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ENGLISH

XBOX



# HITMAN 2

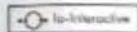
SILENT ASSASSIN

PHIT2BEN14

AV00914E

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## SAFETY INFORMATION

### ABOUT PHOTSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a Doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting further from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a Doctor before playing.

### OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

### AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front-or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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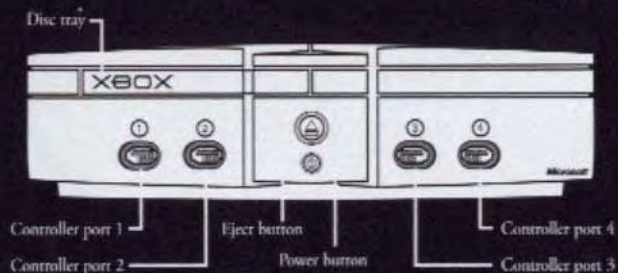
### WHY NOT CALL OUR RECORDED GAMEPLAY HELPLINE ON:

**09065 55 88 11\***

\* Please note that this call is more expensive than a normal call and at the time of publication is charged at £1 per minute at all times. Callers must legally be aged 16 or over.

## USING THE XBOX VIDEO GAME SYSTEM

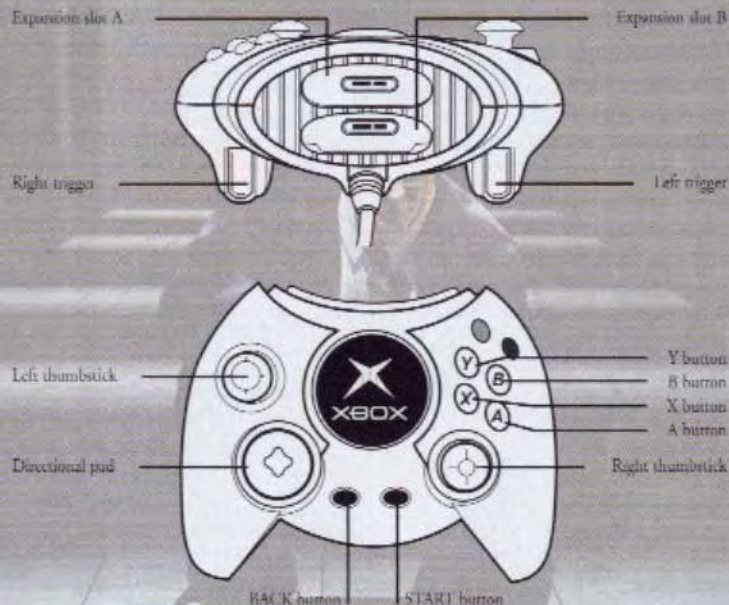
- 1.) Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
- 2.) Press the power button and the status indicator light will light up.
- 3.) Press the eject button and the disc tray will open.
- 4.) Place the Hitman 2: Silent Assassin disc on the disc tray with the label facing up and close the disc tray.
- 5.) Follow the on-screen instructions and refer to this manual for more information about playing Hitman 2.



### AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped disc such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

## USING THE XBOX CONTROLLER



Insert the Xbox Controller into controller port 1 on the front of the Xbox console.

Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.

Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play Hitman 2.

START button	Starts game; Pause/Resume
directional buttons	Select menu item
A button	Accept Menu Selection
B button (if applicable)	Return to the previous menu

# GAMEPLAY CONTROLS

directional pad ↑	Zoom In/Scroll up list
directional pad ↓	Zoom Out/Scroll down list
directional pad ←→	Lean left and Right
double tap and hold directional pad ←→	Step out left and right
left thumbstick	Move 47
right thumbstick	Move Camera and crosshair
A	Use (open door/pick up/drag)
X	Holster/Quick Inventory
Y	Inventory/Exit Sniper or Keyhole
B	Drop Item
Left trigger	Pull lightly to Sneak/Pull and hold to crouch
Left thumbstick click	Click down and hold to slow down aiming speed
Right trigger	Fire/use item
Black button	Reload
White button	Toggle 1st and 3rd Person Camera view
BACK button	Map and Briefing Menu
START button	Pause and Options menu



You're back. Are you prepared? The past is about to catch-up with you.

