

**Issue 2 - August  
2009**

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## A Note from the Editor

Welcome to the second issue of *Cooper Capers*, the *only* fan magazine dedicated to the world of Sly Cooper! It seems last issue has taken off by storm, and I would like to thank all those who have read it. I have received quite a few contributions this issue, including a haiku poem written by Sucker Punch forum member Slygirl4ever! This can be found in Poetry Corner alongside a poem about everyone's favourite pirate captain, LeFwee, written by yours truly!

It seems this issue should be the Bentley issue; we get the lowdown on him in Character Feature, and we look at his (and Sly's) most alarming gadget ever in Gadget/Move Feature. *A Thief's Tale* is continued with chapter 2. What happens when the Cooper Gang set foot inside the school for the first time? Will they be rooming together? Will there be any suspicious characters? Only one way to find out!

Sly has had some very interesting disguises, so I thought it would be great to write a little essay on them! Which is your favourite? There are also some questions that myself and other fans have yet to find an answer to. Where are Bentley's eyes? I will be estimating answers and posting my opinions on the unanswered questions.

The results of the "Which is the best game?" debate will be revealed as I show thoughts from several fans over which is the best game in the trilogy. I will also be sharing some Sly 4 ideas I have received from fans. And of course, the all-important results of the first Character of the Month competition will be revealed. Who will have their face on the website? Is it your favourite?

Once again I would like to thank Ross Thompson and Jake Collins for inspiration. You can check out their fan magazines about Raven and Nightmare at <http://www.freewebs.com/ravenseyemag> and <http://www.knightmare.com/tes> respectfully .

I am also proud to announce that *Cooper Capers* now has a sister fanzine, an inFamous magazine entitled *Kazap!*, written by Sucker Punch forum member Doctor Spud. The first ever issue is hosted on the *Cooper Capers* site alongside *Cooper Capers* issues, so if you like inFamous I recommend you check it out, it's amazing! Issues of *Kazap!* will be released on the last day of every month, so expect issue 2 on 31<sup>st</sup> August.

Happy Reading!!!

Ed.

# Character Feature:

## BENTLEY

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:** Bentley Wiseturtle\*

**Gender:** Male

**Species:** Turtle

**Alignment:** Good

**Position:** Brains

**Nicknames:** The Wizard

**Voice:** Matt Olsen

**Bio:** Bentley is the brains of the Cooper Gang and is one of Sly's best friends. He met Sly and Murray at the Happy Camper Orphanage. Since then, Bentley has been behind the plans for the Cooper Gang. He developed Binocucoms for himself, Sly and Murray, and spent the majority of his time inside the Cooper van whilst Sly was doing his missions. Bentley kept in touch with Sly via the Binocucom. His outfit consists of a white short sleeved shirt and a red bowtie, and like Sly and Murray, he does not wear pants. We learn more about Bentley during the course of the games; in Sly 2, it is revealed that he has asthma, and we find out that he is allergic to tomatoes in Sly 3.



In Sly 2, Bentley plucks up his courage and sets out to do some missions on his own. We can tell that he is putting safety first as he wears a pith helmet and (presumably) a bullet proof vest. His main weapons are a crossbow which he uses to smack enemies with, and countless bombs which can blow up anything near

them. He has also upgraded his Binocucom to allow him to fire darts at enemies to make them sleep.

Bentley's true bravery is shown when Sly and Murray are kidnapped by the Contessa at the end of Episode 3. The title card at the beginning of Episode 4 reads "Bentley Saves the Gang" as opposed to "Sly Cooper and the Gang", with the word "and" crossed out. Bentley releases Sly first, and the two work together to free Murray and defeat the Contessa.

