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Sly Cooper: Thieves in TimeNorth American Cover ArtDeveloper(s)Sanzaru GamesPublisher(s)Sony Computer EntertainmentDirector(s) Bill SpenceProducer(s) Glen EganDesayner(s)Mat KramerApper(s) Jenny Spurlock David Grace Paul MurrayComposer(s) Peter McconnellSeriesSly CooperPlatform(s)PlayStation 3PlayStation VitaReleaseNA: February 5, 2013[1]PAL: March 28, Platform 2013Genre(s), stealth, action-adventureMode(s)Single-player, multiplayer Sly Cooper: Thieves in Time is a platform of hidden video game , the fourth and final title in the series Sly Cooper. Thieves in Time are available on PlayStation 3 and PlayStation Vita. Even though the original series was developed by Sucker Punch Productions for the PlayStation 2, this game was developed by Sanzaru Games, which previously spent the night original games in the high definition version for the PlayStation 3. The game was teased in these versions, but it wasn't officially announced until a few months later at the 2011 electronic entertainment expo during Sony's June 6, 2011 presentation. The game, set in a world inhabited by anthropomorphic animals, follows the end of Sly 3: Honor Among Thieves. Slee Cooper, a raccoon from a long line of master thieves, will have to be reunited with his gang to renovate Thievius Raccoonus, a book chronicling the line of the Cooper family, whose pages are affected by a villain traveling in time. The player manages La, Bentley, Murray, Carmelita Fox and La's ancestors, using his skills to take down heists and discover who puts Cooper's story in jam. This game is also part of Sony's cross-shopping initiative, which allows playstation 3 buyers of the game to get a free copy of the game for PlayStation Vita via the PlayStation Network. Sly Cooper: Thieves in Time were met with a generally positive critical reception after being released. Most critics praised the diverse gameplay, characters, level design and history, but criticized the long loading time, questionable motion controls, plot twist in Episode 4 and the controversial cliff end. Gameplay Gameplay screenshot Like previous games in the series, players primarily control Sly Cooper, who has to sneak around and navigate various obstacles to help restore the story of The Yenoth Thievius. Many of Sly's abilities return, such as navigating poles and ropes, jumping over narrow platforms and stealing items from guards. New to this game are costumes earned throughout the game that give Sly access to new abilities. Examples include a suit of armor that allows Sly to display shells with a shield, archery gear that allows him to shoot arrows at targets to create cable lines, and an Arabic pirate suit that allows him to slow down time and use a sword to break down sturdy objects. [3] [4] [5] These costumes can be taken to previously attended levels to Areas. [3] New secret masks and treasures are hidden throughout the game; the last item, unlike his colleague in previous installments, is collectible only and cannot be sold on the Game's ThiefNet service (although the player still receives a cash reward in the game). The bottle keys from Sly Cooper and Thievius Raccoonus and Sly 2: Band of Thieves are making a comeback, allowing the player to unlock new abilities for all game characters. The new feature allows anyone who owns both playstation Vita and PlayStation 3 versions of the game to use the Vita system as a set of X-ray glasses to find any of these hidden collectible collections anywhere in the world, using augmented reality. Binary characters displayed during Bentley plans are ASCII-encoded text messages and can be decrypted manually. Bentley, Murray and Carmelita Fox return as game characters,[3] along with some of La's ancestors who have unique abilities. The worlds in the game are allegedly three times the size of the original trilogy. The game also supports stereoscopic 3D[9] and local multiplayer in some sections of the game. [10] The plot of thieves in time stems from the conclusion of Honor among thieves; Sly is backing up with amnesia to be with his love interest Carmelite, Murray racing with the team van, and Bentley and Penelope are building a time machine. However, words began to fade from the pages of Yenoth Thievy, and Penelope disappears, so Bentley reforms the gang to repair the damage to Cooper's story and find out who is responsible. Meanwhile, Carmelita discovers Sli's deception after she catches him robbing an art museum to steal a Japan-era feudal dagger to get to Feudal Japan, and wants to forever get her hands on him for lying to her. The team begins their journey through time to Theodole of Japan, where they rescue Rioichi Cooper, a ninja and sushi inventor. After showdowns with El Jefe, a Cuban tiger military strategist who occupied several smaller countries and sold them to the highest bidder, the Rioichi tins were stolen. In the Wild West, a gang breaks out to outlaw Tennessee Toddler Cooper, who was framed for bank robbery before he started, out of jail. They also discover that Carmelita is being