



Introduction

Sly, the leader. He's got the looks, and he's definitely got the moves. Bentley, the brains. Whatever his careful planning can't beat, his bombs will destroy. Murray, the muscle. If he isn't driving a vehicle, he is breaking every bone inside the unlucky guards who cross his path. But sometimes ninja climbing skills, messy explosives, and unrestrained violence still aren't enough. And that's why Sly and his friends have to recruit new team members, so the gang can break into Dr. M's fortress and open the legendary Cooper Vault.

Why not make the whole job easier by checking out this guide? Get the dirt on all eight playable characters. Learn cool tricks for beating the nasty bosses. Know which gadgets rock and which gadgets are just a waste of a master thief's time. Figure out why Sly has a strange obsession with pasta sauce. Don't just rely on some family book that has a title written in bad Latin; come see all the hints and tips this guide offers right now!



In this Sly 3: Honor Among Thieves strategy guide, you'll find:

- **Basic** info and help, with introductions to the characters.
- **Gadgets** list with info on when and where to get new gadgets.
- **Complete Sly 3: Honor Among Thieves walkthrough.**
- **Master Thief Challenge** walkthrough, with hints on completing all challenges.
- **Two Player Mode** breakdown and info on unlocking new modes.
- **Sly 3 secrets** with unlockable game modes and bonus movies.

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Basics

Main Characters



Sly Cooper

A master thief. After his parents were murdered, Sly grew up at an orphanage, where he met his best pals, Bentley and Murray. The three consider themselves honorable thieves and only steal from other criminals.

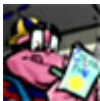
In the game, Sly is the most agile of the heroes. His weapon is the cane that has been passed down to him from his father. Besides being handy for smashing open skulls, the cane allows Sly to latch onto pipes, ladders, and other objects that can be climbed. His dive attack is silent now, too.



Bentley

The tactician. Bentley is the type who prefers to come prepared, and he takes great care in planning out every detail of the team's operations to minimize the risks to his friends. Playing videogames is among his favorite hobbies.

In the game, Bentley doubles as a demolitions expert and as a hacker when he is out on the field. Due to an accident at the end of the Clock-La incident, he now relies on a wheelchair to move around, but he has made the best of the situation by outfitting it with all sorts of devices, including his dart gun.



Murray

The getaway driver. Besides providing extra muscle for the team, Murray is pretty skilled with vehicles of all sorts. He doesn't care if it's a tank or a tricycle; as long as he can fit in it, he can drive it. Murray treats Sly and Bentley as brothers, and the feeling is mutual.

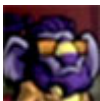
In the game, Murray is a one-man killing machine. Even without any power-ups, his punching attacks can knock down light and medium guards even when they are alerted, allowing Murray to grab or uppercut them afterwards.



Inspector Carmelita M. Fox

An Interpol officer seeking to capture the Cooper Gang. Carmelita has been bailed out of tight situations several times in the past by Sly and his friends, but she only wants to return the favor by arresting the lot. She keeps her shock pistol fully loaded at all times just for that purpose.

In the game, Carmelita relies mainly on her gun to kill enemies. She is the only character who has a strafing mode that lets her auto-aim at any enemies inside the targeting box.



The Guru

A peaceful mystic whom Murray is studying under. The Guru is a master of certain psychic and telekinetic abilities, and he can easily trick or control those who are weak-minded.

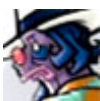
In the game, the Guru goes out on the field primarily to mind control guards. He does not have any direct attacks of his own, but he can use possessed guards to destroy other enemies. The Guru can also use magic to hide himself in the open and convince guards to turn away.



Penelope

An associate of Bentley through Thief Net. Despite her age, Penelope has extraordinary engineering, piloting, and fighting skills that exceed even those of Bentley.

In the game, Penelope will be the team's remote-control expert. She operates the RC car and the RC copter.



Dimitri Lousteau

A former member of the Klaww Gang. Savvy with style, Dimitri is a great artist, but he is also a skilled diver. He may be willing to aid the Cooper Gang, if the deal is sweet enough for him, of course.

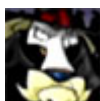
In the game, Dimitri will serve as an underwater specialist. He is a fast swimmer, and he has perfect aim with the harpoon gun.



Panda King

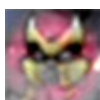
A former member of the Fiendish Five. Panda is a demolitions expert and the creator of the art of flame fu. He has left the crime business and is currently living alone, meditating to pass the days.

In the game, Panda is an assault unit. While his flame fu isn't as impressive as before, he now wields a missile launcher, which fires barrages of lethal fireworks that can home in on targets.



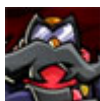
Don Octavio

An opera singer and a mob boss. Angry at a society that no longer enjoys opera, Octavio has chosen to lash out by joining the mafia. His greatest desire is to bring what he loves back into the spotlight, using any means necessary.



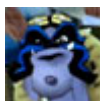
The Mask of Dark Earth

An ancient magical mask. The Mask of Dark Earth is filled with evil intent and can give its wearer great strength, along with other powers.



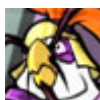
The Black Baron

A mysterious pilot. The Black Baron hosts the ACES biplane tournament at his estate every year. His origins are completely unknown, and no one has ever seen him without his mask-like flight goggles.



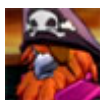
Muggshot

A former member of the Fiendish Five. Muggshot is the kind of gangster who prefers to rely on brute strength to get his work done. Not giving up easily, he is continuing his life of crime even after losing his mob empire at Mesa City.



General Tsao

A warlord whose base lies somewhere in the Kunlun region. General Tsao comes from a family of powerful warriors, and he is known to practice black magic. Lots of it.



Captain LeFwee

A vicious pirate leader. Knowing only the ways of plunder and murder, LeFwee is feared by all other pirates, including his own men. LeFwee's hideout, Skull Keep, is located at Blood Bath Bay.



Dr. M

The scientist struggling to open the Cooper Vault on Kaine Island. Dr. M has built a fortress around the Vault, guarding the fortune that he intends to keep all to himself. He also controls an army of dangerous mutants that he has created through his experiments.

How to Play

The Hazard Room serves as a quick tutorial, and additional instructions will be provided throughout the game, but here is a summary of the basic controls:

Left Stick	Move around (relative to the screen).
Right Stick	Move the camera. When using the Binocum, press this stick up and down to zoom in and zoom out.
X	Jump. Press this button again in the air to perform a double jump.

Circle	Perform a context-sensitive action, like opening doors and activating switches. Certain actions are unique to a hero. Sly can spire jump, latch onto pipes and ladders, and pick pockets. Bentley can hack into terminals. Murray can grab heavy objects and shake money out of captured enemies. Carmelita can mega jump. The Guru can possess enemies. Sparkling lights and holographic icons mark things where context-sensitive actions can be performed by the current hero.
Square	Perform a standard attack. For Sly and Murray, press this button after uppercutting an unalerted enemy into the air (by pressing Triangle first) to perform a killing attack.
Triangle	Perform a special attack. For Sly and Murray, press this button after sneaking up behind a bad guy to perform an uppercut. For Sly only, press this button while in the air to perform a dive attack, and press this button while on the ground to charge up, allowing him to perform charge attacks (see the gadgets section for more information). For Bentley only, press this button to drop a time bomb. For Murray only, press this button after grabbing an object to throw it downwards.
R1	Run, shoot, or paraglide. Running lets a hero move much more quickly, but it is noisy and tends to alert any enemies close by. For Carmelita, Dimitri, and Penelope's RC car, press this button to shoot. For Penelope's RC copter, press this button to boost. For Sly, hold this button to use the paraglider (after obtaining it).
L1	Use the gadget assigned to this button. For Panda, hold this button to charge his rockets, and then release it to fire. For Dimitri, hold this button while swimming to boost. For the Guru, hold this button to use concealing magic.
R3	Use the Binocucom.
L3	Display beacons. This is a great way to know where to go during a job.
Start	Pause and access the System Menu, where the Job Help Screen and the game options are found.
Select	Pause and access the Gadget Grid, where the current hero's gadgets can be assigned to L1, L2, and R1.

Items and Loot

First-Aid Cross - A bright red cross. Restores some stamina and gadget energy.

Gold Coin - A circular piece of precious metal. Coins can be used to purchase gadgets from Thief Net. A coin will spin faster when it is about to disappear.

Loot - An item that can be sold over Thief Net for coins. An enemy who is carrying a piece of loot will have a yellow glow around his pocket. Listed below are some different kinds of loot available. Their worth in coins are shown within the parentheses.

- Bronze Watch (24)
- Silver Watch (41)
- Gold Watch (54)
- Bronze Pen (32)
- Silver Pen (59)
- Gold Pen (81)
- Bronze Ring (27)
- Silver Ring (50)
- Gold Ring (70)
- Silver Pocket Watch (72)
- Small Nugget (51)
- Medium Nugget (89)
- Large Gold Bar (130)
- Topaz (49)
- Sapphire (91)
- Ruby (132)
- Bronze Medal (39)
- Silver Medal (64)
- Gold Medal (94)
- Small Diamond (55)
- Medium Diamond (101)
- Large Diamond (147)
- Medium Necklace (94)
- Large Necklace (137)

Gadgets

New gadgets and special skills become available on Thief Net for purchase throughout the episodes. Four of them are required to finish the game (they include Sly's paraglider, Sly's silent obliteration skill, Bentley's hover pack, and Bentley's grapple-cam). During a job, the heroes cannot purchase gadgets. Either quit the job or come back afterwards to buy them.

Listed below are the gadgets and special skills. Their costs (in coins) are shown within the parentheses, and the episode and day numbers indicate when they become available. Note that Sly's multiple level skills must be purchased in their respective orders. For example, he must obtain the level 1 push attack before he can obtain the level 2 push attack.

Sly's Gadgets and Skills

Smoke Bomb (200) - Episode 1, Day 1

Generate a large cloud of smoke. The smoke bomb causes alerted enemies to lose sight of Sly briefly, allowing him to escape. This gadget is useful if Sly finds himself often being detected by enemies.

Knockout Dive (300) - Episode 1, Day 2

Leap forwards with the cane spinning. The knockout dive lets Sly knock down alerted heavy guards, allowing him to uppercut and then perform killing blows against them afterwards. However, Sly has to run up close for this attack to work, which can be problematic given how heavy guards carry guns.

Combat Dodge (400) - Episode 1, Day 2

Quickly leap to the left or to the right, at no energy cost. The combat dodge supposedly helps Sly sidestep enemy attacks, but it can be used only when he is in his combat stance. Running sideways normally is usually just as effective.

Paraglide (300) - Episode 2, Day 2

Glide through the air (by holding R1), at no energy cost. Paragliding allows Sly to descend slowly through the air while he is still moving forwards at a considerable speed. The paraglider is extremely useful, and it is required for finishing the game.

Rocket Boots (600) - Episode 2, Day 2

Silently slide forwards. The rocket boots function exactly like the stealth slide from the previous installment, allowing Sly to move very quickly without making any noise (apparently, the enemies can't hear the loud noises coming from his boots). The rocket boots make a great purchase if Sly likes to travel along the ground at high speeds without alerting nearby guards.

Silent Obliteration (400) - Episode 3, Day 2

Replace Sly's standard neck-breaking killing blow with a terrifying "warping" attack. The silent obliteration doesn't look as violent, but it is much more effective because it makes his killing blows completely free of noise. The silent obliteration is very useful, and it is required for finishing the game.

Feral Pounce (1000) - Episode 4, Day 2

Leap forwards quickly in a mighty bound, at no energy cost. The feral pounce is essentially a long jump that can help Sly clear extra wide gaps, but he must be standing on the ground before he can use it. Combine this with double jumps and paragliding to maximize the leaping distance. The feral pounce is extremely useful, given its speed and silence.

Thief Reflexes (1200) - Episode 4, Day 2

Perceive time on a superraccoon level. The thief reflexes can aid Sly in judging his jumps and in seeing incoming enemy attacks during fights, but by the time this skill becomes available for purchase, he probably won't be needing it.

Shadow Power Level 1 (1000) - Episode 3, Day 2

Render Sly completely invisible while he is sneaking. The level 1 shadow power allows Sly to walk right past in front of enemies without being seen, although he will still alert them if he touches them. The level 1 shadow power forces Sly to move at a sneaking pace, and it cannot be used when enemies are alerted to his presence.

Shadow Power Level 2 (1600) - Episode 5, Day 1

Render Sly completely invisible at any time. The level 2 shadow power has the same effect as the level 1 version, only it allows Sly to perform any of his other moves as well. Running while using the level 2 shadow power will still create noise, but the guards won't be able to see Sly, unless he touches them.

Spin Attack Level 1 (Sly begins with this)

Swing the cane around in a circle, at no energy cost. To perform this, press Triangle once and then press Square. The level 1 spin attack is the only charge attack Sly begins with, and it can hit multiple enemies who are surrounding him.

Spin Attack Level 2 (300) - Episode 2, Day 1

Swing the cane around for a longer period of time, at no energy cost. To perform this, press Triangle twice and then press Square.

Spin Attack Level 3 (800) - Episode 3, Day 2

Swing the cane around for an even longer period of time, at no energy cost. To perform this, press Triangle thrice and then press Square.

Push Attack Level 1 (200) - Episode 1, Day 2

Ram a single target, at no energy cost. To perform this, press Triangle once and then press Circle. The push attack is best used during one-on-one fights, especially against bosses, due to its high accuracy and its knockback properties. However, the push attack will not knock back alerted heavy guards.

Push Attack Level 2 (600) - Episode 3, Day 1

Ram a single target with greater force, at no energy cost. To perform this, press Triangle twice and then press Circle.

Push Attack Level 3 (1000) - Episode 4, Day 2

Ram a single target with even greater force, at no energy cost. To perform this, press Triangle thrice and then press Circle.

Jump Attack Level 1 (400) - Episode 2, Day 2

Electrocute a regular enemy, doing a lot of damage, at no energy cost. To perform this, press Triangle once and then press X. The jump attack is the equivalent of the voltage attack from the previous installment, only it doesn't require special energy to use. The jump attack is rather effective at killing single regular enemies quickly.

Jump Attack Level 2 (800) - Episode 4, Day 1

Electrocute a regular enemy and then create an explosion afterwards, at no energy cost. To perform this, press Triangle twice and then press X. The level 2 jump attack may sound like a great deal, but it sometimes passes through enemies without hitting them.

Jump Attack Level 3 (1000) - Episode 5, Day 1

Electrocute a regular enemy and then create an explosion afterwards, at no energy cost. To perform this, press Triangle thrice and then press X. Like the level 2 version, the level 3 jump attack will sometimes pass through enemies without effect.

Venice Disguise - Episode 1

Disguise Sly as a guard working for Don Octavio. This disguise will be automatically obtained in the first episode.

Photographer Disguise - Episode 4

Disguise Sly as a photographer working for General Tsao. This disguise will be automatically obtained in the fourth episode.

Pirate Disguise - Episode 5

Disguise Sly as a pirate. This disguise will be assembled in the fifth episode.

Treasure Map - Episode 5

Display the directions for locating buried treasure. This map will be obtained in the fifth episode. After finding the correct starting point, follow the rest of the clues on the map to find the treasure.

Bentley's Gadgets and Skills**Trigger Bomb (Bentley begins with this)**

Throw a bomb that can be remotely detonated afterwards, at zero energy cost. The trigger bomb provides much more manual control than the standard time bombs. Trigger bombs will stick to most surfaces, but they will automatically explode if they fall into water. Only one trigger bomb can be thrown out at a time.

