

THE
HITMAN

RACCOONUS



INSTRUCTION MANUAL

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 trigger epileptic seizures 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 3 Honor Among Thieves™ Tips and Hints

Game Hint Guide Information

PlayStation Underground Game Guides

For free hints and tips visit us at www.us.playstation.com.

Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games produced by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

Consumer Service/Technical Support Line 1-800-345-7669

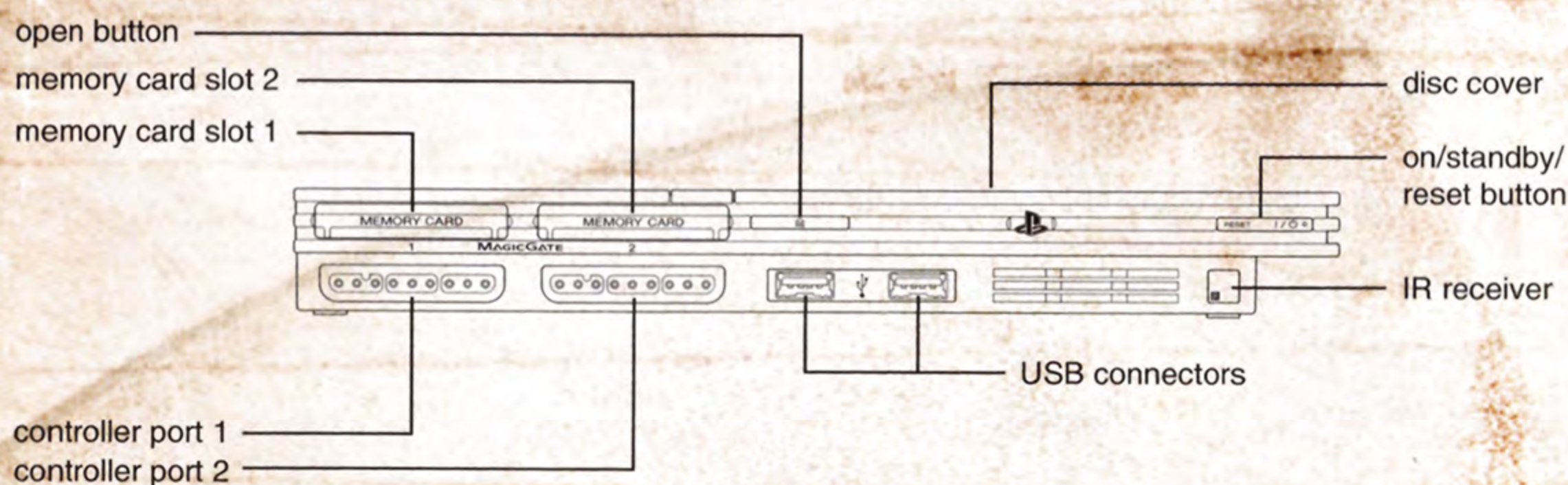
Call this number for technical support, installation or general questions regarding PlayStation®2 and its peripherals. Representatives are available

Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

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GETTING STARTED



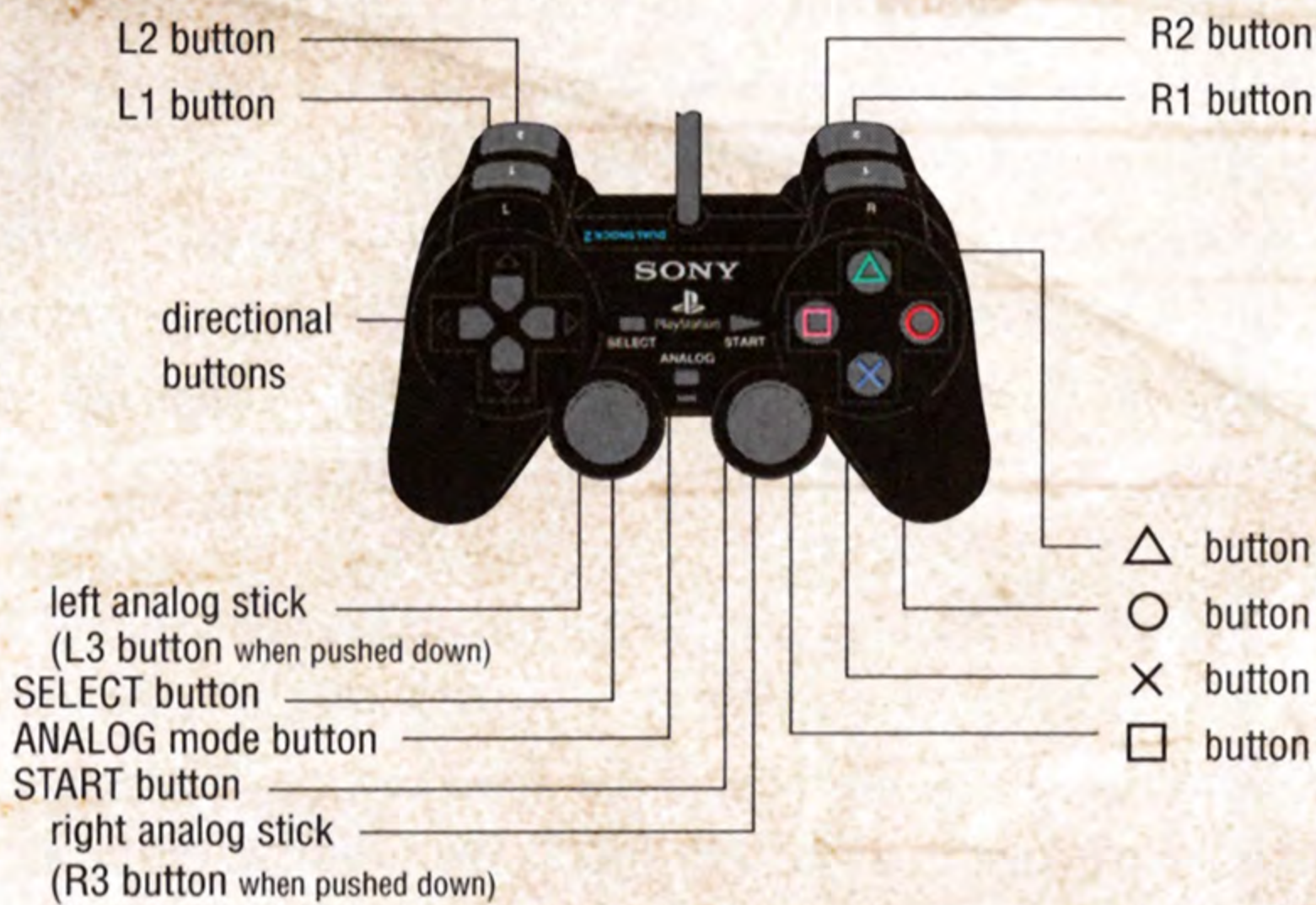
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc will open. Place the SLY 3 Honor Among Thieves™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

SAVE FEATURE



To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 computer entertainment system. You can load saved game data from the same card or any memory card containing previously saved Sly 3 Honor Among Thieves games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS




STARTING A NEW GAME

When first booting up, you will be asked if you would like to create a Sly 3 Honor Among Thieves save file. Choose Yes by pressing the  button. To start a new game, press the  button at the Title Screen Menu.




AUTO SAVE

As you progress, a special Save icon will appear on screen indicating your progress is being saved automatically. While the icon is on screen, DO NOT remove the memory card (8MB) (for PlayStation®2) or turn off your system.

MANUAL SAVE

If the memory card (8MB) (for PlayStation®2) is removed or replaced, the application will disable the Auto Save function until a manual save has been performed. To perform a manual save, access the Save Game option located on the Options Menu. You can access the Options Menu by pressing the  button to display the Pause Menu, then choosing Options. Sly 3 Honor Among Thieves has slots for up to three different save files.

LOADING A SAVED GAME

If you want to resume your most recently saved game, press the  button at the Title Screen. You can also load a different saved game file at any time by pressing the  button during gameplay to display the Pause Menu, then choosing Options. You can also press the  button from the title screen to access the Main Menu if you want to load a different saved game.









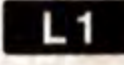
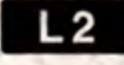
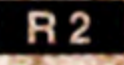
INTRODUCTION

My father used to say, "The value of things are seldom known until they are lost...". I never realized the true meaning of these words until the night a ruthless gang broke into my home. My parents, and our family heirloom, the Thievius Raccoonus, were stolen away from me. In a positive twist, fate brought me to an orphanage where I met Bentley, the Brains, and Murray, the Brawn, of my future gang. We stuck together for years and formed an inseparable bond. Our thieving skills and confidence grew stronger with every heist. We thought our luck would never run out and pulled off some unforgettable jobs...That is, until fate caught up with us.

At the end of our last adventure, Bentley was seriously injured and now finds himself confined to a wheelchair. But that hasn't slowed down my amazing friend one bit. Murray, well, he took it the hardest and blames himself for Bentley's fate. We lost track of the big lug months back. Last we heard, he was seeking the tranquil path to peacefulness somewhere in the Australian Outback. During my "down time," I met a guy by the name of McSweeny who used to run with my father's gang. According to McSweeny, they pulled off jobs all over the world and amassed an incredible fortune; all hidden in my family's secret vault, behind a door only a Cooper can open. This vault, located on a remote island, has been my family's hiding place for generations. Using clues given to me by McSweeny, Bentley and I were able to locate the island and find the vault. But, it turns out, a devious villain by the name of "Dr. M" found the vault years ago and has already set up shop, trying desperately and without luck to break inside. He's built a fortress around it with security tighter than Fort Knox. If I'm going to get inside, it's going to take an army of world-class thieves. It's not going to be easy, but collecting my birthright is worth paying the price.