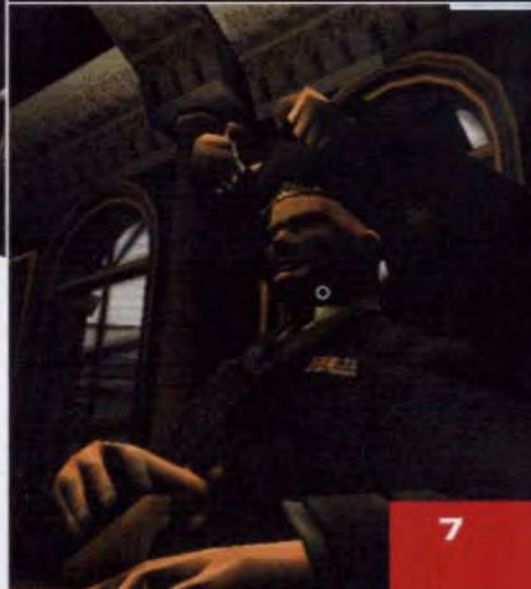
You.

The hired-gun with a sense of loyalty; the assassin with a sense of justice. And faith? What of faith? Trust in God, but carry a loaded gun.

Bind yourself with mastery of weapons, and thoroughness of groundwork. Know when to hold your fire - when to just kill time. And when to strike.

Track down those that force you out of retirement. Seep through the deep fractures of the world. Flow through the quarters of sin, crime, greed and dishonour. Be certain 47, in such places your enemies will hide. At first. Until the only safeplace is behind you.

You watch your back, number 47.





## SICILY

Spring comes early to the Gulf of Castellammare.\* The citrus groves west of Palermo are already in fruit by the end of February, and the Sicilian air is rich with the scents of lemon and orange. From the sea, hillside villages are splashes of pastel jewellery on a brilliant carpet of green and gold. The dome of the church of the Carmine rises above the awnings of local market stalls, where even-handed traders toil and prosper.

Yet above it all, the grasping shadow of the Cosa Nostra lengthens.

Ominous.

Merciless.



## ST PETERSBURG

Once called Leningrad, this old city has seen more than its share of bullets and betrayal. Expect guards, criminals and soldiers here to be well equipped, experienced and highly suspicious. Old Communists vie with corrupt Capitalists for control of the wide-open boulevards, where few can hide – least of all foreigners.

This is difficult terrain, even for a trained assassin. Proceed with caution.



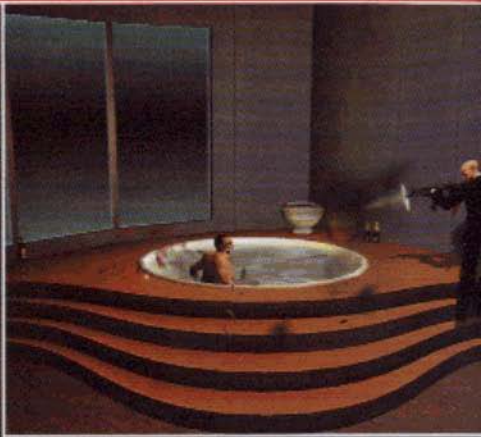


**JAPAN**

Mountains cover three-quarters of Japan, with the larger ranges running through the centre of the Japanese archipelago like a spine.

Towering above a beautiful lake and archaic temple studded town emerges the sacred mountain of Kurokiyama – an inaccessible site visited only by the occasional Shinto pilgrim.

An ancient, six-story castle, with ceramic tiled hōgyō roofing and massive stonewalls, looks down from its strategic position high on the neck of the mountain. A local shōgun built it here during the Edo period – it is a fitting setting for a 20th century oyabun like Masahiro Hayamoto. From here he controls his yakuza maneuverings and international arms deals.



**MALAYSIA**

Kuala Lumpur, Malaysia. A city running with prosperity, luxury and incredible opportunity.

Populated by a teeming chaos of cultures, it attracts the sharks of organized crime from all over the world. It's a feeding frenzy.

At the same time, reaching for the skies, spears of sterile office buildings burst out over the new and the ancient populace. And everyone is staking a claim for the future.