Once reunited, the Cooper Gang set out to Canada to retrieve the remaining Clockwerk parts from Jean Bison. After successfully beating Bison at the Canada Games, the Cooper Gang are knocked out and Bison, having re-stolen the Clockwerk parts from the Cooper Gang, sends the parts to his cohort, Arpeggio. Bentley successfully tackles Bison (with Sly's help, by operating machines) and the Cooper Gang travel to London to confront Arpeggio. After Sly defeats Clock-La (Neyla inside Clockwerk's re-assembled body, who previously killed Arpeggio), Bentley steps inside the robotic bird's mouth to retrieve the Hate Chip, which unfortunately leads to an accident for Bentley. Murray, blaming himself for the accident, leaves the team whilst Bentley is confined to a wheelchair.

In Sly 3, Bentley has powered up his wheelchair with the latest technology, including a fishing rod with a magnet on the end which allows him to pickpocket. Sly and Bentley aim to recruit new members into the

Cooper Gang in order to open the legendary Cooper vault. Their recruiting starts with Murray, and afterwards four new members join the team; new characters The Guru and Penelope, and previous enemies Panda King and Dimitri. Bentley develops a crush on Penelope, although she seems to have feelings for Sly, which makes Bentley jealous, but this does not turn him against Sly. In Blood Bath Bay, Bentley helps Penelope out when she is temporarily blinded, and later frees her when she is captured by LeFwee. When LeFwee knocks Bentley's chair over, Penelope returns the favour by defeating LeFwee, and the two fall in love.



Along with Sly and Murray, Bentley enters the Cooper vault, and he and Murray take on Dr. M. whilst Sly enters the vault alone. After Dr. M.'s defeat, the Cooper Gang re-form to look for Sly, who had made it clear that he didn't want to be found. The Cooper Gang go their separate ways, and Bentley and Penelope seal the Cooper vault with laser security. Bentley writes in the Thievius Raccoonus as the first non-Cooper to do so, and aims to build a time machine. It is later revealed that Bentley has caught Sly and Carmelita together, and Sly winks at Bentley, who says, "That sneaky devil!"

\*According to Wikipedia, Bentley's surname is Wiseturtle in the Japanese versions. This is unknown as he has no given surname in any other versions of the games, like Murray.

Hope you enjoyed reading all about Bentley! Next issue, although you probably would have guessed, we will be looking at Murray!

## Gadget/Move Feature: ALARM CLOCK

Every issue we will be featuring one of Sly, Bentley or Murray's unique moves and/or gadgets. We had a move last issue, so it's only fair to do a gadget this time. That gadget is the Alarm Clock. In my opinion, it's Sly's best gadget that can be bought, as well as the Paraglider. It can be first bought from the Safehouse in Episode 4 of Sly 2, for 600 coins.



The Long Toss technique, which can be unlocked from the clue vault in Episode 4, gives you a longer range to throw the alarm clock. This also works with Bentley's bombs. The Alarm Clock gadget is very handy in some missions, namely Operation: Canada Games in Episode 7. The aim here is to distract the judges from Jean Bison, get them away from the judging panel and replace them. You will need to throw the alarm clock onto the ice platforms, thus luring the judge towards you. You then need to lure each of the judges into the nearby cave. You must stay hidden. Once the judge is in the cave, he will get mugged, and Bentley will don his clothes and replace him. Repeat the process two more times and Murray and finally Sly will fill in for the two remaining guards.



In Sly 3, the Alarm Clock is handed over to Bentley, and can be bought from ThiefNet for 200 coins. As Bentley is the weakest character, it gives him

more defence from a distance and has quite a long throwing range, but there are better gadgets for Bentley which are more effective. Plus the fact that it's not necessarily required in Sly 3, so you don't really need it in this game.

I really didn't see any difference between Sly and Bentley's versions, although I prefer Sly's version because he can get away quicker after throwing the alarm clock. I remember doing some fun things with it in Sly 2, such as throwing it towards Grizzle Face (the bear), thus luring the guards towards him (or vice versa) so he can attack them. Another thing I remember doing was throwing the alarm clock into the bear traps, and once I even managed to trap a guard by doing this!

Next issue we will be looking at Murray's Aboriginal Ball Move!