CONTROLS

MENU CONTROLS

- Start/Pause Game/Access Pause Menu  button
- Highlight Menu Item Left analog stick or directional button    or 
- Select Menu Item  button
- Previous Menu  button
- Power-Up Screen (Gadget Grid)  button
- Assign Gadget or Power-Up  button,  button or  button

THE GANG'S BASIC MOVES

Note: These moves apply to all characters.

Move	Left analog stick or directional button
Camera Rotate/Pan/Tilt	Right analog stick
Project Waypoints	L3 button (press)
Jump	X button
Double Jump	X button (jump) then X button (while in the air)
Run Fast	Hold down R1 button with left analog stick or directional button
Activate/Pick Up/Open Door	C button
Use Gadget or Power-Up	L1 button, L2 button or R2 button (when equipped)

THE BINOCUCOM

Use/Put Away Binocucom	R3 button (press)
Scan with Binocucom	Left analog stick or directional button
Zoom Binocucom In/Out	Right analog stick ↑ or ↓
Exit Binocucom	X button, □ button, C button, or the △ button
Snap Picture with Spycam (Sly only)	R1 button or R2 button
Fire Dart (Bentley only)	R1 button

SLY CONTROLS

SLY'S MOVES

Grab/Climb	X button (jump) then C button (while in the air)
Let Go/Drop (from pipes, ropes, etc.)	X button

SLY'S ATTACKS

Swing Cane (whack)	□ button
Overhead Smash	X button (jump) then □ button (while in the air)
Juggle	△ button (when standing unseen behind an enemy)
Dive Spin	X button (jump) then △ button
Charge Combo	△ button then □
Use Gadget or Power-Up	L1 button, L2 button or R2 button (when equipped)
Stealth Slam	△ button (juggle) then □ button (when standing behind an enemy unseen)

SLY'S MASTER THIEF MOVES

- Sneak Along Wall/Ledge Hold down **○** button
Pickpocket **○** button (when standing unseen behind an enemy)
Crawl **○** button (when you are near air vents/under tables)
Look Around (when Crawling) Right analog stick
Safe Crack Slowly rotate left analog stick until it vibrates
and then change direction

BENTLEY CONTROLS

BENTLEY'S GADGET ATTACKS

- Wheelchair Spin **□** button
Drop Bomb **△** button

MURRAY CONTROLS

"THE MURRAY" ATTACKS






- Punch **□** button
Thunder Flop **×** button (jump) then **□** button
or **△** button (while in the air)
Juggle/Uppercut **△** button
Roundhouse Punch **△** button (juggle) then **□** button
(when standing unseen behind an enemy)
Stomp **○** button (while enemy is knocked out)
Pick Up Enemy (Catch) **△** button (juggle) then **○** button
(when enemy is in the air)
Loot Shake **○** button (while carrying Enemy/Item)
Throw Enemy/Item **□** button (while carrying Enemy/Item)
Slam Enemy/Item **△** button (while carrying Enemy/Item)

CARMELITA CONTROLS

CARMELITA'S BASIC MOVES

- Mega Jump **○** button (hold then release)
Strafe **△** button (press to toggle on/off)
Fire Shock Pistol **R1** button
Power Kick **□** button
Use Power-Up in Multi-player **L1** button

GAME MENU

Pressing the  button at the Title Screen will open the Game Menu. From this menu, you will be able to play unlocked Episodes, access the Tutorial and select Multi-player games. Use the left analog stick or directional buttons  and  to highlight your choices and press the  button to confirm your selection. Press the  button to return to the Title Screen.

PLAY EPISODE

Play the selected Episode. You can replay previously played Episodes to sharpen your skills, collect more coins and grab extra loot.

GALLERY

Visit the Gallery to view special goodies you've unlocked.

