



# Review Code Notes

## Episode & Mission Overview

### **PRELUDE: THE BEGINNING OF THE END**

With the help of the new specialists, Sly make his way through Dr. M's forces and security to make it to the vault. When Sly unlocks the vault, Dr. M shows up and blast the vault shut. Bentley arrives to help Sly escape to regroup with the team. Just when they think they are home free, a giant creature jumps down and grabs Bentley. Sly attacks the creature until it drops Bentley, but then the creature grabs Sly. Fade out to... Secret Origin Movie

Introduction: The Cooper Vault (Sly)

With the help of the new team members, cut through Doctor M's island security and reach the famous Cooper Vault.

**EPISODE ONE: AN OPERA OF FEAR**

	Sly and Bentley travel to Venice to locate and convince Murray to rejoin the gang. The team reunites to stop a maniacal opera singer from sinking Venice.
Police HQ (Sly)	Break into police headquarters to look for Murray. If he's in jail you'll need to bust him out.
Octavio Snap (Sly)	Collect photographic evidence tying Don Octavio to the tar problems in Venice.
Into the Depths (Sly)	Break into the opera house to search for info on Octavio's computers. Use depth optimizer goggles to detect security measures.
Canal Chase (Sly and Bentley in a gondola)	Octavio has put a hit out on Carmelita. Hotwire a speedboat and take down the Blue Viper Gondola Gang.
Turf War (Carmelita)	Take out Octavio's extra security forces by pitting Carmelita and her mercenaries against the Vincenetti goons.
Tar Ball (Murray)	Convince Murray to use his Aboriginal ball form to destroy the tar reservoirs for the good of the environment.
Run 'n Bomb (Sly)	Destroy the advertisements for Octavio's performance by running explosives to the anchor points for the ad balloons.
Guard Duty (Sly and Bentley)	Steal blueprints to the main tar vacuum. In disguise, Sly takes over guard duty while Bentley cracks the safes hidden behind works of art.
Operation: Tar Be Gone!	Sneak into the opera house and destroy the tar pumps. Bentley distracts Octavio with a singing duel to get the detonation switch.

## **EPISODE TWO: RUMBLE DOWN UNDER**

The trio journey to the Australian Outback to get the consent of Murray's spiritual Guru to break off his mystical journey and rejoin his friends. The group returns to discover that the shaman has been abducted by a gang of wild dingoes who are bent on digging up the sacred terrain for opal. In successfully freeing Murray's mentor, the Guru joins the team.

Search for the Guru (Sly)	Find the Guru and break it to him that Murray wants to quit his training and rejoin the Cooper gang.
Spelunking (Murray)	Murray needs to work his way through the caves to reach his captive master, the Guru.
Dark Caves (Sly)	Break into the secure mining caves and steal back the Guru's moon stone and walking stick from the miners.
Big Truck (Truck mini-game)	Use the truck to capture aggressive red scorpions and release them into Ayers Rock. This should clear out all the miners from the sacred site.
Unleash the Guru (Guru)	Bring the Guru his moon stone and walking staff so he can escape and do some damage to the pesky miners' operation.
The Claw (Claw mini-game)	To fool the Mask of Dark Earth Bentley needs radioactive oil. Sly and Murray use mining equipment to retrieve a sample from the oil fields.
Lemon Rage (Sly, Bentley and Murray)	Intimidate the locals in the lemonade bar to drive the miners out of the area.
Hungry Croc (Murray)	Thin out the ranks of guards by giving the local crocodile a taste for miners.
Operation: Moon Crash	Destroy the gyrocopter to make it safe for Murray to lure the Mask of Dark Earth. Once he arrives, Thunder flop to take it out for good.