Fishing Pole (Bentley begins with this)

Pick pockets, at zero energy cost. The fishing pole is Bentley's means of stealing from unalerted guards. However, Bentley must move away after the fishing pole's magnet latches onto the coin or loot to retrieve it, so he cannot pick pockets as quickly as Sly.

Alarm Clock (200) - Episode 1, Day 1

Throw an alarm clock that will create a lot of noise, luring nearby enemies towards it.

Adrenaline Burst (400) - Episode 1, Day 2

Dash forwards with rocket boosters. The adrenaline burst allows Bentley to move even faster than his normal "running" speed. It creates a lot of noise and is meant for escaping from enemies who are already alerted to his presence.

Health Extractor (600) - Episode 2, Day 1

Throw a trap that can be remotely detonated afterwards. The health extractor sticks to surfaces and is remotely detonated like the trigger bomb, but instead of delivering a killing blast, it sucks up a single enemy and converts him into a first-aid cross. The health extractor itself remains silent when it is detonated, but any enemy it catches screaming into its energy field won't be.

Hover Pack (300) - Episode 2, Day 2

Add two more thrusts to Bentley's jumps, allowing him to make triple jumps or quadruple jumps. The hover pack also allows him to slow his descent after each thrust (by holding X). Timed carefully, this can help him leap across huge distances. The hover pack is extremely useful, and it is required for finishing the game.

Insanity Strike (600) - Episode 3, Day 1

Imbue Bentley's wheelchair with the element of confusion. The insanity strike causes the next enemy Bentley hits to attack other enemies. This skill can come in handy when Bentley is facing several bad guys at once, because he can cause them to kill each other instead.

Grapple-Cam (400) - Episode 3, Day 2

Throw a surveillance device that can be remotely controlled afterwards, at zero energy cost. The grapple-cam is equipped with a grappling hook so it can drag itself to different places (by pressing X), a speaker so Bentley can call out to lure enemies (by pressing Circle), and a self-destruct charge for killing enemies nearby (by holding Square). Later on, it will also be armed with a gun that doesn't overheat and can fire infinite shots (by pressing R1). The shots themselves are silent, but the explosions at their points of impact can be used to lure away enemies. The grapple-cam is very useful, and it is required for finishing the game.

Size Destabilizer (800) - Episode 4, Day 1

Imbue Bentley's wheelchair with the element of reduction. The size destabilizer shrinks the next enemy Bentley hits. Shrunken enemies die with one hit, but their attacks are still lethal, and they can still alert other guards.

Rage Bomb (1200) - Episode 4, Day 2

Throw a bomb that causes enemies caught in its blast to become confused. The rage bomb is very effective against large groups of enemies who are ganging up on Bentley. This weapon also makes a lot of noise.

Reduction Bomb (1400) - Episode 5, Day 1

Drop a bomb that causes enemies caught in its blast to shrink. The reduction bomb cannot be dropped while Bentley is in the air. This weapon also makes a lot of noise.

Murray's Gadgets and Skills

Be the Ball (Murray begins with this)

Curl up into a ball, at zero energy cost. While in ball form, Murray can roll and jump around. He can also dash (by pressing Square) to hit things while rolling across the ground.

Berserker Charge (300) - Episode 2, Day 1

Rush forwards for a short distance. The berserker charge lets Murray knock down alerted heavy guards, allowing him to uppercut and then perform killing blows against them afterwards. Like Sly's knockout dive, however, Murray has to get close to them for this attack to work.

Juggernaut Throw (400) - Episode 2, Day 2

Replace Murray's standard throw with an upgraded one that creates an explosive force at the point of impact. The juggernaut throw is rather useful because it can help Murray damage multiple enemies at once.

Guttural Roar (600) - Episode 3, Day 1

Roar out loud to scare away regular enemies. The guttural roar causes the affected enemies to flee in the opposite direction, even if they have been pursuing Murray. This skill is quite handy if Murray finds himself frequently alerting guards.

Fists of Flame (800) - Episode 3, Day 2

Imbue Murray's gloves with the element of fire. The fists of flame will incinerate and instantly kill the next regular enemy Murray hits.

Temporal Lock (1000) - Episode 4, Day 1

Freeze enemies briefly. Employing the Dreamtime teachings of the Guru, Murray's temporal lock can help him avoid or fight enemies with much greater ease. The temporal lock is extremely useful, and it should be acquired as soon as possible.

Raging Inferno Flop (1200) - Episode 4, Day 2

Perform a thunder flop imbued with the element of fire. The raging inferno flop can incinerate and instantly kill multiple regular enemies in front of Murray. This attack can only be used while in the air.

Diablo Fire Slam (1400) - Episode 5, Day 1

Throw an object (after grabbing one) downwards to create an explosive force imbued with the element of fire. The diablo fire slam can incinerate and instantly kill multiple regular enemies surrounding Murray.

Walkthrough

Job 1: The Cooper Vault

The introductory scene takes place after all the mysterious new team members have been recruited, but don't worry about who they are at the moment. For now, Sly just needs to focus on getting into Dr. M's fortress. Find the cables that connect to the top of the walls, and spire jump onto them (by pressing Circle while leaping towards the cables). Travel along the cables over to some cliffs, and head over to a narrow rocky ledge. At this point, the RC specialist will get rid of some guards while Sly automatically sidles his way across the ledge.

Next, the psychic specialist will use telekinesis to topple a radio tower, forming a bridge. Sly should spire jump onto this fallen tower and use it cross over to some rooftops. From there, he should climb some walls and drop down to a locked door on the ground. The heavy demolitions specialist will blow it open, allowing Sly to enter.

Inside the corridor, leap over the electrical currents and get into an undersea laboratory. The underwater specialist will destroy the electrical fields, so Sly can proceed. At the end of the chamber, look for a glass elevator. Jump on top of it. This is the same elevator where Dr. M and a guard will step into. While riding the elevator, Sly can eavesdrop on Dr. M and the guard's conversation. The security laser fields above will be shut off, so Sly doesn't have to worry about being fried.



At the end of the elevator ride, Sly will hop off automatically. He should now spire jump onto the cable nearby and use it to reach a distant tower. Sidle along its ledge to reach a bounce pad. Even if Sly trips the alarms, he should continue by spire jumping onto more cables and then following them towards the Cooper Vault, where Dr. M's massive drills can be seen. In front of the Vault, use the console (by pressing Circle) and enter 1-2-3 as the code to shut off the drills.

Before Sly can get into the Vault, however, Dr. M will attack him. Following Bentley, Sly must retreat by backtracking across the cables and dropping through the elevator shaft. Continue backtracking through the undersea laboratory, and get back outside.



Dr. M, who is now riding a gigantic beast, will grab Bentley. Sly needs to go save his pal by charging straight up and

whacking Dr. M, who is hanging under the beast's head. Even if Sly gets knocked back, he should keep up his assault. To complete the introductory scene, hit Dr. M two times and free Bentley.

Episode 1	Episode 2	Episode 3	Episode 4	Episode 5	Episode 6
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What an intro. Anyway, it's time to see how our heroes have assembled their new team. As Sly recalls, one of his father's old pals, McSweeny, has given the gang the directions to the Cooper Vault, but Dr. M's fortress proves to be one heck of a problem. The first man Sly and Bentley need back on their team is Murray, who has left on his own to become a student of a great mystic teacher. Murray has been last seen in Venice, within the territory of Don Octavio, a powerful mob boss.

Job 1: Police HQ (Sly)

Bentley suggests checking with the local police station for any data on Murray. From the starting point, bounce up from the boat and spire jump across the posts to cross the river. Run along the cable connecting to the police station's roof, where a vent can be found.

After going through the vent, Sly will drop down near the squad room, where he will find Dimitri locked up inside a cell. Eventually, Sly will have to cut a deal with him, agreeing to distract the police while Dimitri escapes. Dimitri mentions that the key to his cell's padlock is inside the head cop lady's office.

Obviously, that head cop lady is Inspector Fox, who is briefing her mercenaries in the squad room. Due to some electrical problems, Sly can crawl across to the other side of the dark room without being noticed, as long as he doesn't bump into anyone. Inside Carmelita's office, obtain the Cell Door Key (by pressing Circle) from a table.

Sly should return to Dimitri, but the lights in the squad room will now turn on and off periodically. When an electrical sparking noise can be heard, get underneath a table to avoid being caught in the light.



After returning to Dimitri, Sly should use the key to open the padlock. As for the combination lock, Sly can use his sense of touch to figure out the correct code. Press the left stick all the way to the edge, and then rotate it very slowly in a clockwise direction, until the blue lights appear and the controller vibrates. When that happens, rotate the left stick in a counterclockwise direction, and when the blue lights and vibration occur again, rotate it back towards a clockwise direction. (Just think of the left stick as a common three-number combination lock.) There is no time limit here, so don't bother rushing. If Sly keeps turning the lock without changing directions even after the blue lights and vibration occur, he will have to reenter the whole code.

After Dimitri is out, Sly will distract his favorite inspector. Outside, Sly should run across the boats and spire jump across the ropes and posts to avoid Carmelita's shots. To complete this job, reach the manhole back on the streets.

Episode 1, Day 1

Job 2: Octavio Snap (Sly)

Before Murray can rejoin the team, he will have to carry out his mission of purifying the city's waters. Don Octavio is obviously tied to the pollution, so Sly and Bentley need to go get some dirt on the mob boss first.

Octavio will be running around the city, opening valves to pour tar into various places. Sly has to follow him and take pictures of his dirty deeds (by pressing R1 while using the Binococom). For a picture to count, Sly needs a clear shot of Octavio and the valve, and the view has to be zoomed in until the reticle turns green. Following Octavio shouldn't be too difficult for Sly, as long as Sly avoids being seen by guards, including the ones on the rooftops. If Octavio moves out of sight, display the beacons (by pressing L3) to locate him.

The first valve is near a fountain. Take the photo from the rooftop, where the starting point is. The second valve is near a bridge. Take the photo from the bridge, but beware of any guards who may be moving through there. The third valve is near a water wheel. Take the photo from one of the boats that pass by in front of the water wheel. Octavio takes quite a while to work the machine, so there is plenty of time to wait for a boat. The fourth valve is on the outer side of a tunnel. Again, take the photo from one of the boats that pass by in front of it.

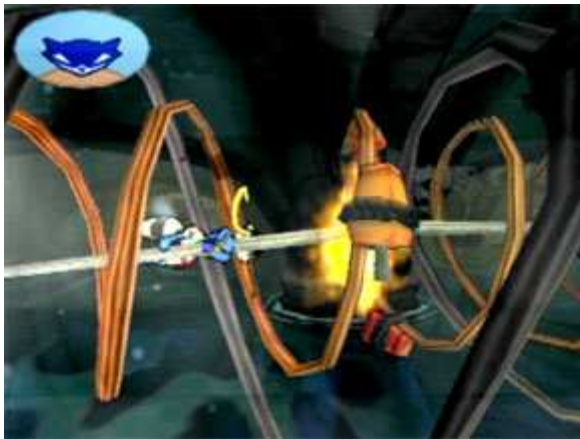
After Octavio is done with the valves, he will go to the ferris wheel to make a cellphone call. To complete this job, climb onto the yellow bar on the side of the car that Octavio is in.



Job 3: Into the Depths (Sly)

Bentley wants Sly to help him into Octavio's opera house, where he can hack into the computer system in the basement. Go to the wooden hatchway in the small garden beside the opera house to enter the basement. Inside the first few corridors, press the buttons on Bentley's count of three to open the double switch doors.

In the flooded cellar, Sly has to move ahead first. Follow the crates, ledges, and pipes over to a locked door. Kill the lone guard there, and push the button beside the door to create a path for Bentley, who will blow open the locked door. Wait for the laser beams in the corridor ahead to move aside before passing through.



In the area with the thick security glass, Sly should crawl through the vents to reach the rooms ahead, where he will find a switch. Kill any guards who get in the way, and press the switch to let Bentley through. After some additional lasers, two more guards, and a final double switch door, our heroes will find the computer.

While Bentley hacks in, Sly has to fight off the guards who come in through the two doors, alternating between the left door and the right door. Focus on keeping them away from Bentley, using standard attacks or spin attacks (by pressing Triangle and then Square). Don't take too long to kill them, because the guards will keep coming, with a beep sounding out to signal their entrance. For an easier time, knock them into the fires near the doors. To complete this job, kill all the guards.

Job 4: Canal Chase (Bentley)

Bentley discovers that Octavio has ordered a hit on Inspector Fox. That's not good, so he and Sly have to go take out the assassins first with a police boat.

While cruising through the canal, shoot at the three enemy boats. The enemies won't fire back, but the heroes have to avoid crashing into the obstacles in the canal. The empty gondolas can be shot apart, but not the heavy yellow crates, which must be leapt over. Also take care not to jump into the bridges. There is no time limit, so focus on avoiding the obstacles. The gun Bentley is using has infinite ammo, but it will overheat if it is fired continuously for a long period of time. To complete this job, destroy all the enemy boats.



Episode 1, Day 2

Job 5: Turf War (Sly)

Thanks to Sly, Inspector Fox's mercenaries have started a fight with Octavio's gyrocopter henchmen. Naturally, Carmelita will come out to join the rumble. Her main attack is firing her shock pistol (by pressing R1), but she can also kick (by pressing Square). Carmelita can easily leap onto buildings with her mega jump (by pressing Circle). More importantly, she can switch to her strafing mode (by pressing Triangle) if she wants to move and aim in separate directions, as well as auto-aim at any enemies inside the targeting box. (The strafing controls can be changed on the options menu.)

Carmelita only has to kill the gyrocopter henchmen. Using the strafing mode, shoot at them. Keep moving sideways to avoid the returning fire. Jump over any buildings in the way, and chairs and other furniture can be eliminated with a well-placed kick. Her own mercenaries are pretty lousy, so she shouldn't rely on them to get anything done. Follow the beacons to find all the enemies. To complete this job, defeat all the gyrocopter henchmen.



Job 6: Tar Ball (Bentley)

Bentley convinces Murray to help smash the 6 tar drums (marked by the beacons) that are located on the streets. Murray needs to curl up into ball form (by pressing the button that the ball form is assigned to), roll into the large circular vent, and then get launched high up into the air. Whenever he returns to the ground, he should "jump" to maintain his high bounces. He can destroy the tar drums simply by landing on them while high bouncing.

If Murray loses momentum, he can always return to the circular vent to get launched up again. He may not punch any enemies right now, but he can still kill them by landing on them while in ball form. To complete this job, destroy all the tar drums.



Job 7: Run 'n Bomb (Sly)

Anyone who doesn't want to see Octavio sing shouldn't be forced to, so Bentley wants Sly to take out the crime lord's two advertisement balloons. To do that, Bentley will give Sly explosives from a small shop. The team has been scrimping with the fuses, though, so Sly needs to do some fast running.

For the first balloon, run straight for the metal panel (marked by the beacon) where the balloon's rope is tied to. Don't bother sneaking past the guards in the way; just race past them. Place the explosives on the metal panel to blow it up, causing the balloon to fly away. Return to the shop to get more explosives.

For the second balloon, run towards another metal panel (marked by the beacon), this one located not far from a tower that carries a sign of Octavio, overlooking the police station. After using the explosives to release the balloon, the balloon will fly towards the tower and get caught in it.

Bentley now instructs Sly to climb the tower and free the balloon. Starting from a wall hook on one side of the tower, begin scaling the structure. Spire jump, sidle, and swing up and around the tower until reaching the sign. Spire jump onto the middle of the sign, and hit it with the cane to destroy it, causing the balloon to be released.