## Poetry Corner

This issue we have not one, but *two* poems, which seems a little ironic considering this is Issue 2. If you have written a poem about your favourite character, mission, or basically Sly Cooper in general, please feel free to email it to me at [coopercapersmagazine@gmail.com](mailto:coopercapersmagazine@gmail.com). Our first poem is really short, and it's a haiku written by Sucker Punch forum member Slygirl4ever.

### The Thieves Nature

Running down the hall  
Trying to catch the thieves  
But she is too late

Our second poem is written by yours truly, and it's about the pirate captain from Sly 3, LeFwee!

When the Cooper Gang struck at Blood Bath Bay,  
LeFwee was worried about the lack of security that day.  
So he tossed his first mate away, letting the sharks rip him down to bones,  
And promoted his second mate to First Mate Jones.  
The Cooper Gang went to an island to retrieve some treasure,  
But LeFwee was behind them, kidnapping Penelope for pleasure.  
Taking her hostage, he trapped her in his ship,  
And made Sly walk the plank when he jumped on his ship.  
This led to a quarrel, and Sly, in pirate talk,  
Won the argument, and thus off the plank did not walk.  
LeFwee used a decoy Penelope to fool the Cooper Gang,  
But suddenly Bentley had another plan.  
As he freed Penelope from her cage, Guru and Crusher took out the crew,  
And then the cold-hearted pirate knew just what to do.  
Outsmarted, he knocked Bentley's chair on an edge,  
And suddenly Penelope got her revenge.  
With a sword at hand on the ship's masts she made her mark,  
And sent LeFwee into the sea, feeding him to the sharks.



# A Thief's Tale: CHAPTER 2

Every issue will feature a chapter from *A Thief's Tale*, a brand new story written by yours truly! We left off when Sly, Bentley and Murray, aged fourteen years old, left the Happy Camper Orphanage for good and set off for St. Edgar's Grammar School. Now that the Cooper Gang have arrived at the school, what lies ahead for them? I hope you enjoy reading! Here is Chapter 2.

Bentley gasped in awe as he, Sly and Murray walked through the large oak doors. This place was huge, and when they actually got inside the building, it was even huger! They followed several other new students to the assembly hall. As they were walking, Bentley pulled Sly and Murray to one side.

"Stay alert, you guys," he warned them. "For all you know there could be sneaky characters out there, you don't know who's up to no good."

"Relax, Bentley," said Sly. "That's what you made those Binocu-thingys for."

"Not quite," came Bentley's reply. "The Binocucom can put people to sleep or take pictures, but it can't reveal others' personalities. You'll need to study them carefully, otherwise it could be dangerous."

"They're just kids, Bentley," said Sly. "Besides, danger is my middle name."

"I thought it was Willis."

"Thought I was the sarcastic one?" laughed Sly as they reached the assembly hall and took their seats. As they sat down, Sly spied what must be the headmaster coming through the door and making his way to the front of the hall. "Man, I hope his pep talk doesn't last too long. I'm starving."

"Me too," put in Murray. "Hope we're all rooming together, I don't want to be stuck with this weirdo kid who never changes his underwear and runs to the nurse's office all the time."

"Look, Murray, I'm sure it'll be fine," said Bentley. "Besides, as I've already explained, if we're put in separate rooms or different classes, all we have to do is use the Binocucoms to..."

But before Bentley could say any more, the headmaster had made his way to the front and tapped loudly on the desk as a way of silencing the students. Looking straight at him for the first time, Sly could see that he was an elderly panther with two bright yellow eyes lighting up his dark face. These very same eyes were fixed on the students, and were continuously moving around looking for troublemakers. He wore a dark grey pinstriped suit which made him look taller, and his long grey hair hung all over his head and was waving everywhere like a mad thing. He cleared his throat.

