



I'm not robot



Continue

Sly cooper dimitri theme

Dimitri Lustoku Gang 2: The gang of ThievesLa La commercial Le Théâtre Magdilov, known colloquially as dimitri nightclub, is a place in Sliven 2: Gang of Thieves. It is a place of entertainment located in Paris and owned by Dimitri Lustow, who finances his activities through the creation and sale of forged paintings. For patrons, the nightclub is known to serve food and drink, host theatrical performances and offer a disco. Secretly, however, the nightclub is the site of Dimitri's money counterfeiting operation. History[edit] editing source] Located in the west of Paris, Dimitri's nightclub is a popular establishment that he says attracts in chic, young patrons from far and wide. [1] This is also the avenue by which Dimitri infuses into the population the illegal spice of Clooney's gang. According to Arpaio, Dimitri made the whole city consume the spice. After Khloe's gang stole the parts of the Clock, Dimitri gets the feathers in his tail. He used them as plates in fakes under his nightclub. The rare alloy of their feathers did not allow them to wear out, allowing Dimitri to print counterfeit money indefinitely. Soon after, the Cooper gang drank into the nightclub in search of the feathers of chauwerk's tail. At night, they sabotaged various parts of Dimitri's operation to gain access to his printing house. They both managed to steal the Part of the Clock and defeat Dimitri, who was later arrested and closed his nightclub. [4] Geography[edit] source edit] Overview[edit] source edit] The club is a complex consisting of multiple interconnected buildings. This is a fairly modest appearance, having an exterior similar to the other buildings in the area. Its main distinctive feature is a large, unlit sign, designed in the likeness of a peacock. The sign stood above the entrance and bears the name of the club. At the back of the complex, next to the entrance to the disco, was a large courtyard with a circular stage in its center. Four decorative spouts pour water over the walls of the stage in a surrounding ditch. The area around the nightclub includes various types of business and residential buildings. In Les Stinks and a hotel. The wine cellar is an underground storage area through which Sli sneaks into the nightclub. He was guarded by rat keepers and clay guards. Murray helped Sly work with the first, but the latter was avoided as Bentley deemed them too dangerous to fight. Several tables placed in the cellar helped Sly bypass the security and laser security systems contained in them. [3] Office of Dimitri[edit] source edit] Dimitri's office was in the dining room. Dimitri's desk, safe and pedestal for displaying artwork are included in the office. Four different portraits of Dimitri hung on the walls. Two aquariums are also built into the walls. Behind Dimitri's desk was a large window overlooking the disco. [5] Water pump[edit source] In this room there is a water pump that can send water directly to the nightclub. A code for entering the room was collected by the eavesdropping of Dimitri,[6] and the pump was subsequently destroyed by Murray. The destruction of the pump forced the nightclub to direct the water through the old water tower instead. [7] The theater is located in the eastern part of the nightclub. It contained a scene, behind the scenes and in the grandstand. Two wall boxes, later destroyed by Sly, powered the security systems in the press room. Ceiling fans were used for air circulation in the theater; their speed was controlled by a panel that required six keys to unlock. The disco is located on the back of the nightclub. The entrance opened to a long corridor that led to the main hall. The illuminated dance floor covered most of the disco, and a large disco ball and a few go-go cages hung from the ceiling. The property is located on the upper level overlooking the dance floor. Located on the wall of the dance floor is a stage with two turntables. A line of Dimitri Greasy Sweet's song plays in the background and the destruction of the turntable will trigger a remixed version of the song. [9] The water tower was used before the introduction of the more advanced water pump. However, the destruction of the said pump forced the nightclub to return to the use of the tower. This was part of Bentley's plan after he later entered the tower and manually diverted water pressure from the nightclub square. This was done to lure one of the repairers outside and steal the key to his truck. [10] Repair truck[edit]] Repair truck was originally positioned at the far end of the city, located near the scene area behind the nightclub. He had surgery on the nightclub repair man. He played a small but significant role in stopping Dimitri's forgery. During Operation: Thunder beak, Spech Cooper pickpocketing the truck from the repair man so Bentley and Murray can steal the truck and use their grappling hook to take down the nightclub peacock sign. Murray dropped the hook to Sly, who, after attaching it to the peacock sign, protected the truck from Dimitri's keepers. After the guards were defeated, Murray used the hook to pull the sign over the fountain, allowing Sly to reach the press room. press room[edit] source edit] The printing house was the place where Dimitri was set up for the money counterfeiting operation. Located just below the nightclub complex, the room was known as a pass under the fountain of the square. At work: Thunder Beak, the aforementioned repair truck was used to melt the nightclub sign on the fountain, destroying it and exposing the secret passageway. The press room consists of 3 levels. The first is where the battle of Sly and Dimitri took place. Found at this level are glass and barrels containing an unknown green substance. During the battle, Sly used these objects to protect himself from Dimitri's attacks. The second level is where the printing house itself was located together with many rolled sheets of counterfeit money. The third level involved a footpath circling the power generator. [11] The references were created by Peter McConnell. He has never been officially released. Therefore, there may be more songs than are listed here, and the song names may not be correct. Soundtrack[edit] edit source] Name Length 1 Museum 3:08 2 Museum Chase 5:02 3 Episode Menu 1 1:22 4 Paris (Sly in Paris) 2:59 5 French Battle 4:31 6 Wine Cellar 2:12 7 Wine Cellar Fight 0:29 8 Dimitri's Disco Club 4:49 9 Operation: Thunder Beak 3:32 10 Operation: Thunder Beak Battle 4:45 11 Dimitri Battle 4:55 12 Episode Menu 2 2:07 13 India 5:19 14 Guest Rooms 5:01 15 Rajan's Palace 3:27 16 Operation: Hippo Drop 3:15 17 Carmelita' Dance 3:19 18 The Jungle 4:56 19 Jungle Fight 4:53 20 Spice Factory 5:20 21 Spice Factory Fight 5:11 22 Follow Neyla 3:19 23 Operation: Wet Tiger 5:02 24 Helicopter Fight 3:34 25 Rajan Battle 3:05 26 Prague 4:56 Name Length 27 Sly's Escape 3:08 28 Prison 4:51 29 Jailbreak 5:05 30 Contessa's Castle 4:57 31 Contessa's Castle Fight 5:04 32 The Crypt 4:58 33 Crypt Fight 5:07 34 Contessa Chase 4:06 35 Contessa Battle 3:17 36 Canada 3:07 37 Booths (Sli Great Train Robbery) 4:46 38 Railway Station (Railway Station Canada) 4:49 39 Railway Station Wrestling 4:52 40 Air Raid 2:56 4:40 44 North 4:34 42 Northern Struggle 4:32 43 4:40 44 Timber Battle 4:39 45 Operation: Logger Jack Games 4:1 13 46 Jean Bisson Battle 3:12 47 Arpeggio Airship 4:50 48 Clock Assembly 4:32 49 Clockchain Assembly Wrestling 4:16 5 Clock-La Battle 3:15 51 Episode 2-11 52 End captions 3:24 See I am sorry! Something went wrong Is that your network connection is unstable or outdated browser? youtube.com/watch?... youtube.com/watch?...