

THE
HITMAN

RACCOONUS



EVERYONE

E

CONTENT RATED BY
ESRB

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 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 2 BAND OF THIEVES™ PLAYSTATION 2 HINT 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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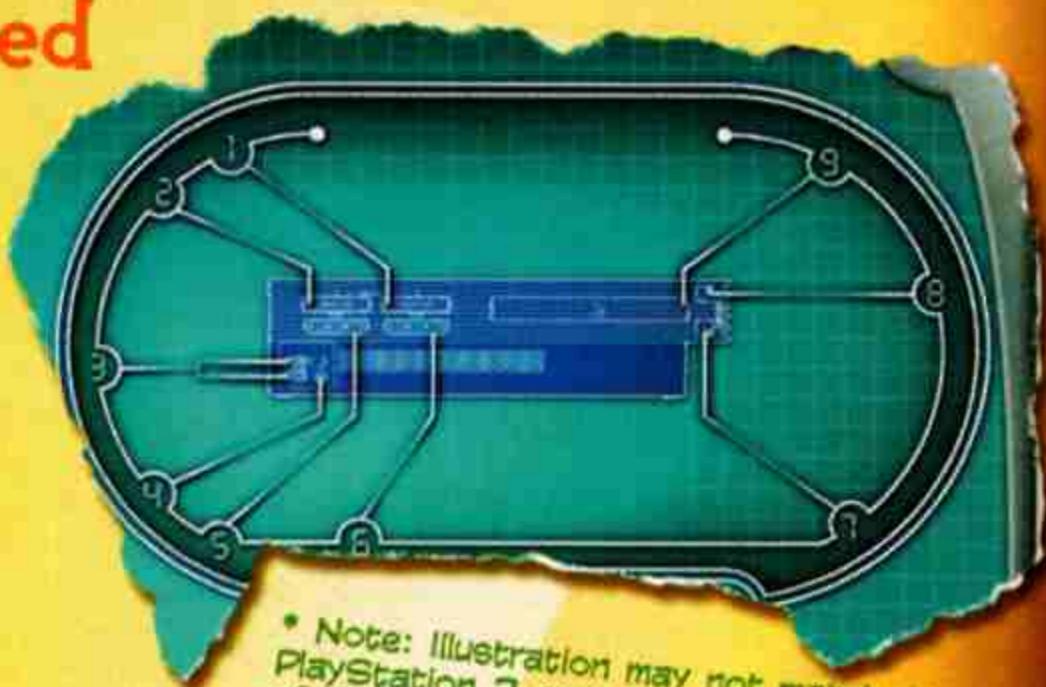
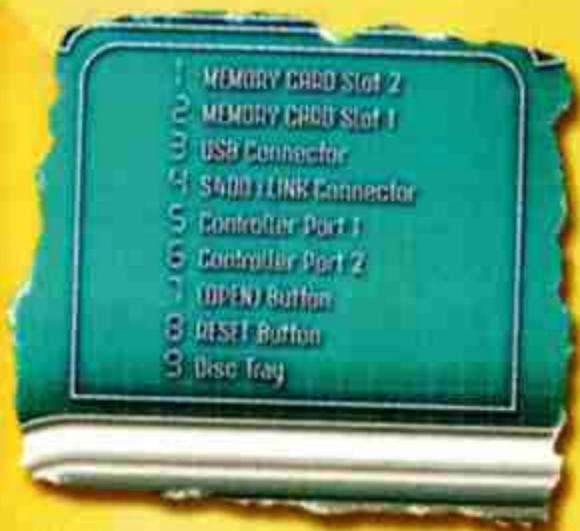
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Getting Started



** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Setting Up Your PlayStation®2 System

"Sly, make sure you take a few moments to go over the basic plans before we get started!"

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 2: Band of Thieves™ disc on the disc tray with the label side facing up. Press the [OPEN] button again and the disc tray will close. Attach a DUALSHOCK®2 analog controller and other peripherals, as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Save Feature

"Don't forget, if you get tired or need a break, use a Memory Card and save your place. Just follow my detailed instructions on how to Save."

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 2: Band of Thieves games.