"Welcome to St. Edgar's Grammar School, new students. I am Mr. Slateshaft, your headmaster. The teachers and I welcome you to our environment, and hope you will do well to succeed in life. Now without further ado, let's get on with the..." his bright yellow eyes moved across the room, and then suddenly became fixed on Sly, Bentley and Murray before turning back to the centre again, "...room assignments." He smiled to himself before clearing his throat once more and then began to read some names off a piece of paper. "Room 101. Edward Fowler, Adam Kent, Joey Bird..." and about six or seven other names. Mr. Slateshaft then turned the page to read ten or so more names. By now, students were getting exhausted and some were falling asleep. And then, finally...

"...Bentley Wiseturtle, and Murray Hippo. You will be rooming in room 937. That should be all. Now, off to your rooms and goodnight. You should find your lesson timetables in your room. Lessons start tomorrow." As students left, Bentley and Murray turned to Sly.

“Why hasn’t your name been read out?” asked Bentley, looking puzzled. “Have they made a mistake? What’s going on?”

Sly shrugged. Just then, Mr. Slateshaft called, “Sly Cooper. Over here, please. The rest of you be about your business and get to your rooms. Now.” Sly made his way over to the headmaster, looking very confused. He opened his mouth to speak when Mr. Slateshaft muttered, “Follow me” and lead Sly towards his office. “See you guys,” Sly muttered to Bentley and Murray as he followed the headmaster.

Sly followed Mr. Slateshaft into his office, which, like the rest of the school, was incredibly huge. Large portraits of previous headteachers hung from the walls as well as prized artefacts. Several statues lay across the floor, and there was a glass case behind the headmaster’s desk, containing rare artefacts. A thief’s paradise, Sly thought, opening his mouth in awe. Mr. Slateshaft entered the room and immediately saw Sly’s expression.

“Pretty valuable, don’t you think?” he smiled falsely, before pointing a finger at Sly. “Don’t even think about it,” he said sternly. “I’ve heard all about you, Sly Cooper. You *and* your little band of thieves. That’s why I took the liberty of separating you from your little buddies. Thievery is not tolerated here at St. Edgar’s, and if I find out that you’ve stolen something as little value as a pencil, you’ll be out of here before you can say Robin Hood. Do I make myself clear?”

“Err, yeah... Sir,” Sly replied, still a little confused.

“Good. Now, as for your dormitory. I’ve assigned you a private suite...” Sly’s mouth opened wide “...with a very special roommate. Raymond!” he yelled.

In came what looked like a younger version of Mr. Slateshaft; a black panther around Sly’s own age, with long black hair covering the back of his head. He wore black jeans and a black t-shirt, and didn’t appear to be smiling, so Sly could tell that he was Goth or emo. “You called, Dad?”

Mr. Slateshaft stroked Raymond’s hair. “I certainly did. Raymond, I’d like you to meet your new roommate. Sly Cooper. The world’s greatest thief. I want you to keep an eye on him, any problems report to me. And you,” he said to Sly. “Get out of my sight right now. Room 675.”

Raymond said nothing as he led Sly towards their very large dorm room. He threw his luggage onto the largest bed, and then locked himself in the bathroom. Sly shrugged and went over to the window. Wow, he thought, as he looked out onto the beautiful sights of the school campus. All those lights... he must be on one of the top floors; he hadn’t counted them. It was then that he saw something... or someone...

He could see the silhouette of a figure quickly sneak across several windows, before pausing to have a look around. Clearly not wanting to be seen, it ran down a hallway and disappeared out of sight. Sly didn’t see his or her face, just a figure in black. He pulled out his Binocucom and opened his mouth when suddenly Raymond came out of the bathroom. “What’s that?” Raymond asked, pointing to the Binocucom.

“It’s... a pair of binoculars,” said Sly, hoping that neither Raymond nor Mr. Slateshaft knew about Bentley’s latest invention. “For stargazing, since I don’t have a telescope. Why? Not a crime to have them, is it?”

“No, but I’m warning you, if I see you doing anything Dad told me about, you’re gonna be in serious trouble.”