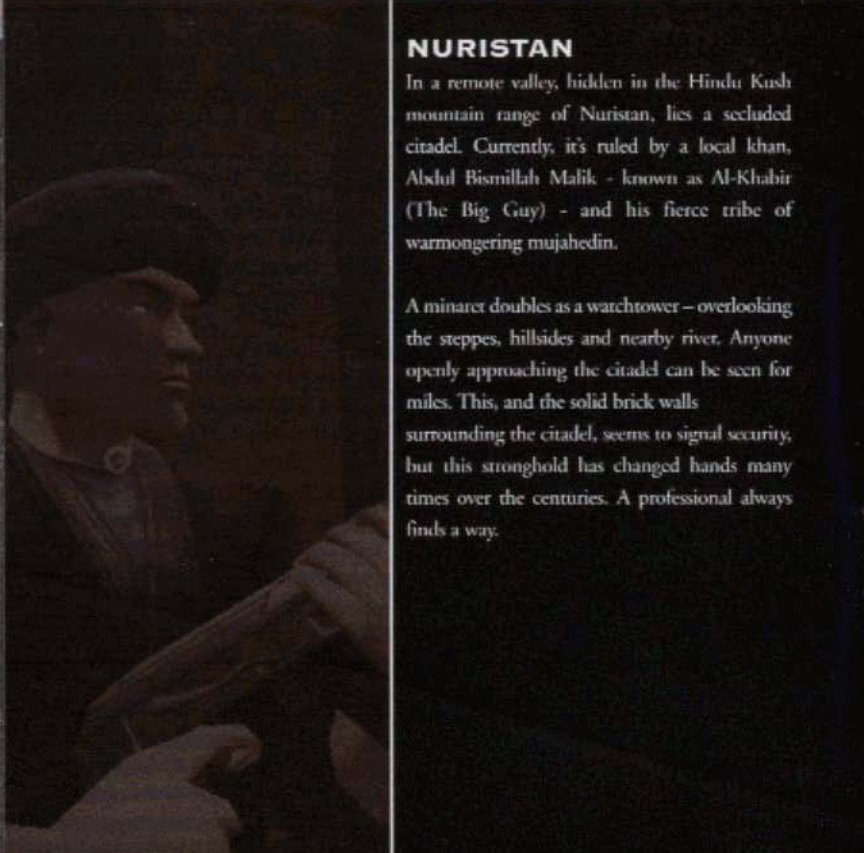
## NURISTAN

In a remote valley, hidden in the Hindu Kush mountain range of Nuristan, lies a secluded citadel. Currently, it's ruled by a local khan, Abdul Bismillah Malik - known as Al-Khabir (The Big Guy) - and his fierce tribe of warmongering mujahedin.

A minaret doubles as a watchtower - overlooking the steppes, hillsides and nearby river. Anyone openly approaching the citadel can be seen for miles. This, and the solid brick walls surrounding the citadel, seems to signal security, but this stronghold has changed hands many times over the centuries. A professional always finds a way.

## INDIA

A magnificent, ancient North Indian Palace - complete with marble inlays, glazed tiles, filigree partitions, priceless old wall paintings and gold domes - is flanked by a qila (old fort) and protected by high walls and highly skilled bodyguards - in front, a maze of small shops and bangalas (small houses) gives evidence of riches and prosperity in this otherwise poverty stricken remote region of Punjab in Northern India. Relentless loos (hot dry winds that blow across the plains of North India during summer) keeps this little oasis isolated from the outside world.



**START**

Using the Directional pad  $\uparrow\downarrow$  highlight the "START" option on the MAIN MENU and press the **A** button to begin a new game. Before you start your new game you will have to decide on the difficulty level that you would like to play on.



*Note. Hitman 2: Silent Assassin does not support the Memory Unit. Games are saved directly to the Xbox hard disk.*

**SELECT DIFFICULTY**

This menu allows you to select the difficulty level: normal, expert or professional. Using the Directional pad  $\uparrow\downarrow$  highlight the required option from the list and press the **A** button to start your new game.

There are a number of factors that affect the difficulty levels. These include: Hitman's health points, the visibility of characters on the map screen and the reaction speed and accuracy of guards.

The following save game limitations also apply to these difficulty levels. This means that you are only permitted a certain number of progress saves during a game level.

Normal-	7 saves allowed per level.
Expert-	2 saves allowed per level.
Professional-	0 saves allowed during a level.

*Note. By completing certain tasks on some levels a bonus save can be earned.*

**LOAD**

If you have previously saved your game it can be continued from the "LOAD" screen that is accessed via the "MAIN MENU".

If Hitman 2: Silent Assassin save game data is found on the Xbox hard disk then a list of progress saves will be displayed. Use the Directional pad  $\uparrow\downarrow$  to highlight the required save game and press the **A** button to load it.

The game will now be restored at the point it was saved.

**OPTIONS**

To open the options menu:

Select "OPTIONS" from the "Main Menu"; or press the START button to pause during a game, highlight "OPTIONS" using the Directional pad  $\uparrow\downarrow$  and press the **A** button.

Three sub-menus are available: Controls, Graphics and Sound Options.

**(1) GRAPHICS OPTIONS**

Highlight the "SUBTITLES" option and press Directional pad  $\leftarrow\rightarrow$  to toggle the display of in game subtitles.

