

## USING THE CANE

### CANE COMBAT

The Cooper cane can be used as an effective weapon against enemies out in the field. In addition to whacking opponents, you can execute a variety of powerful moves.

### CHARGE COMBO

The cane can also be charged up to unleash a powerful Charge Combo attack. A variety of Charge Combos can be purchased via Thieftnet. For the complete list, refer to the Thieftnet section.

### GRABBING, CLIMBING, HANGING, AND SWINGING



In addition to combat, the cane can be used to grab onto certain objects surrounded by blue sparkles, including pipes, rings and wall hooks. Press the **X** button to jump and press the **Y** button to grab onto an object with your cane. While attached, use the left analog stick to move back and forth and press the **X** button to drop back down.

**WALL HOOKS:** Using wall hooks to launch yourself up to higher elevations takes a Cooper's skill and precision. To execute this maneuver, grab onto the wall hook by pressing the **Y** button then pull down on the left analog stick or directional button to power up your jump before pressing the **X** button to leap off.

### PICKPOCKETING



The cane can also be used to pilfer coins and loot from unsuspecting thugs. To pickpocket an enemy, sneak up behind him and press the **Y** button. As long as you remain unseen, you can stealthily "acquire" what ever is inside his back pocket. Bentley and Murray have their own ways of pickpocketing enemies, which in Bentley's case requires a special item.

## STEALTH

### THIEF METER

The thief icon, located in the top left corner of the screen will radiate orange rings to let you know when you are being stealthy. While in this mode, as long as you avoid being seen, it's possible to sneak up on an enemy from behind. If your cover is blown, the thief icon will flash red, indicating that you've been spotted and the enemy is on to you. If it returns to its normal state, you're no longer in danger and can continue on with the job.

### SNEAKING



Sneaking is an essential part of a thief's repertoire. Staying alert and knowing where guards and enemies are at all times can make the difference between a night behind bars and a night on the town. To sneak, simply move the left analog stick in any direction. When approaching an enemy from behind, you'll enter into a crouch position from which you can attack or pickpocket an enemy without being seen. Remember: running will create noise and is the very antithesis of being sneaky. Proceeding slowly and deliberately is the way of the thief.

### CRAWLING

When you see glowing sparkles under a table or passageway, Sly can approach the object and crawl underneath by pressing the **Y** button. Sometimes this is the best way to avoid a sentry, hide from alerted thugs, or bypass an otherwise impossible obstruction. When you enter crawl mode, your view will change to first-person. While in this mode, you can use the right analog stick to look around and view your surroundings.

### WALL/LEDGE SNEAK

To sneak along a wall or ledge, look for the glowing blue sparkles and press and hold the **Y** button. While holding the **Y** button, you can stealthily move by pressing the left analog stick or directional buttons in the direction of the ledge to sneak across it.