MASTER THIEF CHALLENGES

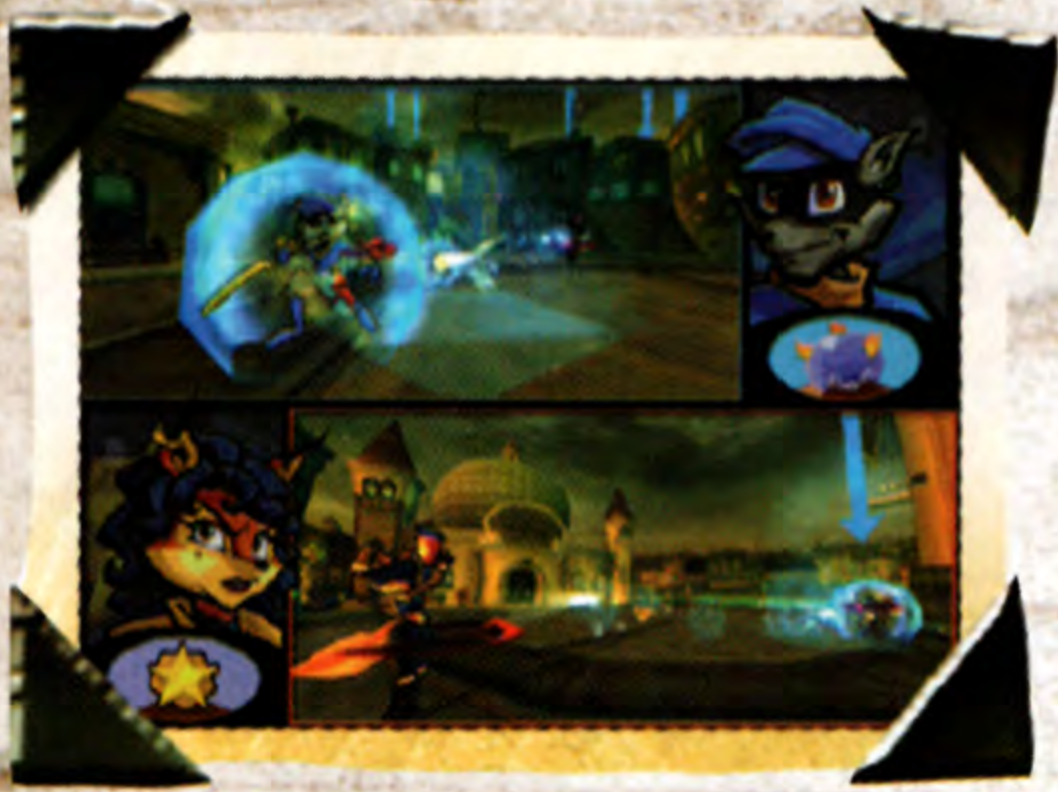
By selecting the Master Thief Challenges, you can return to the scene of the crime before it's happened with all of your current Power-Ups. Upon doing so, new variations of original challenges will be available.

Note: In order to access the Gallery or Master Thief options for a particular Episode, you must first unlock them.

HAZARD ROOM

If you need a refresher on a particular move or action, you can select Tutorial for some hands-on practice.

MULTI-PLAYER



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

To access Multi-player, press Select on the Title Screen to bring up the game menu, and select Multi-player to bring up the Multi-player menu. From here, you can select any of the game types

listed, and you're off! Below is a list of the game types, along with a brief description for each.

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 waypoints, and drop them off at 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 and around the environment, you'll find star-shapes that will appear periodically. Each of these icons gives the player a temporary Power-Up, depending on the character.

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 to gain one of several 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. Once collected, press the **L1** button to fire/use the Power-Up.

PIRATE BATTLE

Pirate Battle Yaaaaarr!

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

Each player has a row of cannons on the port and starboard side of their ship. You must steer your ship so that you can fire the cannons on your enemy. Firing a cannon fires all the cannons in that row. If your ship takes damage, you must run your character to the damaged area and repair it or your ship will sink!

Steer Ship Left (port) **L2** button
Steer Ship Right (starboard) **R2** button
Fire Cannons **○** button (at the cannon you wish to fire)
Repair Damage **■** button (at the damaged area)
Move Sly or Bentley Left analog stick or directional buttons
Binocucom **R3** button (press)

PAUSE MENU

Pressing the **▶** START button during gameplay will open the Pause Menu. Use the left analog stick or directional buttons to cycle through your choices and press the **⊗** button to confirm your selection. Press the **▲** button to return to the game or previous menu.

KEEP PLAYING

Return to your current game.

SAVE AND QUIT (WHEN AUTO SAVE IS ACTIVE)

Quit your game. Your progress will be saved over your existing game data.

Note: If Auto Save has been disabled, this option will change to Quit Game. Use the Save Game option to manually save your game and re-enable Auto Save if you want to save your progress before quitting.



ABANDON JOB

Choose this option to abort a job in progress and immediately return to the Safe House. If you choose to abandon a job before it's completed, you will lose any loot you've collected and will have to restart the job from the beginning.

OPTIONS

Selecting Options will allow you to load and save your game, as well as adjust and configure the game to your liking.

LOAD GAME


Load a saved game file during gameplay.

SAVE GAME

If Auto Save is enabled, your game will automatically be saved after each job is completed. You can also choose the Save Game option at any time to manually save your game.

Note: When you manually save your game, your progress is saved up to your last completed job.





USB HEADSET (FOR PLAYSTATION®2)

Turn on/off the USB headset option. When the option is set to ON, Binocucom dialogue will play through the headset. Press the  button to cycle through your choices.

