flimsy chains leading upward. Move across another ledge; interact with the lever to extend the snake statue's tongue. Hop across before it retracts and Cobra-climb another set of poles. Extend another snake tongue bridge at the end of the balcony; avoid the spotlights as you advance to the top of the tower.





After a short cutscene you will be in control of one of Bentley's Spark Runner hacks. Make it through the course to end the mission.

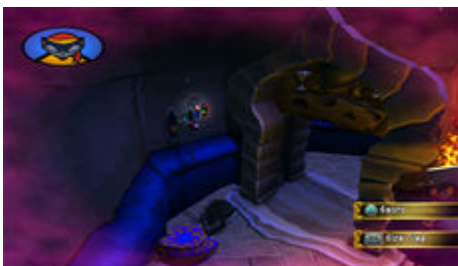
# Copy Cats

Murray's clumsiness has resulted in a mission that alternates between him and Sly, respectively. As Murray, use turn the wheel to raise the bridge. Advance to the marker and control will change over to Sly. Jump the gaps and climb the hanging rope on the other side; change into the Thief costume, pull the lever to open the door, and stop time to go through it. In the next chamber you must jump across rapidly sinking debris. There are explosive barrels in the mix, so watch out for these as you utilize your time-stopping ability to cross over the gaps. Once on the other side, use the trampoline to hop up to the switch that controls the next door and slow time to get through it.



There is another water trap in here that is a little large than the first one. Use the perches to recharge your meter as necessary to successfully make it across. Slow time to climb up the dissolving chain to open the door and go through it. Use the sword to destroy the giant gear and control will shift back to The Murray.

Smash through the now stationary blades and get to the marker ahead. Smack the enemies around and turn the wheel... or at least try. Several cannons will start firing at Murray from behind; this will trigger a turret sequence in which the goal is to take down the three cannons on the balcony. Shoot the cannon balls in mid-air and be mindful of the overheat gauge. When the cannons are gone, go back to turning the wheel to raise the sunken ship. Proceed up the stairs; the path is blocked by another blade trap, which means that it's up to Sly to stop it.



Change into the Thief costume and run inside of the sunken ship. Sly must use the debris to reach the rope in the center of the room. There's a high number of explosive barrels floating around, so make sure that the path is clear before you slow time.

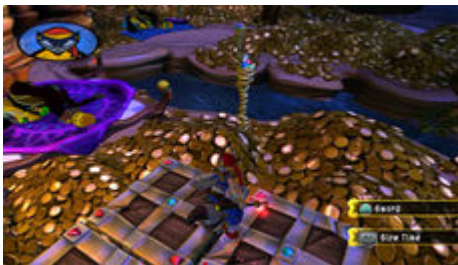
## Secret Sly Mask

Hop onto a safe bit of debris and let the current take you over to a stationary platform to the right. The mask is bobbing up and down in plain sight.



Slide down the mast; this will place Sly in an area that is full of gold -- and sleeping guards. Stepping on any of the coins will wake the guards and fail the mission, so proceed with caution. Hop onto the round ledge in the middle of the room and hop to the boxes across. Slow time and make your way from perch to perch before the piles of money topple over. Head down the corridor, avoiding the guards' lamplights as you go. Destroy the gear at the end of the passage to bring the action back to Murray.

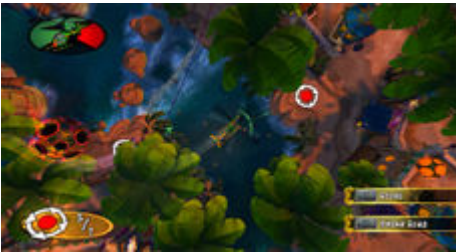
Smash through the defunct blades and follow the path, taking out the little guards as you go. Use the platforms to navigate across the shark-infested waters; head toward the wheel and man another turret to get rid of four cannons. When those are out of the way, turn the wheel to raise the ship, giving Sly a direct path to the tiger.



Slow down time once again to make your way across the debris. Use the dangling rope to reach the ship, which will start to sink; alter time in order to make it to the top. Watch the cutscene, then approach the computer terminal to initiate a System Cracker hack. Watch out for the numerous black holes; use the Ricochet shot where applicable and try not to get overwhelmed by the sheer amount of enemies that will swarm you. Complete the hack to complete the job.

# Up in Smoke

For this job you must pilot Bentley's RC chopper to drop smoke bombs down at specified targets. Use L1 to boost away from the homing bombs that will come after you, and R1 to drop the smoke bombs. The level is broken up into several flight sequences: the first requires you to drop six bombs, the second requires seven, and the third requires eight. When all the bombs have been dropped, a short cutscene will lead into an Alter Ego mini-game. As always, collect the ions to level up; avoid the new laser obstacles, and take utilize stay behind cover to survive the CPU Core's attacks. Finish the hack to finish the job!



# Heavy Metal Meltdown

After Bentley's mission brief, use the Climbing Cobra technique to ascend the nearby pole and hop to the ledge of the building. Once inside the building Bentley will hand you three transmitters that need to be placed around the room. Use your radar to find the exact locations. When all three have been placed, Bentley will take over.



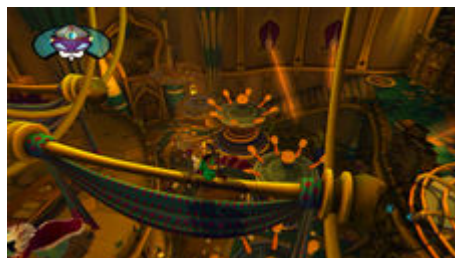
## Secret Sly Mask

This mask is hanging out in the right-hand side of the room. It's on a ledge next to a pink rope.



Bentley's objective is to throw darts at the transmitter radios without alerting Miss Decibel. Use a sticky bomb to blow up the floor immediately to the left of his starting point to drop down to where the first transmitter lies. Hit it with the dart and then blow up the cracked wall to leave that area. Wheel up the stairs and blow open another wall; get rid of the scorpions and their nests as you follow the radar to the next transmitter. Hit it with a dart and move on.

In the main chamber you will have to destroy piles of books that rest on top of fans in order to cross to reach the final transmitter. Make sure to take cover as you toss the bombs so that Miss Decibel won't see you. Wait for her to turn her back before heading to the marker.

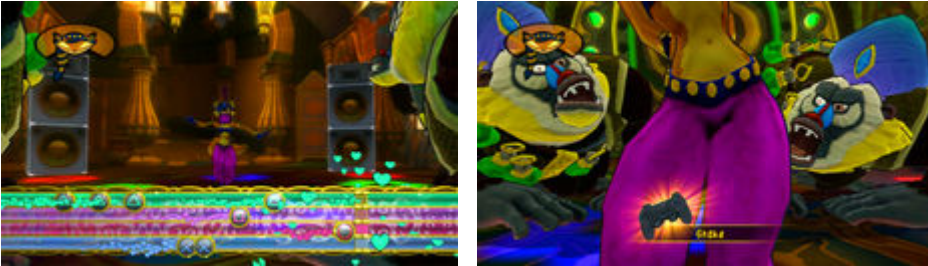


You will regain control of Salim after the cutscene. Proceed across the room via the decorative fixture

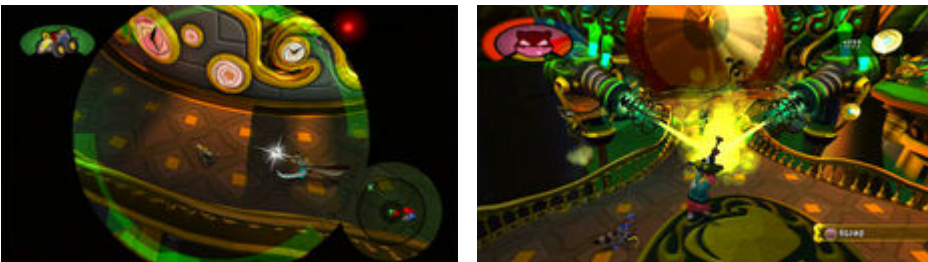
up top. Make sure that Miss Decibel has her back to the desk before dropping down and placing the bugged statue.

# All Rolled Up

The final mission in Arabia starts simple enough: get Sly into the Lamp Shop. Once inside, there will be a cutscene and control will shift over to Carmelita, who must dance to distract the guards, much like Murray did in Episode One. The same rules apply: hit the button indicated as it passes under the bar. There are six sequences all together, each being marked by having to shake the controller. Successfully shake Carmelita's moneymaker to, well, make some money. However, she will lose health if you are unsuccessful.



Upon completion of Carmelita's rhythm segment, you will control Bentley's RC car. Drive over to the guard to get their attention and lure them over to the vent. Drive down the path and avoid the laser traps along the way. The scorpions pose no real threat: just shoot or run them over. Hit the bottles for some money and shoot the fans that block the path in order to continue on. Reaching the other side of the vent will move control to Bentley. Take him over to the computer terminal to engage in a quick Spark Runner hack. Completing it will allow The Murray to get it on the action.



Use Murray's Stomp attack to pick up the enemies and launch them at the nearby turrets. When all of them are destroyed a lengthy cutscene will set up Sly's segment of the mission.

## Boss Fight: Miss Decibel

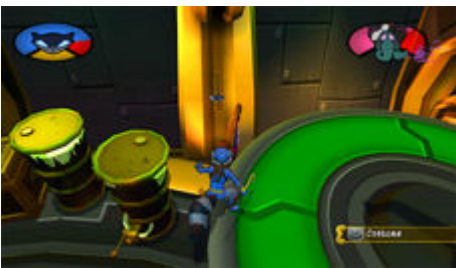
Sly will automatically be equipped with the Thief costume. Slow down time to jump across the series of platforms as Miss Decibel breaks them. When you reach her, she will jump up to produce a single shockwave. Jump over it and take the whack her; after a couple of hits she will recover and jump to a new platform. She will unleash several music ribbons, each teeming with small sparks, that you will have to cross to reach her. Taking a single hit will send you flying off, so slow down time and jump over each spark that you see.



Land on the platform to the right to recharge your meter and gain some health, if needed, and then continue the trek across the music. When you reach her she will blast a series of musical notes; these are easily avoided by running. She will then unleash her shockwave attack, stunning herself in the process. Run up and give her a few good hits. Naturally, she will recover and run off. Use the scimitar to cut the large chain and continue your pursuit.

## Secret Sly Mask

Before you cut the second chain head over toward the toxic barrels and jump onto the little pole across the way to find a nicely hidden mask.



Make your way across the area; Decibel will shatter platforms like she did at the beginning of the fight. Slow down time to hop and skip over to her; she will immediately use her musical note attack, which will be followed up by her shockwave. She will then follow that up with a new attack in which she will blow homing energy balls out of her nose. Slow time once more to avoid these; she will unleash another shockwave, which will provide you with the opportunity to attack her again.

Decibel will gain her senses and flee; this part of the fight will mimic the second portion in which you had to use music ribbons to advance. The sparks are a bit faster this time; slow down time to make the trek easier. Jump off on the platform to the left to recharge your meter (while grabbing some health and coins) before continuing the rest of the trip. When you finally reach her, Miss Decibel will get angry and -- surprise! -- run away again. However, Sly will latch on and follow her, automatically



placing him on the same platform as her when the battle resumes.



