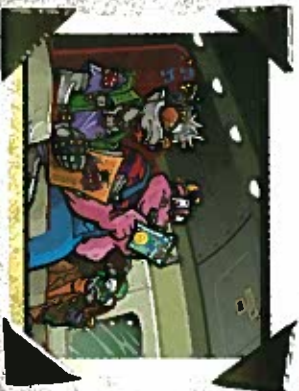


SAFE CRACKING



a vibration, slowly reverse your rotation in the opposite direction and repeat the process. Once all three tumblers are in place, the light on the safe will turn green and the door will open.

ART OF DISGUISE



the disguise and approach a guard to engage him in conversation. In order to fool him, you must be able to successfully hold a conversation by memorizing and pressing the correct button combinations that appear onscreen. Watch carefully. Once the sequence has been displayed, it will disappear and you then have to repeat it. Mess up, and your cover is blown!

THIEVING ESSENTIALS

HEALTH



A thief must remain healthy and in tip-top shape to survive whatever events may transpire. Your health meter is displayed around the top portion of the screen and will sense icon in the top left corner of the screen and will deplete when damage is taken. You can acquire more health by defeating thugs or by striking and breaking apart objects.

COINS AND LOOT



The livelihood of the Cooper Clan, coins and loot are what thieving is all about. You can find these precious commodities in a variety of places and through a variety of ways, including taking them from defeated thugs, by breaking objects, finding them stashed or left in and around the environment, and even pickpocketing them from unsuspecting thugs.

WATER

Deep water is not a thief's friend. Fall into anything above your head and you'll lose some health.

VEHICLES



Vehicles can be used for more than just quick getaways. Sometimes a thief will need to use a vehicle, whether it be on wheels, water or in the air, to gain the upper hand against his adversaries.