

## INTRODUCTION

My father used to say, "The value of things are seldom known until they are lost..." I never realized the true meaning of these words until the night a ruthless gang broke into my home. My parents, and ~~the~~ family heirloom, the Theivus Raccoonus, were stolen away from me. In a positive twist, fate brought me to an orphanage where I met Bentley, the Brains, and Murray, the Brown, of my future gang. We stuck together for years and formed an inseparable bond. Our thieving skills and confidence grew stronger with every heist. We thought our luck would never run out and pulled off some unforgettable jobs... That is, until fate caught up with us.

At the end of our last adventure, Bentley was seriously injured and now finds himself confined to a wheelchair. But that hasn't slowed down my amazing friend one bit. Murray, well, he took it the hardest and blames himself for Bentley's fate. We lost track of the big bug months back. Last we heard, he was seeking the tranquil path to peacefulness somewhere in the Australian Outback. During my "down time," I met a guy by the name of McSweeney who used to flirt with my father's gang. According to McSweeney, they pulled off jobs all over the world and amassed an incredible fortune; all hidden in my family's secret vault, behind a door only a Cooper can open. This vault, located on a remote island, has been my family's hiding place for generations. Using clues given to me by McSweeney, Bentley and I were able to locate the island and find the vault. But, it turns out, a devious villain by the name of "Dr. M" found the vault years ago and has already set up shop, trying desperately and without luck to break inside. He's built a fortress around it with security tighter than Fort Knox. If I'm going to get inside, it's going to take an army of world-class thieves. It's not going to be easy, but collecting my birthright is worth paying the price.

## CONTROLS

### MENU CONTROLS

Start/Pause Game/Access Pause Menu	.....	button
Highlight Menu Item	.....	Left analog stick or directional button
Select Menu Item	.....	button
Previous Menu	.....	button
Roller-Up Screen (Gadget Grid)	.....	button
Roller-Down Screen (Gadget Grid)	.....	button
Roller-Left Screen (Gadget Grid)	.....	button
Roller-Right Screen (Gadget Grid)	.....	button
Roller-Up Screen (Gadget Grid)	.....	button,  button or  button
Roller-Down Screen (Gadget Grid)	.....	button,  button or  button
Roller-Left Screen (Gadget Grid)	.....	button,  button or  button
Roller-Right Screen (Gadget Grid)	.....	button,  button or  button

## THE GANG'S BASIC MOVES

Note: These moves apply to all characters.

Move	.....	Left analog stick or directional button
Camera Rotate/Pan/Tilt	.....	Right analog stick
Project Waypoints	.....	button (press)
Jump	.....	button
Double Jump	.....	button (while in the air)
Run/Fast	.....	Hold down  button with left analog stick or directional button
Activate/Pick Up/Open Door	.....	button,  button, or  button (when equipped)
Use Gadget or Power-Up	.....	button,  button, or  button (when equipped)

## THE BINOCULARS

Use/Put Away Binoculars	.....	button (press)
Scan with Binoculars	.....	Left analog stick or directional button
Zoom Binoculars In/Out	.....	Right analog stick  or
Exit Binoculars	.....	button,  button, or the  button
Snap Picture with Spycam (Sly only)	.....	button or  button
Fire Dart (Bentley only)	.....	button

## SLY'S CONTROLS

### SLY'S MOVES

Grab Climb	.....	button (jump) then  button (while in the air)
Let Go/Drop (from pipes, ropes, etc.)	.....	button

### SLY'S ATTACKS

Swing Cane (whack)	.....	button
Overhead Smash	.....	button (jump) then  button (while in the air)
Juggle	.....	button (when standing unseen behind an enemy)
Dive Spin	.....	button (jump) then  button
Charge Combo	.....	button then  button
Use Gadget or Power-Up	.....	button,  button, or  button (when equipped)
Stealth Slam	.....	button (juggle) then  button (when standing behind an enemy unseen)