Miss Decibel will use all of her previous attacks here; wait for her to stun herself and smack her around. After she recovers she will add something new to the mix and charge after Sly. Slow down time before she rushes you and move toward one of the three small satellite towers surrounding the arena; jump out of the way of her attack and she will run straight into the tower. Do this three times to end the battle -- and the episode.

# Deja Vu All Over Again!

The group is back in present day, and things are about to get real. Approach Carmelita and sit back as the cutscene plays out.

As Riochi, wait for the pips to stop spewing poison gas before using the Dragon Leap to make it across the room. Pick up the cane; when the guards come in you will briefly control Murray. After the skirmish you will be put back in control of Riochi. Once again, use his Focus-jumps to cross the room.

## Secret Sly Mask 01

Before jumping on the crates, head to the southwest corner of the chamber and double-jump over the bay doors and around the crate to find a mask.



When you reach the marker, there will be a short cutscene and control will change over to Bob. Make your way up and around the frozen crates, avoiding the ice-blasts as you go. Another short scene will start after you reach the mission marker here. Watch it play out, and then use Murray to beat up on some more Mouse Guards.



In the next area you must use Salim to Cobra Climb up the chains. Wait for the nearby pipes to stop blowing out the toxic gas before you make your moves. Get to the other side, and watch the scene. It

is now Sir Galleth's turn to join in on the action. Use his Catapult Crash to climb upward and destroy the fuses as you go, which will disable the floor lasers. Get to the cane, watch the scene, and then have Murray rip into some more guards. Tennessee will take over after they have been disposed of.

Tennessee must use his gun to shoot switches that will stop the spinning platforms long enough for him to cross. Shoot the first switch to close the hatch doors and then quickly make your way across the room, climbing and shooting as you go.

## Secret Sly Mask 02

You can reach this mask after climbing up the first pipe. Before advancing to the right, look to the left. Jump on top of the crates across from the pipe, then to the platform in the southwestern corner.



The final doors must be opened within forty-five seconds by shooting a series of lights in the order in which they illuminate. Pay attention and use the Crackshot to blast three, then four, then five lights. Doing so successfully will open the doors. Watch the action play out and get ready to rumble.

## Final Boss Fight: Le Paradox

For the final showdown you must pursue La Paradox across several mechanical arms. When you reach him, you must engage in a QTE; pull it off successfully to damage him and start the platforming process all over again. After the second QTE there will be a quick cutscene; when the action resumes you will have to grind down the rails of the blimp. Avoid the flames as you make your way down; when you reach Le Paradox a slightly longer QTE will play out. Follow the button prompts until Sly takes the victory.



Congratulations! You have just finished Thieves in Time! Sit back and enjoy the ending!

**video walkthrough**

# How to Unlock the Secret Ending

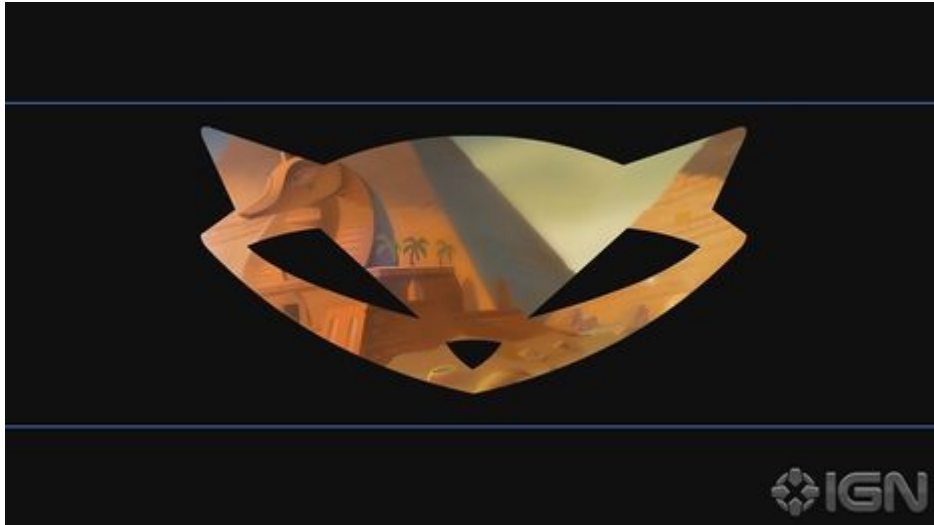
SPOILER ALERT: This page contains information about Sly Cooper: Thieves in Time's ending.

Think you've seen it all when the credits roll in **Sly Cooper: Thieves in Time**? Think again; it turns out a super-secret ending appears after the credits after you've earned the game's Platinum Trophy. We've embedded the ending below, but here are the steps to unlocking it just in case.

1. Earn every Trophy in the game. (i.e. 'Platinum it.')
2. Go to the pause menu, then extras, then cinematics and chose credits.
3. Wait for the credits to end.

What do you think of the ending? Is it confirmation that Sly Cooper 5 is coming and taking us to Egypt? We asked Sony for comment, and a rep responded "We have no announcements to make at this time regarding a future Sly Cooper title."

Let us know your thoughts in the comments below.



# Characters



There have been many interesting, playable characters in the Sly Cooper series throughout the years. The characters listed in this section are characters that have been confirmed to be playable in the upcoming Sly Cooper game-Thieves in Time. This section also features costumes that Sly will use in the game.

# Sly Cooper



**Sly Cooper** is the world's greatest thief, due to being descended from a centuries, possibly millenium-long line of "Master Thieves." When he was very young, he watched his father be murdered at the hands of the Fiendish 5 (Members: Clockwerk, Raleigh the Frog, Mz. Ruby, Panda King, and Muggshot). After his father was murdered, he was put into an orphanage where he met Bentley and Murray who would later become his life-long friends and partners in crime (the "partners in crime" part is very literal).

Spoiler - Click to see/hide

The events of Sly 3 lead up to the upcoming game Sly Cooper Thieves in Time. It turns out that Sly was faking his amnesia the entire time. Now he has to get back with Bentley and Murray and travel with them through time to save his family from being erased from history forever!!!

In Thieves in Time, he is living with Carmelita and pretending to be reformed. But soon, he feels the urge to pull off another heist. He planned to steal from a museum which was owned by Le Paradox, though he did not know that at the time, when Bentley showed up and told him pages from the Thievius Raccoonus were disappearing. Sly finds out that Bentley developed a time machine to help them travel through time and restore his legacy, but that they needed an object from each era to get there. They discover their first stop is Feudal Japan, so they plan to steal a samurai dagger from the same museum Sly had been casing. It is during the mission that Sly is caught by Carmelita, showing he was faking his amnesia. He then travels to various time periods and meets his ancestors and stops the main antagonist in each period. He meets up with Carmelita when he goes to the Wild West, as she was sent there by Le Paradox. In each period, he is unable to stop the villains from retrieving his ancestors' canes. When they confront Le Paradox in Ancient Arabia, it is shown that he plans to create a fake royal ancestry for himself and he has kidnapped Carmelita. Sly travels back to the present to stop him. He convinces the rest of his gang to leave the blimp, which is falling apart, while he takes on Le Paradox. He emerges victorious, but is tricked by Le Paradox and loses his backpack, which have his para-gliders. He is shown to have disappeared without a trace, along with the blimp.

Spoiler - Click to see/hide

# Rioichi Cooper



Rioichi Cooper is one of Sly's 4 ancestors that is mainly focused upon in the "Thievius Raccoonus," the book that chronicles the history and skills of the Cooper Family. Rioichi is a master of several things: thievery, ninjitsu (ninja combat), and is a master sushi chef. In fact, he created sushi (in the world of Sly Cooper) and even owns a sushi restaurant in the game, which is subsequently taken over by El Jefe's soldiers.

Rioichi Cooper, just like the other Coopers, wields a cane. Rioichi's cane is made out of bamboo and can actually be split into dual canes, he mainly splits his cane in-2 when he does his stealth takedown. Rioichi uses his sushi restaurant and being a master sushi chef as a cover for his thieving antics. He also, of course, has a blue outfit, as blue seems to be the signature color of the Cooper Thief Clan. He is imprisoned when he serves bad sushi to the shogun, but is rescued by Sly. Later, when infiltrating El Jefe's fortress, El Jefe gets the jump on him and takes his cane. He later appears in the present day with Bentley, Murray, and the other ancestors in order to retrieve their canes. He retrieves his own and Bob Cooper's cane before heading back to his own time.



# Tennessee Kid Cooper



Tennessee Kid Cooper is Sly's gun-slinging ancestor from the Wild West who has been shown to be in the game. He created the rail slide maneuver for quick getaways when pulling off train robberies. He also created a move called the Crackshot in which he slows down time and shoots multiple targets for a one hit kill (think Red Dead Redemption). He has a habit of using metaphors (ex: this is more fun than square dancing with a donkey, etc). His tales of thievery are the most daring in Cooper lore, but when he tried to rob a bank filled with gold, which was supposed to be his masterpiece, he was captured by Toothpick. However, the robbery still occurred, and Tennessee was blamed. Sly eventually busts him out of jail. Tennessee helps to save Carmelita and the rest of the gang when they end up captured as well. He helps the gang in stopping Toothpick and retrieving the gold, which actually was stolen by Toothpick. He attempts to confront Toothpick, but has his cane taken. He appears in the present day with Bentley, Murray, and the other ancestors in retrieving their canes. He is retrieved by Sir Galleth. He helps Bentley and Murray to reach Le Paradox, and saves Sly and Carmelita before going back to his own time. Bentley notes that he became even more famous after he started stealing exclusively from crooked lawmen.

# Bob Cooper

Bob Cooper is an ancestor created by Sanzaru. He is from the Ice Age and the very first Cooper. He has a huge bone as a weapon instead of a Cooper cane, since his was stolen by The Grizz. He can't speak English (yet the gang can still understand what he says) and can't pull off thief moves, since he has no ancestors who developed those moves. Bob was the pterodactyl best egg thief and provider for his tribe, until The Grizz showed up and stole all the eggs. Depressed, he gained a lot of weight and became terribly out of shape. He was then captured by The Grizz and had his new tool, which he made to help him steal eggs and is the very first Cooper cane, taken. But then he is rescued by Sly. He is trained by Murray and gets back into shape so he can help the gang retrieve parts of the time machine that were lost. He later appears in the present day with Bentley, Murray, and the other ancestors in order to retrieve their canes. He is retrieved by Rioichi, and he helps to retrieve Salim's cane. He is then sent back to his own time, where he regains his title as the best egg thief and pioneers the use of a cane as a tool for thieving.

# Salim Al Kubar



Salim Al Kubar is Sly's ancestor from Arabia. Not much is known about him yet. However, the Gamescom trailer showed Salim using an ability where sits in a meditative position and hovers above the ground on a mini-tornado which can harm enemies. It has also been revealed that he has the ability to summon a magic carpet that functions similarly to Sly's paraglider, and has a special thieving technique called the "Cobra Climb," which allows him to climb up poles and shimmy along walls at great speeds.