Starting Up



DUALSHOCK®2 ANALOG
CONTROLLER
CONFIGURATIONS

Starting a New Game

To start a new game, press **Start** at the Title Screen Menu. When starting the game, you will be asked if you would like to create a Sly 2: Band of Thieves save file. Choose Yes by pressing **Circle**. Sly 2: Band of Thieves has slots for up to three different save files.

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 or turn off your system.

Manual Save

If the memory card 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 **Start** to display the Pause Menu, then choosing Options.



Loading a Saved Game

If you want to resume your most recently saved game, press **Start** at the Title Screen. You can also load a different saved game file at any time by pressing **Start** to display the Save/Load Menu, then choose the Load Game option.

Introduction

"Hard to believe it's been two years since we stole back all the pages to the Thievius Raccoonus from that scoundrel, Clockwerk. Taking down the Fiendish Five was no easy task, even for a master thief. At least destiny threw me together with you two. Bentley, your intelligence keeps us one step ahead of the bad guys, and Murray, well, every raccoon needs a pal to mow down the enemies and your expert driving techniques ensures that Inspector Carmelita Montoya Fox never catches up with us... unless we want her to."

"You can count on us, Sly. The Murray-mator is here!!"

"Sly, it looks as if the Klaww Gang has stolen the Clockwerk parts from Interpol."

"What?! We've got to get them back! Come on back..."

"That's right! Just wait 'til they get a taste of the 'Thunder-Flop'- it knows neither friend nor foe, only destruction!"

"Check out these moves to refresh your memory."

Controls

Menu Controls

Start/Pause Game/Access Pause Menu	
Highlight Menu Item	Left analog stick or directional button  ,  ,  or 
Select Menu Item	
Previous Menu	
Gadget Grid	
Assign Gadget or Powerup	 ,  or 

Sly Controls

SLY'S BASIC MOVES

Walk	Left analog stick or directional button
Camera Rotate/Pan	Right analog stick
Jump	
Double Jump	 then  (while in the air)
Grab/Climb	 then  (while in the air)
Let Go/Drop (from pipes, ropes, etc.)	
Activate/Pick Up/Open Door	
Run	Hold down  with left analog stick or directional button

SLY'S ATTACKS

Swing Cane (whack)	□
Overhead Smash	× (jump) then □ (while in the air)
Juggle	△
Dive Spin	× (jump) then △
Power-up Whack	□ (hold to charge up then release)
Use Gadget or Powerup	L1, L2 or R2 (when equipped)

"Sly, if you lose track of your waypoints, you can always pull up your Binocucom to locate them. Remember, the view is always better from the rooftops."

SLY'S BINOCUCOM

Use/Put Away Binocucom	R3 (press)
Scan with Binocucom	Left analog stick or directional button
Zoom Binocucom In/Out	Right analog stick ↑ or ↓
Snap Picture with Spycam	R1
Exit Binocucom	□, ○ or △

"When you see sparkles, press ○ and that's when you can get really thieffy."

SLY'S MASTER THIEF MOVES

Sneak Along Wall/Ledge	Hold down ○ (when you are near blue sparkles)
Pickpocket	○ (when standing behind an enemy unseen)
Finishing Slam	△ then □ (when standing behind an enemy unseen) [after using the juggle attack]
Crawl	○ (when you are near air vents)
Look Around (when Crawling)	Right analog stick

"Hey little buddy, my hulking frame might keep me from climbing across those tiny ropes, but 'The Murray' will lay waste to those who stand in my way and emerge triumphant!"



FROM THE DESK OF BENTLEY



Murray Controls

MURRAY'S BASIC MOVES

Walk/Jog	Left analog stick or directional button
Camera Rotate/Pan	Right analog stick
Jump	⊗
Double Jump	⊗ then ⊗ (while in the air)
Activate/Pick Up/Open Door	⊙
Run Fast	Hold down R1
Sneak Along Wall/Ledge	Hold down ⊙ (when you are near pink sparkles)