CONTROLS

Select Controls for a quick look at each of the characters' controls. The control schematic for the character you are currently controlling will be displayed.

JOB HELP

Choose Job Help to access your current job objectives and goals, check out the complete list of jobs that are currently available, and view the jobs you've already completed. Use the left analog stick or directional buttons and the ,  and  buttons to navigate the menus. The  button will return you to the game.

JOBS **WAYPOINT BEACONS**



These holographic markers are an invaluable tool for finding your way around, locating an important item, and pinpointing your next mission destination. If you don't have line of sight, the waypoint will automatically stretch above whatever is blocking your view - scan the horizon and you'll always find it!

Press down on the **L3** button to ping a waypoint. Your character logo will move toward your destination and help guide you to the beacon. These beacons will stay lit up for a few seconds before disappearing. You can also locate waypoints with your Binocucom.

THE BINOCUCOM

One of a thief's most valuable tools, the Binocucom has many functions. Depending on the character, it can be used to scan the horizon and locate waypoint beacons, snap reconnaissance photos, and even temporarily put enemies to sleep. Press the **R3** button to equip the Binocucom and then use the left analog stick or directional buttons to scan the horizon and the right analog stick **↑** and **↓** to zoom in and out.

FACE ICONS

Whenever you see a face icon out in the field you will be able to interact with it. Face icons usually are placed as markers for a Job Start location or are used to indicate an item or object with which you can interact, such as a door, switch, safe, painting or console.

3-D MISSIONS

Every episode will feature a 3-D mission, where the game will enter into 3-D mode. Before each of these missions, you will be allowed to choose whether or not to load the level in 3-D or not. In 3-D, you will need to use the enclosed 3-D glasses to take advantage of the 3-D effect.

Note: You can adjust your TV's color and hue to help enhance the 3-D effect.

USING THE CANE

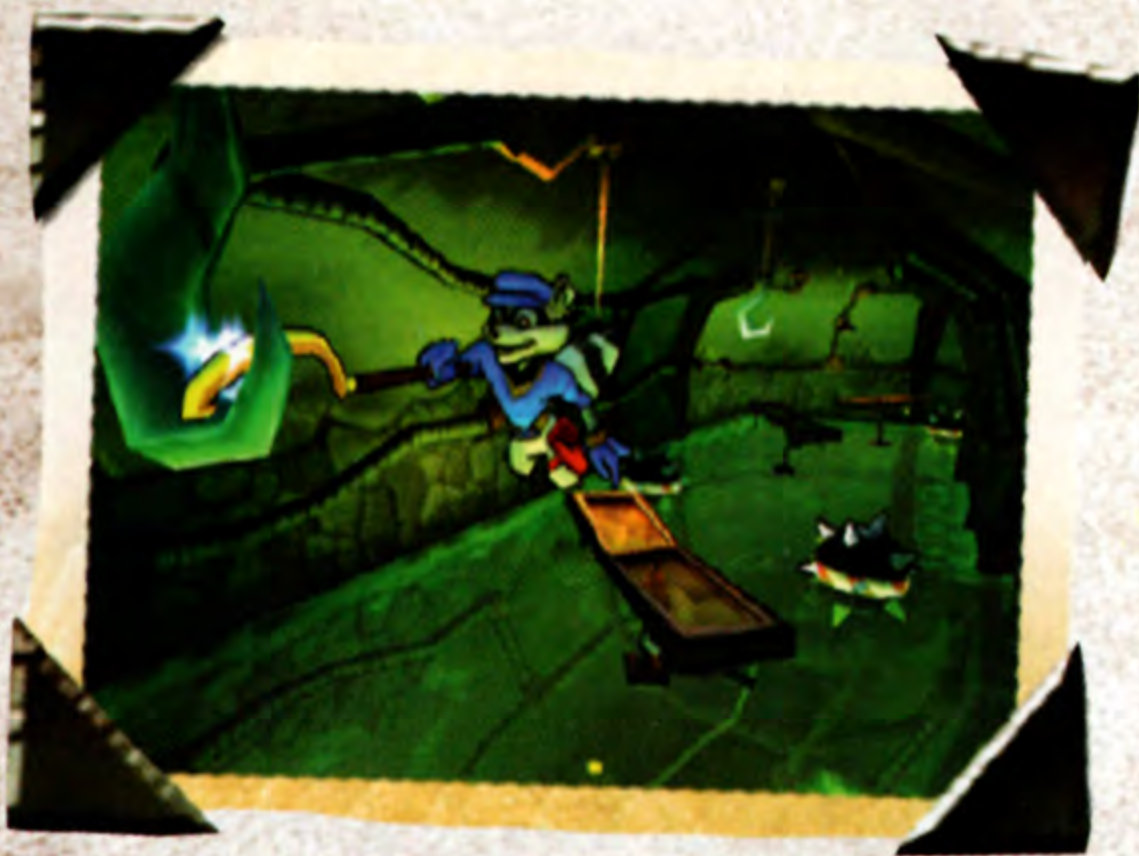
CANE COMBAT

The Cooper cane can be used as an effective weapon against enemies out in the field. In addition to whacking opponents, you can execute a variety of powerful moves.

