



COOPER
CAPERS

ISSUE 1 - JULY 09

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A Note from the Editor

Hello, and welcome to the first ever issue of *Cooper Capers*, the first ever fan magazine dedicated to the *Sly Cooper* video game series!!! Whether you've been a Sly fan ever since the very first game came out or whether you've only just got hooked on the series, then this is the magazine for you!!!

Every issue you will find out all about your favourite characters in Character Feature, starting with the Raccoonus Doodus himself! We also have Gadget/Move Feature in which we find out all about Sly, Bentley and Murray's kick-ass moves, starting with one of Sly's well-known air moves, Ninja Spire Jump!!! Everyone's favourite lounge lizard Dimitri will be in Poetry Corner, and we have the first chapter of a brand-new story, *A Thief's Tale*. We all know the Cooper Gang's cookie catastrophe when they were eight years old, but what happened when they started high school?

And of course where would there be a Sly Cooper fan magazine without the fans' thoughts on Sly 4? After all, it has been four years since Sly 3 left off, and I've seen many creative ideas since, some even convincing enough to get onto Wikipedia and convince fans that this is the real Sly 4. I have had quite a few Sly 4 ideas so expect to see more and more ideas every issue, as I can only print so many per issue.

Cooper Capers will also include several debates and competitions, kicking off with a debate of which is the best out of the three games. I will be sharing my opinions on this in this issue, and hopefully some fans will say what they think ready for issue 2. As for competitions, every month we will have a Character of the Month competition, in which you vote for your favourite character!!! The winning character will appear on the front cover of the relevant issue and will win a place in the Hall of Fame. Also, be sure to keep an eye out for future competitions!!!

As well as all the facts and opinions, *Cooper Capers* will also feature creative fanwork! Check back every issue for new fanfics contributed by fans as well as *A Thief's Tale* updates, plus some artwork from the fans in the Art Gallery every issue. Plus, exclusive to issue 1, check out Sly Bars, the idea for Sly Cooper-related chocolate I had quite a few years ago.

It seems that my idea of starting a Sly Cooper fan magazine has started a trend, as I have just found out that Sucker Punch forum member Doctor Spud has planned on starting a fan magazine based on inFamous, the new Sucker Punch game. Although I have never played inFamous, I'm looking forward to reading it!

And while we're on the subject of inspiration, I would like to thank my good friend Ross Thompson and his magazine, *The Raven's Eye*, which is based on the children's gameshow *Raven*, for inspiring some of the sections of the magazine. You may not have heard of *Raven* as it is broadcasted only in the UK, but you can view the issues of *The Raven's Eye* at <http://www.freewebs.com/ravenseyemag>. Ross got inspiration from Jake Collins, the creator of *The Eye Shield*, a magazine based on another children's gameshow, *Knightmare*. The issues can be viewed at <http://www.knightmare.com/tes>. A huge thank you to you both for inspiring me!!

So without further ado, I hope you enjoy our first ever issue!!!

Ed.

Character Feature:

SLY

This being the debut issue it would come as no surprise to be featuring Sly in the character feature first! Time to get the lowdown on everyone's favourite raccoon!!! I know I haven't included a detailed summary of what happens in all three games, but I had to shorten it down a little otherwise you'd have an extra-long bio to read!

Full Name: Sly Cooper

Age: 18 (Sly 1), 20 (Sly 2), 21 (Sly 3)

Gender: Male

Species: Raccoon

Alignment: Good

Position: Thief

Nicknames: Ringtail, Sitting Duck

Voice: Kevin Miller

Bio: Sly is descended from a long line of master thieves. Each of his ancestors before him had a very unique master thief move, which they wrote in the Thievius Raccoonus, the family heirloom book. At



age eight, Sly was supposed to inherit the book when a criminal gang known as the Fiendish Five ransacked the Cooper home, killed Sly's father and made off with different pages from the Thievius Raccoonus, scattering them around the world. Sly was then sent to the Happy Camper Orphanage where he met his two lifelong friends, Bentley and Murray, and the Cooper Gang was born. Ten years later, Sly retrieved the pages of the Thievius Raccoonus, learning his ancestors' master thief moves one at a time, and defeated the Fiendish Five, with the help of his friends and love interest (but opposite side of the law), Carmelita Fox.