When Sly returns to the shop, he will find Octavio capturing Bentley. After a brief exchange of violent words, Sly must chase Octavio. The boss has set up electrical traps that he will activate along the way, so prepare to leap over the red electrical currents. If he moves out of sight, display the beacons (by pressing L3) to locate him. To complete this job, chase Octavio all the way to the main entrance of his opera house.

Job 8: Guard Duty (Sly)

Bentley needs the blueprints for Octavio's tar vacuum, but the blueprints are hidden in three separate coffee houses run by the crime lord. Sly is to disguise himself as a guard and take over the watches at the coffee houses, so he can let Bentley in to search for the blueprints.

Time for Sly to brush up on his super bad Italian accent. When Sly uses the Venetian disguise (it's treated as a gadget) and then approaches any guard, the guard will ask him for a randomly determined password. Bentley, who knows all the codes, will radio the answer to Sly in the form of button patterns. When Sly's thought bubble appears, enter the same button pattern. If he screws up, his cover will be blown.



When he's ready, Sly should don the disguise and approach the guard in front of the first coffee house (marked by a beacon). After Sly gives the correct answer, the guard will leave, and Bentley will be free to enter the coffee house. Inside, Bentley has to avoid the laser beams and reach the painting at the back. As Sly informs him, the code to the safe behind the painting is actually hidden on the painting itself. The first safe's code is 4-7-9 (look for it near the wooden posts in the right half of the painting).

After Bentley obtains the first blueprint, Sly should proceed to the second coffee house (marked by the beacon). Again, he needs to provide the correct answer so Bentley can get in. Watch out for the spotlights. The second safe's code is 9-6-8 (look for it in the water in the lower half of the painting).

The guard in front of the third coffee house is a little trickier to deal with. In addition to requesting the correct password, he will also ask what his nickname is. Sly can find out if he talks to the other guards. After approaching two other guards, Sly will learn the answer (Tony "The Killer" B.). Return to the guard at the third coffee house and give the correct password again. This time, Sly will give him the nickname answer as well, as the satisfied guard will leave. Inside the place, Bentley can stand on the tables to avoid the laser beams, but not the spotlights. The third safe's code is 1-1-3 (look for it on the roof in the left half of the painting, or in the silhouette of the distant buildings in the right half of the painting).



When Bentley obtains the third and last blueprint, an alarm will be triggered. When he exits the coffee house, guards will keep coming. With Sly following along, Bentley should start retreating back to their own base. To complete this job, reach the safehouse.

Job 9: Operation: Tar Be Gone! (Sly)

Time to make the city safe from Don Octavio's tar scheme.

For the first part, Sly has to sneak into the basement of Octavio's opera house, so he can help Bentley destroy the tar vacuum. Sly should use his Venetian disguise, approach the guard at the opera house's main doors, give the correct password, and get inside. Find the stairs down to the basement, giving out passwords to enemies as necessary to avoid being detected. That includes Octavio, whom Sly will encounter just before reaching the basement. After giving the correct password, Sly will convince Octavio to help him open the double switch door. Press the button on Octavio's count of three.

For the second part, Bentley needs to use his bombs (either time bombs or trigger bombs) to destroy the tar vacuum's 6 valves (marked by the beacons). The explosions will alert enemies, but Sly will try to keep them away. Bentley should focus on destroying the valves. If any enemies get in the way, just knock them aside with regular attacks.



For the third part, Bentley shares his love of opera with Octavio in order to distract him, so Sly can prepare a trap for the crime lord. The singers will alternate, with Octavio starting. Memorize Octavio's button patterns, and then during Bentley's turn, enter the same patterns.

Due to the unexpected appearance of Inspector Fox, however, the plan goes a bit awry. For the fourth part, Sly and Bentley must chase after Octavio in a canal. Shoot at Octavio's boat whenever possible. Octavio will drop electrical traps and bombs, so prepare to swerve or jump around them, in addition to avoiding the other obstacles in the canal.



For the final part, Murray fights Octavio to help his pals. During the first phase, when Sly opens up a valve, step on the center of the courtyard to make the tar spill out. Murray won't be affected by the tar, but Octavio will get stuck briefly if he steps in it. While he is stuck, run up to him and slug him. Beware, though. If Octavio jumps up for his slamming attack, Murray should back away, or else he will get crushed by the boss. If Octavio makes a slamming attack over the tar, shockwaves will appear, which Murray should double jump over.

When Octavio is half-beaten, the current area will run out of tar. Follow Sly to the courtyard in front of the police station, where more tar can be found. Break the chairs along the way to hopefully find some first-aid crosses.

During the second phase, Octavio will use a new singing attack in addition to his old moves. Avoid the red sound waves of his voice by running to the sides. The key to winning is to hit Octavio only when he gets stuck in the tar. Otherwise, he will move too quickly for Murray to hit. To complete this job, defeat the boss.

Episode 1	Episode 2	Episode 3	Episode 4	Episode 5	Episode 6
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Murray still doesn't feel too comfortable about rejoining the gang without asking his master for permission first, so Sly and Bentley decide to travel with their friend back to Yuendumu, where the Guru resides. Besides, Sly figures that the Guru himself might make an excellent addition to the team. When our heroes arrive at the sacred grounds, however, they discover the place has come under the control of miners, and Murray's master is nowhere to be found.

Job 1: Search for the Guru (Sly)

Murray tells Sly that the Guru normally hangs out inside his cave dwelling along the cliffs (marked by the beacon). Climb a tree up to some high ledges, and swing across the hooks alongside the cliffs to reach the cave.

Sly will find the cave is empty, so Murray suggests that he goes to the Guru's hut next (marked by the beacon). Use wall hooks to climb up there.



The hut is also empty, so the Guru is likely to have been captured and brought to the miner's stockade (marked by the beacon), which is the fenced-up area beside a large mining building. Using trampolines, hooks, and cables, travel along the outer ledges of the area that lead up to the stockade. To complete this job, reach the spot just outside of the stockade.

Episode 2, Day 1

Job 2: Spelunking (Murray)

Murray has to go talk to the Guru on his own. Enter the door (marked by beacon) and enter the cave. Kill any guards who get in the way, and throw the rocks at the stalagmites to clear out a path.



To open the locked door, Murray has to curl up into his ball form and then bounce on the piston, pushing it down until its light turns green. Another locked door ahead can be opened in a similar fashion, only this time Murray has to bounce down on three pistons. Bounce on them one at a time, cycling through them so all three of them will be pushed down and have their lights turn green.

In the room with three moving drills, there is a guard wearing the Mask of Dark Earth, an artifact of evil that the miners have accidentally dug up. Uppercut this guard, grab him, and then throw him into the drills. Repeat the process until all the drills are destroyed, causing the door to unlock. To complete this job, open the door, which leads out to the stockade.

Job 3: Dark Caves (Sly)

The Guru's staff and moon stone, which have been stolen by the miners, are being kept at two separate caves (marked by the beacons).

In the first cave, spire jump onto the arms of the lower drilling machines to cross the chasm. After killing a lone guard near a table, use the wall hook near a light to swing up. Sly can spire jump onto the drill tips of the upper drilling machines. Past these upper drilling machines, jump over several lasers to reach a safe at the end of a tunnel. Sly has to use his sense of touch to crack the safe's combination lock (by slowly rotating the left stick clockwise, counterclockwise, and then clockwise, changing directions when the blue lights appear and the controller vibrates).



After Sly obtains the Moon Stone, he will notice that it is rigged with a trap, so he has to exit the cave within a time limit. Leaving the tunnel where the safe is, he should notice a short track that leads towards a rock pillar. Use the wall hook on that pillar to climb up to a side path, which is a shortcut back to the lower drilling machines. Spire jump across the lower drilling machines and use wall hooks as necessary to reach the door.



The second cave is located below the stockade (where the Guru is being held). In there, latch onto the hooks connected to the moving belts to cross the chasm. After the hooks, enter the short tunnel to find a safe. Sly needs to crack this safe's combination lock, too.

After Sly obtains the Staff, he will notice that it is also booby trapped, and has to leave the cave before time runs out.

Run along the track leading back down. Whack aside the enemies who get in the way, but don't stop to fight them. Spire jump or climb the rails to get past the broken portions of the track. To complete this job, exit the cave within the time limit.

Job 4: Big Truck (Murray)

Our heroes drive to Ayer's Rock, where they plan to capture some red scorpions, which can be later released into the caves to scare away the miners.

At the drilling platform, Sly should get rid of the guards by charging in and knocking them off the platform. After doing that, he will activate the drill and cause the scorpions to emerge from the ground.

Murray's task is to drive around in the truck and grab red scorpions. (Press X to accelerate, Square to go in reverse, and R1 to flip the truck upside-down.) The trick is to flip the truck so its top will land on the red scorpions, catching them. Catching the blue scorpions doesn't count. Due to the high temperatures in the area, the heat in the tires will build up whenever they are on the ground. To cool them down, drive through the water below the drilling platform, or drive over the scorpions (either the blue ones or the red ones).

Eventually, Sly will need to climb up higher onto the drill. Use the wall hooks on the sides of the drilling machine's rotating sections to do so. Use the switch at the top of the machine, pushing the drill deeper into the ground to make more scorpions come out.



Now Murray has to finish catching the red scorpions. The water below the drilling platform has drained away by now, so he can only cool off the truck's tires by driving over scorpions. Focus on catching the red ones, and drive over the blue ones regularly to prevent the tires from melting. Note that the tires' temperature won't increase while the truck is upside down. To complete this job, catch the required amount of red scorpions.

Job 5: Unleash the Guru (Bentley)

With the walking staff and the moon stone recovered, Bentley now goes to see the Guru on his own. He can reach the stockade by using the trampoline that Murray has knocked down earlier. After Bentley hands over the two items, the Guru is ready to dish out some damage of his own.

As a man of peace, the Guru has no direct attacks, but he can use concealing magic (by holding L1) to hide himself even from enemies who are alerted to his presence, and he can possess unalerted enemies (by pressing Circle while jumping towards the target's back). A possessed guard will keep charging forwards, although the Guru can control his direction (by pressing the left stick), make him jump (by pressing X), and attack (by pressing Square). The Guru can also leap off from a possessed guard (by pressing Triangle), causing the enemy to continue charging ahead until he collides into something.

The Guru's first task, however, is to break out from the stockade. He should conceal himself to draw in the guard passing by, who will enter the stockade to investigate his "disappearance." When the guard looks away, the Guru can stop concealing himself and then possess the guard. After doing so, direct the guard into the gate to have him ram it open.



Next, the Guru should work his way over to the rock pillar overlooking 4 drills (marked by the beacon). After doing so, he should possess more guards and make them ram the drills, until all of the drills are destroyed.

Finally, the Guru should head to the bridge not far from a power generator (marked by the beacon). He needs to possess guards and make them ram the generator, having them jump across the rock platforms along the way. Three guards are required to smash it up. To complete this job, destroy the power generator and cause the drilling machinery at Wave Rock to stop.

Episode 2, Day 2

Job 6: The Claw (Sly)

According to the Guru, the Mask of Dark Earth's nemesis is a moon spirit. Bentley has come up with a way of using that knowledge to combat the Mask, but first he needs Murray and Sly to fetch him some radioactive oil. Don't worry, this stuff won't leave our heroes sterile. Hopefully.

While Murray works the pumps, Sly has to use the Super Claw machine to keep away the enemies who will approach from the distance. It can grab things (by pressing X), and it can throw grabbed objects towards the electrical field in the distance (by pressing Circle). For a test run, Bentley will ask Sly to pick up a rock and then drop it into the circular hole at the middle of the station. Watch the shadow of the claw to better gauge its position.

At the first station, as Murray pumps away, grab any enemies who come within range and then throw them at the electrical field to get rid of them quickly. Don't waste time dropping them into the circular hole. The goal is to prevent the enemies from hitting the circular power nodes at the station.

After Murray is finished with the first station, pick him up with the claw, and move towards the right, following the track to the second station. Again, while Murray is operating the pumps, grab the enemies who appear and throw them into the fence.



At the third station, things are a little different. The pumps are fine, but now Murray has to use the seesaw-like catapult

to throw 6 rocks at the oil drilling machinery. Help him out by picking up the rocks on either far end of the station and then dropping them off at the yellow pad of the catapult. Don't neglect the incoming enemies, though. Get rid of the ones who are coming close before loading the rocks on the catapult. To complete this job, help Murray launch the required amount of rocks.

Job 7: Lemon Rage (Sly)

What better way to get rid of the miners than to barge into their bar (the Outback Bar) and challenge them directly? First, our heroes and three miners will take on each other in a chugging contest. Simply mash the symbol buttons (X, Square, Circle, Triangle) like crazy to quaff the stuff. Note that Bentley isn't as heavy a drinker as his two pals, so Sly and Murray will have to down the stuff as quickly as possible to give him a head start.

After the Cooper Gang comes out victorious, the miners make like sore losers and start one hell of a bar brawl. It's their funeral. All three heroes will get to fight together. The game will change its focus from Bentley to Sly and then to Murray, but the rules remain the same: beat all the enemies to death. For Murray, use killing blows (by pressing Triangle and then Square) for faster results.



The last enemy is a miner who is wearing the Mask of Dark Earth. To beat him, Sly should lure the boss over to Bentley's trigger bombs or Murray's barrels, which will stun the boss, allowing Sly to damage him with multiple cane strikes. Bentley and Murray will alternate in setting up their traps, so Sly shouldn't have to wait too long to have his two friends distract the boss for him. To complete this job, defeat the guard wearing the Mask.

Job 8: Hungry Croc (Murray)

Another great way to get rid of the miners is to make the crocodile in the area develop a taste for them. To do that, Murray should feed 4 light guards and 4 medium guards to it. Enemies will keep coming towards Murray, so he should quickly uppercut them, grab them, and then throw them at the crocodile. (Grab enemies quickly by pressing Triangle and then Circle.)

Afterwards, Bentley will tell Murray to feed a particular heavy guard (marked by the beacon) to the crocodile. Be sure to sneak up behind him, uppercut him, grab him, and then bring him back to the hungry reptile. To complete this job, throw this specially marked guard to the crocodile.



Job 9: Operation: Moon Crash (Sly)

Now the team is ready to take down the Mask of Dark Earth for good.

For the first part, the Guru has to destroy the gyrocopter by sending possessed enemies straight into it. The Guru can't get too close to the gyrocopter, or else its sensors will detect his moon stone. That shouldn't be a problem, because the

Guru can easily leap off from a possessed enemy (by pressing Triangle), who will continue charging forwards and ram the gyrocopter, providing the Guru has properly directed the enemy's path before hopping off. Send three guards into the gyrocopter to trash it.



With the gyrocopter out of action, Bentley and Murray proceed with their moon spirit play, only Inspector Fox shows up unexpectedly again. Even worse, the Mask attaches itself to her. For the second part, Bentley should use his darts against the possessed inspector while she chases after Sly on the levels below. Sly won't die, so don't worry about him. Carmelita can shoot back at Bentley, so he should prepare to sidestep her projectiles. Pump 5 darts into her and pray that she stops in her tracks.

Okay, so the tranquilizers haven't worked, and now Sly's worst nightmare is turning into a reality. He and his friends are about to be trampled to death by a fifty-foot-tall Carmelita. For the third part, the heroes drive the truck away from the pursuing giant while she lobs explosive barrels onto their vehicle. The heroes have to use the claw to pick up the barrels (by pressing X) before they explode and then throw them back at Carmelita (by pressing Circle).



