

THIEVILUS
RACCOONUS



**WARNING: READ BEFORE USING YOUR
PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or Memory Card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

**SLY COOPER
AND THE
THIEVIUS RACCOONUS™
PLAYSTATION®2 HINT LINE**

Hints for all games produced by SCEA are available:

Within the U.S. 1-900-933-SONY (1-900-933-7669)
\$0.95/min. auto hints
\$5.00-\$20.00 for card recharge

Within Canada: 1-900-451-5757
\$1.50/min. auto hints

For U.S. callers, automated assistance is available 24 hours a day, 7 days a week. This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support
1-800-345-SONY (1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation 2 game console and its peripherals. Representatives are available Monday-Saturday, 9AM-9PM PST, Sunday 7AM-6:30PM PST.

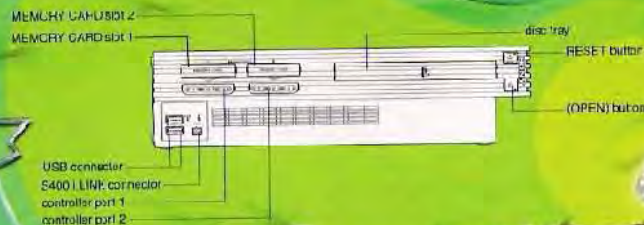
PlayStation 2 Online www.playstation.com
Our news is always hot! Visit our website and find out what's happening—new titles, new products and the latest information about the PlayStation 2 computer entertainment system.

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SETTING UP YOUR PLAYSTATION®2 SYSTEM



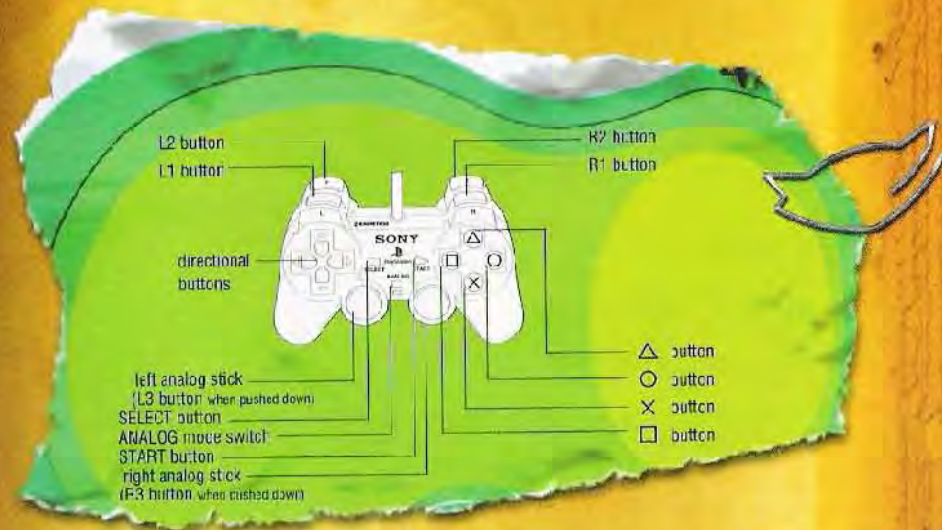
"I've gotten a hold of the information you need to start your adventure. So read it carefully, Sly."

Set up your PlayStation®2 computer entertainment system according to the instructions in the manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the RESET button. When the power indicator turns green, press the OPEN button and the disc tray will open. Place the **Sly Cooper and the Thievius Raccoonus™** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach a game controller and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD

"Sly, if you get tired, be sure to rest. You can save your progress with a Memory Card. Here are some instructions on how to save."

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into the MEMORY CARD slot 1 of your PlayStation 2 computer entertainment system. You can load saved **Sly Cooper and the Thievius Raccoonus** game data from the same card or any memory card (8MB) (for PlayStation®2) containing previously saved games.



"I've got these moves down pat. Thanks for watching my back, Bentley."



CONTROLS

Sly! Check out these moves. These are the basic ones. As we recover pages of the Thievius Raccoonus, more moves will reveal themselves.