Since then, Sly and his gang stuck together, defeating enemies such as Neyla, the Klaww Gang and Dr. M., and recruiting new allies: The Guru and Penelope, and two former enemies, Panda King and Dimitri, each with their own special abilities. Sly got into his family vault and discovered the many riches his ancestors had bagged, before being confronted by Dr. M. After defeating Dr. M. (with Carmelita's help) Sly pretended to have amnesia and Carmelita believed him, convincing him that he was her partner, Constable Cooper. The Cooper Gang had no luck in finding Sly after this event, instead they found his cane at the entrance to the Cooper Vault, as a sign that he had left the Cooper Gang for good and didn't want to be found. However, Bentley happened to be spying on Sly who was with Carmelita, and Bentley realised that Sly was up to his old tricks as usual.

Summary: In the first game, Sly wore a red bag on his back which could hold a silver or gold horseshoe which would take enemy hits. In Sly 2 and 3, you had a health bar, and Sly wore his red bag on his leg instead. His usual attire consists of a blue sweater (with a yellow turtleneck collar) and matching cap and gloves, a black mask over his eyes, and a yellow belt with the Cooper logo as his

belt buckle. As with most characters, he does not wear pants. Sly's signature weapon is his cane with a golden C on the end. In Sly 2 and 3, he can carry up to three additional gadgets.

Sly is the fastest of the original Cooper Gang. He can run faster if you hold down the R1 button. As this function was not available in the first game, he was not as fast here; however B.F. Cooper's fast motion technique allows him to run faster, but also speeds up everything else in the game, so it's useless in the master thief sprints. In Sly 3, Sly has several disguises and with it, hilarious accents – you gotta love the pirate accent!

Sly is well... sly by nature as well as Sly by name. He is very cocky and sarcastic and often manages to get Bentley to talk sense and simplify what he's saying. He is also quite flirtatious when talking to Carmelita, even though his charm does not always work. At the end of Sly 3 it is said that Sly has matured more as he faked his amnesia to develop a relationship with Carmelita; however he is then seen winking in Bentley's direction, which proves that his personality hasn't changed a bit.

Hope you enjoyed reading all about Sly! Next issue we will be looking at Bentley!

Gadget/Move Feature: NINJA SPIRE JUMP

Every issue we will be featuring one of Sly, Bentley or Murray's unique moves and/or gadgets. This issue we have one of Sly's Thievius Raccoonus moves, the Ninja Spire Jump.



Ninja Spire Jump can only be used by Sly, and appears in all three games. The move originated from Sly's Japanese ninja ancestor, Rioichi Cooper. You receive Rioichi's page of the Thievius Raccoonus, and the ability to spire jump, after you defeat Raleigh in the first game. From that point on, the move is compulsory throughout all three games. To do a Ninja Spire Jump, look for blue sparkles (like you would for anything that Sly can access), jump and press the O button.

There are many things that Sly can jump to and from – just look for anything that has a point (literally!!!!) Examples of these things include the top of lamp posts, flagpoles, pointed rocks, rooftops, and even knife blades! Most of these objects are in groups in midair or in water which will allow Sly to cross safely. The spire jump plays a main part in the episode A Cold Alliance in Sly 3. First, Sly has the Guru on his back and the Guru will summon a variety of objects for Sly to spire jump onto, including guards! Straight after this you will face a boss battle in which you must spire jump from bamboo post to bamboo posts to avoid General Tsao and eventually knock him down to progress to the second part of the battle which is on land.



Overall, Ninja Spire Jump is a good move. Standing on top of lamp posts, rooftops, etc. lets you have a good look around and you can jump down at any time. I love jumping and attacking guards who are directly under me, I can attack them unexpectedly! I like the fact that some jump targets are more spread out than others and you have to stretch your jumps in order to reach them. Timing your jumps is also useful in some cases; for instance in the first part of Mz Ruby's boss level in Sly 1, pointed rocks (well that's what I think they are!) will come down and make contact with the rocks you need to spire jump on to cross, so you need to watch the pattern very closely! Near the end of Sly 3, you will come across a series of knife blades which will disappear and reappear every few seconds, so you'd better get moving quickly!