This is just getting weirder and weirder. Sly realizes the problem lies with the Mask itself, not the snarling lady who is now the size of a skyscraper. He has to jump onto and climb the laces on front of Carmelita's boots, scale the seams on the sides of her pants, swing up from the hook at her belt, scurry up the seams of her jacket, spire jump to get closer to her head, and then latch onto the sides of the Mask. To complete this job, latch onto both sides of the Mask (left and right, in any order), leading Carmelita to break it away from her face.

Episode 1	Episode 2	Episode 3	Episode 4	Episode 5	Episode 6
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As awesome as the Guru's powers are, Bentley decides that the team still needs a dedicated RC specialist if it wants any chance of reaching the Cooper Vault. He has found just the right person over Thief Net, someone named Penelope. The bad news is, she's currently working for the Black Baron, the host of the ACES competition that is annually held in Kinderdijk. The good news is, she's willing to join our heroes if they can impress her by beating the Black Baron at his own game.

Job 1: Hidden Flight Roster (Sly)

The first thing the team needs to know is exactly who they're up against. In the interests of keeping the competition fair, the Black Baron has prohibited the participants from knowing that information, so our heroes will need to get it from the staff. Their inside man is Dimitri, who has signed up to be a commentator for the event. Tonight, he is working as a bartender at the hotel lounge.

Sly will automatically don his pilot disguise when he steps out from the team's room and onto the second floor corridors. He should walk down to the first floor and talk to Dimitri behind the counter. Eventually, Sly will have to compliment him and then work out another deal with him, by promising to owe him a favor later on. As Dimitri reveals, the roster is located in the Black Baron's hangar.

After the Black Baron makes his appearance, follow him through the reception area and out the main doors to exit the hotel. On the streets, sneak across the bridge, through the village, and up the slopes towards the Black Baron's small castle. Beware of guards and the lights of patrol ships along the way.



Sly needs to climb to the top of the castle, where he should find some way to let Bentley reach the hangar, which is located in the cliffs just behind the castle. Starting from one side of the moat, use the hooks, platforms, and pipes to climb under the bridge connecting to the hangar, and continue climbing up around the sides of the castle. While sidling alongside the windows, Sly should take care to conceal himself from the Black Baron, who is walking around inside the castle. After reaching the top, Sly will knock a catapult down, so Bentley can use it to reach the top of the castle. After getting up there, Bentley should cross the bridge runway and enter the hangar.



Inside the hangar, the floor is protected by an electric field. Bentley can leap across the many planes there to reach the corners of the room, where paintings hiding safes can be found. The first safe's code is 2-2-3 (look for it in the rock in the lower left quadrant of the painting). The first safe is empty, so Bentley will need to jump across more planes to reach another corner. The second safe's code is 5-1-0 (look for it in the shadow of a tree in the lower left quadrant of the painting, or in the mountain in the upper right quadrant of the painting). To complete this job, obtain the ACES Team Roster from the second safe.

Episode 3, Day 1

Job 2: Frame Team Belgium

To improve Sly's chances during the competition, Bentley has come up with a two-part scheme to get the Belgian and Icelandic teams to focus on fighting each other later on. This part is about framing the Belgian team for the theft of the Icelandic team's sculpture.

First, Murray has to enter the hotel and distract a certain Belgian pilot (marked by the beacon). Eventually, Murray will need to try some physical humor to make the pilot laugh.

Next, Bentley has to sneak up behind the pilot. Pick his pocket (by using the fishing pole) for his handkerchief while he is laughing. Be sure to steal the Belgian Hanky only while the pilot is laughing, or else he will become alerted.



Meanwhile, back outside, the Guru has to open up the delivery truck (marked by the beacon) that is carrying the sculpture. He should possess guards and then use them to ram the back of the truck. After the first hit, the truck will periodically drop claw traps. Dodge the traps by having the possessed guards jump over them. Ram the truck with four guards to break it open.

After Bentley hands over the handkerchief, Sly is ready to jump into the truck through its now open top. For an easier time, find a building that the truck passes by. Climb on top of the building, wait for the truck to come, and then jump in. To complete this job, crack open the safe inside the truck (by slowly rotating the left stick clockwise, counterclockwise, and then clockwise, changing directions when the blue lights appear and the controller vibrates).

Job 3: Frame Team Iceland (Murray)

To improve Sly's chances during the competition, Bentley has come up with a two-part scheme to get the Belgian and Icelandic teams to focus on fighting each other later on. This part is about framing the Icelandic team for the vandalization of the Belgian team's best plane.

Murray's task here is to row the raft through the sewers, helping Sly sneak into the Icelandic team's suite. (Press the left stick to steer, X to accelerate, and Square to go in reverse.) Avoid touching the mines, and watch out for any currents in the water.

After reaching the drop-off point, Sly will get out of the raft. He should spire jump and swing across the pipes and hooks to reach a ladder that will take him up to the suite. Inside the suite, sneak through the rooms without knocking over any loose objects, such as bottles and cans, which can create noises that will wake the sleeping pilots. Take the Helmet from the table at the other end, and then sneak back to the vent and return to Murray.



The valves inside the sewers have changed, so Murray will have to row through another portion of the sewers if he and Sly want to get out. This time, some of the mines will move on their own, but they shouldn't be anything too tough to handle.

After the heroes leave the sewers, Murray should head to the Belgian team's hangar (marked by the beacon). Inside there, he should curl up into his ball form to roll underneath the laser beams. While rolling, he can dash (by pressing Square) into the four anchors holding the ropes tethered to the plane to break them. Destroy all anchors to trash the plane and to shut off the laser beams. To complete this job, place the helmet on the broken plane.

Job 4: Cooper Hangar Defense (Murray)

Muggshot is still pissed off about what has happened at Mesa City several years ago, and now he wants payback by tearing up our heroes' plane with the purchased help of the Black Baron's guards. While Muggshot holds the hangar doors open, his henchmen will pour in.

Murray's punches can't hurt Muggshot, but the engine hoist inside the hangar can. Use the switch near the middle of the hangar to make the hoist smash into Muggshot. The hoist takes some time to reset its position, during which Murray has to stay alive by fighting off the regular enemies, who will keep appearing. When the switch turns green, the hoist is ready to be used again. A few first-aid crosses can be found from crates and defeated enemies. If Murray has the guttural roar skill, he can use it to scare away the regular enemies temporarily, giving himself more time to work with. If he doesn't, Murray can stay in front of Muggshot (who is too busy holding open the doors to fight) and just knock the regular enemies into the spinning propeller and the fire near the doors. Once Muggshot is beaten here, the hangar doors will close.



Muggshot's frontal assault having failed, he now sends his henchmen through the sewers beneath, where they can break into the hangar. Bentley has to use his remote security system to take them out. (Press the left stick to switch between the left tunnel and the right tunnel. Press the symbol buttons to activate the corresponding trap in the current tunnel, as indicated by their relative positions on the monitors.) Each trap takes a few moments to reset itself before it can be activated again, so pace the traps' usage to avoid running out of working traps when enemies come through. Note that a trap's light will turn green when it's ready, and a monitor's corner light will blink when enemies have appeared in its tunnel. For the puncher traps, make sure the enemies are standing on the panels in front of the traps before activating them, or else the punchers will miss. Any enemies who get through can be dealt with by Murray inside the hangar, but not before they do some damage to the plane.

The sewer approach also having gone down the toilet, Muggshot throws all subtlety out the window and calls for his forces to open fire at the hangar above ground. Luckily for our heroes, Penelope does not take kindly to the guards' violations of the Black Baron's trust, and she gladly offers to aid in the defense of the hangar.

Penelope's RC copter can use its grappling hook (by pressing X) to latch onto an enemy. Afterwards, it can boost (by pressing R1) to violently wrench the enemy up into the air, causing him to fall to his death. Follow the arrow to locate the enemies, and drag them off the ground as quickly as possible, so they won't reach the hangar and start banging it up. For the heavy guards and the tanks, pull at them multiple times by boosting in different directions in order to tear them off the ground. Give top priority to stopping the tanks (marked by flashing red arrows), because they do the most damage per shot, and unlike the other enemies, the tanks can continue firing at the hangar even when the grappling hook is latched onto them. To complete this job, defeat all the enemies.



Job 5: ACES Semifinals (Sly)

With the other two teams focusing on attacking each other, Sly should have little trouble taking down the 25 opponents with his own plane. Make like Otto von Cooper and blast them to hell. (Press R1 to fire, X to boost, Square to brake, Triangle to make a vertical loop, and Circle to barrel roll while yawing or to make a 180-degree turn while pitching.)

If Sly runs out of ammo, he can get more by grabbing the power-ups under the bridges or inside the barns. Loop, roll, boost, and brake as necessary to get out of the opponents' sights. Braking will also help the plane turn more tightly. To complete this job, defeat all the opponents.



Episode 3, Day 2

Job 6: Giant Wolf Massacre (Bentley)

The guards double as the Black Baron's pilots, so Bentley figures that taking them out will give Sly less trouble to deal with during the final match. To get rid of them, our heroes plan to use the wolf lurking in the area to hunt them down.

First, Bentley needs to pump 4 darts into the wolf to sedate it. Due to the wolf's tough exterior, Bentley has to sneak up behind it and shoot the darts into it at a very close range, while it is unalerted to his presence. Complicating things is the fact that Bentley also has to use some special balm to make his darts more effective, and the balm leaking out from his wheel chair can draw the wolf's attention if the wind blows the vapors into it. Trigger bombs and wandering guards can distract the wolf, making it easier to sneak up on.

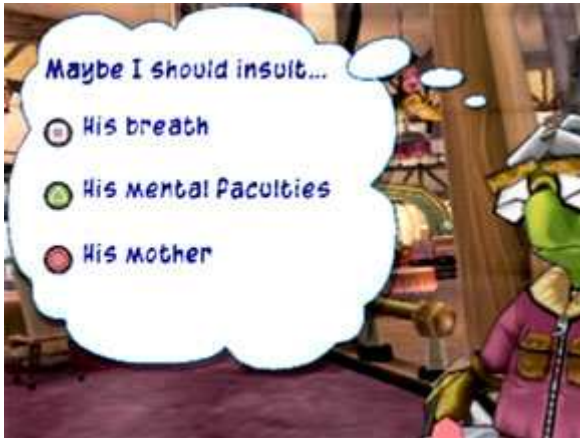
When the wolf dozes off, the Guru can safely approach it and then possess it. Have the wolf kill 15 guards. The enemies will flee in terror when they see the wolf coming, but take care not to make the wolf crash into too many walls or fall into water, or else the wolf will die. To complete this job, defeat the required amount of guards with the possessed wolf.



Job 7: Beauty and the Beast (Bentley)

Muggshot is still a serious obstacle in our heroes' plans to defeat the Black Baron. Why not get rid of him by having Inspector Fox arrest him?

First, Bentley has to lure Muggshot, who is hanging out at the hotel lounge, being under close watch after the events last night. Eventually, Bentley will have to convince him to come to the meeting place by doing the unthinkable: insult his mom.



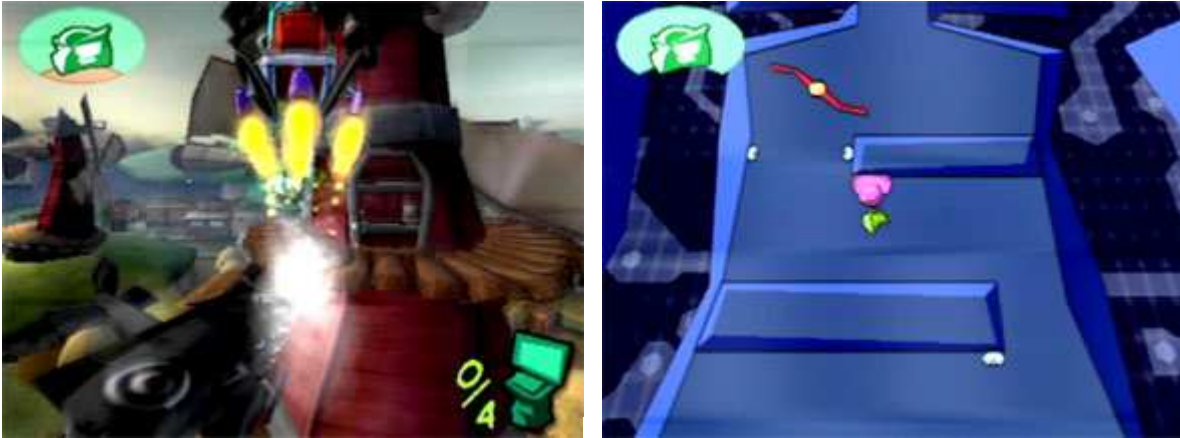
Meanwhile, Sly has to lure Inspector Fox to the same meeting place. Find Carmelita (marked by the beacon), who should be walking around in the fields. Talk to her a bit, and then lead her to the courtyard with a well (marked by the beacon).

When Carmelita and Muggshot meet, the two will forget about the Cooper Gang and start attacking each other. Using her strafing mode (by pressing Triangle), Carmelita should keep moving sideways while firing at Muggshot to avoid his returning fire. The boss is more dangerous at close quarters, so Carmelita should just stick with using her gun against him. Regular enemies will also appear, but Carmelita can easily shoot or kick them out of the way. To complete this job, defeat the boss.

Job 8: Windmill Firewall (Bentley)

The hover pack is required for completing this job.

To make sure the Black Baron won't be able to rely on his patrol ships for support during the final match, Bentley has to hack into his communication systems. There are four terminals to hack into, and they are located at the three windmills and the control tower (marked by the beacons). To reach the upper wooden walkways on the windmills, Bentley will need to use his hover pack to boost his jumps. To reach the last terminal at the control tower, Bentley should begin his leap from the take-off ramp nearby.



While hacking, shoot the enemy security drones and avoid the returning fire. (Press the left stick to move. Press the right stick to aim and fire.) Enter the green gates to open some barriers. Certain other barriers can be eliminated only if Bentley takes the ball-shaped keys to the slots of matching colors. Touch a key to obtain it. For an easier time at inserting keys, aim away from the slots to swivel the keys towards them (because the keys are carried behind the gun). Finish a hacking session by entering the final gate at the end. To complete this job, successfully hack through all the terminals.

Job 9: Operation: Turbo Dominant Eagle (Sly)

The paraglider is required for completing this job.

Time to win over that RC specialist. All the team has to do now is to finish up the elimination of the Black Baron's back-up fighters, so then Sly can take down the boss without being hassled by additional opponents.

For the first part, Sly has to put trackers on the four patrol ships (marked by the beacons), which are the blimps circling around in the air. From the top of the castle, use the catapult to launch high up into the sky, and then paraglide onto the blimps. Place a tracker on the console at the top of each blimp. Being cheap pieces of junk, the trackers will break if Sly returns to the ground, so he should use the pads near the consoles to bounce up into the sky again, gaining enough height to paraglide to the next blimp. Be sure to wait for the blimps to move closer together before making a jump.



For the second part, Murray has to use the raft to rip out the three supports of a windmill, which actually serves as an antenna used by the Black Baron to communicate with his forces. Having already tied the ropes to the raft, all Murray has to do is to row away from the windmill (by pressing X to accelerate). Because the final match is taking place at the

moment, Murray should watch the shadows on the water to see where the falling planes will crash. Be sure to dodge them. Row far away enough, passing under a bridge, to tear out the supports one by one.