"THE MURRAY'S" ATTACKS

Punch	⊙
Thunder Flop	⊗ (jump) then ⊙ or ⊕ (while in the air)
Juggle/Uppercut	⊕
Roundhouse Punch	⊕ then ⊙ (when standing behind an enemy unseen)
Use Gadget or Powerup	L1 , L2 or R2 (when equipped)
Pick Up Enemy/Item (Stomp)	⊙ (while enemy is knocked out)
Pick Up Enemy (Catch)	⊕ then ⊙ (when enemy is in the air)
Throw Enemy/Item	⊙, ⊙ or ⊕ (while carrying Enemy/Item)



FROM THE DESK OF BENTLEY



MURRAY'S BINOCUCOM

Use/Put Away Binocucom	R3 (press)
Scan with Binocucom	Left analog stick or directional button
Zoom Binocucom In/Out	Right analog stick ↑ or ↓
Exit Binocucom	X , □ , ○ or △

"Bentley, are you sure you're ready for your first time out in the field?"

"Yup, I'm ready to go!"



Bentley Controls

BENTLEY'S BASIC MOVES

Walk	Left analog stick or directional button
Camera Rotate/Pan	Right analog stick
Jump	X
Double Jump	X then X (while in the air)
Activate/Pick Up/Open Door	○
Run Fast	Hold down R1 with left analog stick or directional button
Sneak Along Wall/Ledge	○ (hold) (when you are near green sparkles)
Crawl	○ (when you are near green sparkles)
Look Around	Right analog stick (when Crawling)

BENTLEY'S GADGET ATTACKS

Swing Dart Gun	□
Drop Bomb	△
Use Gadget or Powerup	L1 , L2 or R2 (when equipped)

BENTLEY'S BINOCUCOM

Use/Put Away Binocucom	R3 (press)
Aim/Scan with Binocucom	Left analog stick or directional button
Zoom Binocucom In/Out	Right analog stick ↑ or ↓
Fire Dart	R1
Exit Binocucom	X , □ , ○ or △

"Hey Bentley, that Sleep Dart of yours is pretty cool. Drop a bomb next to a sleeping enemy to get rid of him. Now that's my kind of gadget!"

"Stop joking around Sly."

Pause Menu

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

KEEP PLAYING

"The Murray' never backs down from action! Let's go!"

QUIT GAME (WHEN AUTO SAVE IS NOT ACTIVE)

"OK, big guy. You sure are good at throwing your weight around. Quitting on the other hand is not in the Cooper's vocabulary. A Cooper never leaves a job unfinished. But even a raccoon needs a rest now and then and so does his buddies. Right, Bentley?"

SAVE AND QUIT (WHEN AUTO SAVE IS ACTIVE)

"That's right, Sly. The 'Save and Quit' option will quit your current game. If you're not ready to go, you'll get another chance to head back into the action, but even if you quit, your progress will automatically be saved."

Options

"Sly, Murray, make sure you are familiar with all of the Options, as they are an essential part of a thief's repertoire."

CONTROLS

"For a quick refresher on each of our controls, just head to the Control screen."

"Relax little buddy!"

LOAD GAME

"Hmmm. Now this one's pretty simple. The Load option allows you to resume a saved game, or load a different saved game file during gameplay."

SAVE GAME

"I've developed a top secret process where your progress is automatically saved after each job, but it is also possible to manually save your progress at any time by choosing the 'Save Game' option. When you manually save, your progress is saved up to your last completed job."

SOUND OPTIONS

*"To adjust the volume levels for the Sound Effects, Music and Speech, as well as the Sound Format. *Sly 2: Band of Thieves* supports Mono, Stereo, and Dolby® Pro Logic® II Surround Sound. Press  and use the left analog stick or directional button to set the level."*

THIEF CONTROL OPTIONS

"To invert or change the controls for the Binocucom, Turrets or Vibration function, press  to toggle ON/OFF. The default is set to OFF."

"To center the screen, use the directional button or left analog stick to adjust the cursor, and press the  button to confirm and the  button to cancel."

Job Help

"Listen you two, choose the Job Help option to access our current job objectives and goals. We can also check out the complete list of jobs that are available to us, as well as the ones we've already completed. Use the left analog stick or directional buttons and ,  or  to navigate the menus. Pressing  will get us back into the game."

"Don't worry guys, the Murray-nator's got you covered!"