MENU CONTROLS

Highlight menu item
Advance screen dialogue
Pause and Display Stats
Show Map (if available)

Left analog stick or Directional button ↑/↓
X button
START button
SELECT button

From the
Desk of

BENTLEY



SLY CONTROLS

Sly moves

Jump

Double-jump

Climb Ladder/Rope/Pipe

Grab hooks or rings

Let go/drop

Rotate camera

Center camera behind Sly

BASIC ATTACKS

Swing cane

Jumping attack

THIEF MOVES

Master Thief Move

Enter Vault Code

Move to next tumbler

Left analog stick
or Directional
button ↑/↓

⊗ button

⊗ button
[double tap]

⊙ button + Left analog
stick ↑/↓

⊗ button to jump
+ ⊙ button

⊗ button

Right analog stick

Right analog stick ↓

⊠ button

⊗ button (jump)
+ ⊠ button

⊙ button (hold)
when you are near
blue sparkles.

⊙ button + ⊗ button
to change numbers

Left analog stick ←/→

From the
Desk of

BENTLEY



RECON

Use/Put away binocucom

Scan with binocucom

Zoom binocucom in/out

L1 or R1 button

Left analog stick or
Directional button

Right analog stick
↑/↓

MASTER THIEF MOVES

Advanced technique

Toggle between moves

△ button

L2/R2 buttons

MINI GAMES

SUBMARINE AND HOVER BLASTER

Drive Vehicle

Aim and fire turret

Left analog stick

Right analog stick

BLASTING STATION

Move targeting reticle

Left analog stick or
Directional button

⊠ or ⊗ button

Fire Rivet

GETAWAY VAN

Drive

Max Speed

Nitro boost

Left analog stick

Left analog stick ↑

⊠ button

SWAMP SKIFF

Drive vehicle

Flame thrower

Left analog stick

⊠ button

STARTING A NEW GAME

SLY COME IN! ARE YOU THERE? Before we get started, the first thing you have to do is create a **SAVE File** to save your progress through the missions. On the **Save File** prompt screen

highlight **YES** and press the **X** button to create that file. Press the **START** button and we're on our way to recovering the **Thievius Raccoonus**.

I know, Bentley...it's better to be safe than sorry. But don't jump out of your shell yet, we're just gettin' started!

BENTLEY'S MISSION STRATEGY

SLY! DO YOU READ ME?!

Yeah, yeah - I hear ya. So what's the plan Bentley?

I've got the whole mission mapped out ... including the best places to break in, locations of security devices, vaults and escape routes.

But before you do anything, we've got to get into Inspector Carmelita Montoya Fox's safe. It holds a police report and profile on YOU! - including your family history and some vital intelligence on the Fiendish Five. Once you get into her office, I'll give you the combination to her safe.

Ah yes, Carmelita. She's always hot on my trail - she's quite a fox and one very arresting young lady if you know what I mean!

Sliding your cane as though your elbow will not bend... this will speed up your spin and give you the upper hand in any battle.



Your brain is your best defense! Keep your senses about you in the most trying of circumstances and you will always come out on top!



When going up a ladder, never look down. If the enemy is behind you... concentrate on getting up that ladder. Jump up, skipping steps if necessary. But by all means, Be Safe!!!





Excellent!!!



Super



Fair



Throwing your weight of your body in front of your nose is never a good idea. Keep in a crouched position, with your nose to your knees when spinning.



SLY! Focus and pay attention. Carmelita IS smart and she'll be ready for you!

Relax Bentley - you worry too much.

Once we have that report secure, we can move on to retrieve the pages of the stolen Thievius Raccoonus. You'll have to sneak into each one of the Fiendish Five's criminal operations but be careful! Each operation consists of several hideouts, treasure stashes and they run tons of criminal activities. Every inch of the Fiend's empires are under guard by an army of security forces and thugs. I'll provide regular intelligence updates and decipher codes to help you crack every vault you find. I'll also warn you of any danger. Speaking of danger, the perils here far exceed my original evaluation. I recommend we scrap the mission!

We're not scraping anything! Don't lose it on me now Bentley, just relax in the van and watch the master at work.

Hmmm. The Fiendish Five seem to have left their stolen gold coins scattered everywhere...well let's give them all a taste of their own medicine. While I'm taking back what is rightfully mine, I think I'll just take their fortune from them, and see how they like it.



Oh Sly - I don't know about that. I'm really...

It'll be fine, Bentley.

You have some basic weapons, attacks and maneuvers you can use to accomplish your missions, Sly. I just want to cover it with you to make sure you....

I know, I know but go ahead.