In conclusion, I like the Ninja Spire Jump because there are a lot of things to master, and it's a very fun move as well! Since it has appeared in all three Sly games so far, it is quite likely that it will return in the presumably-upcoming Sly 4. I hope it makes a return.

Next issue we will be looking at Sly's (and Bentley's) handy Alarm Clock gadget!

Poetry Corner: DIMITRI

Each and every issue will feature a poem, and this issue it's about everyone's favourite lounge lizard Dimitri, written by me! Enjoy! If you have a poem that you think would fit nicely in the magazine, please send it to me at coopercapersmagazine@gmail.com. It can be about your favourite character, a specific gadget, your favourite level/mission or simply Sly Cooper in general just to name a few suggestions.



An inspiring artist who wanted his work on stage
But he was unfortunately rejected, and so, in his rage
He took great works of art and vandalised every piece

As a punishment before starting a nightclub in Paris.

With the Clockwerk Tail Feathers as his aid,
He set up a printing press, and his money was made.

Smoking a cigarette wearing a greasy sweet suit,

Dimitri was confronted by Sly Cooper, who gave him the boot.

Enraged when Sly told him that his suit sucks,

Dimitri tried to stun him, but had no luck.

Sly stole back the Clockwerk Tail Feathers, then made a getaway

Just before Inspector Fox took Dimitri away.

When Sly was in Venice in search of Murray

He encountered Dimitri once more, who seemed in a hurry

To bust out of jail, and with Sly he made a deal

That if Sly bust him out, Murray he'd reveal.

Sly succeeded in his quest and Dimitri was free once more

But they met again in Blood Bath Bay when he joined the Cooper
Gang for sure

After Sly found the treasure, which was Dimitri's father's diving gear,
Dimitri donned the snorkel, and into the water he disappeared.

He harpooned the sharks to assist Bentley in his job

And later retrieved Sly's stolen cane-thingamy-bob.

Though he was hard to control, and you couldn't control him on the street

He will always be remembered for his phrase "GREASY SWEET!"

A Thief's Tale:

CHAPTER 1

Every issue will feature a chapter from *A Thief's Tale*, a brand new story written by yours truly! *A Thief's Tale* takes a look at Sly's teenage years, including his life at high school, his ups and downs in his first relationships with Carmelita, and some of his most daring heists yet just to name a few things. I hope you enjoy reading! I leave you now with Chapter 1.

"Finally!" exclaimed fourteen-year-old Sly Cooper. "We're starting high school and we'll be out of this place for good!"

"Now Mrs. Puffin can get her retirement," said his turtle friend Bentley, referring to the grouchy old woman who ran the orphanage they had attended. Ever since Sly, Bentley and Murray had met at the orphanage, grouchy old Mrs. Puffin had suspected them for everything that went wrong, when all they did was play a few practical jokes on her and not to mention the cookie heist when they were eight years old. Whenever the Cooper Gang were in Mrs. Puffin's sight, she had made them do countless chores and kept a keen eye on them.

"I wouldn't be excited if I were you, Sly," said Murray, Sly's other best friend, a large pink hippo.

"Why not?" said Sly.

"Well it's a boarding school, so we might not be rooming together. And we don't know if we'll be in the same classes or not."

"Don't worry Murray, I'm sure we'll see each other at some point," said Sly, and before he could say any more, Bentley interrupted, "Oh yeah, that reminds me, I have a little present for you guys."

Being thieves, anything was a present to the Cooper Gang, especially if it was rare or expensive items such as jewellery or artefacts. So it was no surprise to Bentley that Sly and Murray turned their heads round immediately and smiled in excitement. Bentley pulled from his backpack three things that looked like a pair of binoculars, one blue, one pink and one green.