Abandon Job

"If things are going awry, or if we need to rethink our objectives, or we just want to take a break, choose the 'Abandon Job' option from the Pause Menu. Just press  for "Yes" and  for "No." Just remember, if we do so, we lose everything: our progress and all the loot we've 'collected'."

"The Coopers aren't known for abandoning anything."

Jobs

JOB START BEACONS

"Ey, I've set up special job start beacons all over the city and they can be spotted when we use our Binocucoms or by pressing . These beacons will locate job start points and objectives. To locate a beacon, press  and then scan the environment with your Binocucom. Once you've located a beacon, make your way to it. It will stay lit up for a few seconds to help you keep your bearings!"

"We Coopers have a sixth sense of direction... but it's good to know I have a back-up."

"I get one too?! What other gadgets do I get?"

OBJECTIVE BEACONS

"Once you've started a job, you can use your Binocucom to locate objective beacons. If the job requires you to complete a task, the beacon will guide you."



The Binocucom

"Well, Murray, I developed special Binocucoms for each of us. Just press **R3** to use it. If you want to scan the environment, use the left analog stick or directional buttons and to zoom in and out move the right analog stick **↓/↑**."

"Looks like you've made some pretty hefty modifications to mine since the last time I used it, Bentley."

"That's right, Sly, in addition to being able to zoom in and out and scan, your Binocucom has a Spycam feature so you can snap proper pictures using **R1**."

"Yes, I wouldn't want to take an improper photo of that fox, Carmelita."

"Ahem... Sly. Pay attention! OK, my Binocucom has a powerful scope to help me aim and shoot my Sleep Darts. Center the enemy in the scope and then press **R1** to fire. A direct hit will stop a thug in his tracks and keep my shell from getting bruised!"

"What does mine do?"

"Sorry Murray, I didn't have enough time to modify yours with a special function...but I did change the color. Uh...it's purple."

"The Murray' doesn't require any other assistance. The 'Thunder Flop' is the only language the bad guys understand!"

Episode Menu

"Sly, you can access this menu to load the current episode or any previously completed episodes. This is especially helpful if you want to revisit an area and search for missed clue bottles, collect more coins, and grab extra loot!"

PICKPOCKETING

"Now that we've all reviewed the basics, let's get to the fun stuff! A master thief is only worth his fortune in loot. It's all about pickpocketing!"

"That's true, Sly. Sneak up behind an enemy and press **C** to pick his pocket with your trusty cane. It may take a couple attempts to find what you're looking for, so be persistent!"

Stealth

"Now, like any modern thief of the highest caliber, you have three different stealth moves at your disposal. Use them wisely Sly, as they are your best weapon!"

"I'm my own best weapon, Bentley."

"And I'm your best back-up weapon, right Sly!?"

"You got it."

SNEAKING

"Sly, sneaking is essential for making your way quietly around the city, so make sure to stay alert. Know where guards and enemies are at all times!"

"I never was one for the direct approach!"

"Alright Sly, I know you haven't forgotten how to sneak, but let's refresh your memory just in case things get tricky out there."

"Oh come on, Bentley. Sneaking is my middle name!"

"Mine too! On to the good stuff!"

THIEF METER

"We have all developed super-heightened stealth senses that will help us sneak up on unsuspecting enemies. The thief icon located in the top left corner will pulse yellow sound waves to let us know when we need to be quiet and not run. If our cover is blown, the thief icon will flash red, indicating that we've been spotted and the enemy is on to us."

"Guys, don't forget that running is a sure fire way to alert an enemy to your presence. If you want to sneak around without getting caught, be sure to move very slowly."

CRAWLING

"When you see glowing sparkles under a table or passageway, you and I can walk up to it and press **○** to crawl underneath it. Sorry Murray, you're just too big! Sometimes this is the best way to avoid the beam of a guard's flashlight or the path of an alarm's laser beam. Are you listening, Sly?"

"Hey, what do I look like... a rookie? I'm a Cooper!"

"Just checking. We need to be extra careful and have an airtight plan if we're going to finish the job. Trust me... it's all part of the game."

WALL/LEDGE SNEAK

"When you see glowing sparkles on the ledge of a building, all three of us can press and hold **○** to sneak around on a ledge. While holding **○**, move the left analog stick in the direction of the ledge to sneak across it. This way, we'll have a better chance of reaching our goal without being noticed."