For the third part, Sly has to take to the skies and defeat the Black Baron, who is flying the only plane that is painted black and has small lights on its wings. Don't bother attacking the other opponents; just focus on gunning down the Black Baron. If Sly runs out of ammo, he should be able to find more by grabbing the power-ups under the bridges or inside the barns.



The Black Baron isn't one to give up easily. For the fourth part, Sly has to fight him on the wing of a large airplane. The Black Baron is apparently better at hand-to-hand combat than he is at dogfighting, because he can punch very quickly, and he can deal massive amounts of pain. During the first phase, wait for him to uppercut (which is preceded by him yelling "Agh!"), and then while he is pausing after his attack, move in and hit him. If possible, Sly should use the push attack (by pressing Triangle and then Circle) against him. Otherwise, Sly should strike him about three times with normal attacks before backing away, or else the boss will recover and counterattack.

After sucking up enough damage, the Black Baron will call out his guards to help him while he is climbing back onto the wing. Sly will have to kill all these guards before the battle with the Black Baron resumes. For an easier time, stand directly beside the door where the guards come out from, and keep using spin attacks or push attacks. As the guards come out, Sly can knock them off the wing.

During the second phase, after the Black Baron climbs back up, he will use an additional stomping attack, which will hurt anyone standing on the surface of the wing, including Sly and the regular enemies. To dodge this stomping attack, double jump when the Black Baron leaps straight up to pull it off. Other than that, the trick for beating the boss is the same. Wait for him to pause after his uppercuts before striking at him.

The third phase is the same as the second one, only now regular enemies will continue to appear one at a time, even while Sly is fighting the Black Baron. Focus on beating the boss, but if the regular enemies keep getting in the way, use spin attacks or push attacks to get rid of them quickly. As mentioned earlier, the Black Baron will also kill his own guards whenever he performs his stomping attack. Likewise, his own guards can hurt him, providing Sly lures him into walking into their lines of fire. To complete this job, defeat the boss.

Episode 1	Episode 2	Episode 3	Episode 4	Episode 5	Episode 6
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Penelope is now the newest member of the team, but even with her impressive skills, Bentley realizes that recruiting the best demolitions expert is in order if the gang wants to get into the Cooper Vault. Unfortunately, that person is none other than Panda King. Despite Sly's disgust, our heroes set out in hopes of gaining his help.

Job 1: King of Fire (Murray)

Meditating alone, Panda doesn't seem to hear the gang calling out to him, so our heroes will have to get closer to him. This is also an excellent opportunity for the entire team to combine their abilities on their first mission together.

Murray starts. He should bounce up from the tarp near the first pillar to reach the top of that pillar. From there, he should curl up into his ball form and then use the height to bounce his way across the line of pillars. After the last pillar, he can reach the high area, where a bridge over a small pond can be found.



Next, Penelope drives her RC car across the ice lake, which is too fragile for any of the heroes to step on. (Press the left stick to steer, X to accelerate, Square to go in reverse, and R1 to fire.) Her goal is to shoot the 7 bamboo shoots with her RC car's gun to split them apart.

With the bamboo shoots split, Sly can now spire jump across them to reach the high area, where Murray is waiting. Sly can get a boost from Murray (by "spire jumping" onto Murray and then leaping up again) to reach the two pinwheels. Hit both pinwheels to unlock them.

After the pinwheels are unlocked, Bentley should shoot his darts at the rockets connected to them, causing the pinwheels to spin. There are three rockets on each pinwheel. Hit them all.

Then, the Guru must use the two rockets on top of the small building near the pillars to break off the pinwheels. Possess a guard, and then use him to leap up onto the building (which is too high for the Guru to climb on his own). On top of the building, leap off the guard, and then use both rockets, which will automatically knock down the pinwheels, creating a path for the entire team to reach Panda. Get over to him.



Aided by the Guru, Sly enters the mind of Panda. The fireworks expert's calm exterior betrays his interior, which is still very troubled. Sly will find himself reliving the moment when he battled against Panda. (Those who have played through the first installment should recognize this scene.)

Go stop Panda's flame fu with some good old cane fu once more. When Sly is standing on the outer lower steps, Panda will hurl fireballs at him relentlessly. Run sideways and towards the boss to avoid his fireballs as well as to close in on him. Panda will not move away from the top center step.

When Sly nears Panda, the boss stops throwing fireballs and switches to using three different close-range attacks instead. In between these attacks, Sly can just run up, swing his cane at the boss, and then retreat. The trick is to keep moving and to avoid getting fried. Listen to the boss to know what move he is about to execute. The Fiery Wheel encircles Panda with a ring of flames. Simply back away from the boss to avoid this attack. The Palms of Thunder sends columns of flames up from where the boss slams the ground. This attack is always directed towards Sly, so he should move away as soon as the boss raises his hands. The Chop is a flaming karate chop directed at Sly's last position. Unlike with the Palms of Thunder, Sly can just run around Panda and hit him from the back while the boss chops away.

After enough fighting, Sly will realize this scene is nothing more than a dark memory and will try to talk Panda out of it. If he doesn't succeed, Panda will attack again. Eventually, Sly has to bring out Panda's sadness and convince the boss to meet with him back in the real world, as the two are today. To complete this job, break Panda out from his trance.

Job 2: Get a Job (Bentley)

Panda isn't any happier than Sly about working with his former enemy, but he's willing to overlook things if the team can help him rescue his daughter, Jing. You see, some badass warlord named General Tsao has kidnapped her, and he plans to force her into marrying him against her wishes.

Bentley figures that he can get some more useful intelligence if he can land a job as a wedding coordinator for the hopeful groom. Disguising himself after entering General Tsao's palace, Bentley should approach the boss to talk to him. Bentley soon learns that General Tsao isn't interested in a wedding coordinator, but he won't mind hiring a photographer, provided the photographer can take some good pictures.

Obviously, that's something for Sly to do. After Bentley gives him the update on the situation, Sly should use his photographer disguise (it's treated as a gadget) and approach the guards at the three designated areas (marked by the beacons). As with the guards back in Venice, Sly will have to provide the correct passwords (by entering the proper button patterns) after meeting the guards to avoid having his cover blown.

After giving a correct password, Sly, pretending to be a photographer already working for General Tsao, will ask the guards to pose. Take a picture (by pressing R1 while using the Binocucom), zooming in as necessary, and then move on to the next location. At the second location, if the guards move away, wait for them to pose together again before taking a picture. At the last location, a third guard will make like a jerk and get into the picture. Simply put away the Binocucom to have this unwanted guard move away. When he wanders off far enough, bring up the Binocucom again and quickly take the picture, before he comes back.

Using the pictures as samples of his work, Sly will enter General Tsao's palace. Inside, also take three photos of the boss. Be sure to zoom in enough. To complete this job, talk to General Tsao afterwards.



Job 3: Tearful Reunion (Murray)

The strange signal Penelope has picked up is originating from the gang's old van, which has floated from Jean Bison's lumber camp all the way over to General Tsao's territory.

Penelope will help Murray retrieve the frozen van with her RC copter. Follow the arrow to locate the van, and use the grappling hook to latch on to the frozen van. Now the arrow will be pointing towards Murray, so drag the van towards him. However, guards below will be firing missiles at the RC copter. Avoid the missiles by flying around them. For an easier time, kill the guards first by pulling them into the air with the grappling hook.

After Penelope brings the van onto land, Murray should break away the ice surrounding it and waste all the enemies who appear. If Murray doesn't want to uppercot and then perform killing blows against them, he can also throw the guards into the river.



Given the many months it has spent on freezing waters, the van is inoperable, but Murray is adamant about pulling it back with him to the safehouse. Penelope can only help him now by using the RC copter to grapple away any enemies who try to kill him. Hover over Murray and pull up the guards who approach him. (The guards will ignore the van.)

Eventually, Penelope's RC copter will run out of fuel, so Panda will continue defending Murray by using a turret installed at the safehouse. (Press R1 to fire. Press the right stick up and down to zoom in and out.) Shoot away any spikes blocking Murray's path, and kill the guards who try to waste him. Take care not to shoot Murray by accident. Enemies who have been knocked down may not be dead yet, so feel free to shoot them again while they're lying down just to make sure. To keep up a constant stream of fire without overheating the gun, tap the trigger rapidly. To complete this job, help Murray reach the bottom of the safehouse.

Job 4: Grapple-Cam Break-In (Sly)

The grapple-cam is required for completing this job.

Bentley wants to see General Tsao's finance records, which are kept in the inner office that is protected by two padlocks. The two guards who carry the keys are in radio contact, so Bentley and Sly have to steal the keys together within a short period of time.

First, Sly should sneak behind the second guard (marked by the beacon). This can be easily done by jumping off from a high place and paragliding down to the shed behind the guard.

When Sly is in position, Bentley should find the first guard (marked by the beacon). Bentley's hover pack can help him climb high walls and sneak up behind the guard with little trouble. Pick his pocket (by using the fishing pole) to obtain Door Key #1.

Immediately afterwards, Sly needs to drop down behind the second guard and pick his pocket to obtain Door Key #2. That being done, Sly should head over to the large statue of General Tsao (marked by the beacon) to meet Bentley and to hand over the second key.

Now that Bentley has both keys, he can enter the inner office (marked by the beacon). Not far inside, the security laser beams will stop him. Throw the grapple-cam through the laser beams, and switch to it. (Press the button that the grapple-cam is assigned to again to switch to it. Press X to use the grappling hook. Press Circle to call out. Hold Square to self-destruct.) By grappling around the room and calling out, lure the guard on the lower level over to a red floor switch. Once the guard steps on it, exit the grapple-cam, and shoot a dart at the guard.



With the first guard sleeping on the red switch on the lower level, a door on the second level will open. Switch back to the grapple-cam, and have it climb up into the upper corridor. Avoiding the spotlights along the way, lure the guard at the end of this corridor back to the red switch near the door. Again, when the guard is on the red switch, exit the grapple-cam, and fire a dart at the guard.

With the two guards sleeping on both red switches, the laser beams will shut off, allowing Bentley to enter. He needs to reach the terminal at the end of the upper corridor. To complete this job, successfully hack through the terminal.

Job 5: Laptop Retrieval (Bentley)

General Tsao may not be the most progressive man in the world, but he isn't stupid either. To mess with our heroes, he has swiped Bentley's laptop, so they cannot access Thief Net for now.

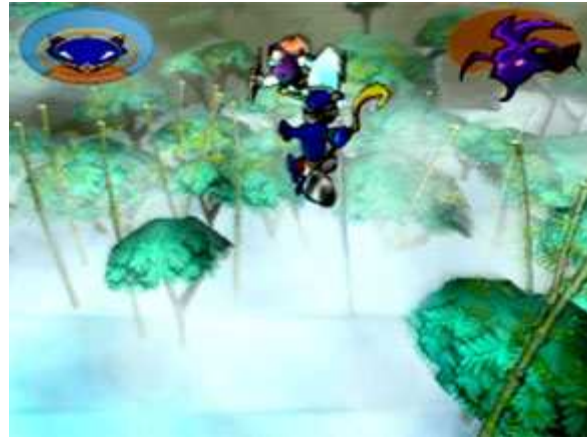
The team's immediate task now is to get back that laptop. Bentley should enter General Tsao's palace. Luckily, no guards are there, so find the computer at a corner of the main hall and hack through it. Doing so will let Bentley discover a secret passageway at the bell.

Sly and the Guru will head over to that bell and use the secret passageway to reach a high ledge along the cliffs. While the Guru uses his telekinetic powers to lift guards and objects up into the air, Sly should spire jump across them until reaching the tunnel at the opposite cliffs. The Guru will keep those guards and objects lifted, so Sly can take his time crossing the sky.

While the Guru hangs back outside, Sly will enter the tunnel alone, encountering General Tsao on some sort of mystical battleground where people can leap meters across the air without effort. If Sly wants to get that laptop and teach the General some manners, he's gonna have to fight the boss right here.

Sly knows wire fu. Due to the spiritual energy in this place, he can leap laterally through the air without falling down, unless he flies out of the arena. To prevent that, he should spire jump to land on the bamboo shoots. Sly can also change his direction once in the middle of a flight by double jumping.

During the first phase, Tsao has two attacks. One is to shoot several fireballs at Sly, and the other is to rotate his shield while he flies straight from one bamboo shoot to another. Tsao will always try to stay away from Sly, so the trick to beating him is to leap towards him while he is flying forwards. Wait for him to start shooting fireballs, and then jump towards him, but at an angle. That way, Sly will avoid the fireballs while moving closer to the boss. Then, if Tsao starts flying forwards, Sly should double jump towards him, approaching him from the side and whacking him with the cane. When double jumping towards Tsao, also be sure to adjust for the boss' forward speed. Touching the shield while Tsao is flying isn't healthy, but Sly can actually hit the boss from the front before colliding into the shield. Sly can only attack once per jump, so his timing must be very good.



The second phase takes place on the ground below, where the physics return more or less to normal. Tsao will now attack Sly mainly by running close and rotating his shield (which is preceded by a very brief pause). If possible, Sly should use push attacks (by pressing Triangle and then Circle) against the boss. Due to their high accuracy and knockback properties, push attacks are very effective against Tsao, but be sure to use them only while Tsao is running forwards, after he finishes his rotating shield move, or right after he stands back onto his feet from getting knocked down. If Sly doesn't have push attacks, he will have to rely on regular attacks or spin attacks, and only after Tsao finishes his rotating shield move. (Unlike the push attacks, regular attacks are less likely to knock back the boss, so using them while the boss is running forwards or standing back up is not a good idea.)



Eventually, Tsao will also cry out and cast two different spells. The first one (preceded by a red glow) is to summon

undead hands that reach up from the ground. The hands will move very quickly towards Sly, and Sly cannot outrun them. To avoid the hands, climb the bamboo shoots and wait for the hands to disappear. Don't stay on a bamboo shoot for too long, however, because Tsao can cut them down. The second spell (preceded by a blue glow) is to summon a dragon spirit that will also chase Sly. The spirits are much slower and can be easily avoided if Sly simply races around them on the ground, but unlike the hands, the spirits can climb trees. If Sly is on a bamboo shoot, he should prepare to leap away if there are any spirits below him.

Towards the end of the fight, Tsao will try to cast both types of spells more frequently, forcing Sly to deal with hands and spirits at the same time. Focus on dodging them first, and attack Tsao when things are clear. If Sly's timing is really good, he can actually keep using push attacks to hit Tsao every time the boss stands back up, knocking him down before he can whip out his rotating shield attack or cast a spell. To complete this job, defeat the boss. Just be glad Sly isn't a fat guy and Tsao isn't a big yellow chicken who passes out bad coupons.

Episode 4, Day 2

Job 6: Vampiric Demise

General Tsao may have been beaten off by Sly, but he is far from finished, and now he has raised an army of undead soldiers. Bentley comes up with the idea of using special fireworks to destroy the graves to stop the undead horde, and he asks Panda to help cover Sly while the master thief cracks open the safes that hold the special fireworks.

Before Panda gets into action, he will have to settle his inner conflict. Eventually, he must convince himself that Sly can teach him humility. Once that's done, Panda should head towards Sly (marked by the beacon). Panda's main weapon is no longer his flame fu; it's his missile launcher. (Hold L1 to charge the rockets, and then release L1 to fire. While charging, center the camera onto targets to lock on to them. Beware; charging too long after the red meter becomes full will cause the rockets to explode, possibly killing Panda.)

For a quick test, Bentley asks Panda to use a full charge to destroy the large gravestone near the entrance to the inner office (the gate that used to have two padlocks). Also kill any undead enemies who appear.