Out of all the ancestors, Salim is by far the laziest shown by his constant complaining of doing anything physically challenging. He also takes things literally such as believing that placing a bug in an office meant putting an insect in Ms. Decibel's lair.

In *Thieves in Time*, Sly says Salim was a member of the infamous 40 Thieves. However, when Sly arrives, he discovers that Salim and his fellow thieves have gotten old, and many have retired from thieving. Salim and three other thieves planned one last job, their target being Ms. Decibel. However, since she is from the future, Salim and his gang were easily discovered by her security. Salim escaped, but the others were captured. He goes into hiding. When Sly finds him, he is snacking on a boat. The gang helps him to retrieve the thieves, who are being hypnotized into writing fake papers that would create a false ancestry for Le Paradox. Later, when Salim sees Le Paradox, he attempts to stop him, but is defeated and has his cane taken. He later appears in the future with the other ancestors to retrieve their canes. His is retrieved by Bob Cooper and he helps to retrieve Sir Galleth's cane before going back to his own time. He spends the rest of his days selling food on the streets to hungry customers. Bentley notes it became highly successful.

# Sir Galleth Cooper



Sir Galleth Cooper is one of the 4 confirmed ancestors for Thieves in Time. Sir Galleth is described as an "Honorable Knight and Cunning Thief" (description provided by the Cooper Vault in Sly 3). Sir Galleth is 1 of Sly's more prominent ancestors, a brave and honorable knight of Medieval England, and like the rest of his family, a master thief. Not much is known about Sir Galleth Cooper except that he is a knight as for Thieves in Time.

During gameplay, it has been shown that, like the other Coopers, he has a special thieving technique, his technique is called the "Catapult Crash". His technique is used while hanging from a hook with his cane, when he does this, he leaps up and smashes through objects using an electrified sword. His cane appears to resemble a jousting lance, and during the demo showing the "Mechanical Menace" mission, he is shown sliding down a zipline using his cane. Sly is also seen using the zipline move in the Paris Prologue of the game, though whether or not he learned it from Galleth's section of the Thievius Raccoonus is unknown. He (Galleth) also has a forward charge-type attack where he runs in the direction that the left analog stick is moved, creating an energy shield and bashing any unfortunate enemy in his way. He also has an ability where he energizes his cane with mystical energy and then does a slam attack.

In Thieves in Time, before Sly arrives, Sir Galleth attempted to take on the Black Knight (the main antagonist of that period) single-handedly when he was ravaging the land with his mechanical monsters, but was defeated and captured. He was then forced to perform deadly circus acts, until Sly rescued him. He later tries to take on the Moat Monster, but ends up swallowed whole. He is saved by Carmelita, who promises not to tell anyone what happened so he can keep his pride (since a knight was rescued by a "fair damsel"). Once the gang charges into the Black Knight's fortress, Sir Galleth once again tries to take on the Black Knight, but instead has his cane taken. He later appears in the present day with the other ancestors to retrieve their canes. His is retrieved by Salim Al Kubar and he helps to retrieve Tennessee Kid Cooper's cane before returning to his own time. He founds the Knights of the Cooper Order and becomes a successful actor.

# Bentley



Bentley is an extremely smart turtle, which makes him the "brains" for Sly's team. He's the one who devises the plans for the gang's heists. Bentley is very skilled with math, technology, and history and is a very capable computer hacker. Bentley was also the demolitions specialist of the team until Panda King joined the team in Sly 3. Bentley also has an account on "Thiefnet," which allows him access to several purchasable gadgets and abilities for the Gang. At the end of Sly 2: Band of Thieves, Bentley got his legs crushed under Clockwerk's beak, thus paralyzing him for life. In Sly 3, he made a wheelchair and added all kinds of gadgets into it like a retractable Binocucom that shoots sleep darts (he used to fire sleep darts with a crossbow until he got crippled in Sly 2), and hover boosters, just to name a few. At the end of Sly 3, the Cooper Gang each went their separate ways, after that, Bentley and Penelope started making plans to build a time machine, thus leading up to the events of Thieves in Time.

After Sly 3, Bentley became the "keeper" of the Cooper Family's book, the Thievious Raccoonus. Right before the events of Thieves in Time, his girlfriend Penelope disappeared by unknown circumstances. Also Bentley discovered that the pages of the Thievious Raccoonus were literally disappearing right before his eyes. Bentley headed out to round up the gang so that they could travel back in time to save Sly's family history.

As seen in the image above, Bentley will further upgrade his wheelchair in Thieves in Time. One of the most noticeable additions being a pair of extendable/retractable arms as seen both in the image above and the Gamescom 2012 trailer.

In Thieves in Time, Bentley modifies the time machine so it could fit into Murray's van. He also invents a communication device so he and Dimitri can contact each other through time and find out which ancestors are in trouble.

Spoiler - Click to see/hide

# Murray



Murray is both the primary source of muscle and resident getaway driver for Sly's team. Murray originally had no combat abilities and was just the van driver. That changed in Sly 2 when he began to dress up like a Mexican wrestler and started calling himself "The Murray". In Sly 3, Bentley describes Murray as "the guy who would take on 10 thugs wearing nothing but a towel" and "the guy who would punch first and not even bother asking questions later."

Spoiler - Click to see/hide

As of Thieves in Time, Murray is part of a demolition derby circuit since he couldn't find a racing sponsor because of all of the crashes he caused. But when Bentley showed up, he dropped everything to help him, especially when Bentley told him that his van was the key to his whole plan.

Spoiler - Click to see/hide

# Carmelita



Carmelita (full name: Carmelita Montoya Fox, ranked as an Inspector within Interpol) has been a key adversary since the first game, in the first 3 games she was always hunting Sly and his team. She has occasionally aided them, and they aid her in return such as in Sly 2 when she is cast off as a criminal by Neyla, who, at that time was a member of Interpol. Carmelita's signature weapon is a "Shock Pistol," a technologically advanced gun that shoots powerful electric blasts. She also has traversal skills that are almost equal to those of Sly, including a high jump ability. Spoiler - Click to see/hide

At the beginning of Thieves in Time, she shows up at the museum in Paris that Sly is trying to rob, attempting to arrest him. But Sly escapes before she can get him. She appears in the Wild West later on, having been kidnapped by Le Paradox and sent to Toothpick. She is later rescued by Sly's ancestor, Tennessee Kid Cooper. Unable to go back to Paris and wanting to get payback against Le Paradox, she reluctantly joins the gang. After the events of Thieves in Time, she returns to Interpol. Meanwhile, she conducts her own search into Sly's whereabouts. According to Bentley, she was hurt the most by Sly's disappearance, although she doesn't publicly show it.

# Dimitri



Dimitri Lousteau is a narcissistic marine iguana who hails from France, he is also the grandson of Remy Lousteau who was a pioneer of deep sea diving. Dimitri first appeared in Sly 2: Band of Thieves as the first Klaww gang member you locate who also owns Paris's most popular night club. Dimitri is counterfeiting money using the Clockwerk tail feathers. When you fight him, he uses a ring that shoots purple electric blasts to defend himself. He also does a dash move where he dashes clear to the other side of the room after throwing down a smoke bomb. He later reappears in Sly 3 in Venice, locked up in the police station, then in Holland as a bartender. Finally, he appears a third time later in the game in Bloodbath Bay because he found out that his grandpa's old diving gear was on a nearby island. He sent an e-mail to Sly and the Gang via Thiefnet as a request for help to find the diving gear. He does this because Sly still owed him a favor from back in Holland. After they get him the diving gear, he becomes the frogman for their operation to reclaim the Cooper Vault.

In Thieves in Time, Dimitri stays in the present to communicate with the gang through a special communicator made by Bentley, acting as an informant monitoring the timeline changes in the Thievius Raccoonus for Bentley and the others.



# Penelope



Penelope is a technological expert who specializes in RC helicopters and cars. Bentley gets into contact with her since the gang needs an RC specialist for breaking into the Cooper vault. Penelope agreed to join them if they defeated her boss the Black Baron in the aerial dogfights competition. It turns out however that Penelope was the Black Baron since she didn't meet the age requirements. She was initially a bit turned off by Bentley when they met since they posted fake images online and got a crush on Sly. This started to make Bentley a bit jealous. After Penelope got kidnapped by the pirate LeFwee, she realized she did have feelings for Bentley and beat LeFwee in a duel and started dating Bentley. After the events of Sly 3, she stayed with Bentley and built a whole new lab from scratch around the location of the Cooper Vault.

In Thieves in Time, she and Bentley are working on a top secret project (the time machine), when she mysteriously vanishes without a trace. Bentley looks everywhere, but finds nothing. She does not appear until Sly and the gang visit Medieval England. It is revealed that she sided with Le Paradox and has assumed the identity of the Black Knight, which is a robot she has built, and has built numerous mechanical guards and the Moat Monster. Her involvement is discovered when Bentley follows the Black Knight into the blacksmith shop and sees her exit the robot. It is also revealed that she stole the plans for the time machine from Bentley and gave them to Le Paradox, which is how he developed his own time machine. She later confronts Sly in a giant mech, but Sly manages to destroy it. When she attempts to kill him, she is stopped by Bentley. When asked why, she says she did it for him, to make him see what he is capable of if they joined forces and created advanced technology together, instead of continuing to work with Sly. When Bentley says she is just Le Paradox's puppet, she becomes angry and attacks him. She is defeated and sent to Europe's highest security prison, where she promptly escapes from. Her whereabouts are unknown, but she has been sending Bentley some mysterious postcards with her insignia on them.

# Le Paradox



Cyrille Le Paradox is the main antagonist of Sly: Thieves in Time. He appears to be a billionaire art collector when in fact it is actually a front for a massive art smuggling ring. Like Sly, Le Paradox comes from a long line of master thieves. His father attempted to steal the world's largest diamond and put the blame on Sly's father, but ironically, Sly's father stole the diamond first and the blame was put on Cyrille's father. With his father in prison, Cyrille had no one teach him the family business, and soon took up robbery and went to jail. Ironically, it was there that he obtained connections and created his own syndicate, masterminding heists around the world. He desired revenge against the Coopers for what they did to his father, which is why he went after Sly's ancestors, in order to wipe them from history.

Spoiler - Click to see/hide

# El Jefe



El Jefe is featured as a villain in the game Sly Cooper: Thieves in Time. So far, El Jefe is the villain with the most known facts in Thieves in Time.

El Jefe is a mercenary who works for the highest bidder, in this case, Le Paradox. El Jefe had taken over several small countries and sold them to the highest bidder over the years. He holds such an impressive track record that he claimed he could take over a country with nothing but 3 blind mice with plastic spoons. Le Paradox is his most recent client, tasking El Jefe with erasing Rioichi Cooper from history. His name is Spanish for "The Boss" or "The Chief." He has the power to channel fire and lightning through his dual katanas. He is the third tiger villain to be seen in the Sly Cooper series, the other 2 being Rajan and Neyla from Sly 2.