"OK, let's go!"



Climbing

"Sly, remember that when you see blue sparkles on a pipe or ladder, it means you can climb up it. Stand next to it and press **○** to attach onto the object, and then use move the left analog stick to climb up and down."

"No problem."

Water

"Listen up Sly. As you already know, we can only step into shallow water. Fall into anything above our heads and we'll lose some health! We should have taken those swimming lessons back at the orphanage."

"We raccoons don't like water anyway!"

"Tell him about the Safe House Bentley!"

"OK, OK Murray. I was just getting there."

Safe House

"The Safe House is the hub for all our planning and preparation. You can enter it at any time 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 **○** and viewing the yellow beacon that points directly to it. Remember Sly, if you choose to enter the Safe House while on a job, the job will be cancelled and you will have to start from scratch."

Switching Characters

"These jobs are the biggest we've ever attempted so teamwork is critical. Each of us will have to bring our skills and strengths and work together to pull off these jobs. There are three different job start beacons that show which one of our skills is needed for that particular area."

"That's right, pals, because my strength alone is a force to be reckoned with!!"

ThiefNet

"Just so you know Sly, we can only access ThiefNet when we are at the Safe House."

"What is ThiefNet?"

"ThiefNet is a super-secret website where we can purchase a variety of high-tech gadgets and powerups with the coins and loot we 'acquire' in the field. We can also sell our loot for more coins here to boost our funds. To log on, use the left analog stick or **←** and **→** directional buttons until you see the ThiefNet

store on the scrolling text bar. Press **X** to logon to ThiefNet. You'll see all the current items available for purchase. If you want to sell the loot you have, press **←** on the left analog stick or directional button **→** to move to the Sell Loot screen. To purchase an item, make sure you have enough coins, then select the gadget and press **X** to confirm. You will be asked again if you want to make the purchase, so you'd better make up your mind. Press **□** one last time to finalize the transaction and the item is yours (or, you can always press **△** to cancel the purchase, if you change your mind). Of course, high-tech thievery isn't cheap, so make sure to collect all the coins and loot you can while out on a mission. That goes for all of us!"



"You know Bentley, we could have snatched all the loot in town by now."

"Yeah! 'The Murray' is itchin' to head out and deliver his own brand of two tons of fun!"

"OK guys, we're almost done. There are just a couple more things you really need to know."

The Gadget Grid

Gadgets and powerups that are bought from ThiefNet can be equipped from the Gadget Grid. To access the Gadget Grid, press **□** during gameplay. Here you can assign and equip up to three items or powerups to **L1**, **L2** and **R2**. To do so, just highlight the item on the Grid using the left analog stick or directional buttons and press one of the three buttons to assign that item to a location."



Gadgets and Powerups

"Guys, there are a bunch of different gadgets and powerups that we will be able to purchase through ThiefNet. In fact, new items are added all the time! Make sure you check back as you collect the coins and loot, as we're going to need all the help we can get against the Klaww Gang!"

"Here's a list of a few of these items:"

SLY

- Smoke Bomb
- Combat Dodge
- Stealth Slide
- Alarm Clock
- Paraglide
- Silent Obliteration
- Thief Reflexes
- Feral Pounce

BENTLEY

- Trigger Bomb
- Size Destabilizer
- Snooze Bomb
- Adrenaline Burst
- Health Extractor
- Hover Pack
- Reduction Bomb
- Temporal Lock

MURRAY

- Fists of Flame
- Turnbuckle Launch
- Juggernaut Throw
- Atlas Strength
- Raging Inferno Flop
- Berserker Charge
- Guttural Roar
- Diablo Fire Slam

A Few Cooper Clan Tips...

"There are a few things you should always remember when out in the field, as my father always used to say."



Health

"Keep an eye on your health. We might be master thieves but we're not invincible – even you Murray. You don't even want to know what happens when your health meter is completely depleted. Get more health from defeated thugs or striking objects."

Gadget Power Meter

"If we fail, die, abandon or go back to the Safe House, our gadget's power meter will be fully replenished. One thing to remember: we will replenish our gadget power meters slightly by picking up any Health."