There are three bundles of special fireworks. Follow Sly to each one, and while he is unlocking it, kill any enemies who approach. Panda's flaming chops will kill regular enemies with a single hit, but because the zombies explode when they die, Panda will need to use rockets against them if he doesn't want to get caught in their dying blasts. For an easier time at the third bundle, stand on the roof, where Sly is. From there, Panda should have no trouble launching rockets at the large waves of zombies who will enter from multiple directions.

After obtaining all the special fireworks, Panda should go to the large gravestone (marked by the beacon) back on the mountains. Use full charges of rockets against it. To complete this job, destroy this large gravestone.

Job 7: Down the Line (Murray)

Penelope wants Murray to break open the junction (marked by the beacon), so she can tap into General Tsao's phone lines. Unfortunately, some knockout gas hidden inside the box drops Murray, and now he is tied to a lot of explosives on the mountains, near the gravestones.



Penelope needs to use her RC car to save Murray. She must follow the trail of gunpowder to find him, but a spark on this same trail has already been lit, so she has to outrace it. Along the way, dodge or shoot through any obstacles in the way. Watch out for the red explosive barrels, though. Either shoot them from afar, or drive past them without blowing them up. The regular guards won't notice the RC car, but the dragon spirits will, so kill them if they try to block the RC car's path. To save time, cut corners whenever possible, but take care not to fall off ledges or ram into walls. To complete this job, reach Murray before the spark does.

Job 8: A Battery of Peril (Bentley)

To recharge the van, Bentley says the team can use the battery behind a shed (marked by the beacon). Sly should go there and take it.

Inspector Fox, who is in the area, will see Sly. Time to gun down the master thief. Carmelita should pursue Sly and keep pumping him full of shots. If he moves out of sight, display the beacons to locate him.



Of course, Sly has just been using Carmelita's electrical projectiles to recharge the battery. While she is making a call to her headquarters, Sly should quietly get up and sneak away. The battery has been charged a little too much, so Sly needs to place it in a power terminal (marked by the beacon) to stabilize it, without getting hit along the way. While the battery is being stabilized, fight off any enemies who appear.

When Bentley says so, take the battery again, and this time bring it to the power terminal below the safehouse, so it can charge up the van. While waiting, kill any enemies who show up. To complete this job, survive long enough for the battery to completely recharge the van.

Job 9: Operation: Wedding Crasher (Sly)

The gang is ready to save Jing. And just to show General Tsao who's boss, our heroes plan to steal his wealth, too.

For the first part, Sly simply has to reach and crawl through the roof vent of the temple, where General Tsao's treasures are kept, so he can open the doors from the inside and let Penelope and Murray in.

For the second part, Penelope has to use her RC car to find and destroy the terminal under the dragon statue inside the temple. Drive under the laser gate at the beginning, and then follow the twisting path without touching the blue security fields, some of which move. There is no time limit here, so don't bother rushing. Shoot the terminal after reaching it.

Due to some unforeseen event, though, the security system in the temple does not completely shut off. For the third part, Penelope, getting an idea from Murray, has to use her RC car to destroy all 30 blue field sensors within the time limit. The alarms won't be going off for now, so feel free to drive through the security fields and shoot through the thin walls to save time. Also don't forget about the sensors near the dragon statue.



For the fourth part, with Penelope following, Murray should head to the dragon statue. Activate the double switches at Penelope's count of three. If dragon spirits appear, kill them.

For the fifth part (which occurs at the same time as the second part), Sly should get down to General Tsao's palace. After entering through the main doors, he needs to stabilize the vases (by pressing Circle), which will threaten to fall down from the shaking caused by Panda and the Guru tunneling beneath the palace. Run to catch the shaking vases before they tip over. For an easier time, Sly should stand in the middle of the room as much as possible, so he won't have to run far to reach any of the vases. Only one vase will shake at a time.



For the sixth part, Bentley, without leaving the platform he is currently at, has to use the grapple-cam to lure Inspector Fox to the main doors of General Tsao's palace. (One beacon marks her location, while another marks the palace doors.) Carmelita has rather good hearing, so the grapple-cam doesn't have to be too close to her before Bentley calls out through it. If Carmelita or something else blows up the grapple-cam, Bentley will have to send out another one. Note that during this part, Carmelita will not move around unless she hears or sees the grapple-cam.

For the seventh part, Sly leaves the palace just to see Murray recklessly screwing up the treasure-stealing portion of the plan. General Tsao also sees what's going on, and his anger cannot be described. The Cooper Gang has beaten him at his own sacred battlefield, destroyed his family temple, stolen his treasures, and (although he doesn't know it yet) ruined his wedding. Instead of blowing a blood vessel, Tsao summons a dragon that knocks away Murray and captures Penelope.



Not wanting to see the team's RC specialist having her innards crushed into paste, Sly has to go beat the dragon. Latch onto the rockets (marked by the beacons) to ride them up into the sky, and then paraglide onto the dragon. Sly can run across the dragon's back, but for an easier time, he should spire jump across its spine. Charge up to the dragon's head and whack it repeatedly, even when it twists around. This freaky dragon has several attacks, but all of them are pretty easy to avoid. If it breathes fire or sticks out its super-heated tongue, leap over the fire or the tongue and continue hitting the head. If it raises its claws, back away from the head to avoid the claws when they slam downwards. The dragon can also shake Sly off its back. When that happens, Sly should find another rocket (marked by the beacons) to return to the dragon. To complete this job, defeat the boss.

Episode 1	Episode 2	Episode 3	Episode 4	Episode 5	Episode 6
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Dimitri is calling in his favor now, so Sly and his friends meet up with him to see what he wants. As they soon learn, Dimitri's grandfather, Reme, used to be a scuba diving treasure hunter, at least until he lost his equipment to a pirate. Named Black Spot Pete, that pirate is now a retired old man residing at Blood Bath Bay. Dimitri wants what rightfully belongs to his family back, and the Cooper Gang is going to help him get it.

Job 1: The Talk of Pirates (Sly)

What better way to learn more about the diving equipment than to ask Black Spot Pete himself? Pete (marked by the beacon) is standing on a balcony, so go talk to him.

Sly will learn that Pete will only talk about treasure with his partner, Cantankerous Tim. According to Bentley, Tim's lieutenants have recently mutinied and taken the separate pieces of his outfit. If Sly hopes to disguise himself as Tim, he'll need to go get those pieces.

The first lieutenant can only be killed by an anchor. Because this lieutenant has a grudge against monkeys, Sly can lure him towards the target anchor (marked by the beacon) by hitting the palm trees, causing him to think some monkeys are shaking them. Be sure to lure the lieutenant to the trees at the foot of the wooden ramp, underneath the anchor. Use the switch on the wooden walkways to drop the anchor on him and to obtain the Eye Patch.



The second lieutenant is accompanied by two other guards. Normally, Sly will have to use stealth kills against the other guards one at a time, and then he has to "pick" the pocket of the lieutenant to unscrew and obtain the Peg Leg. (For an easier time, Sly can use the level 2 shadow power skill, if he has it, to avoid being seen while unscrewing the leg. If he also has the silent obliteration skill, he can make less noise while taking out the guards with stealth kills.)

The third lieutenant is hiding on the crow's nest of a ship. Sly can climb a rope to reach him. However, this lieutenant will think Sly is a pirate trying to avenge Tim, and he will run away. Sly should chase him, dodging the objects that the lieutenant will cause to drop along the way. Just follow him, and don't bother attacking him. Chase him to the beach, under some wrecked boats, to obtain the Pirate Hat.



With all three pieces acquired, Sly can now use the pirate disguise (it's treated as a gadget). Dressed as Tim, Sly should return to Pete and talk to him. Before Pete will speak about treasure, he will challenge "Tim" to an insult competition. To win, just keep making up insults that do not contain any previously used terms. As long as Sly doesn't repeat any terms that he himself or Pete has already used, he will do fine. To complete this job, go through the insult competition until Pete has had enough.

Episode 5, Day 1

Job 2: Dynamic Duo (Bentley)

Captain LeFwee now possesses the treasure map to the diving equipment, so Bentley and Penelope have to get it. Although Penelope's spectrometer disc has acquired the likely position of the map, a pirate shoots it apart.

Because the disc pieces will self-destruct if anyone touches them, Penelope has to use her RC car to download the data from the pieces before they're destroyed. Simply drive into the 7 pieces (marked by the beacons) to collect the data. A few pieces have fallen onto some roofs, so drive off from adjacent roofs at top speed to jump across the gaps.



The heroes will learn that the treasure map is kept in Skull Keep, which is LeFwee's base. With Penelope following, Bentley should head towards the path in front of the keep (marked by the beacon). After a somewhat awkward conversation with each other, Bentley and Penelope should continue to find a way inside. Bentley can jump across the

floating boxes in the water behind the keep to reach the back door (Penelope will automatically catch up on her own.) As Penelope suggests, bomb the wooden support beams, which will cause the upper walkways to collapse and form ramps.



Hiding at the top of Skull Keep, the two heroes will see LeFwee enter the building while ordering several guards to patrol the roof. Penelope isn't going down there until Bentley kills all the guards. For an easier time, throw trigger bombs down onto the pirates and blow them all to hell from a distance. Once that's done, Penelope will move towards a double switch door. Press the button at her count of three.

The safe containing the treasure map is completely covered with deathtraps. Bentley makes like a nice guy and offers to fetch Penelope's spanners, but while he's at the safehouse, Penelope cracks open the safe on her own and obtains the map. Unfortunately, she has forgotten about Murray's previous experiences with locked boxes and also winds up receiving a blast of blinding dust to the face. Now is Bentley's chance to play hero. Sort of. He must use the grapple-cam to guide the blinded Penelope back to the safehouse. (He cannot switch out of the grapple-cam during this part.) From this point on in the game, the grapple-cam will be armed with a gun (press R1 to fire). First, find and shoot the pulley (marked by the beacon) that is holding the drawbridges up. Break the pulley to lower the drawbridges, so Penelope can walk across them.



Call out (by pressing Circle) to guide Penelope towards the grapple-cam's current position. Note that Bentley's bird calls will be ignored by the enemies. Gun down any pirates who get in the way, or else they'll try to kill Penelope. Patiently guide her back to the safehouse. Because she can't jump, Bentley will have to lead her up the ramps behind the place. To complete this job, help Penelope reach the safehouse.

Job 3: Jollyboat of Destruction (Murray)

When our heroes set out later, they're bound to attract the attention of the pirates. To keep the pirates stuck on the island, Sly and Murray will have to bust up their galleons' rudders and their patrol ships. The two heroes will be using a small boat armed with a cannon for this task. (Press the left stick to steer, X to accelerate, and Square to go in reverse. Hold R1 to increase the distance of the cannon shot, as indicated by the red shadow, and release it to fire.)

Row forwards and destroy the four rudders (marked by the beacons). Avoid or kill the floating turret defenses. For faster

results, row straight up to a target and keep firing to hit it quickly.



After the rudders are busted, 6 patrol ships will appear. Ram a patrol ship by hitting it at top speed to break its armor, and then hit it with a cannon shot to sink it. Do this for all the patrol ships.

The final target is an unexpected cutter. To stop it, destroy its mast by firing cannon shots onto its deck. Attacking it from the direction of its bow (its front) is safest, because if the heroes near its starboard or port sides, it will fire lots of cannon balls at them. The heroes will also have to fire from within a proper range. Fire from too far away, and the shots will not reach the cutter. Fire too close, and the shots will hit the sides of the ship, without landing on the deck. To complete this job, fire shots onto the cutter's deck until its mast breaks.

Job 4: X Marks the Spot (Sly)

The silent obliteration skill is required for completing this job.

The team is now ready to sail to Dagger Isle, where the diving equipment is buried. The first task is to acquire a ship. Murray has to row Sly over to the target galleon (marked by the beacon), avoiding the mines in the water.

Next, Sly has to use the rope and the hook beside the ship to climb onto its deck. From there, he has to waste all three guards without being detected, using stealth kills (enhanced with the silent obliteration skill). For an easier time, Sly can use the shadow power skill, if he has it.

After the guards are gone, the team will take over the galleon. To begin their journey across the seas to Dagger Isle, they will have to sail out of the bay, towards the horizon (marked by the beacon). This is also an opportunity to practice controlling the ship. (Press the left stick to make Sly run around on the deck. Press L2 and R2 to make Murray steer the ship.)

In the overworld mode, sail to the east, towards the island marked with a red X on the map. When the heroes approach that island, they will encounter an enemy boat.



The trick to winning sea battles is to position the heroes' ship so it can fire its cannons at the enemy boat without exposing itself to returning fire. Murray should steer the ship so its starboard or port will face the enemy's bow or stern (this is also known as "crossing the T"). That way, Sly can fire the cannons (by pressing Circle while standing behind a cannon) at the enemy, while the enemy will not be able to shoot back. Doing this also has the added bonus of letting the heroes' projectiles land along the length of the enemy boat, increasing the amount of damage dealt. Note that all the available cannons on one side will fire together, and they will auto-aim a little bit. The cannons also take a long time to cool off (indicated by the redness of the barrel). After the cannons on one side have been used, Murray can maneuver the ship so Sly can attack the enemy again by firing the cannons on the opposite side.

Getting hit is not good. Enemy cannon balls will create holes in the deck that cause the ship to continue taking damage. To seal a hole, simply hit it until it disappears. If the ship takes too much damage, it will also lose cannons, severely reducing the heroes' firepower. Later on, to repair damage and to recover lost cannons, the heroes can grab the first-aid chests that are floating around in the overworld mode.

When the enemy boat takes enough damage, its mast will be destroyed. At this point, the heroes can fire at it again to sink it, or Murray can steer into it and let Sly jump onto its deck. If the heroes choose to do the latter, Sly will have to kill the enemy leader to capture his boat. After a battle, the heroes will be awarded coins according to their performance. Capturing boats will yield more coins than destroying boats.

However the heroes beat the enemy boat here, they should drop anchor at the beach of Dagger Isle. Sly can use the treasure map (it's treated as a gadget) to see the clues that will lead him to the stolen diving equipment. While using the map, Sly can also take a single pace (by pressing X) in any of the eight cardinal directions, which makes following the clues much easier. Each clue can be thought of as a step towards locating the treasure. After following a clue correctly, Sly can mark his current position (by pressing Circle), so he can restart from there in case he screws up while following the next clue, or in case he needs to kill some enemies in the way.



Here are the steps to using the treasure map to find the diving equipment:

1. Start in front of the statue near the enemy ship at the other side of the island.
2. Go 12 paces southeast, following the statue's gaze. (When ready, press Circle to proceed to the next clue.)
3. Go 6 paces east, towards the two trees that form an X shape.
4. Go 18 paces south, towards the ring of palm trees. Take care not to touch the lizards.
5. Go 16 paces southeast, passing between two large rocks.
6. Go 13 paces east, towards the beach and an island that has three trees.
7. Go 6 paces north, following where the wrecked ship is pointing at.
8. End. To complete this job, obtain the diving equipment.

Episode 5, Day 2

Job 5: Crusher from the Depths

Things don't look good. The team is missing one member, and if our heroes want to get her back, they'll need to fight off lots of pirates. Hoping to even the odds, Bentley wants to investigate this foggy patch of sea to learn more about the Crusher, a creature feared by the pirates.

Apparently, the Crusher doesn't like visitors, and it will attack the ship. During the first phase, Panda needs to shoot its tentacles to drive them away. Be sure to hit them by the time they rear up, when they are preparing to slam downwards. When the head appears, it will toss inky globs onto the deck. Watch the shadows to see where the globs will land. In the

meantime, shoot the head as much as possible.