Sly snickered. “Ooh, Daddy’s little angel. Gonna run off to daddy are we?”

Raymond climbed into bed and turned away from Sly. “Just shut up and go to sleep.” And with that, he

drifted off to sleep straight away, snoring loudly.

I'll tell Bentley and Murray about the mysterious figure tomorrow, Sly thought, as he climbed into bed.

Will Sly get along with Raymond? And who is this mysterious figure? Also, how will Sly, Bentley and Murray fare in their first classes? Find out in Chapter 3 next issue!

If you have any stories that you think would fit nicely in the magazine, please send to [coopercapersmagazine@gmail.com](mailto: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

As we've had no Sly 4 ideas contributed this month, I thought I'd share another one that I had in mind. Since there have been rumours that a Sly Cooper game will be released on the PSP, I will share my idea of what said PSP game could be like. Please note that last issue I wrote a completely different idea, but that was for the PlayStation 2 or 3 version.



For this idea I was inspired by *Daxter* and *Secret Agent Clank*, the PSP spinoff games based on the *Jak & Daxter* and *Ratchet & Clank* series respectfully. In both of the aforementioned games, the main hero is captured and his sidekick must rescue him. I originally thought of basing the *Sly Cooper* PSP game, entitled *The Cooper Gang* around Bentley and Murray trying to rescue Sly, who has recently been captured by an old enemy of his father's and placed in jail. Bentley and Murray will take up the main roles, sometimes they will have their own separate missions and sometimes they will need to work together.

Since the Cooper Gang went their own separate ways at the end of Sly 3, Bentley and Murray will need to travel to where each member was last seen and recruit them back into the Cooper Gang. There is one member to be found in each episode as well as a boss who has held that member under their wrath, so Bentley and Murray must defeat each boss before claiming each team member back. Penelope, of course, was with Bentley, so she will assist Bentley and Murray in backup with her RC Car and Chopper, as well as a new gadget, the RC Boat which will come in handy with water-based levels. There will also be one or two levels where you can play as Penelope herself, complete with action moves.

Each member of the Cooper Gang will have their own missions, though not as many as Bentley or Murray. Dimitri will spend most time underwater like he did in Sly 3, but he will also get to spend some time on land. Hopefully his controls will be easier; he was super difficult in Sly 3, you couldn't even see him! Panda King will be armed with fireworks as always, and will have a throwing range like Sly has with the Alarm Clock. The Guru will be able to hypnotise guards, even before jumping on their backs. Sly will also have some levels in which he fights other prisoners and steals items in jail.

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](mailto: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! After two issues after writing down my own ideas, however, I would like to hear from someone else!



# Puzzle: WHO SAID THAT?

See if you can recognise the following quotes. Each quote applies to a different character:

1. "Bless you, Penelope. Bless you and your remote control gizmos."
2. "You're an ignorant child playing dress-up in his father's legacy."
3. "Who's 'The Murray'? All I see is a fat, pathetic weakling!"
4. "Second verse, same as the first."
5. "That's for making fun of my glasses!"
6. "One, get over yourself, and two, I mean it, get over yourself!"
7. "Palms of thunder!"
8. "Blast it, Sly! Why run? Why not face me like a real man?"
9. "You Coopers always find a way to beat me!"
10. "Show me your bling and let me shine you!"

Answers are at the back of this issue.

## Art Gallery

Every issue I will be showing some Sly Cooper fan art that has been contributed by the fans. If you have any artwork that you wish to be featured in the magazine, please send it to [coopercapersmagazine@gmail.com](mailto:coopercapersmagazine@gmail.com) and you could see it in future issues! Sucker Punch forum member forrestongirl97 has sent in some really brilliant pictures, and a big thank you to her for contributing them! Here they are:





## DEBATE: Which is the best game? – Part 2

Last issue I started a debate about which game was the best in the Sly Cooper trilogy. Unfortunately, I received no replies, so there will be no responses shown this issue. However, if you would like to respond to the debate I posted in issue 1, please feel free to send an email to [coopercapersmagazine@gmail.com](mailto:coopercapersmagazine@gmail.com) and I will post it in the near future.