"I suppose you're wondering what these are," said Bentley. "Well, this being my latest invention, is called a Binocucom. As you can tell by the name, it is both a pair of binoculars and a communication device."

"Cool!" said Sly and Murray in unison.

"I made them because I was worried about us being split up in class, and we're going to need them for any heists we do anyway. You never know, there could be a sneaky character lurking around at school so we must be prepared at all times. Sly, yours also takes pictures and mine can fire darts which can send anyone to sleep within a second"

"Oh Bentley," said Sly. "You're so thoughtful. Can't wait to take a few snaps of all the hot chicks. Bet there's millions"

"Well I *am* the brains of the Cooper Gang," Bentley replied, ignoring Sly's comment. "Come on, we have to be at the station, the train leaves in an hour."

They quickly rushed out of their room, down the three flights of creaky stairs and past Mrs. Puffin's office for the last time. Sly made sure that he was running extremely fast so that the many papers on

Mrs. Puffin's desk would blow all over the place, and they sure did. Sly and the others laughed at her angry expression. "That's my goodbye present!" Sly called out to her.

"Man, I wish I could drive," said Murray. "All this running really wears me out sometimes, even for a thief."

"Don't worry Murray," said Bentley. "We're almost there! Besides, running gives you good exercise, you know! Prepares you for your getaways!"

After about ten more minutes of running, they had finally reached the station with less than half an hour to spare. They quickly got onto the metallic train and found themselves a compartment. As the half hour quickly passed away, more people boarded the train, the majority of them being new students at St. Edgar's Grammar School, the same one that Sly, Bentley and Murray would be attending.

There wasn't anything very interesting on the journey that seemed to take forever. Bentley and Murray had fallen asleep, with Murray's arm doubling as a pillow for Bentley. Sly, however, was trying out that new Binocu...thingy that Bentley had given him. He had chosen the blue one for it was his favourite colour. However, no matter how hard he looked, Sly didn't see anything interesting, just the tops of various trees and the odd building here and there. Sly sighed. Then suddenly, a soothing, female voice spoke through the speakers, "We have now arrived at St. Edgar's Grammar School. Please take all your belongings with you."

The whole train woke up. Some people were relieved after the long wait, whilst others groaned after waking from a deep sleep. "What... we're here already?" said Bentley, rubbing his eyes before following Sly and Murray off the train.

There it was. The school where they would reside for the next few years.

What happens when Sly and the Gang step inside their new school for the first time? Find out next issue!

If you have any stories that you think would fit nicely in the magazine, please send to coopercapersmagazine@gmail.com. If it's a long story please split it up into chapters so it can be spread across issues!!!

Sly 4 Ideas

Every month, *Cooper Capers* will be featuring some Sly 4 ideas that have been sent in by the fans. Unfortunately I haven't received any ideas yet, so I will share my own idea. I know that people have various ideas for the fourth game, and that some of those ideas are similar to mine. This is my typical idea of what I think the storyline of Sly 4 will be.

At the end of Sly 3, we find out that Sly has left the Cooper Gang and faked amnesia to spend time with Carmelita, and in turn the Cooper Gang have gone their separate ways. At the end of the cutscene, Bentley spies on Sly and Carmelita, and Sly winks at him. Bentley also says that he is building a time machine, but for what nobody knows. Many people have based their ideas around this time machine. My idea, and a possibly likely one at that, is that Bentley will build the time machine to travel back to the Sly's ancestors' days of glory. This also seems likely because in the level at the end of Sly 3 when Sly enters the Cooper vault, we find out information on the previous Coopers, and in the introduction cutscene in the beginning of the game when Sly is first laid out by Dr. M., we see pictures of the Coopers and their different versions of the Cooper cane. From this information, we have the general idea of what each of the ancestors' worlds will be like.