During the second phase, the Crusher attempts to drag the ship down into the sea. Panda can stand at the bow and then face the middle of the ship to gain a view of all the tentacles that will appear, making them easier to target. Lock on to multiple tentacles at a time to knock them away more efficiently, but there's no need to wait for a full charge. Just focus on preventing the tentacles from pulling down the ship. If he wants to get close and personal, Panda can also use flaming chops (by pressing Square) against the tentacles to knock them away.

During the third phase, the Crusher will attack like it did earlier in the battle, only this time its head and two tentacles will appear simultaneously. Again, hit the head as much as possible, shooting the tentacles only to knock them away if they threaten to slam downwards.

During the fourth phase, Sly will continue the fight while Panda goes below deck to reload. Watch the shadows to see where the tentacles will land. When the tentacles come down, hit them before they retract to keep them stuck onto the deck. When enough tentacles are stuck, the head will move closer. Once that happens, fire the cannons to hit it. (If the head is far away, the cannon shots won't reach it.) About three salvos are needed to beat the Crusher. Also, while a cannon is cooling off, Sly can stand behind it and use it as cover from the Crusher's globs. To complete this job, defeat the boss.

Job 6: Deep Sea Danger

Having finally recovered his grandfather's diving equipment, Dimitri is more than happy to aid our heroes in rescuing their captured friend. His task is to obtain some parts that will boost the firepower of the ship's cannons.

Dimitri is a skilled swimmer. (Press the left stick to turn. Press the symbol buttons to swim towards the corresponding directions. Hold L1 while swimming to boost. Press R1 to fire the harpoon gun.) He should begin by swimming through a tunnel that connects to a lagoon, where several sunken ships can be found.

The first task is to collect 6 amplification collars, which look like glowing pieces of metal. Touch a collar to pick it up, and then swim to the top of the basket hanging from the heroes' ship to drop it in. If any jellyfish or sharks get in the way, shoot them with harpoons.



The second task is to catch 2 yellow fish at the bottom of the area, below the reefs, because the yellow fish can be used to lure some hammerhead sharks to the place. Boost to catch up to the yellow fish, and simply touch them to grab them.

The third task is to kill 5 brown hammerhead sharks, back above the reefs, so their remains can be used to enhance the team's gunpowder. The hammerhead sharks behave just like the other sharks here, but they take two harpoons to kill instead of one. After shooting a hammerhead shark, it will swim forwards for a bite attack. Either back away and shoot it again after reloading, or boost sideways to dodge them. To complete this job, defeat the required amount of hammerhead sharks.

Job 7: Battle on the High Seas

The Red Sail forces are allied with Captain LeFwee. Bentley wants them taken out now, so the team won't have to deal with them later.

First, our heroes will need to capture a Red Sail ship so they can acquire information about their routes. Attack the single Red Sail ship. (Press L2 and R2 to steer. Press Circle behind available cannons to fire them. Hit the leaking holes on the deck caused by enemy shots to seal them.) Again, the most effective way to beat it is to shoot from the direction of the enemy's bow or stern (this is also known as "crossing the T"), which will maximize the effects of the heroes' shots while preventing the enemy from shooting back. After destroying the enemy's mast with about two good salvos, Murray should steer straight into the enemy boat, so Sly can jump onto its deck. Sly needs to kill the enemy leader (marked by the beacon) to obtain the Red Sail Charts.



With the charts, Bentley will mark the location of more Red Sail vessels on the map with a red X. If the heroes wish to, they can engage other ships along the way there. Otherwise, they should just head straight to the target area. Destroy all 3 Red Sail ships there. Sly can board the final one if he wants more money, but he can just blow it up with more cannon shots to save time.

After that, Bentley will mark the location of the final bunch of Red Sail vessels with another red X on the map. Sail there when ready, and fight all 4 Red Sail ships. Take care not to move between them and get caught in their crossfire. To complete this job, defeat all these enemy boats.

Job 8: Operation: Reverse Double-Cross

Time to break Penelope out and teach Captain LeFwee not to screw with the Cooper Gang.

For the first part, defeat LeFwee's ship, the Death's Head. LeFwee's ship behaves just like the other enemy boats that the heroes have been fighting previously, but it can take a lot of damage before its masts break. Use the same tactics against it, and take care not to sail back out of the bay by accident. The team's upgraded cannons will also cool down faster, so they can be fired more frequently. Because our heroes still don't know where Penelope is being held, Sly must board LeFwee's ship when it's defeated and talk with the boss.

For the second part, when LeFwee makes Sly walk the plank, Sly will use the opportunity to trick the boss into revealing Penelope's location. Eventually, Sly will have to make fun of LeFwee's creativity, his speech, and his ability to keep prisoners. LeFwee will mention that his hostage is locked up at Skull Keep.

For the third part, Murray will save Sly from a watery grave and then try to row him over to the island using the raft. Row quickly towards the dock (marked by the beacon) to avoid the enemy cannon fire, but also take care not to bump into the mines.

For the fourth part, Sly will get off at the island, where he needs to get into Skull Keep. He should do so by taking the back route, the same one Penelope and Bentley have taken earlier. This is the path with the floating boxes, the fallen wooden walkways that form a ramp to the top of the keep, and the door that leads to the safe where LeFwee used to hide the treasure map.

LeFwee is quite clever, as Sly discovers when Skull Keep explodes, with him inside it. For the fifth part, the Guru and the Crusher have to cover Bentley while he tries to cut off the four padlocks holding Penelope, who is actually inside LeFwee's ship. Make the deck run red by smearing any approaching pirates across its surfaces. (Press the left and right sticks to move the tentacles across the deck, and press L1 and R1 to make them smash downwards.)

Sly isn't dead, but he makes the situation a little worse when he causes Bentley to fall out from his wheelchair, just before dropping into the water himself. While the Guru and the Crusher help save Sly, Penelope will repay Bentley by pulling a sword out from nowhere and preventing LeFwee from beating up her crippled boyfriend. For the sixth part, Penelope has to duel against LeFwee along the beams of the mast. Although seeming to have lost her mighty pugilistic skills, she has some awesome fencing abilities. (Press left and right to walk forwards and backwards, up to jump, down to duck, Square for a low attack, and Triangle for a high attack.)



To beat LeFwee, dodge his blows, and then gut him when he makes like a moron by posing and taking off his hat. Watch how LeFwee moves his weapon to see how he cuts. If he pulls his blade backwards and downwards, he will strike low. If he spins his blade, he will strike high. Obviously, Penelope should jump over his low strikes and

duck under his high strikes. If LeFwee poses low by bowing over, she should hit him with a low attack, and if he poses high by standing up, she should hit him with a high attack.

Penelope will have to knock LeFwee backwards until he falls off three beams, without getting knocked off herself. On the first beam, LeFwee uses low strikes. On the second beam, he uses high strikes. On the third beam, he uses both low and high strikes. For an easier time there, keep ducking while LeFwee attacks, and jump up whenever he makes low strikes. Be sure to hit him with the appropriate attack, depending on his pose. Using the wrong attack may cause Penelope to be pushed backwards. Also remember to walk forwards after hitting LeFwee, or else he'll regain his distance. To complete this job, defeat the boss.



Episode 1	Episode 2	Episode 3	Episode 4	Episode 5	Episode 6
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Now we return to the moment when Sly is in the grasp of Dr. M's gigantic beast. His teammates are powerless to save him, but unexpected help just arrives.

Job 2: Carmelita to the Rescue

Good thing for Sly, Inspector Fox happens to be coming right around the corner on a boat.

During the first phase, Carmelita should open fire at Dr. M's beast while staying on her own boat. The boss will throw her own troops back at her, so she should move sideways to avoid getting smashed in the face.



During the second phase, the boss will cause some pieces of rock to fall over, blocking Carmelita's line of fire from her boat. She should leap across the rocks that have fallen in front of the boat, so she can reach a high rocky ledge, where she can continue shooting the boss. Guards will climb onto this same area, too, so Carmelita will need to kill them if they get in her way.

During the third phase, Carmelita has to leap up to an even higher rocky ledge. At this point, the boss will move closer to her, and the guards will stop appearing. Stay on the ledge and keep blasting away at the boss, sidestepping or jumping up to avoid his slamming attacks. To complete this job, defeat the boss.

Job 3: A Deadly Bite

The buoy that the cane is lodged in will magnetize any piece of metal that comes near it, so the Guru will have to go disable it. Although he can't swim, he can possess the sharks (marked by the beacons) to ride across the water. A shark, after being possessed, will continue to follow the Guru, so he can lead packs of them back to the buoy, which they will attack.



Start by possessing the sharks nearby. After possessing one, leap off and possess another shark, until all the sharks within a group have been possessed. Riding on any of the sharks, head towards the buoy (marked by another beacon). Just before hitting the buoy, leap off the shark and land on the buoy. Use the switch to allow the newly arrived sharks to attack the buoy. Now possess an available shark and use it to find more. The Guru will need to bring 10 sharks to the buoy.

The defenses the Guru face while riding across the water will gradually become more aggressive. At first, he has to worry about leaping over the mines that get in his way. Then, he will have to jump up when the shock rods drop their electrically charged spheres into the water (when the blue fields start flashing quickly). Later, he'll also have to leap over the waves of red torpedoes. To complete this job, lead the required amount of sharks to the buoy, without getting wasted by the traps.

Job 4: The Dark Current

Encouraged by Penelope, Dimitri will dive straight into the sea to recover the cane, which has fallen off from the buoy.

First, Dimitri will be moving through a powerful underwater stream. (Press the symbol buttons to swim in the corresponding directions. Hold L1 while swimming to boost.) By boosting, Dimitri can avoid the claw attacks from Dr. M's sea monster. Watch the disruptions in the sides of the stream to know which directions the claws will come from, and prepare to swim away from them.



After the stream, Dimitri has to fight Dr. M's sea monster. The boss attacks primarily by throwing out explosive discs. Their shockwaves will match the orientations of the discs. Knowing this, boost vertically and sideways as necessary to dodge the shockwaves. Meanwhile, Dimitri should keep shooting Dr. M, who is hanging in the reddish bubble dangling in front of the monster's mouth. (The aiming controls can be changed on the options menu.) When the boss sucks in water, shoot into its mouth to hurt it.

Eventually, the boss will use two more attacks. One is to create tentacles. Avoid them by swimming away. The other attack is to fire two guns. Shoot the red centers of these guns to prevent them from firing. The main target is Dr. M, though, so keep hitting him whenever possible. To complete this job, defeat the boss.

Job 5: Bump-Charge-Jump

Before our heroes can move closer to the island again, they need to eliminate the missile turrets' homing capability. Penelope is just the right person to get the task done.

After Panda launches her RC car onto the pipe tracks near the turrets, Penelope has to drive it through the tracks and destroy the drone cars with her newly installed punchers (by pressing L2 and R2). Doing so will cause energy spheres to appear. The drone cars will fire backwards whenever the red lights on their backs fade away. For an easier time at avoiding their shots, stay along the inner sides of the tracks during the turns.



For each track, collect 5 energy spheres and then leap off the ramp, using the collected energy to ram through the radar dishes. There is one track for each of the three radar dishes. To complete this job, destroy all the radar dishes.

Job 6: Danger in the Skies

Sly may not have his cane back yet, but he can still fight by using the biplane. Thanks to Penelope, the turrets' missiles can't home in on him, but the turrets still need to be taken out.

To do that, Sly has to destroy the 14 green sensors, which are located next to the turrets. The turrets' barrels will glow red when they are about to shoot missiles. Dodge the missiles by rolling away (by pressing Circle while yawing), or mislead them by boosting towards the turrets and diving up or down slightly. If Sly runs out of ammo, he can find more hanging under the rocky arches towards the sea.



After the turrets are busted, Sly has to defeat 20 mutant bats. Use a homing missile (by pressing L1 when the targeting reticle flashes) to remove a bat's red-colored energy shields, and then kill it with the machineguns. A bat's shields can regenerate after a while. Note that Sly has to personally kill a bat for it to count; bats that crash into each other do not count. Also take care not to collide into a defeated bat that is careening downwards to its death. Again, if Sly needs more ammo for his machineguns, he can find some under the rocky arches. Sly's homing missiles are unlimited.

When the bats are dealt with, Dr. M will appear again, this time in his airship. During this scene, Sly will have infinite ammo for his machineguns. The weak point is Dr. M, who is standing behind a shield at the rear of the airship.



During the first phase, the boss will attack by releasing rocket pods. Use homing missiles to get rid of those pods, or prepare to dodge the rockets. For an easier time, Sly should fly close to Dr. M while pumping him with lead, so the rockets have a very difficult time angling downwards at him. During the second phase, the boss will release green energy fields. Fly between these fields while continuing to shoot at Dr. M. During the third phase, the boss releases more rocket pods at a time, but Sly can fly up close to Dr. M to avoid them again. During the fourth phase, the boss releases more green energy fields. Like before, fly between the fields. To complete this job, defeat the boss, and then paraglide onto Dr. M's disabled airship and obtain the cane.

Job 7: The Ancestors' Gauntlet

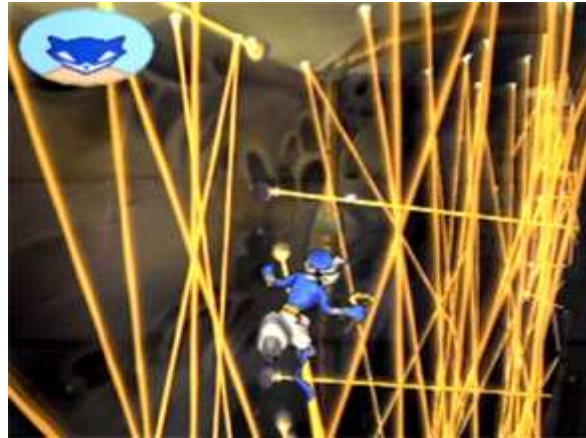
Sly finally enters the Cooper Vault, but there are more than just big piles of gold in it. If he wants to reach the inner sanctum he'll have to work his way through the challenges that his ancestors have constructed. Investigate the portraits at the gates (the shrine-like structures) to review brief details about the Coopers and to activate the machinery in the sections ahead.



For the barrels in the water, wait for them to float up before using them as platforms. The wall hooks will retract after a while, so be sure to swing up from them quickly. At the twin rails, spire jump between the rails to dodge the rolling traps. Sly will need to paraglide to clear the large gaps. At the tunnel with the retracting blades, the blades will emit blue sparks when they're about to retract. The blades are timed so Sly can spire jump onto the next blade before the one he is standing on retracts.



At the tunnel with the overturned boats, crawl under the boats to avoid the heat fields passing through. At the vertical ropes, switch ropes while climbing up to avoid the rolling traps. The hooks in the later sections will emit blue sparks when they're about to open up. As soon as the first hook in a group closes, start swinging across them. At the wall of metal hammers, use the hammers platforms to scale the wall. Wait for the next hammer above to start swinging and then leap up immediately, land on the next hammer. At the corridor with the spinning propellers, the propellers will emit blue sparks when they're about to spin. Sly should prevent his lower waist from being splattered onto the walls by moving across them while they're stopping.



At the final section (built by Sly's father), Sly should spire jump onto the laser beams (marked by the sparkling lights) to cross the chasm and to slide through the laser maze. To complete this job, reach the inner sanctum.