held hostage byToothpick, a self-proclaimed armadillo gunslinger who poses as the city's new sheriff, at the behest of an art dealer of black market scoot named Cyril Le Paradox, who sent her back in time to obstruct her investigation into him. The gang, however, is captured as well. After salvation, they manage to defeat the Toothpick, but unforeseen complications cause them to be sent to the Ice Age in prehistoric Australia. Carmelita is still very upset at Sly and is out of the group. A cave-raccoon nicknamed Bob objects to a gang to stop Grizz, an art thief bear who forged cave paintings. After a lot of finally decides to help the gang to stop Le Paradox and go home. They then go to medieval England, where they recruit Sir Hallet from the Order of the Cooper Knights, a knight with a flair for drama. They confront the tyrant Black Knight under the control of the area, but are shocked to find that it is actually Penelope who believes Sly has a negative impact on Bentley and has provided Le Paradox with a means of time travel. This revelation sends Bentley into a deep depression, but ultimately overcomes him and arrives just in time to save the gang from Penelope and break up with her. The gang finally catches up with Le Paradox in Ancient Arabia with the help of Salim al-Coupar, the last active member of the Forties Thieves, and the battle of Ms. Decibel, a musical elephant snob with the power of hypnosis thanks to a pipe stuck in her trunk. Le Paradox's plan is eventually revealed: to forged documents in the past depicting fake royal crap to expand their fortunes and influence, and to steal the plaques of Cooper's ancestors as revenge for the misfortune of his own family as thieves. As the ultimate insult to La, he kidnaps Carmelita. The gang returns to modern-day Paris, which is now controlled by Le Paradox. Using Carmelita as bait, Le Paradox captures Sly. However, Bentley, Murray and Cooper's team of ancestors pull out the missing plaques and release them just as Le Paradox inadvertently tears a hole in the space-time continuum. Finally converging with Carmelita, Sly sends everyone home just before entering the final showdown with Le Paradox on top of his pallor, ending with Le Paradox falling into the sea. Various villains are sent to prison, although Penelope escapes and remains at large. However, although Le Paradox was later found and imprisoned, Sly was trapped aboard the pallor and disappeared, upsetting everyone, especially Carmelite. Regardless, the gang promises to do everything they can to find him, no matter when or where he is. During the credits, it emerged what happened to the rest of the villains in the Le Paradox gang, as well as Cooper's ancestors. El Jefe was sent to prison and forced to make cigars, although ironically he is not allowed to smoke. The toothpick was sentenced to work on a railway in a chain gang. He eventually went deaf because of the whistles of the trains and was unable to hear or see the train approaching him and he disappeared into obscenity. Grizz continued his career in rap and painting while in prison. Penelope eventually escaped from prison and has not been caught since. However, Bentley received postcards from her. Ms. Decibel eventually removed the pipe from her trunk, took to teaching music lessons and attending anger management classes while in prison, and was released early for good behavior. Le Paradox all his assets were seized, including his art collection, which was donated to Paris and he was in a special cell that has a smell. Rioichi has reopened its sushi joint and it has become the most popular restaurant in Japan. The Tennessee Kid regained his gold and his reputation growing when he stole exclusively from crooked lawmen. Bob continued to train and returned to his role as the greatest egg thief, and he became a pioneer of using his licks for thieving, starting Cooper's legacy. Gallit returned to his heroic adventures and went on to form knights of the Order of Cooper, a gallant group that stole from corrupt noisy. He also became a successful (and overly dramatic) actor. Salim finally got freed from the thieves and started a new business selling snacks from his camel. Demetrius returned to his work as a famous scuba diver and launched a new line of fashionable clothes. He was so successful that he started a new reality show chronicling his adventures, Disco Diver. If all the trophies are collected, the secret end shows Sly waking up, surrounded by wreckage of Le Paradox blobs in front of a jackal-headed temple and pyramids in ancient Egypt, hinting at the possibility of a sequel. Sanzar later stated that while they would be interested in continuing the series, the decision is ultimately up to Sony. The Thieves in Time development was developed by Sanzaru Games, which previously developed the Sly Collection, a PlayStation 3-enhanced version of the Sly Cooper's first three games. According to Glen Egan Sanzaru, developers were interested in developing the Sly Cooper franchise further after Sucker Punch Productions, the original developer, moved