# Toothpick



Toothpick is a corrupt armadillo sheriff and is the villain for Go West Young Raccoon. He was originally an Eastern European mobster who grew up loving cowboy movies and gold so he specialized in gold robberies. Le Paradox hired him to take out Tennessee Kid Cooper so Toothpick staged a robbery and framed Tennessee for it despite the robbery taking place after Tennessee was arrested. Toothpick has an obsession with gold. He planned on mining all of the gold out of Cotton Mouth Bluff and bringing it back to present day to become rich. It is shown that when he is angry, he becomes exponentially larger. He also does not like train whistles, as they hurt his ears (which Sly uses to his advantage when he fights him). He takes Tennessee's cane and fights Sly, and loses. As Sly and the gang can't stop the out-of-control van and must make an unexpected jump through time, he is trapped in that time period. He becomes part of a chain gang, becomes deaf, and fades into obscurity (it is implied he was killed by a train).

# Grizzle B.



**Grizzle B.**, or The Grizz, is a new character being introduced in Sly Thieves in time. He is the villain in the episode Clan of the Cave Raccoon. Originally a graffiti artist, people hailed his work until they closely inspected it and realized it wasn't good at all. Griz turned to a life of crime and became the most wanted art thief by Interpol. When he travels to the Ice Age, he captures all the pterodactyl eggs in order to use them for paint. He plans to paint portraits of himself so he will be famous in the present. He captures Bob Cooper and takes his cane. He is later confronted by Murray and loses, and is then sent to jail. Humorously, he states that all he ever wanted to do was skate.

# The Black Knight

Caution: Spoilers ahead! Read at your own risk!



The Black Knight is the main antagonist of Medieval England. It is later revealed in the mission Shell Shocked Heart that The Black Knight is really Penelope. She sides with Le Paradoxdue to the fact she feels Sly is taking away Bentley's potential; she believes that herself and Bentley can be powerful enough to rule the world. She later fights Bentley in her Black Knight robot.

# Ms. Decibel



**Ms. Decibel** is an elephant who is an antagonist in Sly 4. She was born to a rich family and loved classical music. However, she was no good at playing it and was ridiculed during a recital. She threw a tantrum and ended up getting a horn permanently stuck in her nose which allowed her to control others through hypnotic sounds. She is the closest villain to Le Paradox and is the antagonist during the 40 Thieves chapter. It is implied that she is attracted to Le Paradox, as she is the only one who addresses him as Cyrille. After being sent to prison she decides to turn her life around. She gets her trumpet removed and starts giving music lessons to fellow prisoners. She is very close to receiving parole.

# Clockwerk



Clockwerk is an evil owl who has always hated the Cooper Thief Clan and had even gained immortality with his immense hate of the Coopers. At some point in his life, he replaced every part of his body with mechanical replacements. In the first game, he was the leader of the Fiendish 5 and the main antagonist of the game. At the end of the first game, Clockwerk fell into a volcano in which his hideout was located and fell to pieces. His body parts were later recovered and placed in the National Museum of History in Cairo, Egypt.

Spoiler - Click to see/hide

Clockwerk makes an appearance in each time period that Sly and the gang visit in *Thieves in Time*, although he just appears in the background only during certain points and does not play any major role in the game.



# Costumes



In Thieves in Time, Sly Cooper is able to wear costumes, similar to the disguises from Sly 3. However, in Sly 3 you had to do a button pressing combo each time you talk to guards while in Thieves in Time you can wear any costume anytime you want. All 5 costumes have different abilities to help Sly such as being protected from fire, slow down time, or leaping across vast chasms.

# Archer

Sly's Archer costume is obtained as part of Medieval England's Juggling Act job. Equipping this outfit allows Sly to shoot arrows that are connected to ropes; when shot at the proper target, they form tightropes which Sly can walk or run across, as he retains all of his normal acrobatic abilities while wearing this costume.



There are two types of arrows that can be shot: Red arrows allow Sly to traverse on ropes when fired at a bullseye, while the blue arrows let Sly attack enemies from afar. These projectiles can only be used if there is a bucket of them nearby.

# Jailbird

The Jailbird costume is the costume from the Wild West, and it is very basic, both in design and abilities. The costume is a simple white-with black stripes costume, with a matching hat and orange bandana. Tennessee Kid Cooper, in the game, wears this exact same outfit but with a bowler hat.



This costume has two abilities, and it comes with a massive prisoner ball-and-chain that Sly can throw at enemies and movable objects. One ability allows Sly to move heavy objects by throwing the ball at them, and he can greatly damage, if not eliminate, enemies. However, due to the weight of the ball, it restricts his movement to the ground, to the point where he can't even jump, similar to the Samurai Armor. He can also move around on the ball, which allows him greater speed and the ability to move across lasers without being injured. However, he cannot jump or pull off any thief moves while riding it.

# Sabretooth

The Sabretooth costume is obtained in the mission Unexpected Ties. Its unique ability, the Cyclone Jump, allows Sly to pounce on far away targets. He can also use it to leap to far platforms, which are indicated by dodo bird dummies.



Unfortunately, Sly cannot use any of his normal abilities while wearing this outfit.

# Samurai Armor

The Samurai Armor is obtained by pick-pocketing guards during Feudal Japan's Breakout job. This costume makes Sly impervious to all fire damage and allows him to deflect fire balls with his shield. He is also able to saunter past other samurai guards undetected. However, the armor's weight prevents Sly from using any of his normal acrobatic abilities.



# Thief

Sly's fifth and final costume is obtained at the beginning of Ancient Arabia's Open Sesame job.



Sly retains all of his normal maneuvers while equipped with this outfit, and also gains two new abilities: The scimitar allows Sly to cut through objects that are made of heavy metal (such as chains or gears), and the staff grants him the power to slow time, which can be used for dodging enemy attacks or navigating through areas that have quick-moving obstacles. There are several doors throughout the game that can only be opened while wearing this costume.

# Collectibles

There are various collectibles in Sly Cooper: Thieves in time, two of which are returning from previous games. Collecting them will grant you in-game surprises and bonuses.

Click on a Collectibles section below for locations, unlockables and much more.

- Clue Bottles -- These collectible bottles first appeared in Sly 1
- Treasures -- Treasures are a staple of the series
- Secret Sly Masks -- Secret Sly Masks are a new collectible that unlock new costumes and items from games like Infamous and Ratchet & Clank

## How to Find Collectibles

Finding all of the bottles and opening the chest in Clan of the Cave Raccoon will net you Clockwerk's Eye. This treasure will show all of the locations of clue bottles and safes on the map and minimap.

If you have Vita you can make finding these collectibles much easier by downloading the Vita AR extension for Sly Cooper. Begin playing Sly Cooper on your PS3 and navigate to Options on the start menu. Turn the AR server on and back out. Start up Sly Cooper on your Vita and navigate to AR Treasures on the main menu. Click the left trigger to bring up a sort of night vision mode. You can continue to play the game with your PS3 controller but bottles and treasures will be highlighted on your Vita screen. If you are having a problem with items showing up that you've already collected enter the hideout and then leave again.

Collectible locations are also listed in the Walkthrough

# Secret Sly Masks

**Secret Sly Masks** are one of the three types of Collectibles in Sly Cooper: Thieves in Time.

Collecting Secret Sly Masks will unlock bonus costumes and weapons; the item depends on the total number of masks the player has accumulated. Refer to the screenshot below for the complete list of unlockables.



There are 60 Sly Masks in the game -- and when you collect 5, 10, 15, 20, 30, 40, 50 and 60 you get a prize. They look like the health increasers in Sly Cooper and the Thievius Raccoonus. (The Monkey and Camouflage Paragliders, and the Ultimate Murray suit were available via Pre-order at Gamestop)

Masks Needed	Unlockable	Description
5	Sanzaru Paraglider	
10	Camouflage Paraglider	
15	Ultimate Sly Suit	



20	Ultimate Bentley Suit	
30	Ultimate Murray Suit	
40	Ultimate Carmelita Suit	
50	Ratchet's wrench from Ratchet & Clank	
60	Cole's Amp from Infamous 2	

## Secret Sly Mask Locations

Secret Sly Masks are "secret" for a reason. Many of them are very well hidden, thus making them very easy to miss. Check the tables below for descriptions and images.

Paris (Prologue)	
Behind illuminated the shack on roof.	
After clearing the debris in Bentley's path; it's in an alcove on the left.	

## Feudal Japan

On a small rock ledge at the northern-most point on the map. Must use Riochi's Focus-jump to reach it.



Behind a golden rhino statue in the mid-western region of the map. Must use Riochi's Focus-jump to reach it.



### **Breakout**

Inside prison cell in first corridor: Look for the two Boar Guards standing across from one another; there's a crawl space behind the guard on the left.



### **Breakout**

Prison cell near dragons and swinging axes. Accessed through crawl space near a waterfall.



### **Sushi House Startup**

To the right of the front entrance. Focus jump from a plant to reach it.



### **Sushi House Startup**

Floating to the left of the entrance in the final room (with the lever). Climb up the pole to grab it.



**Something's Fishy**

After hacking the security system to enter the cave. As soon as control goes back to Murray, turn around. The mask is in front of the doors.



**Pretty In Pinker**

On a platform near the exit of the first pond room. Break the box to find it.



**Altitude Sickness**

Behind the group after entering the Dragon Gates.



**Altitude Sickness**

After Riochi's cane is stolen, follow El Jefe into the palace. The mask is to the left of the entrance.



Inside the arcade machine, enter through the first portal and it is in this room (rookie mistake i picked it up before getting a screen shot)



**Cotton Mouth Bluff**

Follow train tracks east of the Hideout. Mask will be behind a small awning near the opening of the canyon walls.



in the most south-west corner of the map, in a small cliff alley behind kit-n-kaboodle. also visible from the train tracks



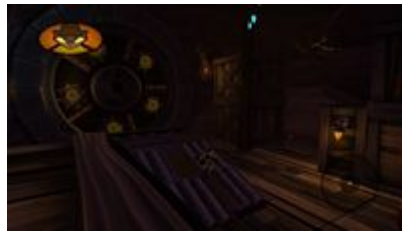
**Cooper For Hire**

On the left side of the bridge after the first rail slide sequence.



**Cooper For Hire**

At the third Crackshot door, use Crackshot to break open boxes to the right.



**Saloon Bug**

On top of the stage coach directly inside of the casino.



**Jailhouse Blues**

After cutscene where Kid Cooper talks about blowing things up, go left and destroy the shack next to the TNT barrel. The mask is inside the small house.



**Jailhouse Blues**

After Bentley talks about the archway's locking mechanism, go left and break the barrels.



**Jailbreak**

After opening the second gate for Carmelita: Climb down the rope and hop over to the rock to get it.



**Operation: Gold Digger**

Behind Tennessee turning off the lasers in the first room.



**Operation: Gold Digger**

To the right of the first laser deactivation target in the second room. (all lasers must be turned off before retrieving it).