## Unanswered Questions

There have been several questions that myself and fellow Sly Cooper fans have been wondering the answers to. Since nobody knows the answers for sure, I am going to be taking a guess at what the answers might be. These are just my opinions, therefore they may or may not be the right answers.

### **Why doesn't Bentley have eyes?**

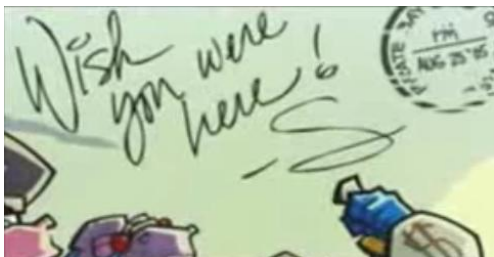
I'm pretty sure that Bentley does have eyes, he wouldn't be wandering around laying bombs down for enemies, and he wouldn't be deciphering picture codes if he couldn't see what was in front of him, would he? However, his glasses are clear/light blue, so it makes no sense that we can't see his eyes, yet we can see Penelope's, and her glasses are the same colour.

### **Why does hardly any character have a surname?**

So far, the only characters whose surnames are revealed are Sly, Carmelita, Dimitri, and Jean Bison. Bentley also supposedly has a surname (see Character Feature). Panda King's surname is most likely to be King, as his daughter's name is Jing King; however the characters refer to him as Panda King and not by one name, so this can't be certain. Neyla in my opinion is probably her surname, as characters refer to her as Constable Neyla, and usually police officers are referred to by their title and surname, as Carmelita is often

referred to as Inspector Fox. Mz Ruby, Don Octavio and General Tsao are likely to follow the same pattern. No other character surnames have been revealed, although it is presumed on Wikipedia that Murray's surname is Hippo, as animals' species often serve as surnames in cartoons and video games.

### What date is the series set in?



The date has actually been revealed in the games, but you'll need to look very closely, and I mean VERY closely. After you defeat each boss in Sly 1, look underneath the word DAILY when the newspaper shows up, and it should say 1997. Because Sly 2 is set two years after the first game, Sly 2 is set in 1999 and Sly 3 is rumoured to be 2000. However; look closely on the postcard after you defeat LeFwee in Blood Bath Bay in Sly 3, the date

states that it is August 25<sup>th</sup> 2005, meaning that Sly 3 was set six years after Sly 2. This makes it more confusing.

### What is Penelope's species?

Penelope's species is most likely to be a mouse, as she is small and resembles a mouse. However, there have also been a few rumours that she could be a rabbit, as her ears are long for a mouse's standards and she has no visible tail. Her skin colour could also depict that she's a mouse, as baby mice are pink and furless when they are first born, and Penelope is quite young. The skin colour may not have any effect on her species, as most of the characters have odd skin colour for their species, e.g. Murray is pink whereas hippos are normally grey.

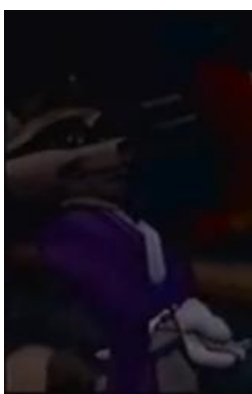
### When is Sly 4 coming out?, Why is Sly 4 taking so long? and similar questions involving the word Sly 4.

Nobody knows. There have been rumours of a Sly 4 to be released on the PlayStation 3, accompanied by a game on the PSP. There have also been false, fan-created rumours of Sly 4 displayed on Wikipedia ever since Sly 3 was released, but none of these are real. However, it was said in an interview that Sucker Punch are likely to return to Sly Cooper, so watch this space...