This would be a very exciting idea for a Sly 4 if it was made. Each Cooper would have their own world based on the information we have already gathered; for example, Sly's Egyptian ancestor Slytankhamen II (the inventor of the Shadow Power move) would walk around invisible in the Egyptian sands. The boss would be an ancient, mummified cat pharaoh who rules underneath the tallest pyramid. Rioichi Cooper, the creator of the Ninja Spire Jump on the other hand, would jump around on the rooftops of Tokyo while kicking other ninjas' butts. It would also be cool to take control of Henriette "One Eye" Cooper, the only female Cooper we have general information on, but that would be pointless considering we have already had a pirate-themed episode in the series. Each mission would be biographical and will tell the story of how each Cooper got the master thief move they were most famous for.



Once the time machine is built, Bentley rounds up the rest of the Cooper Gang minus Sly and they travel back in time to help each Cooper succeed in their missions. This would be a great idea for gathering the information on each ancestor. Once each Cooper succeeds, Bentley would write a detailed report on them and their moves in the Thievius Raccoonus. Once they have succeeded in assisting each of the Coopers, the gang returns to convince Sly to rejoin them, showing him all of his ancestors' moves and telling him what a great thief could do.

That was just my idea. I would love to hear all your thoughts and opinions of what you think Sly 4 should be like. If you have a good Sly 4 idea in mind, please email it to me at coopercapersmagazine@gmail.com and you could see it in a future issue! All ideas will be printed at some point, but please note that I can only print so many ideas per issue so please be patient!

Puzzle: WORDSEARCH

See if you can find the following words:

Sly, Cooper, Thief, Bentley, Murray, Carmelita, Fox, Neyla, Guru, Penelope, Panda, King, Dimitri,
Game, Gadget

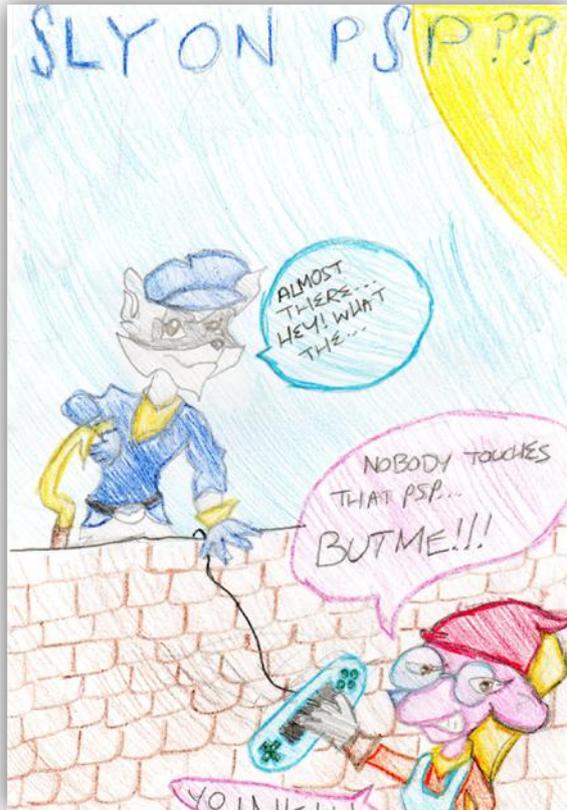
One of the above words is missing! Which one is it?

G	A	T	I	L	E	M	R	A	C
B	K	H	S	J	P	X	K	H	D
U	P	I	A	T	O	G	J	S	C
I	O	E	N	F	L	A	A	K	W
H	M	F	D	G	E	D	R	M	Y
P	U	N	R	L	N	G	Y	E	E
A	R	A	H	E	E	E	L	A	X
N	R	L	A	D	P	T	S	K	U
D	A	Y	Q	H	N	O	K	Y	R
A	Y	E	C	E	Z	R	O	O	U
Z	B	N	B	W	E	N	M	C	G

Art Gallery

Every issue I will be showing some Sly Cooper fan art that has been contributed by the fans. Unfortunately I haven't received any yet, so I will show some pictures that I drew myself. If you have any artwork that you wish to be featured in the magazine, please send it to

coopercapersmagazine@gmail.com and you could see it in future issues!



DEBATE: Which is the best game? – Part 1

Several people have different opinions about which is the best out of the three games. I will be expressing my opinions and decide which is the best game of the trilogy.