USING THE CANE

*The cane is both a weapon and a tool. To swing your cane, press the **□** button. Use it to break into places, smash objects and attack enemies. You can also jump first (**⊗** button) and then press the **□** button for a jumping attack. As we recover pages from the Thievius Raccoonus, additional secrets of your cane will be revealed.*



Oh yeah. I'll really get use out of this one!

GRABBING, HANGING AND SWINGING

*You can also grab onto rings, hooks or ropes that are out of reach. Press the **⊗** button to jump and press the **○** button to grab with your cane. Once you are hanging, press the Left analog stick to swing back and forth. To let go, press the **⊗** button.*

My favorite part. Come on Bentley - I can't wait...let's get going!

ATTACKING

*Press the **□** button to swing the cane for a basic attack. Jump first for a jumping attack. Some thugs are too tough to attack head-on. You'll need to use stealth and ambush them. You can discover Super Moves that include attacks.*



I love a good fight but sometimes it's even more fun and better to just sneak by right under their noses.

CLIMBING

*OK Sly, to climb a ladder or pipe, stand next to it and press the **○** button. Then use the Left analog stick or Directional Pad to climb up or down. Oh, and on ropes, too.*



Thieving 101. Bentley? I know, you're just covering the basics, right? Got it!

ALARM SYSTEMS

Sly, alarm systems are everywhere and they really make me nervous. Try to sneak through every mission area undetected. Avoid search lights and laser traps designed to turn you into the ashes formerly known as Sly Cooper.



Hey, sneaking is what I do best! There isn't an alarm system made that I can't sneak past or break into pieces which, by the way, deactivates the traps!

Sly, don't make fun of this, it's serious stuff here.

Right, Master Bentley.

WATER

Avoid water that is over your head. Fall in the drink and you lose one life.

No kidding. The only way I like water is in a glass but I can jump through the shallow stuff just fine.

LIVES

Sly, you've got five lives when you start. Lose all your lives and select **CONTINUE** to keep playing from the beginning of the current area.

I hear ya. Trust me, I don't plan on losing any.



CHECKING OUT THE SURROUNDINGS

I've invented the Binocucom so you can scan the mission area.

When I have an intelligence report, you'll automatically look through the binocucom at the specified area I am talking about. If you return to that area again, my Bentley Icon will appear at the bottom left of the screen. Just press the **L1** button and I will repeat the intelligence report for that area.

OK, one time is fine - but if I don't have time to listen to you the second time, I can just press the **R1** button to quiet you down, right?

Sly, please pay attention, this is important and I'm really worried that...

I gottcha Bentley. You're gonna crack that shell of yours if you don't loosen up.

Press the Right analog stick to swing the camera view anytime you want to see around you. You can click on the Right analog stick to move the camera behind you.

To use the binocucom anytime:

- Press the **L1** or **R1** button to look through it or put it away.
- Use the Left analog stick to scan the area.
- Use the Right analog stick \uparrow/\downarrow to zoom in and out.
- A compass at the top of the display shows the direction you are looking.

Got it!

VAULTS AND CLUES

Vaults have combination locks. They hold pages of the Thievis Raccoonus and other goodies. The combinations are encoded in clues and stuffed in bottles.

Those numbers clicking into place are music to my ears.

To enter a vault combination:

1. Walk up to the vault and press the **○** button.
2. Press the **X** or **△** buttons to change the numbers.
3. Use the Left/Right directional buttons or the **□/○** buttons to move your hand to the next tumbler and repeat the process.

ADVANCED TECHNIQUES

Break open safes and vaults and you'll discover advanced techniques. To use advanced techniques press the **△** button. Once you have more than one advanced technique, you can toggle between them by pressing the **R2** and **L2** buttons before pressing the **△** button.

Great, I'm going for the gold! Just point me in the right direction here Bentley!

THIEVERY AT ITS BEST

Sometimes you'll see blue auras sparkling in an area. They mark a Thieving Opportunity that only a Raccoon Master Thief can see. Get close to them. Then press and hold the **○** button to perform a super sneaky Master Thief maneuver. Use the Left analog stick to sneak around while still holding the **○** button.

Now, you're talking my language.

BATTLING THE FIENDISH FIVE

Sly, you have to finish each mission by defeating one of the Fiendish Five. During the battle, the power meter of the fiend is displayed on the left side of the screen so you'll know when you are inflicting damage. Keep attacking until the power meter runs out. These guys are dangerous Sly, are you sure you want to go through with this?

They've had it coming for a long time. Tell Murray to keep the van warmed up. I'll be out in a minute.