Those were just my opinions. If you would like to voice your opinion on these questions, or have an unanswered question yourself, please email it to me at [coopercapersmagazine@gmail.com](mailto:coopercapersmagazine@gmail.com).

## Sly's Disguises

Sly has had several disguises throughout the games. Personally if it was my choice, I would like to have an unlimited choice of all the disguises that Sly has ever worn, and I would have the option to wear these disguises at any point in the game that I like. Now let's take a look behind these fantastic outfits:



The only playable disguise in Sly 2 is the tuxedo, which is required in order for Sly to sneak into Rajan's ballroom and dance with Neyla, and later Carmelita, to distract the crowd whilst Murray sneaks off with the Clockwerk Wings. The tuxedo can be found in pieces which is part of a separate challenge: shoes, shirt, jacket, gloves and bowtie. Unlike the Sly 3 disguises, you cannot wear the tuxedo freely, and Sly does not put on an accent with this disguise.

In Sly 3, the disguises are more developed. There are four disguises in the game which can be used in certain episodes. These disguises are the Italian guard disguise

(Episode 1), the pilot disguise (Episode 3), the photographer disguise (Episode 4) and the pirate disguise (Episode 5). With the exception of the pilot disguise, Sly puts on an accent to make his disguise more convincing, and when he runs into a guard he must provide the guard with a four-button password. The pilot disguise is also only worn in the first mission of Episode 3, whereas the others can be worn inside and outside of missions. Whilst in disguise, Sly cannot attack or perform any special thief moves, but can still jump.

As with other gadgets, you will need to equip your disguise with the L1, L2 or R2 buttons. Pressing the chosen button whilst in disguise turns you back to normal. In my opinion, the best strategy is to wander around as normal Sly as it gets you around quicker, and then don the appropriate disguise. But beware: if the guards have already seen you before you change attire, they'll know you're a phony.



Like the tuxedo disguise in Sly 2, the pirate disguise in Sly 3 comes in pieces, and Sly must chase down pirate guards in order to claim the eye patch, peg leg and pirate hat required. This is also my favourite disguise in Sly 3, since Sly's pirate accent is very convincing. I think his Italian accent is really funny too, despite the fact that Bentley thinks that Sly has the worst Italian accent ever.

I would love to see more of these disguises in Sly 4, and I would love to see him attempt a British accent! I also hope to see more of the tuxedo!

## Character of the Month Competition

It's time to reveal the results of our first Character of the Month competition! Thank you all for voting! Here are the results:

Character	Votes
Sly	10
Bentley	4
Neyla	4
Penelope	3
Carmelita	3
Murray	2
Dimitri	2
Panda King	1
Muggshot	1

The Guru	0
Total Votes	30

Which means Sly is the winner of the first Character of the Month!!! He will now earn a spot in the Hall of Fame, and will also appear on the cover of Issue 3 and on the background of the website. Now it's time to start the next Character of the Month competition! As Sly won last time he will not be in this month's poll. Get voting for your favourite character at <http://coopercapers.webs.com/characterofthemoth.htm> . Results will be revealed next issue.

## Puzzle Answers

1. Murray
2. The Contessa
3. Rajan
4. Sly
5. Bentley
6. Penelope
7. Panda King
8. Carmelita
9. Clockwerk
10. Dimitri

## Next Issue

Check back next issue for the next chapter of *A Thief's Tale*! Also it seems like Murray will be honoured next issue, as not only is he in Character Feature, but I also tell you everything there is to know about his Aboriginal Ball Move. To celebrate Sly winning the first ever Character of the Month competition, he will be on the front cover and in Poetry Corner! Without Sly in the running for next month's competition, who will win? I also share any Sly 4 ideas I have received, and do a little essay on the 2D vs. 3D mode in Sly 3! All that and plenty more to come in Issue 3. Please be sure to check the website, <http://www.coopercapers.webs.com> , for more updates! Don't miss Issue 3, coming September 1<sup>st</sup>!

## 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](mailto: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!

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