

EXT. PARIS - DAY

An ANTHROPOMORPHIC FOX screams in frustration.

ANTHROPOMORPHIC FOX

(O.S.)

COOPER!

A devilishly handsome raccoon thief, SLY COOPER jumps out an open window. He scales a pipe to the top of the roof.

The com in Sly's ear vibrates with the turtle, BENTLEY, voice speaking frantically.

BENTLEY

(O.S.)

Sly! Come in! Sly! Do you read me?

Sly makes a mad dash along the rooftop, jumping and balancing on a tightrope as he makes his daring escape to the next one.

SLY COOPER

Yeah pal, I read you, loud and...  
really loud.

BENTLEY

(O.S.)

The signal jammed and I got nervous. Nevermind that though, the cops found our van. Murray and I are on the move.

Sly hops off the wire and stretches his treasured cane out to latch onto a hook. He wings from one to the other then lands on a ledge.

He effortlessly presses against the wall, 5 stories high from the ground, and makes his way to the edge of the building ledge.

SLY COOPER

No worries Bentley, you're safe in the Van with Murray driving. I'm the one who has to get a move on.

Sly reaches the edge of the building and jumps on a street lamp, then walks the tight rope wires with ease.

All the while he continues seeing unexplainable blue auras only he can see.

SLY COOPER (CONT'D)

Listen, meet me at the rendezvous point. I'll be there in a few soon.

BENTLEY

(O.S.)

Be careful Sly.

SLY COOPER

Have I never not been?

BENTLEY

(O.S.)

Do I really need to answer that?

Sly double jumps from the smaller roofs until he reaches the top of another without breaking a sweat.

CARMELITA

(O.S.)

Freeze, raccoon!

Inspector CARMELITA FOX, high jumps on a roof across the street from Sly Cooper. She crouches, aiming her trusty shock pistol at the escaping thief.

CARMELITA (CONT'D)

Don't move Cooper!

Sly smiled at her, folding her arms nonchalantly.

SLY COOPER

Ah, inspector fox. Always nice to see you out and about. You do something to your hair?

CARMELITA

Flattery will get you nowhere Sly, I'm taking you in.

SLY COOPER

Well, I always thought about us moving in under the same roof.

CARMELITA

Good, a few days behind bars may snap you out of your crime spree.

SLY COOPER

Naw, studio rooms are way to cramp. Plus, I hear the decor and neighbors are terrible.

CARMELITA

Don't worry, I'll reserve a private cell just for you.

SLY COOPER

Almost sounds romantic, but I'd like to explore other places first before settling down.

CARMELITA

Can't deny it if you haven't seen it. When I catch you, I'll give you the grand tour personally.

Carmelita fires her shock pistol. Sly narrowly dodges and takes off running.

Sly swings on a hook to leap to the next rooftop. Carmelita high jumps again, almost near flying from one side of the street to the other as she lands where Sly was.

Sly Parkours wall to wall down into an alley way and turns the corner.

Carmelita jumps down and continues her pursuit but gets hit with a smokescreen. Paralyzed with coughs, Sly took the opportunity to climb up a fire escape to get back onto the rooftop of an abandoned performance building.

INT. ABANDONED PERFORMANCE BUILDING - DAY

Sly tip toes inside after climbing in through a window. The opens a random door seeing it's just a closet.

FLASHBACK

INT. PERFORMANCE BUILDING - 5 YEARS AGO - DAY

A JANITOR opens the door to find a younger Sly cooper tied up in the closet.

JANITOR

What the? What are you doing there?

Sly smiles nervously at the janitor.

SLY COOPER

Hey pal, sorry you had to see me like this. It's a long story.

JANITOR

You alright kid? Who did this to you?

SLY COOPER

I saw some bad people trying to steal something and they found me here. We got to tell the police. Can you untie me?

JANITOR

Y-yeah, hold still.

The janitor finds some scissors in his cart and cuts Sly free. When the janitor turns his back, Sly bonks him on the head with his cane.

The janitor ends up unconscious and stripped of his uniform while Sly fixes the cap over his eyes and pushes the cart in the janitor's place.

Sly whistles as casual tune.

END FLASHBACK

INT. ABANDONED PERFORMANCE BUILDING - CONTINUE

Sly gentle smiles at the fond memory.

CARMELITA

(O.S.)

Where are you ringtail?!

Carmelita flashes a light with one hand, aiming the shock pistol with the other.

Sly crawls into an air duct and spies on Carmelita from above as she makes her way down the hall searching for him.

CARMELITA (CONT'D)

You can't run forever. You may have gotten away from me in the past, but one day you'll slip up.

Sly just smiles at her, for a moment, with a sense of longing and love. He crawls through the vents and lands in another room.

INT. COSTUME ROOM

Sly gets off the floor, surrounded by racks of old clothes, cloths, and costumes.

BENTLEY

(O.S.)

Sly, can you hear me?

Sly takes out his binocucom and looks through it.

BENTLEY (CONT'D)

Sly, what's going on? We're behind the abandoned building. Where are you?

SLY COOPER

I'm inside, and I just found a way to get Carmelita off my tail. I'll be out in a minute. Keep the van running.

Sly grins and grabs some clothes and a mannequin.

Carmelita keeps her eyes wandering from the left to the right. Her grip increases the further she goes in with her flashlight.

A sound catches her attention and she runs to it. At the crossway of the hallway, something moves out of the corner of her eye.

CARMELITA

I found you!

Carmelita sprints down the hall and finds Sly with his back turned to her as he faces a dead end.

Carmelita grins and puts down her flashlight and takes out some handcuffs.

CARMELITA (CONT'D)

Like I said, at some point, you'll slip up.

She reaches for his shoulder and turns him around. Instead of Sly, she finds a mannequin wearing a hat and outfit similar to Sly. The ring tail fell off as it was just a stripped sock.

The chest of the mannequin showed a paper stuck to it reading 'let's continue our date another time.'

Infuriated, Carmelita kicks the disguise to the wall then turns around to run after the raccoon.

EXT. ABANDONED PERFORMANCE BUILDING PARKING LOT

Sly comes out through a window and lands on top of the team van.