Inside the arcade machine: Second level after getting the tank. Can be reached by using a Giga Bomb on the wall to the right.



**Gungathal Valley**

At the middle-portion of the map. It's underneath the left bridge near the river.



On an ice wall north of the left bridge at the middle of the map.



just south of the hideout, on an outcropping



Cross the bridge to the right of the door with the bear claw on it. The mask is at the top of the climbable ice wall on the right-hand side.



On a nest at the top of the Hideout.



### **Unexpected Ties**

Behind the bed after obtaining the Sabretooth Costume.



### **Going Up**

On the right side of the first ice wall with falling eggs.



### **Ice Ice Bentley**

Behind a breakable wall at the end of the second egg tunnel.



### **Operation: Jurassic Thievery**

After gaining control of Bob, break the second valve and drop down to the bottom of the passage. It's behind the boxes on the ledge.



### **Operation: Jurassic Thievery**

Just after the fifth geyser Sly Paraglides over. The mask is behind the boxes on the ledge.



In the first level of the Spark Runner arcade machine.



## Medieval England

In front of the beer mug on the Tavern's roof.



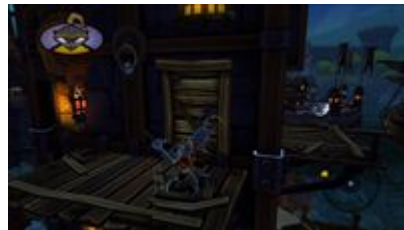
On the top platform of the tower at the south-central portion of the map. (Must use Sir Galleth to reach it.)



At the top of the tall building to the right of the castle entrance. (Must use Sir Galleth to reach it.)



On the second level of the tower next to the ship in the southeastern corner of the map. (Must use Sir Galleth to reach it.)



Halfway up the tower to the left of the Hideout.



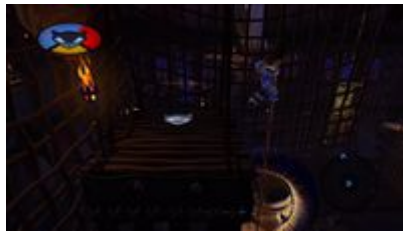
**Juggling Act**

Right before swinging across the platform for the first time, break the barrels and use the Archer costume to reach the mask.



**Juggling Act**

At the top of the platform near the second rope.



**Mechanical Menace**

On a ledge at the base of the tower.



**Shell Shocked Heart**

Behind wooden planks near the first gear in the blacksmith's shop.



**Shell Shocked Heart**

After the second hack, before going down the path with lasers, go left and jump across the gears. The mask is on a ledge behind the box.



Through a portal near the bottom of the Alter Ego level of the arcade machine.





On the island in front of the Hideout: The mask is behind the tower. (Use the Archer costume to get it.)



At the top of the tower located at the center of the map.



At the top the archway near the center of the map.



East of the Hideout on the roof of a building with a green roof.



Underneath a bridge at the northern part of the map. It's near the magic carpet.



Inside the Lazy Trunk Spa; will be on top of a bed to the left of the entrance. To get into the lazy spa, there is a hole by the right side of the bridge. Its slightly covered by plants so take a hard look to see it. Crawl through the hole to enter the spa.



### **Rug Rats**

Inside the room with three guards, after walking the ledge.



**Copy Cats**

On a platform to the right of the Sunken Ship's entrance.



**Heavy Metal Meltdown**

On a platform after climbing the pink rope.



**All Rolled Up**

On a ledge that can only be reached while chasing Miss Decibel. You will reach an area where there's a lot of poisonous barrels and boxes and the current objective is to cut the second chain (before you have to pass the second set of shattering platforms). After you cut the chain there should be a rope dangling off the edge nearby. The mask is near the wall after climbing down the rope.



During the pink tank portion of the arcade machine, after going through one of the docking stations, you will be sent into a room completely consisting of the spinning electric obstacles. There is a breakable wall on the left side of that room with a sly mask past it.



**Paris (Epilogue)**

**As Riochi**

After gaining control of Riochi the second time. It will be to the right of a giant hole in the ground.

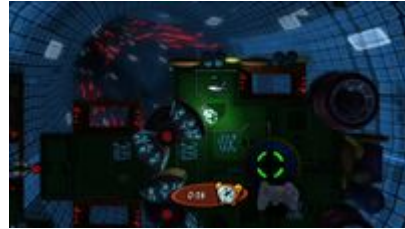


**As Tennessee**

Second level of the first room. It's on a platform to the right of the exit.



In the arcade machine after Alter Ego. It's at the top left of the final platform.



# Treasures

**Treasures** are objects that Sly can locate and steal. Upon obtaining them, they will need to be taken back to the Safe House. Each successful retrieval earns you coins to spend on upgrades. The treasure can also be viewed anytime from the Safe House's Treasure Wall.

As a suggestion save getting the treasures until you have all of the costumes, as many of the treasures will require one or more costumes to get to. Also with the Thief costume using its ability to slow time, you will be able to "gain" more time to return the treasures to your hideout.

## Treasure Locations

### Feudal Japan

#### Meditation Turtle

On top of a small shack in the northwestern portion of the map.



#### Raccoon Duruma

*\*Requires the Archer Costume*

On a mountain at the northwesternmost corner of the map.



#### Dragon Claw Statue

*\*Requires Samurai Armor*

Behind the golden gates on the western side of the map.



## Golden Teapot

In rocky ledge between two houses near the Hideout. Drop down from the tightrop to reach it.



## Gyro Slicer 2000

At the top of a stone pillar northwest of the Hideout.



## Ninja Cookbook

On top of a small boat south of the Imperial Prison. (On the eastern side of the map.)



## Samurai Warrior

*\*Requires Jailbird Costume*

Under the stone bridge/path to the right of the Hideout starting point. Drop down and use the ball and chain to knock the large structures out of the way.



## Lucky Neko

Atop a stone pillar near the center of the map.



## Golden Lion Statue

*\*Requires Archer and Sabertooth costumes*

Southwestern portion of the map: Scale stone pillar with bucket of arrows at the top. Walk across an arrow and then Saber-jump across the gaps.



## Jade Samurai Helmet

At the southern portion of the map. Will be resting on some boxes near the Geisha House.



## Jade Peach

Behind a house at the south-central part of the map.



## Tales of A Samurai Hippo Comic

*\*Requires Archer and Thief costumes.*

In the mountains behind the Sushi House.



## video walkthrough

Cotton Mouth Bluff

## Ten Gallon Hat

From the HQ head west on the train tracks. The tracks will follow the river past the building with the large beer mug. Get off here and drop down off the tracks on the left (west) side of the building. Use the bouncy cart to get on top of the building (Kit-N-Koboodle) and turn left (west). Follow the cliffs in front of you around to the right to find the treasure. Use the rails to make it back in time.



## Fake Mustache

*\*Requires Sabertooth Costume*

Exit to the right of the hideout, then use the Sabertooth Costume to cross over the ravine, then walk on the rope to your right. this will lead to a cave.



## Bag of Cash

*\*Requires Jailbird and Samurai Costumes*

Drop down on the southern side of the HQ (climb down the rope and look slightly to your left while facing the HQ) to find a metal box under the HQ. Use the Jailbird costume to push the box forward. Follow the caves around to a Chinese gate and use the Samurai Armor to deflect a fireball back at the gate. The treasure awaits you inside.



## Bottle of Sarsaparilla

Behind plants at the northern area of the map.



## Street Sign

Head NE from the HQ to the building with the spinning sherrif's star on top. On the roof right behind the stair is where this treasure can be found. Use the rails, then telephone pole, then tight ropes to get this treasure back in time.





## Temporal Flux Driver

Upon leaving the HQ head left (north) along the rails until you enter a canyon with two outhouses on your right. The treasure is in between the out houses. Use the train tracks to get back in time.



## Tacky Tombstone

Go to the two bridges with the roofs, and on the one nearest the town, there will be a bucket of arrows. Shoot the target, walk over the rope, and you'll find the monument where the treasure is. Run it back to the safe house.



## Diamond Cactus

Head to the most NE part of the map (this is where you protected Bentley from spiders) and find the treasure in between the two left gates. Use the rails heading north, left once you leave this area, to make it back to the HQ in time.



## Steer Horns

*\* Requires Sabertooth costume.*

Climb the building with the note bottle on it then swing over to the elephant doll, then pounce over to the tunnel. switch to the prisoner costume and roll on the ball over the lasers.



## Branding Iron

From the HQ head SE past the tin roofed barn until you get to the covered bridge. Go under the bridge by jumping down on its left side. The treasure can be found on a platform down some stairs near the water.



## Golden Spike

*\*Archer and Thief costumes required.*

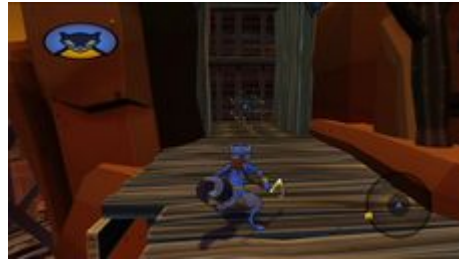
At the southeastern-most portion of the map.



## King Monkey Love

*\*Archer costume Required*

Start at the hideout and ride the train until just before the first bridge. There is a wooden platform on your right sticking out of a rock formation. Jump onto the platform from the train. There is a bounce pad around the side of the rock which will get you to a bucket of arrows. Use the Archer costume to shoot a rope across to the treasure.



## video walkthrough

### Gungathal Valley

#### Ruby Crystal

South of the hideout, at the very edge of the map, behind some trees.



#### Stone Wheel

West of the hideout, across the bridge, is a giant ice bear building. Just north of it is an upside down mammoth tusk sticking out of a structure. On the second level, just next to the tusk, is the treasure. Use the nearby dinosaur catapult to get back fast.



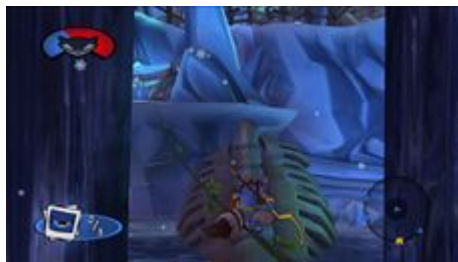
#### Dino Egg

Upon leaving the hideout head left and climb the Cooper sign post. Spire jump to the spine connected to the hideout and glide to the rib bones down the path. On the third rib is a vine you can slide down to reach the treasure. Glide straight back towards the hideout and use the mushroom and trampoline to climb back up



## Sabertooth Skull

Looking at the map of the area you'll see a water section up north with three ice fragments floating in it. Cross the vine that goes over the middle of the water between two waterfalls. At the end is a ledge on the right that leads to the treasure.



## Grizz's Skates

If you follow the river that has floating ice to its source in the northeast you will see a dinosaur catapult on the northern bank. Next to it is a destructible wall that is covering the path to the treasure. Use the Sabertooth costume to jump across the gaps to the end of the path. To get back to the hideout fast I would suggest first killing the guard that patrols the bridge just outside the cave. After the bridge use the dinosaur catapult and steam geyser to get yourself back to the hideout.