on to the Infamous series. They developed a prototype game controller for the PlayStation 3, which they introduced to Sony Computer Entertainment. Sony was impressed with the prototype and gave them development duties to transform the Original PlayStation 3 trilogy, followed later by the green-lit Thieves in Time. [3] [4] Thieves in Time represents a return to the series after a nearly eight-year hiatus following the release of Sly 3. Several hints of a revival of the series after previously been included in both infamous games from Sucker Punch. In addition to other nods to the series, such as a patch of Sly Cooper's business card logo on the ruck of infamous protagonist Cole McGrath in both games and the ability to use near-miss weapons as part of Infamous 2, both games feature stamps that included the Sly 4 title. [11] [12] [13] The teaser trailer included in the Sly collection, released in late 2010 under the name Sly 4, is believed to be an indication that a new game will be announced soon. [14] The game was officially announced for the PlayStation 3 during Sony's presentation at the 2011 E3 convention on June 6, 2011. The PlayStation Vita version was shown on May 18, 2012 during the GTTV tv show. [2] At Gamescom 2012, Sony Computer Entertainment announced a new cross-buying program. this app, you could buy a PS3 version of the game and get a PS Vita version (provided one is available) for free through code that can be redeemed in PS Vita's PlayStation Store, with Thieves in Time among the games supporting the app. The new trailer was also seen on Gamescom 2012, introducing Salim al-Coupar as another confirmed ancestor and sending news that the release date had been pushed back to early 2013. Sony later clarified its release date in February 2013, saying they did not want Thieves in Time to be released at the same time as all other games released in the fall of 2012; [18] Placing it in February will give it more prominence during the vital opening week of a game with fewer big names releasing at the same time. The game demo is included in the North American version of the Ratchet & Clank Collection, which was released on August 28; [20] However, it has only one mission to play. Another demonstration, including the Paris prologue, was released on January 22 for PlayStation Plus participants and January 29 for everyone on both ps3 and ps Vita. [21] [22] 21 September 2014, 2012, A decade after the release of Sly Cooper and Thievius Raccoonus, Sony announced the release date of Sly 4 on February 5, 2013, and announced that those pre-ordered would get early access to special gear for Murray and two paragliding skins that are available to everyone else in the game once a certain number of Secret Sly Masks are assembled. Music Score for Thieves in Time was compiled by video game composer Peter Mcconnell, who also scored Sly's previous two games. Mcconnell composed more than 2.5 hours of music for this score in a wide variety of styles. All the music was recorded in Nashville by a music scoring orchestra at Ocean Way Studios. It is available on the iTunes and PlayStation network. AdmissionScoreGameRankings(Vita) 75.80%[23](PS3) 74.69%[24]Metacritic75/100[25][26]Review scoreScore1Up.comC[27]Eurogamer6.0/0/0/0 10[28]Game Informer9.0/10[29]GameSpot7.5/10[30]GamesRadar+ [31]GameTrailers8.0/10[32]IGN8.0/10[33] Time Thieves received generally positive feedback with the majority praising the quality of the gameplay and voiceover. GameRankings and Metacritic review website aggregation gave PlayStation Vita versions 75.80% and 75/100[23][25] and PlayStation 3 versions 74.69% and 75/100[24][26] as of April 2013[update]. Game Informer gave the game a 9/10 score and GameTrailers an 8/10 rating. [29] [32] IGN rated the game 8.0/10, concluding that despite ridiculous load times, sometimes disappointing gameplay and some quirky, archaic movement controls, Thieves in Time is a decent game to be added to your library because it goes back to another time in games, modernizing the experience for a new generation. [33] Lucas from GamesRadar gave the game a 4.5/5 score, but point out that the game has a long (but infrequent) loading time and cliffhanger ending, but in saying the good moments are stellar presentation and excellent level design. [31] GameSpot gave the game 7.5 out of 10. Sly Cooper's creators at Sucker Punch Productions also expressed approval, saying on their Twitter account that they had no problem transferring Sly reigns [sic] to Sanzar. I hope everyone will like it the same way we do. [34] Thieves in Time became the 9th best-selling retail game in February 2013 in the United States. [35] References to ^ a b Cardona, Christian (2012-09-21). The 2007 PlayStation Blog was published in 2007. Retrieved September 21, 2012. ^ a b b Sly: Thieves in Time to Get Vita SKU, sim run with PS3. VG247. 2012-05-18. Retrieved 2013-02-19. Retrieved 2011-06-08. Sly Cooper: Thieves in time development are not processed sucker punch (Video). VG247. Retrieved 2011-06-08. 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