Job 8: Stand Your Ground

While Sly is working through the Cooper Vault, Dr. M's henchmen will also try to break in. Luckily, Sly has two good friends to stop them at the entrance.



For the first part, Murray will fight alone against the massive wave of light and medium guards. If possible, use the temporal lock skill to freeze the enemies, and then uppercut and throw them into the pit or the fires to kill them as quickly as possible. If Murray has the juggernaut throw skill, he can also throw enemies into each other to cause more damage. Dodge the bombs and the red energy rings the enemies release, and grab any first-aid crosses they drop.



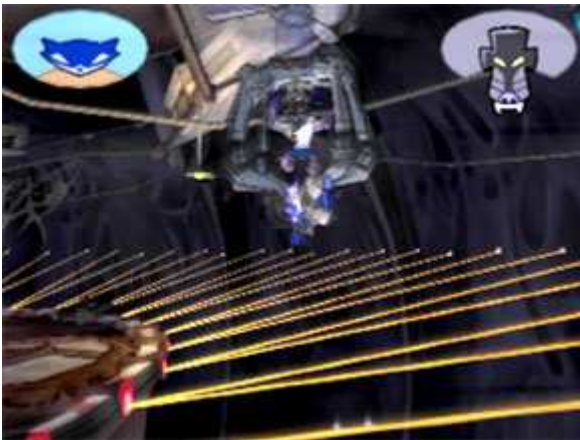
For the second part, Dr. M will take on both heroes. Penelope suggests that Bentley put the four disc-shaped treasures on Dr. M to weigh down the boss and to make the Vault's security system attack him. While Murray distracts Dr. M, Bentley should jump over to the discs (marked by the beacons), which are held on the statues surrounding the central platform. Take the discs and stick them onto the boss' back one by one. Heavy guards will also appear after a while. Bentley can hide behind the statues and use his grapple-cam to gun them down, clearing the way to Dr. M. To complete this job, defeat the boss.

Job 9: Final Legacy

Giving up on Bentley and Murray, Dr. M catches up to Sly, who has entered the inner sanctum, where the vehicles used by the previous Coopers are stored. This time, the boss tries to kill Sly by using a flying machine that is packed with weapons.

Sly's battle against Dr. M consists of three phases. For each one, Sly has to spire jump onto the laser beams, leap up, and then latch onto the hooks at the bottom of the boss' machine, dragging him down to the central platform. Next, while Dr. M fires a deathray, Sly must crawl underneath a vehicle that rises up from the ports on the central platform. The deathray will shut off after destroying the vehicle, forcing Dr. M down so Sly can actually fight him. The boss can perform dashing attacks (preceded by a short pause), perform stomping attacks (preceded by a high jump), and shoot elemental projectiles that will home in on Sly. If Sly spire jumps onto the laser beams outside of the central platform, Dr. M will also

shoot fireballs at him. After dealing enough damage to Dr. M, the next phase will kick in, and the boss will begin flying over the laser beams again.



Dr. M uses a different element for each phase. In the first one, his elemental projectiles are lethal water bubbles. In the second phase, his elemental projectiles are electric sparks, he leaves electric trails behind his dashing attacks, and he creates an electric field at his stomping attacks' points of impact. In the third phase, his elemental projectiles are explosive flame spheres, he leaves flaming trails behind his dashing attacks, and he creates flame waves from his stomping attacks. To get rid of the elemental projectiles, Sly should spire jump onto the laser beams, so the projectiles will fall off the central platform. Sly will want to keep moving away, though, because he'll also have to dodge the boss' fireballs. For the electric fields, just stay away from them. For the flame waves, sidestep or jump over them.

To beat Dr. M, Sly should stay on the central platform as much as he can, spire jumping onto the outer laser beams only to drag down the boss when he's flying or to get rid of the elemental projectiles. The best time to hit the boss is when he is walking around or after he performs a dashing attack. If possible, use push attacks (by pressing Triangle and then Circle) against him. During the second and the third phases, when the boss leaves deadly trails behind his dashing attacks, Sly will need to hit him from the front or the sides. Sly can still hit Dr. M from the front while the boss is dashing. Sly can also use push attacks to keep knocking down Dr. M, even while the boss is lying on the ground. The trick here is managing to strike the boss first.



When Dr. M is almost defeated, he'll make like a coward by shooting at Inspector Fox, who has finally arrived. Luckily for Carmelita, Sly will take the shot for her. While Sly lies bleeding his brains out on the support beams above, Carmelita should gun down Dr. M, sidestepping any returning fire. With her shock pistol, she should have no problem coming out victorious. To complete this job, defeat the boss. Congratulations on finishing the game, and enjoy the ending!

Master Thief Challenges

Although our heroes have unlocked the mysteries of the Cooper Vault and defeated Dr. M, more fun awaits them in the master thief challenges, which are listed at the top of the "jobs and challenges" list for each episode's menu screen. Note that the treasure hunt challenges will become available when the treasure map is obtained.

The master thief challenges are mostly based on certain scenes from the main game, but they come with additional conditions, such as time constraints. Using gadgets and special skills is allowed in these challenges, so for an easier time, finish the main game and obtain the more useful power-ups from Thief Net first.

Episode 1: An Opera of Fear

Canal Chase, Expert Course	Defeat the enemy boats in the canal. The heroes' boat has half the normal amount of life.
Air Time	Destroy the tar reservoirs within the time limit.
Tower Scramble	Destroy the sign at the top of the tower within the time limit.
Coin Chase	Collect at least 20 coins while chasing Octavio.
Speed Bombing	Destroy the vacuum pumps within the time limit.
Octavio Canal Challenge	Defeat Don Octavio (in the canal) within the time limit.
Octavio's Last Stand	Defeat Don Octavio (on the streets) within the time limit.



Venice Treasure Hunt

1. Start on the water trap directly below a very large clock, on the upper roads not far from the police station.
2. Go 4 paces east.
3. Go 14 paces southeast, through the alleyway leading closer to the police station.
4. Go 16 paces southwest, towards the circular courtyard in front of the police station.
5. Go 9 paces west, away from the police station's front entrance.
6. Go 6 paces north, away from the tower.
7. Go 11 paces northwest, away from the central courtyard, and going underneath a bridge.
8. Go 6 paces southwest, towards the fountain with two statues.
9. End.

Episode 2: Rumble Down Under

Rock Run	Complete the search for the Guru within the time limit.
Cave Spirit	Reach the safe within the time limit and without getting hit.
Cave Mayhem	Defeat at least 12 guards before exiting the cave within the time limit.
Scaling the Drill	Use the switch at the top of the drill within the time limit.
Guard Swapp'n	Possess at least 5 different guards before landing on the ground again.
Quick Claw	Use the claw to protect the power nodes.
Pressure Brawl	Defeat the guards at the bar (excluding the boss) within the time limit.
Croc and Coins	Collect at least 100 coins before finishing feeding the crocodile.
Carmelita Climb	Remove the Mask of Dark Earth within the time limit.



Outback Treasure Hunt

1. Start on the steps in front of the Guru's shack at the stockade.
2. Go 9 paces south, towards the open doorway in the fence.
3. Go 9 paces southeast, towards the crane.
4. Go 10 paces east, towards the Outback Bar.
5. Go 14 paces southeast, towards a small broken truck.
6. Go 28 paces south, away from the large super truck.
7. Go 4 paces northeast, towards the crane.
8. Go 8 paces south, towards a small island.
9. End.

Episode 3: Flight of Fancy

Castle Quick Climb	Reach the top of the castle within the time limit.
Muggshot Goon Attack	Defeat at least 30 guards before defeating Muggshot.
Security Breach	Use the security system in the sewers to keep enemies away from the plane. The plane has half the normal amount of life.
Defend the Hangar	Use the RC copter to defend the hangar. The hangar has half the normal amount of life.
Precision Air Duel	Defeat only 12 tri-winged planes.
Wolf Rampage	Defeat the guards with the wolf. The wolf has half the normal amount of life, but first-aid crosses can be obtained to increase it.
One Woman Army	Defeat at least 15 guards before defeating Muggshot.
Going Out on a Wing	Defeat the Black Baron within the time limit.



Holland Treasure Hunt

1. Start on the manhole in front of the hotel.
2. Go 29 paces south, across a bridge.
3. Go 10 paces southwest, away from some cheese.
4. Go 7 paces south, away from the well.
5. Go 9 paces east, towards a windmill.
6. Go 18 paces southwest, towards the Black Baron's castle.
7. Go 13 paces east, towards the hangars.
8. Go 10 paces southeast, towards a windmill near the river.
9. End.

Episode 4: A Cold Alliance

Big Air in China	Use the ball form to reach 3 waypoints within the time limit and without getting hit.
Sharpshooter	Use the turrets to cover Murray. Murray has half the normal amount of life.
Treetop Tangle	Defeat General Tsao (above the forest). Sly has half the normal amount of life.
Tsao Showdown	Defeat General Tsao (within the forest). Sly has half the normal amount of life.



China Treasure Hunt

1. Start behind the van, below the safehouse.
2. Go 13 paces southwest.
3. Go 18 paces west, towards a pagoda.
4. Go 14 paces north, towards the large statue of General Tsao.
5. Go 14 paces west, away from the safehouse.
6. Go 9 paces northwest, towards another arch.
7. Go 7 paces north, towards the palace.
8. Go 24 paces east, along a narrow sloping path.
9. End.

Episode 5: Dead Men Tell No Tales

Patch Grab	Obtain the eye patch within the time limit.
Stealth Challenge	Obtain the peg leg within the time limit.
Boat Bash	Defeat the enemy patrol boats within the time limit.
Last Ship Sailing	Defeat at least 5 enemy boats before sinking. There are no first-aid chests.



Pirate Treasure Hunt

1. Start on the rock pillar near the waterfall. This pillar is roughly shaped like a mushroom.
2. Go 7 paces south, towards the pirate campsite on the beach.
3. Go 10 paces southeast, towards a distant pirate flag.
4. Go 5 paces southwest, away from a small boat on the beach.
5. Go 9 paces south, away from the campfire.
6. Go 5 paces east, towards Skull Keep.
7. Go 4 paces east, falling back down to the sands of the beach.
8. Go 6 paces northwest, towards the waterfall.
9. End.

Episode 6: Honor Among Thieves

Beauty Versus the Beast	Defeat Dr. M's beast within the time limit.
Road Rage	Defeat at least 16 drone cars. There are no energy spheres.
Dr. M Dogfight	Defeat Dr. M's airship within the time limit.
Ultimate Gauntlet	Reach the inner sanctum within the time limit.
Battle Against Time	Defeat Dr. M (at the inner sanctum) within the time limit.

Two Player Mode

Cops and Robbers (Sly vs. Carmelita)

Sly (Player 1) tries to steal pieces of loot by taking them back to drop-off points, while Carmelita (Player 2) tries to kill him. The pieces of loot are found on the ground levels, while the drop-off points are on the roofs. The first character to reach 5 points wins. Sly gains a point whenever he successfully steals a piece of loot or whenever Carmelita gets wasted. Carmelita gains a point whenever Sly gets wasted. To obtain power-ups, touch the golden stars.

Sly's Power-Ups:

Mega Jump (3 uses) - Leap up very high.

Shield (5 uses) - Gain temporary invulnerability, except from falling into water.

Rocket Boots - Slide forwards at high speed.

Smoke Bomb (4 uses) - Incapacitate Carmelita briefly, if she touches the smoke.



Carmelita's Power-Ups:

Mega Jump (3 uses) - Leap up very high.

Heat Seeker (2 uses) - Fire a homing shot at Sly. Make sure a lock-on is acquired first (when the targeting reticle turns green).

Teleport (1 use) - Teleport to Sly's location instantly.

Hypnotize (1 use) - Confuse Sly briefly (by reversing his walking controls and by preventing him from attacking or jumping).

Hackathon (Bentley and Sly, or Bentley and Penelope)

Bentley (Player 1) and his friend (Player 2) have to hack into Dr. M's computer. (When the game completion percentage is high enough, Penelope will replace Sly as Player 2's character.) The heroes share 20 lives. Hack through the 6 levels by defeating all the enemies, including the boss on the last level. On the fourth level, watch out for the orange drones that can shoot back. On the fifth level, watch out for the drones that have suction effects. To obtain power-ups, touch the golden stars.

Power-Ups:

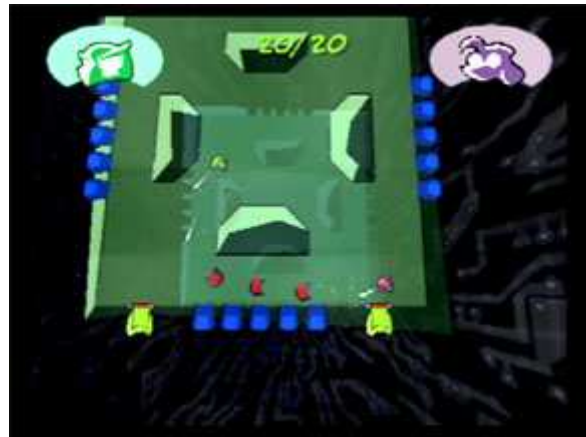
Shot Upgrade - Increase the number of shots fired at a time.

Shield - Gain temporary invulnerability.

Energy Band - Create a band of energy between both heroes that will destroy any enemies touching it.

Triangular Field - Create an explosion by shooting the other hero.

Bomb - Destroy all enemies on the screen.



Biplane Duel (Sly vs. Carmelita)

Sly (Player 1) and Carmelita (Player 2) engage each other in a biplane battle. Win by having the other character get wasted 10 times, whether by use of weapons or by crashing. To obtain power-ups, touch the golden stars.

Power-Ups:

Heat Seeker (2 uses) - Fire a homing missile. Make sure a lock-on is acquired first (when the targeting reticle is green).

Nuke (1 use) - Fire a homing missile that will kill anyone caught in its blast radius. The nuke has a shorter flight range than the heat seeker.

Scatter (1 use) - Fire a homing missile that will remove the victim's ammunition, including any special weapons.

Override (1 use) - Fire a homing missile that will prevent the victim from steering his or her plane, although the victim can still shoot.

Mine (4 uses) - Release a mine that will float in the air, killing anyone who touches it.

Napalm (1 use) - Release flames behind the plane. Useful against an opponent who is pursuing closely.
Shield (2 uses) - Gain temporary invulnerability, even from crashing.

Galleon Duel (Sly and Murray vs. Bentley and Penelope)

Sly and Murray's team (Player 1) and Bentley and Penelope's team (Player 2) engage each other in a ship battle. To seal the leaking holes caused by the opponent's shots, hit the holes until they disappear. Win by sinking the other team's ship 3 times.

Secrets

To unlock the various secret bonuses, complete the game and all the master thief challenges. The last bonus, the Dimitri video, will be unlocked at a game completion percentage of 100%. To view the bonus movies, go to the "Beginning of the End" menu screen.

Additional Two Player Challenges

Biplane Duel	Reach 15%, or finish Episode 3.
Hackathon (Bentley and Penelope version)	Reach 25%, or finish Episode 4.
Galleon Duel	Reach 35%, or finish Episode 5.

Bonus Movies

Goodbye My Sweet, Part 1	Reach 1%. This is the first half of the bonus cartoon.
Goodbye My Sweet, Part 2	Reach 75%. This is the second half of the bonus cartoon.
The Evolution of Sly	Reach 90%. This is an interesting look into the development of Sly's character. Comes with entertaining commentary.
Dimitri	Reach 100%. This is a music video of Dimitri's theme music. Greasy sweet.
Staff Roll	Finish Episode 6.