## Mona Lita

Just to the right of the destructible wall that led to Grizz's Skates is a cave path. Follow it, killing a couple guards along the way, and the treasure is resting part way along the path. To get it back quickly, continue down the path and you come out near dinosaur catapult and geyser that you can use.



## Lutrela Nivadensis

Just to the right of the Mona Lita is a lava path that leads to the next treasure. The answer is not, as I soon learned, the Samurai armor. You must use the Jailbird costume and roll your way across. Get back the same way and follow the path that you did for the Mona Lita to get back to the hideout.



## Slytankhamen's Vase

In the northeast section of the area there is a T-Rex skeleton that has its head stretched back and upside-down. Climb up its bones and spire jump on its inverted spine to get on top of its upside-down head. The treasure is in its mouth.



## Cave Painting

From the hideout head out over the train tracks and jump down. Continue straight to the river and make a right. Spire jump across the spine heading up stream and find the treasure on your right. Continue straight ahead after grabbing the treasure and use the stegosaurus tail and geyser to land on a vine that will take you up to the hideout.



## Grizz's Lair Key

*\*Thief Costume Required*

On the area map you can see two rivers. A big north-south river on the left and a smaller west-east river on the right. If you head to where the smaller river lets out into the ocean you'll see some bones sticking out of the water near a waterfall. Nearby is a lever that you must activate. You must use the Thief costume to slow down time and run across the bones to get into the door with the treasure before it closes.



## T-Rex Skull

Looking at the map, east of the hideout is a small peninsula with a bridge immediately northwest of it. Go there and look for the giant bird statue with a snowy platform on its head (not the one in the center). Climb the vine hanging down from the bird statue and move along the path. Use the Archer costume to make a path to the treasure.



## Spiked Club

Starting from the dinosaur catapult/gyser combo mentioned in the previous entries, there is a cave just south that leads to a lava chamber. Use the Archer costume to make your way across the lava and the Samuri costume to reflect the fire ball to open the door guarding the treasure.



## video walkthrough

## Brass Spyglass

Behind a tent in the southwest corner of the map.



## Rolling Pin

Directly north west of the hideout is a tall tower with rotating bits on it. Climb to the top of it and use the archer costume to fire an arrow across to the tents. After you cross the rope look down and to your right to see the treasure on top of a cart.



## Magic Potion

At the far south east of the map there is a boat with a basket of arrows resting on the back. Use the archers outfit to shoot a rope across to a small island with a treasure on it.



## Silver Mug

Just north west of the boat you use to get to the magic potion, near the bakery, is an alcove that you can enter which has a treasure in it. It is nestled in the crook of a ramp.



## Bell Tower

Just next to the tower that had the Stained Glass Compass on it are buildings with balconies. On the closest balcony to the tower is a treasure.



## Jeweled Shoe

At the most NE island is a tower with a blimp on it. Head behind the tower and jump on the catapult. Use the prison ball and chain on the red button in front of you to grab the treasure. You should be able to make it in plenty of time by just running back to the hideout.



## Medieval Metal Man

At the northern most part of the castle wall, on the west side of it, there is a flame reflection door that you must use your Samurai costume to get past.



## Golden Arrow



*\*Requires Thief Costume*

On the northern part of the map west of the castle keep is a golden door. In order to get in it, head to the dummies directly across from the door and use the saber tooth costume to get across. Pull down the lever on the island and use the Thief costume to slow down time and the catapult to get back across the gap and enter the golden door.



## Coin Purse

In the northern most part of the map in the castle keep. Turn right as soon as you enter and you will see arrows in a bucket. Use your archery costume to fire a line across the moat to get to a treasure.



## Archer's Handbook

In the northern most part of the map in the castle keep. Turn left as soon as you enter and you will see arrows in a bucket. Use your archery costume to fire a line across the moat. Then, use the saber tooth costume to jump across to the treasure.



## Stained Glass Compass

*\*Sir Galleth only.*

In the northeast part of the area there is a tower that had/has the blimp above it. At the top of the tower there is a treasure.



## Golden Anvil

*\*Sir Galleth only.*

On top of the tower directly south of the clock tower.



## video walkthrough

Ancient Arabia

## 101 Ways To Cook Scorpions

At the southwest most point of the area along the beach is an arrow bucket that you must use the archer costume to make your way to an island. Repeat the process to get to the next island where the treasure is.



(EXTRA! There is a Secret Sly



Mask behind the building the treasure is in.)

## Thief Treasure Chest

Head to the south western most part of the area to the beach. Follow the beach east and climb up the rope hanging down from a wall. Just to your right after you get to the top is a passage that leads to the next treasure. Use the Jailbird costume and roll your way past the lasers. Then, use the saber tooth costume to jump to the treasure.



## Arabian Carpet

On the eastern part of the map there is a wall with barred gates. One of the gates is up and through it you can use the saber tooth costume to get to the treasure.



## Jewel Encrusted Silver Scimitar

Just south of the Arabian Carpet treasure, around the elephant statue. You should be able to see a stack of boxes. the treasure is on top.



## Marble Horse Head

Behind the palace is a block that can be pushed with the jailbird costume. After rolling across the lasers you use the saber tooth costume to get to the treasure.



## Bright Cane Polish

There are two extremely tall towers in the northern half of the area. Climb the western tower by using the thief costume to slow down time to make it to the top. The treasure awaits you at the top.



## Jeweled Pillow

There is a long building in the north west part of the area that seems to be a museum. You can go inside and take one of the treasures back to the hideout.



## Ms. Decibel Painting

Along the north western most beach is a bucket with arrows. Use the archery costume to shoot a rope across and jump past the poles sticking up from the water. Use the Thief costume to slow down time after opening the door.



## Golden Magic Lamp

In the southeastern quadrant of the area there is an elephant statue. Just east of the statue there is a treasure on the ground next to a building.



### Gold Cobra

In the northeastern part of the area there is an elephant statue. Just north of that is a building with a small square tower sticking up from it that has the treasure on it.



### La Paradox Portrait

Just west of the palace steps is an elephant statue surrounded by blue arches. The treasure is right next to the southwest arch.



### Puffin's Cookie Jar

At the far east of the area there is a shop with a camel riding a flying carpet. Just east of that is a face sticking out of the wall with a treasure on it.



**video walkthrough**

# Clue Bottles



Clue bottles first appeared in Sly 2: Band of Thieves. Each of Thieves in Time's areas contains 30 bottles, for a total of 150. Collecting every chapter's bottles will give the player access to a locked safe within the area that contains a special item.

## Contents

- Turning Japanese Bottles

- Go West Young Raccoon Bottles
- Clan of the Cave Raccoon Bottles
- Of Mice and Mechs Bottles
- Forty Thieves Bottles



# Turning Japanese Bottles

1. Far northwest corner, perched above a bonsai plant
2. Southwest of the first bottle
3. 'Inside cave in the northwestern corner of the map
4. ''  
Right outside of the cave where the previous bottle was found (hovering over a ninja star perch in the water).
5. 'At the top of the dwelling with the large water wheel.
6. 'Hanging above a bird's nest in the northwest corner of the map (near the mountains)
7. 'At the center of a tightrope in front of the waterfall
8. ''  
Directly above a springy pole on a rooftop in the northwestern portion of the map (near the Meditation Turtle treasure)
9. 'On a tightrope to the left of the Hideout, over the side of the cliff
10. 'At the northeast edge of the map (on the ground)
11. 'On a rooftop to the left of the Hideout (next to the Photo Op mission marker)
12. 'Across a tightrope behind number 11
13. 'Above rooftops near center of the map (heading toward the Sushi House)
14. 'At the dock on the far east side of the map (next to the Ninja Cookbook treasure)
15. 'In an alley between two houses near the docks
16. 'Across a tightrope leading from a house to the side of the Dragon Gates
17. 'In front of the Dragon Gates
18. 'On archway directly across from Dragon Gates
19. 'Next to the stone bridge near number 18
20. 'Rope on top of the Hideout building that leads southwest
21. 'Across a tightrope on the side of bridge toward the west side of the map
22. 'Across a tightrope that connects two houses across a cliff
23. On an awning on the side of the house near 22
24. 'In the rock caverns south of the Hideout
25. 'Above an awning on a house on the eastern edge of the map (near the Jade Peach treasure)
26. Floating above the panda statue in front of the Geisha House
27. 'On the water to the left of Geisha House (southern part of the map)
28. 'Behind the Geisha House (southwest corner of the map)
29. 'Floating above the fountain in front of Geisha House
30. 'On the side of the bridge leading up to the Geisha House

**video walkthrough**

# Go West Young Raccoon Bottles

1. Upon leaving the HQ turn right and head to the building next to the one the HQ is on. A bottle can be found on the back half of the roof.
2. From the previous bottle turn around and drop off the building. There is a bottle on top of the outhouse across the train tracks. Use the phone wire above to reach this bottle.
3. Head down the tracks away from the HQ. A bottle can be found on a rock next to a set of stairs. This will be on the left side of the tracks.
4. Heading the same direction follow the rocks to another large building (hotel). Climb the telephone pole on the far side of the hotel and look to your right. There is a bottle on the landing connected to the hotel.
5. Turn around, jump off the landing and climb the telephone pole straight ahead. There is a bottle on the rock near the top of the pole.
6. Turn towards the saloon (the building with the large spinning beer mug) and find a bottle on the second story. Use the lamp post in front of the store to reach it.
7. Drop down and head away from the hotel and under the elevated train tracks. Past the outhouse you will find a bottle next to a rocky ledge.
8. Turn around and climb the building next to the train tracks with the red and blue bunting. Face NE to find a bottle atop an adjacent building. Use the tight rope to collect it.
9. Face north and traverse the tight rope to the building with the tin roof. You will find a bottle on the other side of this roof.
10. Face east (away from the train tracks) and climb across the tight rope. Drop down the other side of this building to find a bottle under the red and purple sign.
11. Continue onto the covered bridge, jump out the window on your right and grab the pole. Climb up to the top and jump to the top of the covered bridge. On the other side of the bridge is a tight rope connect to the next covered bridge. On this tight rope is a bottle.
12. Jump down from the previous bottle and find a bottle on a ledge next to the river (just SE of the previous bottle).
13. Continue through the second covered bridge and take the right fork once you get out. Just behind the gun you used to protect Bentley from the spiders is a pole. Climb the pole for a bottle.
14. Back track to the train tracks and head NW. Follow tracks until you reach the area near the sherrif's station. On your right will be a building with a phone wire attached to it. On top of this building is a bottle.
15. Follow the phone lines away from the train tracks and jump to the barn loft to grab another bottle
16. Head away from the barn to the circled wagons. On the second wagon on the right is a bottle. Climb up the near by telephone pole and use the glider to grab it.
17. Look straight ahead (away from the campfire) to find a bottle on a ledge. Use the double jump from the ground to reach it.
18. Continue around the ledge to the left and climb the stairs in front of you (this is the HQ). At the top of the stairs is a ledge with a bottle.
19. Upon leaving the HQ look slightly to your right to find a building connected to the HQ with a tight rope. Run across the tight rope and drop down on the awning for a bottle.
20. Climb back up this building and head towards the tin roofed building using the tight rope. Atop the telephone pole is a bottle.