Coins and Loot

"Ahh, this is what we Coopers live for. Make sure to steal and collect all the coins and loot you can find. Not only will we need the funds to buy gadgets and powerups, but taking treasure out of the Klaww Gang's pockets and lining ours is what thieving is all about. Coins, loot and paintings can be uncovered in a variety of places and ways, including taking them from defeated thugs, by breaking objects, finding them stashed or left in and around the environment."



Clue Bottles

"My intel tells me that these bottles may hold combinations to the Klaww Gang's secret vaults! Once all of the bottles have been gathered, I can analyze the important information inside to unlock their secrets."

"Now you're talking my language. Tell me more about these vaults!"



Vaults

*"The Klaww Gang have been hoarding some top secret stuff inside their vaults and even I don't know what's inside! Of course, you'll have to find the location of each safe. When you do, just approach the blue sparkles in front of the safe and press **○** to engage the combination lock. You can use the left analog stick or directional buttons to move your hand around the combination keypad and press **×** or **□** to choose each number."*

"Sly, I think we should know what we're up against when we're out in the field. In addition to the Klaww Gang and their goons, something tells me you didn't forget about Inspector Fox, but did you know that she's got a new partner, Constable Neyla? I hacked into Interpol's files and downloaded their dossiers."

Inspector Carmelita Montoya Fox

Carmelita is a fourth generation cop working for Interpol. Fruitlessly hunting the Cooper gang for years (and always one step behind), she's never managed to catch them. Her interest in Sly borders on obsessive, and it's possible there's more to it than meets the eye. Carmelita is also very black and white in her outlook on crime and criminals. Everyone who breaks the law, from jaywalking up to murder, is a criminal and should be brought to justice. She is also a very emotional woman who has to work constantly to keep her temper in check.

"Ah, the ever-lovely and unpredictable Carmelita Fox. She and I have shared quite a few arresting moments over the years."



Constable Neyla

Neyla grew up a poor child in New Delhi and scammed her way into an exclusive British university. While there, she used her strong powers of persuasion to create a homework ring of other students to do her work for her. When the ring was broken and she was discovered, the authorities were so impressed with her skills that they offered her a job at Interpol. They believed she could "get inside the head of the criminal element." Constable Neyla is a very charming person who is capable of instilling trust in anyone she speaks with.



"Constable Neyla sounds very interesting. I'll have to keep my eye on her."

"Sly, pay attention and stay alert!"

The Contessa

A world renowned criminal psychologist, she's law enforcement's premiere prison warden. Her pioneering use of hypnotherapy has produced some good results and subsequently earned her a prominent position within Interpol. Normally the Contessa can be found in her rehabilitation center in Prague, where she works tirelessly to cure thieves of their "criminal impulses."



The Klaww Gang Dossiers

"Guys, here is all the current intelligence I have discovered on the Klaww Gang."

Name: *Dimitri*

Title: *Chief Forger for the KLAWW Gang*

Distinguishing Qualities — Sleazy; known for misquoting American slang.

Background: Once a passionate young art student, Dimitri gave up on his visionary style after incurring harsh criticism from the rest of the art community. Angry and disoriented, Dimitri turned to forgery and began duplicating old masterpieces... his way of punishing those with bad taste.

"Hey, give me a chance bro... let's be smooove. You got the juice? Show me your bling and let me shine you!"

Last Known Location: An underworld celebrity, Dimitri was last seen roaming the back alley streets of Paris. His sneaky personality has kept him out of the eye of the public.



Name: *Rajan*

Title: *The "Self Made Man" of the KLAWW Gang*

Distinguishing Qualities — Arrogant and paranoid.

Background: Growing up poor and penniless on the streets of India, Rajan turned to a life of thievery early on and slowly climbed his way up the crime ladder. Rajan goes out of his way to convince others of his wealth and popularity.

"With my wealth and social standing, there's no stopping me!"

Last Known Location: Rajan was last seen somewhere in India, schmoozing his way into India High Society. With his ill-gotten wealth, Rajan tries hard to come off as Indian royalty in an attempt to hide his humble origin.