Sly 1 seems to stand out from the others, because it's the first game not everything is exactly the same as it is in its sequels. For one thing, you can only play as Sly, and the health bar that you have in Sly 2 and 3 does not exist in this game. If you take one hit from an enemy, you're dead. Still, it seems only fair as all of the basic enemies die in one hit, but some of them are quick at throwing projectiles or firing their weapons at you so it would be good to have an advantage over your enemies. Thankfully, you can collect silver or gold horseshoes from time to time which increase your defence and several enemies when killed give out health restores as well as the usual coins.

Speaking of health, you have a certain number of lives, but when you run out of lives you can start again anyway, which I think is useless; you should have infinite lives like you do in Sly 2 and 3. There are several mini games, but most of them are pretty easy, in particular the ones where you must take cover for Murray from a distance. The boss battles aren't that difficult either, with the possible exceptions of Mz Ruby's where you have to press the right buttons at the right time. Overall though, I think this game is way too easy, except maybe for the master thief sprints where you have to be as quick as possible. The speed up move won't help you here as it speeds up time too. I give Sly 1 a **6/10** for being a really fun game to play and the wide variety of mini games.

Sly 2 seems to be more challenging. You have a health bar, and can play as Sly, Bentley and Murray, each with their own unique moves and challenges. Unlike in the previous game, where you could walk through green vortexes to the different levels, you can roam freely around the world and sneak up behind guards, even steal money and other possessions from them! These items can then be sold on ThiefNet in exchange for gadgets. There are also more expensive items scattered around which can be sold for a lot more coins. The gameplay is more difficult and enemies, like you, take several hits, but I think that is fairer. Also, the new characters make the game more exciting, particularly Neyla. At first, you think she's on your side, but it turns out she's actually plotting against you. I love this type of character – I mean, who doesn't? Dimitri is also a great addition and the music that plays in the mission when you are following is unbelievably cool. Greasy sweet! But my all time favourite part has to be the bits when Sly is dancing with Carmelita and Neyla – it is very romantic and I love memory games where you have to remember which buttons to press. Not to mention, Sly in a tuxedo is just fantastic! I just wish there was a cheat where you could fully play as him wearing the tux. I don't have anything bad to say about Sly 2, and that's why I'm giving it a **10/10!!!**



Sly 3 seems to be more widespread, because there are more characters to control, even though some of the controllable characters have their disadvantages (e.g. you cannot control Penelope as a character except when she's fighting LeFwee, but even then she has limited moves; and Dimitri's



underwater moves are tricky) but I'm glad you can finally play as Carmelita, and it was worth the wait as her mega jump is absolutely awesome! We were also introduced to two-player games, which are okay but not brilliant. You also have the option of 3D mode with a pair of 3D glasses included. I'm not really a fan of this as 3D mode hurts my eyes a little. The plot, however, is an interesting one to follow, because you discover new characters, each and every one of them unique, and you get to know a little about Sly's ancestors too! Sly has new disguises in this game, and he can put on different accents to make them more convincing. You can communicate with guards and find out hilarious secrets about them. There is also some

levels in which Bentley must examine paintings to get a 3-number code. This can be quite tricky if you don't look hard enough. Despite all the new additions though, Sly 3 seems to be quite short compared to Sly 2. Whereas Sly 2 had 8 episodes, Sly 3 only has 6, thus making time go by quicker. A very good game, but not as good as the second. My final score for Sly 3 is **8/10**.

Which means Sly 2 is the winner! Now that I've shared my views, I'd love to hear yours! Please feel free to send me your views on what you think is the best game to coopercapersmagazine@gmail.com and it will be featured next issue!

Sly Bars

Most recently, I found something I made in early 2005 when I was 14. I made it in a competition where you had to design packaging for a new chocolate bar. At the time, I was really hooked on Sly Cooper and thought to myself "A lot of people love Sly Cooper, and who doesn't like chocolate?"



and immediately began thinking up many different flavours for my "Sly Bars". The entry went on to win the competition, and although I didn't know anyone at school who had ever heard of Sly Cooper, a lot of people really liked my idea. Here are just some of my many different flavours I had in mind (sorry for the poor quality, it's four years old and has been folded up a lot!):

I never got round to actually making the chocolate, but the idea I had in mind was a picture of Sly across the bar with two Cooper logos on either side of him. Each bar would come with a trading card with something relating to Sly Cooper on it, whether it be a character, a gadget or a mission from one of the games. The card and chocolate would be wrapped

in blue foil. Although I never realised this at the time, mint would also fit nicely if I was making Bentley Bars.