21. Climb to the roof of the tin building and look left (NW). You will see a bottle on top of the tilted building. Use the poles with the bunting to climb to the top and collect a bottle.
22. Look towards the building with the spinning sherrif's star to find a bottle on the left side of the roof. Use the light post out front to reach the top of the building.
23. Look to your right (W) to find a bottle on top of a rock. You can reach this by using the telephone pole next to it.
24. Head back towards the building with the sherrif's star and continue to the top of the hotel. A bottle can be found on the tight rope connecting the two hotels.
25. Upon leaving the HQ head straight out and drop off the balcony near the train tracks. A bottle is found almost directly under the balcony.
26. Continue away from the HQ across the tracks to the building with the red, white, and blue bunting. On top of the building is a bottle on top of some crates.
27. Look SW towards the water tower. To it's left is the General Store. On top of it is a bottle.
28. Head over to the 6\* Rooms building (east of the General Store) and climb up to the roof. The tight rope on the north side of the building holds a bottle.
29. Upon leaving the HQ traverse the tight rope at the end of the balcony. Continue along the second tight rope to the telephone pole and drop all the way to the ground. Head left and take your first right (next to the outhouse). Make another immediate right and head into the tin roofed house. On your right is a bouncey cart. Use it to jump up to the second level and find a bottle in the loft.  
Shorter version: Go inside the tin roofed building and climb to the second level to find a bottle.
30. Jump on the train as it passes by. It doesn't matter where but I used the telephone pole mentioned in 29. Stay on the train until it enters the canyon after bottle 13 (the area where you protect Bentley from the spiders). Jump onto the balcony on your right and use the ball and chain from the prison outfit on the metal box in front of you. Climb up the metal box and use it to get onto the roof of the building. If you haven't been here yet you'll see a secret mask in front of you on the building (bonus!!). Climb up the left side of the building to find the bottle.

The safe is on top of the 6\* Rooms hotel. You can see it in on the right side of the screen immediately after leaving the HQ. It contains Mugshot's Coin

## **video walkthrough**

# Clan of the Cave Raccoon Bottles

1. From the hideout look up and to the right. There is a bottle on the wooden bird statue. Grab it by using the mushroom nearby.
2. Turn around to find the next bottle on top of the hideout. Spire jump up the bones to collect it.
3. Look down and to the left to find a bottle on a log walkway. Glide down to it.
4. From the hideout turn left and climb up the pole with the Cooper symbol on it. Look left and spire jump to the bones. Use the hangglider to get to the spine bones over the walk way below (it's a group of three). Jump onto the vine and swing down towards a bottle in front of you. You'll have to jump off the vine to grab it.
5. Head SW from here and run past the bridge. On your right will be a hole in the large bone tunnel. Climb the pole outside and jump on the vine that runs over the top of the bridge. Follow the vine up to the snowy platform to grab a bottle.
6. Drop off the southern portion of this ledge and run past the crate with the parachute over it. Drop down to the ledge below and find the bottle on the next ledge over (you can spire jump to it).
7. Head back up in front of the Grizz cave/statue and continue north until you reach an icy cave. Jump over the tar pool and grab the bottle suspended over it.
8. Head back the way you came and use the pool to get above the cave to find yourself in a courtyard with a Grizz ice sculpture. Climb up to the top of the sculpture using the vinees to find a bottle on Grizz's crown.
9. Head SW and climb down the vine that heads to the snowy ledge with the skull on top (east of the statue). Inside the skull is a bottle.
10. Head back towards the statue and use the other SW vine to reach the ledge with the stegosaurus on it. Jump on his tail to grab the bottle.
11. From the hideout jump onto the train tracks in front of you and continue onto the vine. To the left of the vine is a bottle in a pterodactyl nest.
12. Keep heading on this vine and jump over to the rib like bones on your right. A bottle hangs between these bones over the walk way.
13. Head west on the bridge past the skull and use the trampoline on your left to get on top of the house. Run halfway down the vine behind the house and look left. Spire jump up the bone that is sticking out of the river. Look up stream to see a bottle floating in mid-air. Jump to grab it and land on the vine.
14. Continue down the vine away from the house and head straight into the cave with the delapedated house. Follow the cave to the left and grab the bottle on the left side of the cave.
15. Head back towards the river and use the mushroom to jump to the top level. Head NE through the cave and jump on the crate with the parachute draped over it on your right. Look back up the path (west) and use the gyser to grab the bottle in the eye of the skull. You don't want to fly all the way up on the geyser, just enough to get inside the eye.
16. Once more head NE down the path and grab the barrel on top of the pole near the down arrow on your left.
17. Jump down to the base of the water fall and jump on an ice flow before it heads under the bridge. You'll find a bottle under the bridge.
18. Jump off the ice flow into the water and use the stegosaurus tail at the base of the waterfall to catapult yourself back up. Climb up the pole near the ice sculpture of the penguin and the

- "GUNGA" sign. Head down the attached vine to find a bottle in the nest.
19. Jump off the nest to the south and grab the bottle inside the geyser (you'll need to use your para glider).
  20. Drop down to the base of the geyser and head NE towards the water fall. A bottle can be found in the nostril of the skull attached to the ceiling. The skull is facing towards the waterfall.
  21. Head back to the geyser and use the nearby stegosaurus to launch back up to the vines above. Head toward the rock outcropping with the dinosaur bones on it (NE) and find a bottle between the ribs of the dinosaur.
  22. Drop down from the ledge and head SE under the train tracks. Climb the sign post on your right. Look back towards the geysers (west) and paraglide to the snowy outcropping with the bottle on top.
  23. Head back up to the sign post and look the other way to find a bottle in the eye of a fish skeleton.
  24. Head back towards the hideout (SW) and climb across the vine in front of you. At the end of the vine on the left is a mushroom. Use this to get on top of the snowy outcropping to grab the bottle.
  25. Turn around and jump on the vine running parallel to the one you were just on. Grab the bottle in the middle of this vine.
  26. Drop down near the fish bones and SE across the wooden bridge. Continue past the rock spire with the nest on top and find the stegosaurus near the wooden bird statues. There's a bottle on his tail.
  27. Using the post near the stegosaurus's head paraglide to the snowy outcropping and grab the bottle on top of it.
  28. From the last bottle climb the vine that is SW of your position and find a bottle at the top in a nest.
  29. Jump down to the NW off the ledge and land on the vine below. Head NE up this vine to find a bottle in a nest on top of a large rock outcropping.
  30. From the hideout head out over the train tracks and jump down. Continue straight to the river and make a right. Just past the bridge is a bottle.

The chest is located near the last bottle. Head the same way but instead of making a right at the river make a left. The chest is found in the cave on your left.

## **video walkthrough**

# Of Mice and Mechs Bottles

1. Upon leaving the hideout turn slightleft and move across the tightrope to reach the house on your left. Continue towards the fair grounds to find a bottle on top of the animal cage on the left side of the "entrance" to this area. To reach this bottle jump on the nearby barrel and double jump to the top of the cage.
2. Head deeper into the fair grounds and continue to the left of the tallest tent in the area. A bottle can be found behind the middle tree here.
3. Head to the NE part of the fair grounds and find the dunk tank. A bottle can be found inside the tent behind the dunk tank.
4. From the tower with the rotating balls near the fair grounds (where you first got the arrows in the Juggling Act job) fire an arrow at the target on top of the tent. Follow this and the other tight ropes around until you reach the SE side of the tents. A bottle can be found on the tent on the river side near the last (most eastern) tent pole
5. From the hide out jump to the house that is slightly to the right and climb to the second story using the metal pole west side of the house (the taller part of the house). You will find a bottle on top of the house.
6. From here turn north (left) and look for a bottle on top of the wooden overhanging sign just above the path. Jump down to grab it.
7. Continue north to the next building and jump on the tight rope on your right. At the end of this rope jump on the castle walls and head right (south). Immediately on your right is a pole. Climb this pole to the top and grab the bottle on the right tower (north).
8. Head back across the moat using the tight rope to towards the previous house. Stop halfway across the tight rope and turn right (north). Jump on the tight rope in front of you and follow it to the thatch roof house. Climb the metal pole to get to the second story and grab the bottle on the roof.
9. From the previous bottle jump on the tight rope at the end of the roof and follow it up to the castle wall tower. A bottle can be found on top of the pole on this tower.
10. Head back across the tight rope to the thatch house. Drop down to the first story of this house on the right side and head west across the path. You can use the wooden overhanging sign to get to the next thatch roof house. Once on this house look south to find a bottle.
11. Jump down from the last bottle and head behind the tavern (the building to the NW with the drinking fish on the front and the beer mug on the top). A bottle can be found on the catapult near the back. Jump and swing your cane to grab it to keep from being flung into the water below.
12. Head SE from the catapult and jump on the first roof of the first building on your right (you can find a horseshoe hanging from one of the spire points on this building). Continue past the arrows and find a bottle on top of a chimney on your left.
13. From the hideout drop down and head right to the water. Continue NE along the water and jump on the tight rope near the catapult. This rope will take you under a bridge where a bottle can be found.
14. Jump onto the bridge at the end of this tight rope and make two quick rights. A pole can be found on your left (this is just north of the rope). Climb it and jump on the tight rope to the east. Follow the rope to the south and grab the bottle on top.
15. Follow the same tight rope from the last bottle north and grab the bottle on top of the roof.
16. Head west from the last bottle and jump on the castle walls. A bottle can be found on the

southern piece of this wall just before jumping down to a trampoline below.

17. From the last bottle look east and down to find a bottle on the wooden poles below.
18. Continue to drop to the path below and head under the castle wall (west). A bottle can be found on your right between two wooden boxes.
19. Head back east and turn left (south) at the bridge. Head across the bridge and climb to the roof of the first building on your right. A bottle can be found on the southern part of this building on a tight rope between two flags.
20. Head east and make your first right to get to the large tower with the blimp on top (this is the most southern part of the map). Behind this tower is a bottle.
21. Head to the most SE island and use the barrels to climb onto the boat. You will find a bottle on the stern deck of the boat.
22. Head to the NW part of this island and walk out onto the dock with the wooden box. Break the box to find some arrows. Use the arrow to shoot the target in front of you (you can't shoot through the arrow so make sure and shoot around it) and use the tight rope to grab the bottle.
23. Head back down the tight rope and north from here and run across the bridge. Use the bouncy fruit stand top on your right (it's purple striped) and grab the pole connected to the bridge. A bottle can be found on the top.
24. Head west from this bottle and climb to the first story of the first house on your right with green windows (you can use a purple striped awning on your right to get up there). Move to the next story up to find a bottle on a red striped awning.
25. Jump to the top story of the green windowed house (the part with two chimneys) and look at the clock tower. Jump on the tight rope hanging in front of you and head south. This tight rope will end at a castle tower with a pole on it. On top of this pole is a bottle.
26. Head back down the tight rope and use the rope on the south side of the clock tower to climb up. Use the flag pole to catapult yourself to the top of the tower and grab the bottle on the SE spire.
27. Head north to the bridge that heads north to the castle and find a bottle on top of the SE column of the bridge (you'll need to jump from the bridge above to grab this bottle).
28. Continue north up the bridge and jump on the tight rope heading SE over the water. This tight rope will be on the left (east) side of the bridge. A bottle can be found at the mid point of this tight rope.
29. Continue SE on the tight rope and jump onto the stone walkway. Climb the nearby post and look south. A bottle can be found on the top of the building in front of you.
30. Head to the most NE island (a tower with a blimp attached to it) and grab the bottle on top of the catapult behind the tower.