### **EPISODE THREE: FLIGHT OF FANCY**

	<p>The gang heads to Holland to participate in the ACES dogfighting competition. Their goal is to recruit Penelope to their team by defeating the current ACES champion, the Black Baron. Penelope currently works for the Baron and his defeat will prove to her that the Cooper gang is a talented group. After all, she "only works for the best."</p>
Hidden Flight Roster (Sly and Bentley)	<p>Find out from the event staff where the ACES flight roster is hidden and steal it from the Black Baron.</p>
Frame Team Belgium (Sly, Bentley, Murray and Guru)	<p>Steal a handkerchief from a Belgian pilot and swap it out for Team Iceland's lucky ice sculpture. This will implicate the Belgians for the crime.</p>
Frame Team Iceland (Sly and Murray)	<p>Frame team Iceland for vandalizing team Belgium's plane by planting a stolen Viking helmet at the scene.</p>
Cooper Hangar Defense (Murray mini-game)	<p>Keep the Cooper plane safe from sabotage by defending the hangar with the fists of Murray and the technology of Bentley's traps.</p>
ACES Semifinals (Sly in a bi-plane)	<p>Beat Team Iceland and Team Belgium as they fight against each other in the semifinals. The last team flying gets into the finals.</p>
Giant Wolf Massacre (Bentley and Guru)	<p>After Bentley subdues a giant wolf with special sleep darts, the Guru controls it to thin out the Black Baron's pilot ranks.</p>
Windmill Firewall (Bentley hack mini-game)	<p>To intercept the Black Baron's instructions, hack all the windmills' power stations to gain access to the control tower central computer.</p>
Beauty and the Beast (Sly, Bentley and Carmelita)	<p>Take Muggshot out of the dogfight finals by tricking Inspector Fox into having him off to jail.</p>
Operation: Turbo Dominant Eagle	<p>Counter the Black Baron's tricks so there's a fair fight. After proving themselves in the ACES finals, Penelope will be ready to join the gang.</p>

## **EPISODE FOUR: A COLD ALLIANCE**

Bentley confesses that he's going to need some help in the explosives department, and the first person that comes to mind is the Panda King. A pyrotechnical wizard defeated by Sly in reclaiming the Thievius Raccoonus. Problem is, he's given up his criminal past and is secluded in his mountain dojo.

King of Fire (Sly, Bentley, Murray, Guru, Penelope RC Car)

Find the reclusive Panda King and convince him to join the team to help break into the Cooper Vault.

Get a Job (Sly and Bentley)

Develop an inside track on General Tsao's wedding plans with Jing King by getting a job in the ceremony.

Tearful Reunion (Murray, Penelope RC Chopper, Panda King Turret)

Investigate the mysterious signal from beyond the icy waters.

Grapple-Cam Break-in (Sly and Bentley)

Break into Tsao's place of business. Once inside, use the Grapple-Cam to lure guards onto pressure plates and steal computer files.

Laptop Retrieval (Sly, Bentley and Guru)

Figure out where Tsao has escaped to and hunt him down to steal back Bentley's computer.

Vampiric Demise (Sly and Panda King)

Put an end to the hopping vampires by gathering enough fireworks to blow the vampire crypt sky high.

Down the Line (Murray, Penelope RC Car)

Murray opens a freezer full of booby-trapped ice cream. He gets bound to a powder kega and carried away leaving a trail of gunpowder. Penelope uses the RC car to outrun th fuse.

A Battery of Peril (Sly, Bentley and Carmelita)

Bentley and Sly work together to recharge the battery for the van so it will be ready for a quick getaway.

Operation: Wedding Crasher

Panda King and Guru will tunnel under the palace and take Jing King before the wedding, while Penelope and Murray steal the treasure.

**EPISODE FIVE: DEAD MEN  
TELL NO TALES**

The goal for this level is to get Dimitri onto the team as a scuba diver. He's willing to join provided that he can reclaim his grandfather, Reme Lousteau's special diving gear. Reme's gear was stolen by an old pirate called Black Spot Pete... who is now living a quiet life in Blood Bath Bay.

The Talk of Pirates (Sly)

Convince Black Spot Pete to reveal what he knows about Reme Lousteau's buried treasure.

Dynamic Duo (Bentley and Penelope RC Car)

Penelope and Bentley work together to break into Skull Keep and steal the map to the buried treasure.

Jollyboat of Destruction (Sly and Murray in jollyboat)

Murray and sly steal a jollyboat to disable the docked ships and send the harbor patrol. If successful the harbor will be undefended.

X Marks the Spot (Sly)

Use the treasure map to find and unearth the deep sea diving equipment of Dimitri's grandfather, Reme Lousteau.

Crusher from the Depths (Sly and Panda King)

Discover the sea monster known as "Crusher" and why the pirates all fear it so much.

Deep Sea Danger (Dimitri)

To boost the damage done by the ship's cannons, Dimitri explores a shipwreck to gather blast collars and hunt the nearby sharks.

Battle on the High Seas (Sly in ship)

Hunt down and destroy groups of LeFwee's Red Sail Sea-Dog Clan before they gather together and attack in unison.

Operation: reverse Double-Cross

Attack the Death's head, trick LeFwee into revealing the location of Penelope, and pull of a rescue!

**EPISODE SIX: HONOR  
AMONG THIEVES**

Picks up where "The Beginning of the End" episode leaves off leading to the conclusion of Sly 3 Honor Among Thieves!