CHARGE COMBO

The cane can also be charged up to unleash a powerful Charge Combo attack. A variety of Charge Combos can be purchased via Thiefnet. For the complete list, refer to the Thiefnet section.

GRABBING, CLIMBING, HANGING, AND SWINGING



In addition to combat, the cane can be used to grab onto certain objects surrounded by blue sparkles, including pipes, rings and wall hooks. Press the **X** button to jump and press the **Y** button to grab onto an object with your cane. While attached, use the left analog stick to move back and forth and press the **X** button to drop back down.

WALL HOOKS: Using wall hooks to launch yourself up to higher elevations takes a Cooper's skill and precision. To execute this maneuver, grab onto the wall hook by pressing the **Y** button then pull down on the left analog stick or directional button to power up your jump before pressing the **X** button to leap off.

PICKPOCKETING

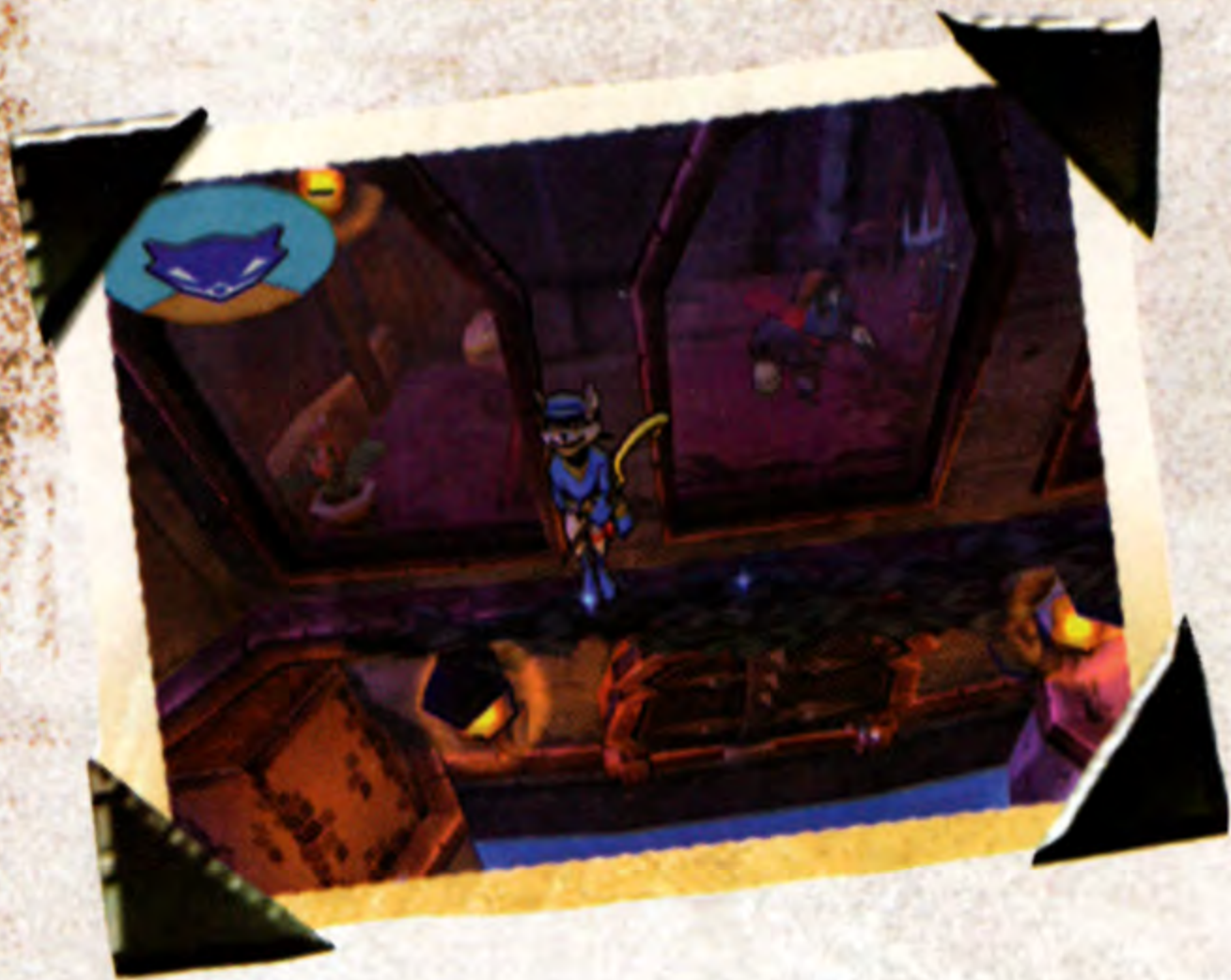


The cane can also be used to pilfer coins and loot from unsuspecting thugs. To pickpocket an enemy, sneak up behind him and press the **Y** button. As long as you remain unseen, you can stealthily "acquire" whatever is inside his back pocket. Bentley and Murray have their own ways of pickpocketing enemies, which in Bentley's case requires a special item.