FIND THESE ITEMS! LUCKY HORSESHOE

A Lucky Horseshoe will keep you from losing a life one time if you are attacked or injured. Find them throughout a mission. When you have a lucky Horseshoe it will appear on your back. You can carry multiple Lucky Horseshoes and can tell how many you have by the color of the Horseshoe.



A little extra good luck never hurts. Wouldn't want to slip off a cliff or something.

1. Horseshoe - Blue
2. Horseshoes - Gold

GOLD COINS

Steal all the gold coins you find or take them from defeated thugs. Find hidden coins by striking an object with your cane. Every 100 coins buys a Lucky Horseshoe.



Nothing perks up a Cooper like making off with the loot. My guess is these guys have coins stashed in some pretty weird places. But no worries. Just watch the master at work.

CLUES

Find these messages in bottles to discover valuable clues. They may include codes, vault combinations or other important information which I can analyze. Find all the clues, Sly. Check every location to unlock their secrets.



Speaking of clues, make sure Murray doesn't fall asleep at the wheel.

SLY LIFE

This gives you one extra Sly life. Sometimes defeating an enemy or breaking something open will reveal one.



An extra life? I'm all for that!

KEY

Find these to gain entry to another area. Once you have a key, you can walk up to locked doors, gates or equipment and automatically insert the key. Sometimes you need multiple keys to completely gain access to an area.



Coopers don't normally need keys, but once in a while, I guess they could make things a little easier for me.

BENTLEY'S SIGNAL REPEATERS

Sly, I've launched signal repeaters throughout the operational areas. They are a checkpoint to mark your progress. If you lose a life, you'll restart at the last signal repeater you passed.



10-4, little buddy.

NAVIGATING THE MAP

Once you have visited an area in any Fiend's operation, you can return using the Map.

1. Press the **START** button to display the **Pause Menu** and select **VIEW MAP** or press the **SELECT** button.
2. Press the **Directional Button** or **Left analog stick** to highlight the area you want to revisit and press the **X** button to warp back to that region.



A map!? My father always said that maps were the way to ensure perfection!

THE HIDEOUT

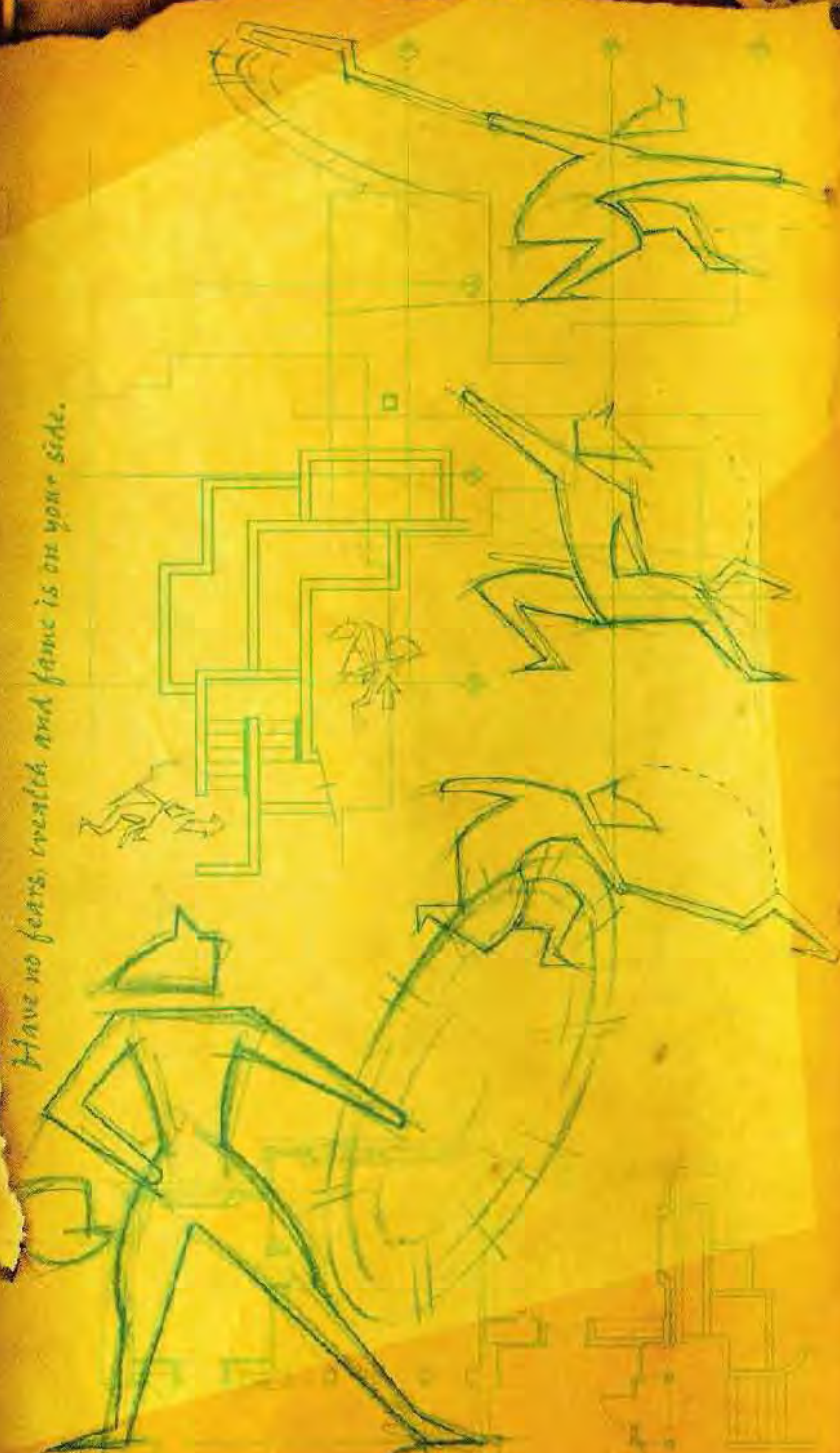
After defeating one of the Fiends, return to the hideout to prepare for your next mission.