Carmelita to the Rescue  
(Carmelita)

To prevent her most wanted criminal. Sly, from meeting his end in the maw of a creature, Carmelita and her mercenaries attack Doctor M.

A Deadly Bite (Guru)

Control packs off sharks to attack the electromagnetic buoy and free the can. Once you befriend a shark it will follow you wherever you go.

The Dark Current (Dimitri)

The cane has fallen off the buoy and into the water. Dimitri needs to dive in and bring it back to the surface.

Bump-Charge-Jump  
(Penelope RC Car)

Disable the missile turrets' homing capacity by taking out the radar towers. Pick up ball energy from the drones then jump and fry the radar coils.

Danger in the Skies (Sly in plane)

Destroy Doctor M's turret defenses to clear the skies for another attempt at the Cooper Vault.

The Ancestor's Gauntlet (Sly)

Sly makes his way through the historic Cooper Vault to reach the Inner Sanctum of his legacy.

Stand Your Ground (Bentley and Murray)

Murray and Bentley hold off the mutant forces of the diabolical Doctor M.

Final Legacy (Sly)

A showdown between Sly and Doctor M in the Cooper Vault's Inner Sanctum.

# Master thief Challenges

## EPIISODE 1

Air Time	Destroy all the tar reservoirs before time runs out.
Canal Chase - Expert Course	Defeat Blue Viper boats without taking significant damage.
Cops and Robbers	Sly steals the loot and gets it to the safe points. Carmelita needs to stop Sly. Press <code>_L1_BUTTON_</code> to use power-ups. Press <code>_R1_BUTTON_</code> to fire Carmelita's gun.
Speed Bombing	Destroy the vacuum pumps before time runs out.
Octavio's Last Stand	Defeat Octavio before time runs out.
Octavio Canal Challenge	Defeat Octavio in the Venice canals under time pressure.
Venice Treasure Hunt	Using your treasure map, follow the clues to find the hidden loot.
Coin Chase	Collect 20 coins while keeping up with Octavio.
Tower Scramble	Get to the top of the tower and knock the balloon free before time runs out.

## EPIISODE 2

Pressure Brawl	Murray, Sly and Bentley team up to win a giant brawl under time pressure.
Cave Sprint	Make it to the safe without being damaged and before time runs out.
Cave Mayhem	Defeat 12 guards and make it out of the cave in time.
Quick Claw	Keep Murray safe from the guards to score high on this challenge.
Scaling the Drill	Make it to the top of the drill before time expires.
Croc and Coins	Collect 100 coins while fending off attacking guards.
Carmelita Climb	Get the mask off Carmelita before time runs out.
Outback Treasure Hunt	Using your treasure map, follow the clues to find the hidden loot.
Rock Run	Complete the rock climbing course under time pressure.
Guard Swappin'	Possess 5 different guards without touching the ground.

## EPIISODE 3

Biplane Duel	Sly and Carmelita battle it out in the skies! Press <code>_R1_BUTTON_</code> to fire your guns. Press <code>_L1_BUTTON_</code> to use power-ups.
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Hackathon	Hack into computers together!
Muggshot Goon Attack	Defeat 30 guards before taking down Muggshot.
Defend the Hangar	The Hanger can take limited damage. Keep it safe.
Security Breach	Defend the fragile plane in the hangar from approaching guards.
Going Out On A Wing	Defeat the Black Baron before time runs out.
Holland Treasure Hunt	Using your treasure map, follow the clues to find the hidden loot.
One Woman Army	Carmelita must defeat 15 guards before defeating Muggshot.
Castle Quick Climb	Get to the top of the castle under time pressure.
Precision Air Duel	Destroy only the tri-winged planes.
Wolf Rampage	Defeat the guards while avoiding serious damage to the wolf.

#### **EPISODE 4**

China Treasure Hunt	Using your treasure map, follow the clues to find the hidden loot.
Big Air in China	Use Murray's ball move to reach all the waypoints without taking damage and before time expires.
Tsao Showdown	Defeat Tsao without sustaining significant damage.
Treetop Tangle	Defeat Tsao without sustaining significant damage.
Sharpshooter	Keep Murray from taking significant damage from the attacking guards.