STEALTH THIEF METER

The thief icon located in the top left corner of the screen will radiate orange rings to let you know when you are being stealthy. While in this mode, as long as you avoid being seen, it's possible to sneak up on an enemy from behind. If your cover is blown, the thief icon will flash red, indicating that you've been spotted and the enemy is on to you. If it returns to its normal state, you're no longer in danger and can continue on with the job.

SNEAKING



Sneaking is an essential part of a thief's repertoire. Staying alert and knowing where guards and enemies are at all times can make the difference between a night behind bars and a night on the town. To sneak, simply move the left analog stick in any direction. When approaching an enemy from

behind, you'll enter into a crouch position from which you can attack or pickpocket an enemy without being seen. Remember: running will create noise and is the very antithesis of being sneaky. Proceeding slowly and deliberately is the way of the thief.

CRAWLING

When you see glowing sparkles under a table or passageway, Sly can approach the object and crawl underneath by pressing the **○** button. Sometimes this is the best way to avoid a sentry, hide from alerted thugs, or bypass an otherwise impassable obstruction. When you enter crawl mode, your view will change to first-person. While in this mode, you can use the right analog stick to look around and view your surroundings.

WALL/LEDGE SNEAK

To sneak along a wall or ledge, look for the glowing blue sparkles and press and hold the **○** button. While holding the **○** button, you can stealthily move by pressing the left analog stick or directional buttons in the direction of the ledge to sneak across it.

CLIMBING

You can climb pipes and ladders that are surrounded by glowing blue sparkles. To do so, press the **○** button to attach onto the object and then use the left analog stick or directional buttons to climb up and down. Climbing pipes and ladders can be a great way to reach city rooftops and get to your waypoint beacons unseen.

TOOLS OF THE TRADE

SAFE HOUSE



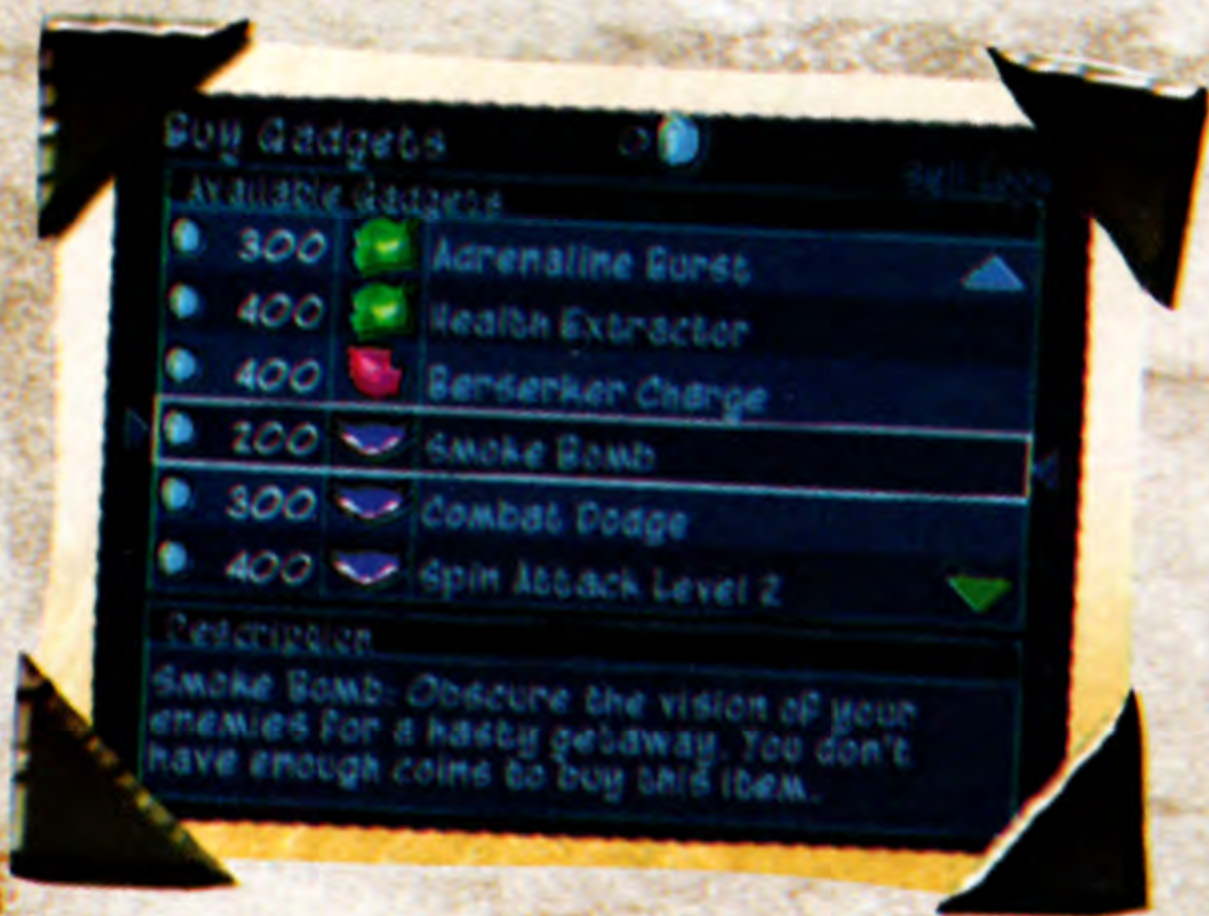
A good Safe House is the cornerstone of a thief's success. The Safe House is a hub for planning and preparation and can be used to get some rest, change playable characters and purchase and sell items through Thiefnet. You can locate the Safe House from the city at any time with your Binocucom by pressing the **R3** button and finding the yellow