I also had two other ideas for Sly Cooper-related sweets (or candy as it's called in the US). I had made drawings of them at the time, but sadly have lost them. But thankfully I still remember my ideas which were:

Sly Bites – Small pieces of candy shaped like Sly, Bentley and Murray's logos.

Murray Mallows – Pink marshmallows shaped like, yep, you guessed it, Murray's head! The tin they would come in would also be shaped like Murray's head. I thought this would be very fitting as marshmallows are pink and so is Murray!

Character of the Month Competition

Every month we will have a Character of the Month competition!!! The way this will work is that there will be a poll on the following site: <http://coopercapers.webs.com/characterofthemoth.htm> . I have only included the Cooper Gang, Carmelita, Neyla and Muggshot in the poll because I don't think anyone will vote for the villain characters. The reason I included Muggshot is because he appears twice throughout the series and a very popular villain amongst the fans. At the end of each month, whichever character gets the highest amount of votes will win Character of the Month. That character may appear on the front cover of the next issue and they will have their own theme on the website. So without further ado... Get Voting!!!

Puzzle Answers

Sly, Cooper, Thief, Bentley, Murray, Carmelita, Fox, Neyla, Guru, Penelope, Panda, King, Dimitri, Game, Gadget

G	A	T	I	L	E	M	R	A	C
B	K	H	S	J	P	X	K	H	D
U	P	I	A	T	O	G	J	S	C
I	O	E	N	F	L	A	A	K	W
H	M	F	D	G	E	D	R	M	Y
P	U	N	R	L	N	G	Y	E	E
A	R	A	H	E	E	E	L	A	X
N	R	L	A	D	P	T	S	K	U
D	A	Y	Q	H	N	O	K	Y	R
A	Y	E	C	E	Z	R	O	O	U
Z	B	N	B	W	E	N	M	C	G

Dimitri is the missing word.

Some letters overlap each other. These letters are:

- The I in King and Thief
- The T in Carmelita and Thief
- The E in Penelope and Carmelita
- The P in Cooper and Penelope
- The L in Sly and Bentley
- The G in Game and Gadget
- The O in Penelope and Fox

Next Issue

Check back next issue for the results of the “Which is the Best Game?” debate and the first ever Character of the Month competition, more Sly 4 ideas (hopefully at least one), chapter 2 of *A Thief's Tale*, we examine a very alarming (literally) gadget in Move/Gadget Feature, dish the dirt on Bentley in Character Feature, and much, much more! Don't miss it! I plan to release Issue 2 on 1st August, but this is unconfirmed as I may be going on holiday. I will keep you updated, please check the website <http://www.coopercapers.webs.com> for more updates.

Your Work in the Magazine

I'm always happy for fellow Sly Cooper fans to send in ideas and suggestions for *Cooper Capers*. Please email your work to coopercapersmagazine@gmail.com, and it must be exclusive to the magazine. Here are just a few suggestions:

- Artwork – Whether it's a hand drawing, a drawing on the computer, a photoshopped picture or maybe even a Sly Cooper sculpture, you could see it feature in the Art Gallery!
- Poems – From haikus to long poems, feel free to write about your favourite character, mission or anything else Sly Cooper related!
- Stories – Long stories please split into chapters to spread across issues.
- Sly 4 Ideas – I'd love to hear your ideas for the fourth game! They can be gameplay, plot-related, in story form, and as long or as short as you like, it's up to you!
- Suggestions – I can't think of all the sections in the magazine myself, so if you have an idea please feel free to suggest something!

**Issue 2 – Coming August 1st 2009
(Unconfirmed)**

<http://www.coopercapers.webs.com>