The chest can be found on the most easterly boat. The chest is on it's stern. You are now the proud owner of Sir Raleigh's Frog Hat.

## **video walkthrough**

# Forty Thieves Bottles

1. From the hideout head left (north) and head through the arch on your right. Use the pink bouncy stand cover to reach the roof. Turn to your left and jump on the spire above. The bottle is right next to the bird and bunny (?) riding the camel.
2. On the NE part of the same roof is an arch that heads to the next building. A bottle is can be found on top of the middle of this arch.
3. From the hideout head south along the shoreline until it ends. Across from the shore is an arch and to the left of that is a rope. Climb the rope to the roof and head SE to find a bottle on top of the arch.
4. Go back to the previous building and cross the wooden planks to the NE to reach another roof. On top of the spire to the NE is a bottle
5. Continue through the large brick arch to the NE (you cannot climb on this arch, it is much higher than the previous ones mentioned) until you reach the area with the elephant statue holding the book. The bottle is on the book and can be -reached by jumping off the highest tight rope in the area. See the next bottle for the highest rope.
6. On the SE part of the SE building of the courtyard with the elephant holding a book rests a bottle atop a spire.
7. Stay on the same building but head back towards the elephant statue. Take the tight rope north and grab a bottle in the middle of the rope.
8. Continue across the tight rope and climb the tower using the hook to find another bottle.
9. Look NE and down to find a bottle on the rope traversing the river. Glide down to grab it.
10. At the elephant statue with the book jump on top of the NW building and climb up the metal pole to find a bottle on top of the tower.
11. Look west of the previous bottle and down to find another bottle on a tight rope connected to the wall.
12. From the previous bottle look north to find the boat. YOu will find a bottle on the stones crossing the river northbound.
13. Continue across the river and jump on the awning in front of you for another bottle. You will end up on a roof with a spinning genie's lamp.
14. Head west along the river to find a bottle on a wooden pole in the middle of the river.
15. From the elephant statue mentioned above (SE/E of the hideout) head north to a bridge. Climb the flag pole to the right of a bridge and face said bridge. A bottle sits on the alcove in front of you.
16. Head east along the river until you see rocks in the river. Jump on these rocks (you should be at the top of a water fall) and look NW. A bottle is on the post below you.
17. Climb back up the waterfall using the purple rope to your left (north) and climb to the top of the first building you see on your left using the banannana stand awning and the purple rope. A bottle will be found to the NE near the antelope like statue (there's a treasure on the antelope statue platform). Glide over to the platform and jump on the candle post to grab it.
18. From the hideout head across the river to the north to find another elephant statue. A bottle can be found on the east part building of the square.
19. On the west part of this square is a pole that snakes climb up. Use the time slow feature of the Forty Thieves outfit to make it to the top of the tower. Slide down the rope for a bottle.
20. Head west from the bottom of the rope in the last bottle to find a bridge. Under the bridge (on



- the north side) are two spires in the water. Climb across them to find a bottle on a rock underneath the bridge.
21. On the west side of the bridge is a building with a very tall spire. On the NW side of this building is a chain that falls apart as you try and climb it. Use the time stop mechanic from the Fourty Theives costume to climb the chain. Face back towards the bridge to the east and look for a bottle halfway over the bridge. Glide down to it (you will land on a statue's sword to grab it).
  22. Head north along the river and use the purple cushions on your right just before the waterfall to climb up to the building. On the NW part of this building is a rope heading NW. A bottle resides on top.
  23. Head back to the previous building and cross the water fall using the rocks to the north. A bottle can be found on the last rock.
  24. Continue along the path and use the purple cushions on your right to jump up towards the purple striped building (the most north building). Follow the building to the right (east side) and look for the snake pole on your left. Use the time stop mechanic of the Fourty Theives costume to climb the pole and head back south across the tight ropes for the bottle.
  25. Head to the NW part of the purple striped building (most northern building) and use the purple pillows (in a triangle) to grab the bottle overhead.
  26. Run south and jump over the wall as it curves. There is a tight rope that spans the river and a bottle rests atop it.
  27. On this same building is a bottle on top of the red spire. To reach it head SE across the arch to the next building and use the chain (use the time mechanic from the Fourty Theives costume) to climb the tall spire. Slide down the rope the way you came and jump off in the middle to grab the bottle (spire jump).
  28. From the previous bottle look NW to find a bottle atop a spire on the stern of the ship in the river.
  29. Head SW to the purple awnings. A bottle rests atop the second most southern awning.
  30. From the previous bottle head SE to find another bottle on top of the arch connecting two buildings.

To find the chest head SE from the hide out on the beach. The chest is behind the neck of the llama like statue. Open it to the The Guru's Staff of Piece.

## **video walkthrough**

# Easter Eggs and References

## Clockwerk Sightings

Clockwerk is the mortal enemy of the Cooper family and has stalked them for centuries if not millenniums. He can be spotted from a distance during very specific moments in the game.

### Turning Japanese: Pretty in Pinker

Clockwerk can be found if you look northwest from the geisha building after Riochi talks to Bentley.



### Turning Japanese: Photo Op

When taking the picture of the imperial prison, Clockwerk is on top of it.

### Go West Young Raccoon: Blind Date

Once you reach a section where the enemies are throwing dynamite at you from a place with a windmill and a watertower, you can look slightly above the windmill and see Clockwerk on top of a house.



### **Clan of the Cave Raccoon: Stone Age Reconnaissance**

After talking with Bentley, look on the top of the waterfall and you can see Clockwerk.



### **Of Mice and Mechs: Shopping Spree**

After the conversation with Bentley in the beginning, you can find Clockwerk on the clock tower.



#### **40 Thieves: Copycats**

When Sly gets to the room filled with treasure, jump onto the crate and look ahead at the path you should be on. With your Binocucom, you can see Clockwerk in the distance.

#### **Star Wars References**

#### **Turning Japanese: Breakout**

When Sly meets the guard while in disguise, the guard says he's a little too short to be a commander.

#### **Clan of the Cave Raccoon: Getting Stronger**

After finishing the pterodactyl target practice Murray says, "Yeah great shootin', but don't get cocky".

### **OTHER GAME REFERENCES**

#### **Ratchet and Clank**

There is a treasure item called Medieval Metal Man that looks like Clank in a suit of armor.

Collecting 50 masks unlocks Ratchet's Wrench as a replacement to Sly's Cane.

#### **Jak & Daxter**

There is a treasure item called Lutrela Nivadensis that looks like Daxter in a caveman outfit.

#### **inFamous 2**

Collecting all 60 masks unlocks Cole's Amp as a replacement to Sly's cane.

#### **Previous Sly Games**

A treasure called "The Dragon Claw Statue" says that some believe it is the claw of a gigantic owl, referencing Clockwerk. Also if you look at the treasure and rotate underneath it says "Clockwerk was here". There are 4 rewards which reference past games that are unlocked when you find the 30 clue bottles in each area: Muggshot's coin (Wild West), Clockwerk's eye (Ice Age), Sir Raleigh's hat (Medieval England), and The Guru's moon stone (Ancient Arabia).

### **POPULAR CULTURE**

- When you see the game logo and title for the first time right after completing the prologue, the van leaves flaming tracks and the license plate is spinning in between them. This is the same thing that happens in *Back to the Future*, when Doc Brown sends Einstein forwards in time successfully.
- When prompted at the start of the game to "Press Start," the van spinning around in the blue wormhole directly parallels the intro of *Doctor Who*.
- The entire final job in "Go West Young Raccoon" is a reference to the end of *Back to the Future: Part 3*.
- "Turning Japanese" is a song by The Vapors.
- During the mission "Getting Stronger" in the episode "Clan of the Cave Raccoon," Murray tells Bob that "if you can dodge a penguin, you can dodge anything," referencing the film *Dodgeball*.
- During a mission in the episode "40 Thieves," Salim runs into some snakes and says "snakes, Why'd it have to be snakes?" which is a line from *Raiders of the Lost Ark*.
- During a mission in "Go West Young Raccoon," Tennessee Kid Cooper slides under a closing gate, then has to reach back under to grab his hat just before the gate closes. This is another *Indiana Jones* reference, as Indy does this multiple times in the series.
- "Of Mice and Mechs" is a reference to the novel *Of Mice and Men*, by John Steinbeck.
- The "job complete" screen at the end of every mission features the gun barrel backdrop from the *Bond* films.
- Bently states that "I haven't been in these sewers since I was a teenager" insinuating he was one of the teenage mutant ninja turtles.

# Cross-Platform Features for PS3 and Vita

*Sly Cooper: Thieves in Time* is being released on both PlayStation 3 and PlayStation Vita, this means that there are many benefits players can use if they own both platforms, here are the features revealed thus far:

## Cross-Buy

People who buy *Sly Cooper: Thieves in Time* on PS3 through retail or on PSN will get the Vita version through PSN at no additional cost. [1] Sony is implementing this strategy into many other of its releases moving forward such as *Ratchet & Clank: Full Frontal Assault* (also known as *Q-Force* in PAL regions) and *PlayStation All-Stars Battle Royale*.

## Cross-Controller

Players who own *Sly Cooper: Thieves in Time* on both PS3 and Vita will be able to use the Vita as a controller for the PS3 version of the game. This feature is called AR Treasures. Furthermore, players will be able to use the Vita as a pair of X-Ray goggles by pointing the Vita at the TV and pressing the lock-button. This will reveal hidden secrets and other collectables. By touching the front touch-screen players will be given further pointers on how to get these items in-game.



There are also further augmented reality features which will allow players to take pictures of loot in the game and reap the rewards using their Vita. [2]

To connect: turn on AR server on your PS3 in Options > Game. From there, go on your vita and select the AR Treasures option located on the main menu. As long as you are logged into PSN/internet on both systems, it should connect. If it is unable to connect, quit the game on your vita and select it again.

## Cross-Save

As both the PS3 and Vita versions of the game are nearly identical, players will be allowed to transfer progress from one version of the game to the other. Unlocking trophies on both versions as well.

# Demos

## Demo 1

This is the first demo which was released on August 28th 2012. It is included with the Ratchet and Clank collection. The demo features the games Medieval setting and involves the rescue of Sir Galleth Cooper.

## Demo 2

This demo will be released on January 22nd for PS+ members and January 29th for other PSN users. The demo is the opening of the game and the Paris Prolouge tutorial.