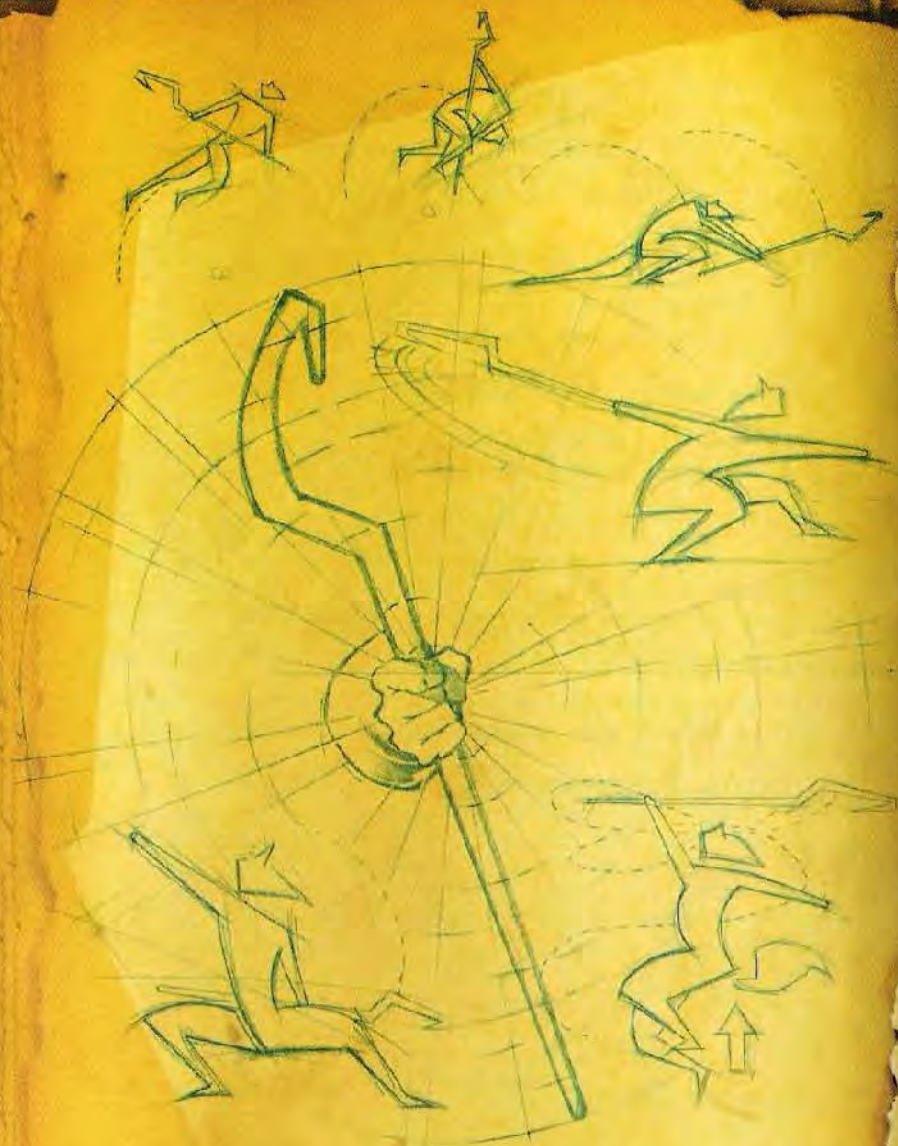
Press the **Directional** button or **Left analog stick** to view a location and press the **X** button to get a closer look.