Name: *Jean-Bison*
Title: *Chief Transporter for the KLAWW Gang*

Distinguishing Qualities — Boastful and old fashioned
Background: Looking to strike it rich during the Gold Rush, Jean-Bison was frozen alive during a freak avalanche and thawed out 100 years later, leaving him out of touch with present day society. A product of his time, he dreams of taming "the Wild North" by damming every river and chopping down all the trees, with progress delivered at the sharp end of an axe. Using his train system that spans throughout the Canadian plains, Jean-Bison's abilities are of utmost importance to the KLAWW Gang.

"No one can stop my mighty Iron Horses!"
Last Known Location: Traveling the Canadian frontier transporting loot for the KLAWW Gang.



Name: *Arpeggio*
Title: *The Mechanical Expert for the KLAWW Gang*

Distinguishing Qualities — Condescending and cultured
Background: Fueled by his inability to fly, Arpeggio has always been obsessed with all things mechanical. Arpeggio regards himself as a master of art and engineering who has the skill and birthright to recreate his powerful image.

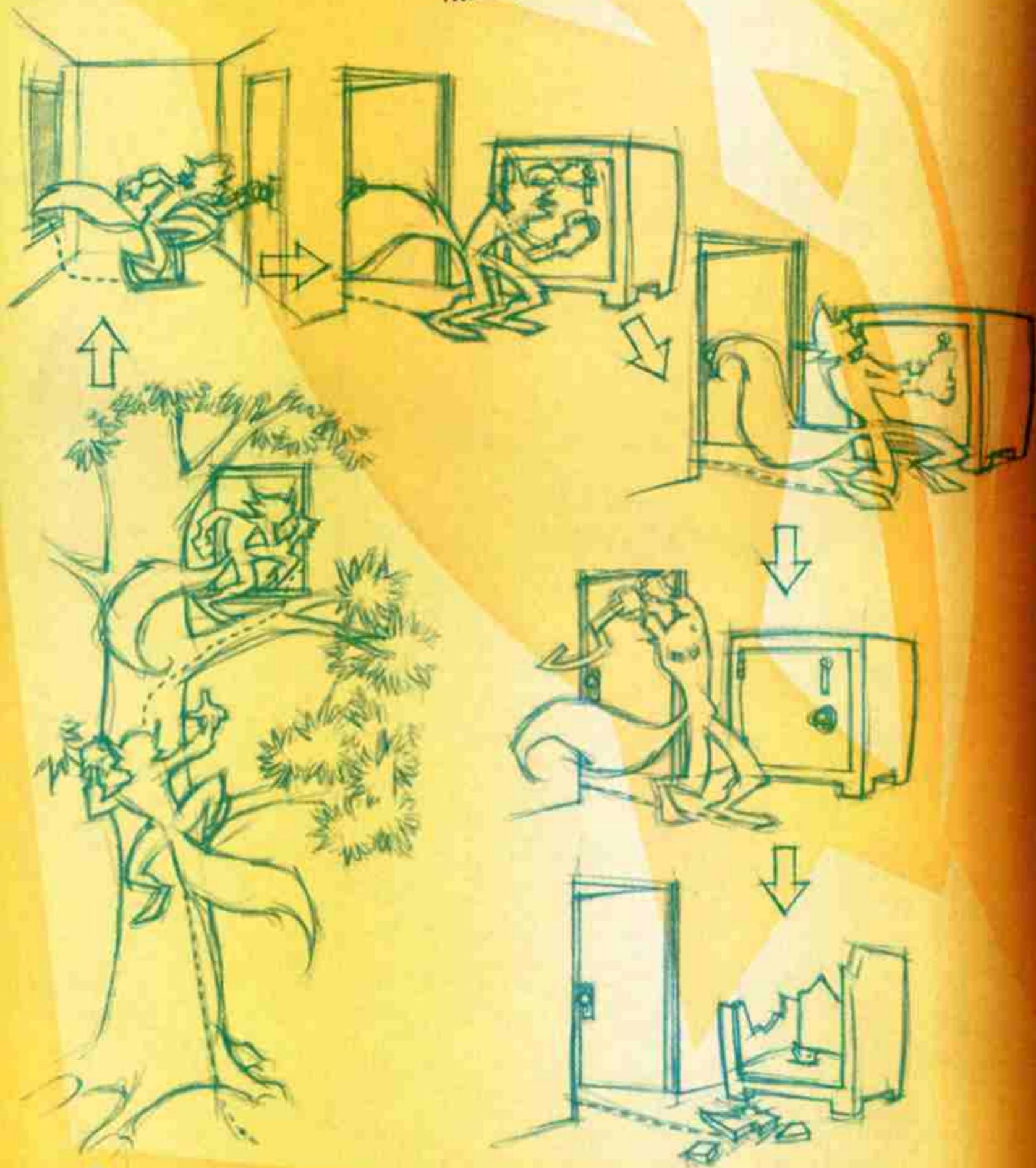
"No one will ever understand the searing pain that douses my soul each and every fortnight."
Last Known Location: Divulging in his flair for the dramatic, Arpeggio is constantly seen departing various London opera houses.