beacon that points directly to it. You can also ping the Safe House beacon by pressing the **L3** button. If you enter a Safe House while in the middle of a job, the job will be abandoned and you will have to start from the beginning.

SWITCHING CHARACTERS

A master thief worth his weight in loot knows that teamwork is the key to pulling off a successful job. Oftentimes, in order to complete a heist, it will take the combined skills of each individual team member. There are three different color-coded job start beacons that show whose skills are needed for that particular area. You can switch between the available team members in the Safe House, as well as access Thiefnet, by using the left analog stick or directional buttons **←** and **→**, and make your selection with the **⊗** button.

THIEFNET



Thiefnet is a super-secret website where you can purchase a variety of high-tech gadgets and Power-Ups with the coins and loot acquired in the field. Thiefnet can only be accessed from the Safe House. To log on, use the left analog stick or directional buttons ← and → until you see the Thiefnet store on the

scrolling text bar. Press the ⊗ button to logon to Thiefnet. Once connected, you'll find all the current items available for purchase. To purchase an item, make sure you have enough coins, then highlight the gadget and press the ⊗ button to confirm.

ART DECRYPTION



You'll find that many a paranoid thug likes to keep their valuables in strong safes hidden behind pieces of art - and who can blame them? Thankfully, many of these thugs can't remember their phone number let alone a three-digit safe combination, so they hide these numbers inside the painting itself. It takes a talented sleuth with a sharp

eye and the mind-bending powers of deduction to decipher code somewhere on the painting. To decipher a painting, approach it and press the Ⓞ button. Next, use the left analog stick or directional buttons to move the magnifying glass around the painting and press the ⊗ button to zoom in and magnify the portion inside the glass. Once you find the well-hidden three-digit code, press the Ⓞ button to open the painting and then use the left analog stick or directional buttons to cycle through each of the combinations and input the code. You can exit out at any time by pressing the ▲ button.

SAFE CRACKING



Safe cracking is one of a thief's most relied on talents. To pick a lock, slowly rotate the left analog stick in either direction until you feel a strong vibration signaling a tumbler is going to fall in place. If you move the dial too far and the light turns red, you'll lose the tumbler and have to start from scratch. As soon as you feel

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



A master thief must sometimes rely on crafty disguises to gain access to heavily guarded areas. Sly can equip and use disguises for certain jobs. If a job requires a disguise, it will be available as a Power-Up via the Gadget Grid. Once equipped, press the appropriate button to wear

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 thief 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 lifeblood 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.

CREDITS

Sucker Punch Productions

Zhaojun Wang, Travis Kotzebue, Tom Mabe, Suzanne Kaufman, Steve Johnson, Sean Smith, Scott Wiener, Rob McDaniel, Rick Bauer, Ramey Harris, Rafael Calonzo, Paul Whitehead, Nate Fox, Memo Diaz, Matthew Scott, Ken Schramm, Kathy Anderson, Karin Yamagiwa, Juliet Johanson, Jordan Kotzebue, James McNeill, Gene Blakefield, Edward Pun, Dev Madan, David Stiner, Darren Bridges, Darren Rice, Dan Brakeley, Christopher Blankley, Chris Bentzel, Chris Heidorn, Chris Zimmerman, Bruce Oberg, Brian Fleming, Bill Rockenbeck, Bart Kaufman, Augie Pagan, Andrew Woods, Adrian Bentley, Adam Smith

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Loren HoskinsBlack Baron
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