- **Select Me (Bentley)** to get a look at the movies you've won by defeating members of the **Fiendish Five**. Press the **Left analog stick** or **Directional buttons** to highlight a movie and press the **X** button to play it.
- **Select any one of your old mission maps** to travel back to a **Fiend's operation** you've already raided. You can have another go at a place to pick up anything you missed on the previous visit.



Have no fears, create and fame is on your side.






HOT VEHICLES FOR COOL THIEVERY

Sometimes you need a special ride to get the job done. You might be stealing computers, shooting ghosts or racing for a key. In addition to the getaway van, you'll have access to a submarine and a swamp skiff. I'll give you a quick tutorial on controls before you operate a vehicle.

*A driving lesson from you?
Hmmm - alright, Bentley let's hear it.*

- *Press the Left analog stick to steer the vehicle.*
- *Fire weapons with the  button or Right analog stick.*

FIENDISH FIVE DOSSIERS

Here is all the current intelligence I have discovered on the Fiendish Five.

WANTED

SIR RALEIGH

Fiendish Five Chief Machinist



Background: Bored with a life of wealth and privilege, Raleigh's criminal mind blossomed when he discovered a love of piracy. A genius for designing evil machinery won this crime addict his membership in the Fiendish Five.

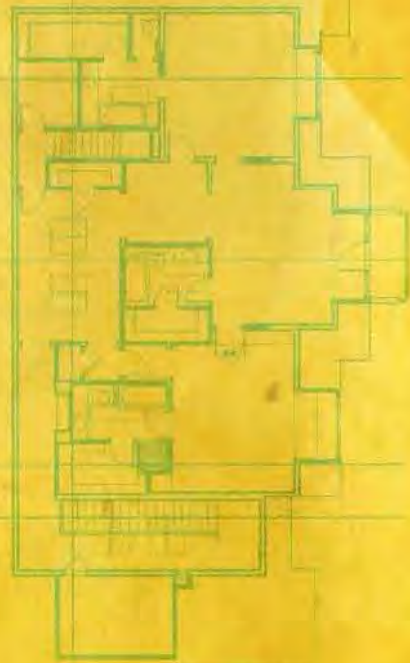
Genius? Right. With your brains and my moves, we'll squash that frog.

Last Known Location: The Isle O'Wrath, located in the center of perilous seas known as the Welsh Triangle. This dangerous chunk of ocean suffers relentless storms and is feared by sailors.

This Cooper fears nothing so bring 'em on!



With your head facing in the direction of your swing, be mindful of your surroundings... children, valuables, etc...





Upon entering a heavily populated area, survey your surroundings. Locate your hiding places and jumping platforms. But most importantly, locate the enemy and obstacles.

WANTED

MUGGSHOT

Ruthless Muscle for the Fiendish Five



Background: Born the runt of the litter, Muggshot grew up weak and bullied. But inspired by gangster movies, he transformed himself into a massive, brutal thug. This leg breaker is perfect as the Fiendish Five's enforcer.



Last Known Location: Running some sort of operation in the thriving American boomtown of Mesa City.

You call that a runt? Alright, here we go.

Mesa City's filled with treasure. It's a master thief's dream job. Let's go.

WANTED

MZ. RUBY

Voodoo High Priestess
and Chief Mystic for the
Fiendish Five

Background: Mz. Ruby was born the daughter of Voodoo mystics, and very scary to other children. To fight off the loneliness she learned to summon the undead so she would have someone to play with. Her ability to twist the laws of nature make her a terrifying asset to the Fiendish Five.