Maps

"Sly, Thanks to my global satellite imaging technology, I have been able to create maps of the various cities we will be traveling to. Refer to them if you get lost and need help in locating a job start beacon."

"Great! OK, time for chitchat is over boys. Let's get to work and get those Clockwerk parts back into the right hands!"



Credits

SUCKER PUNCH PRODUCTIONS

ANDREW WOODS
AUGIE PAGAN
BRIAN FLEMING
BRUCE OBERG
CHRIS BENTZEL
CHRIS HEIDORN
CHRIS ZIMMERMAN
DAN BRAKELEY
DARREN BRIDGES
DARREN RICE
DAVID STINER
DEV MADAN
EDWARD PUN
HOKYO LIM
KARIN YAMAGIWA
MATT SCOTT
MATT SIEMS
NATE FOX
PAUL WHITEHEAD
RAMEY HARRIS
ROB MCDANIEL
SEAN SMITH
STEVE JOHNSON
SUZANNE KAUFMAN
TOM MABE
TRAVIS KOTZEBUE
ZHAOJUN WANG

ADDITIONAL ART

DAN PHILLIPS
JORDAN KOTZEBUE
KATHY ANDERSON
LOGAN BENDER
SCOTT WIENER
SHANE WHITE

SOUND AND MUSIC

BILL WOLFORD
PETER MCCONNELL

ADDITIONAL QA

CHRIS SAMPSON
CHRIS TOBOLSKI
MARQUEL BASURTO
RICK BAUER

VOICE ACTORS

SLY
KEVIN MILLER
BENTLEY
MATT OLSEN
MURRAY
CHRIS MURPHY
CARMELITA/NEYLA
ALESIA GLIDEWELL
DIMITRI/RAJAN
DAVID SCULLY
CONTESSA
GLORIA MANON
JEAN-BISON
ROSS DOUGLAS
ARPEGGIO
SAM MOWRY

GAME DIALOG/ VOICE PRODUCTION

LAURIE BAUMAN
BAD ANIMALS
CARRIE PALK
DAVE HOWE
WENDI WILLS

THANK YOU

CAROLINE TRUJILLO
DAN RASPLER
DAVID WHITE
GREG WEBER/WEBTONE
KEITH CHAMPAGNE
TIM MILLER

VERY SPECIAL THANKS

DARRELL PLANK
GRADY HUNT

SLY 2 BABIES!

CASEY FLEMING
HENRY MABE
JACK RICE
RILEY SCOTT
TYLER HUNT

*NO ANIMALS WERE
HARMED IN THE
CREATION OF THIS GAME.

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 THE CINEMATICS
 GROUP, BOB JOHNSON,
 AIMEE DUELL,
 DC COMICS, RYAN
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 BINGHAM, AND
 GAMEPRO MAGAZINE

**EXECUTIVE
ACKNOWLEDGEMENT**

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 THANK EACH
 INDIVIDUAL AT SONY
 COMPUTER
 ENTERTAINMENT
 AMERICA FOR THEIR
 CONTRIBUTIONS,
 SUPPORT AND
 DEDICATION TO THE
 SUCCESS OF SLY 2
 BAND OF THIEVES WITH
 SPECIAL RECOGNITION
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