Highlight the "BLOOD AND GORE" option and press Directional pad  $\leftarrow\rightarrow$  to toggle the display of blood effects.

**(2) SOUND OPTIONS**

This menu allows the configuration of the following 3 sound settings:

Music: Adjust the slider using Directional pad  $\leftarrow\rightarrow$  to control the volume of the music.

Speech: Adjust the slider using Directional pad  $\leftarrow\rightarrow$  to control the volume of the spoken dialogue.

Effects: Adjust the slider using the Directional pad  $\leftarrow\rightarrow$  to control the volume of the in-game sound effects.

**(3) CONTROL SETUP**

Highlight the "INVERT UP/DOWN AIM" and press Directional pad  $\leftarrow\rightarrow$  to toggle between aiming modes.

Highlight the "VIBRATION MODE" option and press Directional pad  $\leftarrow\rightarrow$  to make the vibration function of the Xbox Controller ENABLED or DISABLED.

Highlight the "TURN SENSITIVITY" option and press Directional pad  $\leftarrow\rightarrow$  to adjust the speed that Hitman turns.

Highlight the "BUTTON CONFIGURATION" option and press the **A** button to display a list of the controls.





**CREDITS**

Highlight "CREDITS" from the MAIN MENU screen and press the **A** button to display a list of the staff responsible for the making of HITMAN 2: SILENT ASSASSIN.

Press the START button at any time during play to pause the game and access the IN-GAME MENU.

Use the Directional pad **↑↓** to highlight the required option and press the **A** button to continue.

The following options are available from the IN-GAME MENU:

- **SAVE:**

As you progress through the game you will find yourself in situations where you would like to save your game.

To save a game:

- (1) Press the START button to pause the game.
- (2) Use the Directional pad **↑↓** to select "SAVE GAME" and press the **A** button.
- (3) Highlight "CREATE NEW" for a new game or highlight the save game you wish to overwrite and press the **A** button.
- (4) To resume a saved game, follow the steps in "LOAD" below.

*Note. You can create a maximum of (100) Hitman 2 save files on your hard disk.*

- **LOAD:**

Restore a previously saved game.

Save games can be resumed from the "LOAD" option in the MAIN MENU or by highlighting the "LOAD GAME" option in the IN-GAME MENU and pressing the **A** button.

If HITMAN 2: SILENT ASSASSIN save game data is found on the Xbox hard disk then a list of progress saves will be displayed. Use the Directional pad **↑↓** to highlight the required save game and press the **A** button to load it.

The game will now be restored at the exact point it was saved.



• **DELETE SAVE GAMES:**

Save games can be deleted from the "DELETE SAVE GAMES" option in the IN-GAME MENU.

Highlight the required save game and press the **A** button to delete it.

• **OPTIONS:**

Highlight this option with the Directional pad **↑↓** and press the **A** button to enter the OPTIONS menu. The options available within this level are the same as those found in the MAIN MENU.

• **RESTART MISSION:**

Highlight this option with the Directional pad **↑↓** and press the **A** button to restart the current the mission.

• **QUIT:**

Highlight this option with the Directional pad **↑↓** and press the **A** button to quit the current game and return to the "MAIN MENU".

• **CONTINUE GAME:**

Highlight this option with the Directional pad **↑↓** and press the **A** button to exit the IN-GAME MENU and continue the current game.

Hitman uses a Laptop Computer to communicate with the agency that assigns him missions. All information valid to the mission is stored on this laptop and can be displayed at any point during a mission. The laptop also serves as a pre-mission preparation area.



To access the secret files and footage on this screen use the Directional pad to highlight the required item and press the **A** button.

- (1) Mission Briefing: A detailed list of objectives for the mission ahead. All objectives must be carried out to complete the mission.
- (2) Satellite map: A plan view of the target area. Important items/targets and enemies are all displayed.
- (3) Target Information: Information regarding the target and his appearance.
- (4) Surveillance footage: Top secret, recorded footage of key information supplied by Agency (Note. This footage is only available before your mission starts).
- (5) Missions: Selecting the "MISSIONS" option will take you to a screen that displays a list of previously completed missions. From this screen your can choose to play a mission again. Use the Directional pad **↑↓** to highlight the required mission and press the **A** button to play this mission again.