Last Known Location:
Haitian Jungle

*Whoa Nelly. She's
terrifying alright!
Terrifying -
looking that is.*



WANTED

PANDA KING

Demolitions
Expert for the
Fiendish Five

Background:

The Panda King began as an honorable fireworks maker spending years perfecting his craft. When he offered his skills to the rich noblemen he had always envied, they shunned him as a shabby commoner. Enraged by rejection the Panda King focused his explosive skills on revenge. Every criminal operation needs a mad bomber.

Last Known Location: Somewhere in the Kunlun Mountains of Western China.



*It's time for a great fireworks show,
guys. Let's go make some noise.*

WANTED

Clockwerk Founder of the Fiendish Five



Background:

He masterminded the raid on the Cooper home. Little else is known about this mysterious criminal.

Last Known Location:
Unknown

He's the big boss and the one who took my father. He's the one I want... let's go get him guys!


SAVING AND LOADING GAME DATA

SAVING

Game progress is automatically saved but you can also manually save game data.

- When you press the START button and select SAVE AND QUIT any completed areas are saved.
- Press the START button during play and select OPTIONS and SAVE GAME to save to a specific EMPTY game file.

LOADING A SAVED GAME

- On the Title Screen you can load the most recently saved game file by pressing the START button.
- If you have more than one saved game file and want to continue a specific one, press the SELECT button and select LOAD GAME.
- To load a different game file during play, press the START button, select OPTIONS and LOAD GAME. Highlight the game file you want to load and press the  button to start play.



CREDITS

SUCKER PUNCH

Chris Zimmerman
Karin Yamagiwa
Andrew Woods
Caroline Trujillo
Ian Stout
DJ Stiner
Matt Siems
Darren Rice
Darrell Plank
Augie Pagan
Bruce Oberg
Matthew Morgaine
Rob McDaniel
Dev Madan
Hokyo Lim
Travis Kotzebue
Suzanne Kaufmann
Reid Johnson
Chris Heidorn
Nate Fox
Brian Fleming
Kelle DeForest
Gary Burd
Chris Bentzel
Marquel Basurto

VOICE ACTORS

Sly
Kevin Miller

Bentley
Matt Olsen

Murray
Chris Murphy

Carmelita Fox
Roxanna Ortega

Ms. Ruby
Priscilliana Esparolini

SOUND & MUSIC

Ashif Hakik
Boyd Post
Ian Rodia

ADDITIONAL ART

Peter Chan
Tom Mabe
Lara Schneider
Steve Rowse
Peter Dollack
Andres Calzada

ADDITIONAL PROGRAMMING

Brian Yamasaki

GAME DIALOG/ VOICE PRODUCTION

Nancy Fitzgerald
Joe Kwong
Webtone

SPECIAL THANKS

Tim Miller
Pure Illusion

VERY SPECIAL THANKS

Grady Hunt
Ryoichi Hasegawa

SONY COMPUTER ENTERTAINMENT AMERICA

SENIOR PRODUCER
Grady Hunt

ASSOCIATE PRODUCER
Sam Thompson

ASSISTANT PRODUCER
Greg Phillips

DIRECTOR OF PRODUCT DEVELOPMENT
Connie Booth

VICE PRESIDENT OF PRODUCT DEVELOPMENT
Shuhei Yoshida

DIRECTOR OF MARKETING
Ami Matsumura-Blaire

MARKETING SPECIALIST
Shelley Ashitomi

DIRECTOR OF PUBLIC RELATIONS
Molly Smith

PUBLIC RELATIONS MANAGER
Charlotte Panther

PUBLIC RELATIONS COORDINATOR
Tina Casalino

DIRECTOR OF QUALITY ASSURANCE
Michael Blackledge

QUALITY ASSURANCE SENIOR MANAGER
Ritchard Markelz

QUALITY ASSURANCE MANAGER
Sam Bradley

PROJECT COORDINATOR
Eric Ippolito

LAB TECHNICIAN
Ara Demirjian

QA LEAD ANALYST
Derek Rayla

QA ASSISTANT LEAD ANALYSTS
Steve Gorzalez
Michael Wilson

QA ANALYSTS

Brian Gilmore
Chris Rewak
Dan Kaehkooli
Kevin Kroall
Ric Stepp
Christina Dera
Dwayne Anderson
Ken Gruca
Brian Bossin
Galen Laws
John Bennet
Chris Seto
Larry Vilegas
Robert Kirksey
John Vehikite

CREATIVE SERVICES MANAGER

Jack Siler

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Origin Studios, Inc.