## **EPISODE 5**

Galleon Duel	Avast! Sink the other ship before it sinks you!
Last Ship Sailing	Defeat 5 boats without sinking, no health pickups.
Sword Skills	Defeat LeFwee without taking damage.
Boat Bash	Defeat enemy boats under time pressure
Pirate Treasure Hunt	Using your treasure map, follow the clues to find the hidden loot.
Patch Grab	Lure Jake back to the anchor and get the patch before time runs out.
Stealth Challenge	Steal the peg leg without being discovered, under time pressure

## **EPISODE 6**

Dr. M Dogfight	Defeat Dr. M and his flying creature under time pressure
Battle Against Time	Defeat Dr. M before time runs out.
Road Rage	Defeat at least 16 enemy cars, no energy collection required.
Beauty versus the Beast	Defeat the giant beast before time runs out.
Ultimate Gauntlet	Make it through the Gauntlet of the Ancestors under time pressure, with no checkpoints.
Volcano Bounce	Use Murray's ball move to bounce him into the volcano without taking damage, under time pressure.

## Specialists & Villains

### **SPECIALIST**

INSPECTOR CARMELITA  
FOX

As one of the brightest inspectors on the Interpol force, her greatest disappointment is her continuing failure to chase down and arrest Sly Cooper and his accomplices. Before settling on her shock pistol, she tried out a prototype handcuff-throwing gun to capture criminals.

THE GURU

He speaks in a manner that is hard to understand and yet easy to find the meaning in. He loves the beauty and peace of the natural world, especially the Australian Outback.

PENELOPE

A young lady the gang meets while researching advanced RC car and helicopter upgrades. Known widely on the internet as one of the true experts in this technology, she seems an interesting candidate to help the Cooper Gang out, if only they can convince her to sign up.

PANDA KING

A reformed extortionist, Panda King is an expert fireworks artist. In the not so distant past Sly broke up the criminal racket he proudly reigned over. He's been living a quiet life of meditation biding his time to rule once again.

DIMITRI

Once an idealistic young art student, he was roundly rejected by the fine art community and turned to a life of crime and forgery as an alternative. He learned English by watching hip-hop music videos. In 2004, he was voted, "The most likely crime boss to have a chart topping hit theme song."

## **VILLAINS**

**DON OCTAVIO**

An aging Italian opera singer turned mafia boss, Octavio grew up as the neighborhood celebrity. Everyone loved to hear his wonderful voice, and was destined to be the next great tenor. But just as his career began to take off, musical tastes changed... suddenly it was all about rock music and no one wanted to listen to opera anymore. He held on to a few fans... and it was these mobsters that took him into "the business."

**BLACK BARON**

Black Baron, a world renowned dog fighting champion who makes his home in Holland. To raise the level of competition, he founded an international aircraft dog-fighting competition (ACES), to attract worthy opponents. He's rumored to have a lead mechanic working for him who is a master of all kinds of technology. The Baron believes in holding a fair fight as long as he's winning.

**GENERAL TSAO**

A surprisingly young man for one with such power and wealth. Rumor has it that General Tsao will be getting married soon, and there are questions about who the mysterious bride-to-be is.

**LE FWEE**

A black hearted, super intelligent, middle aged Pirate, Le Fwee believes he is the smartest man in the seven seas. He's pure evil and does not hesitate to show his hatred towards anyone who gets in his way, including his own men.

**DR. M**

An evil old mad scientist. Was the "brains" of the gang that Sly's father assembled--last generations "Bentley" gone diabolically mad. He's a scientific genius fixated on cracking the Cooper vault. He has spent the past 20 years trying to get inside and has built a fortress to defend against any intruders.

# Multiplayer Modes

Participate in a series of two-player split-screen games against your friends and foes.

## COPS & ROBBERS

Play as either Sly or Carmelita in a two-player face off. As Sly, your goal is to collect various pieces of loot around the map, which are marked by way points and drop them off to safe points. As Carmelita, you need to defeat Sly with your trusty shock pistol. The first player to reach a score of five wins! In a and around the environment, you'll find star shapes that will appear periodically. Each of these icons gives the player a temporary power-up.

## CO-OP HACK

Hack your way into the security system and survive wave after wave of attacking sentries. Work together or separately to rack up points and make it to the exit gate before your opponent. You can move your avatar by pressing the left analog stick or directional buttons in any direction. You can shoot by pressing the right analog stick or directional buttons in any direction. Pick up star-shaped power-ups for special abilities.

## BIPLANES

Play as either Sly or Carmelita and go head-to-head in a fierce two-player dogfight. The first player to rack up 10 kills wins! Floating around the environment, you'll find star-shaped icons that will give the player a special power-up.

## PIRATE BATTLE

Play as either Sly or Bentley in a swashbuckling ship battle. Steer and repair your ship, while trying to destroy you opponent's ship. The first person to sink the enemy ship three times wins the match. Power-ups are also available.