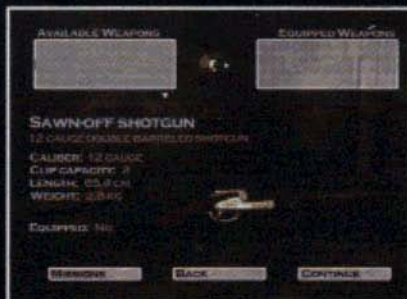
Displayed before a mission begins, this menu allows Hitman to equip himself for the mission ahead:

1) Available: A list of the weapons and equipment that can be taken along for the mission ahead. Highlight the required item to equip using the Directional pad  $\uparrow\downarrow$  and press the **A** button to add it to your inventory.

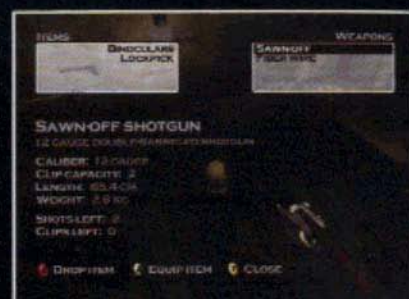
(2) Equipped: lists the inventory of weapons and equipment currently selected for the mission ahead. Highlight the required item to remove from your inventory using the Directional pad and press the **A** button.

(3) Item information: The name and description of the highlighted item are displayed here. Various specifications are included for weapons - caliber, clip capacity, length, weight, bullets remaining, and clips remaining.

(4) Image of the currently selected item.



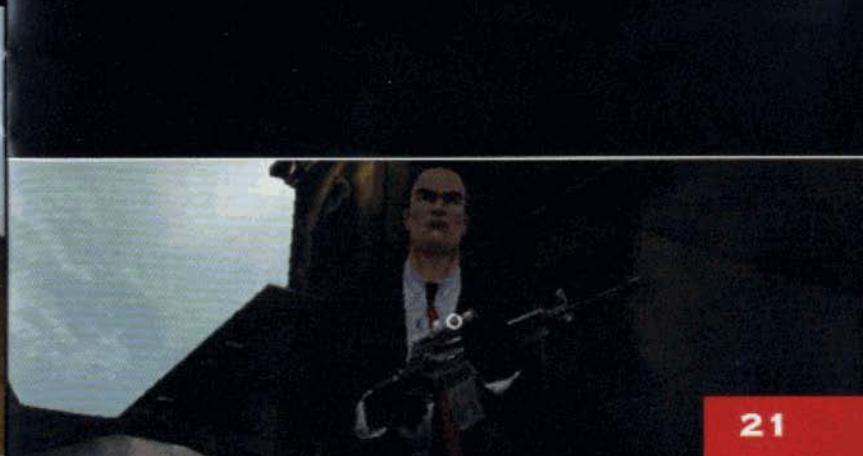
This menu can be displayed at any time during a mission by pressing the **Y** button. This menu allows you to manage your inventory. To use an item from the INVENTORY SCREEN highlight the required item using the Directional pad and press the **A** button to equip it. To discard or drop an item, highlight the required item using the Directional pad and press the **B** button.



*Note. Items that are crucial to Hitman's progress, such as the fibre wire, cannot be dropped.*

- (1) Items list.
- (2) Weapons list.
- (3) Item information.
- (4) Image of the currently selected item.

*Note that the game is paused while the inventory menu is open.*



- 1) Health. Shows Hitman's current health. Every time Hitman sustains damage and injuries the bar begins to shrink. If the bar dips below 25% capacity it turns red to alert you to Hitman's predicament.

*Note. Damage is location based which means a shot to the head is almost certain to kill you while a shot in the arm will not.*



- 2) The Threat Meter is displayed in the top left of your screen, under the health bar, and gives an indication of the danger Hitman faces. An increase in movement signifies an increase in danger. The meter can be a very useful tool, and if monitored, can alert you to potential problems such as a failed disguise.
- 3) Available actions. This is a context sensitive list of choices: it depends on your location, the proximity of objects such as doors, dead bodies, etc. and the currently selected item. If there is only one choice on the list press the **A** button to perform it. If there are two or more choices then press and hold the **A** button and use the Directional pad **↑↓** to highlight the option you want. The action will be performed when the **A** button is released.
- 4) Current weapon or item of equipment – if the currently selected item is holstered (i.e. Hitman's hands are empty) then the display here is blank.
- 5) Ammo remaining in the current clip of the selected weapon.
- 6) Spare ammo available for the selected weapon.
- 7) Crosshairs, shows exactly where Hitman is aiming. The size of the crosshairs indicates the accuracy of any shots fired – the larger the crosshairs the wider the grouping of any shots fired. When the crosshair turns red Hitman has targeted an enemy and any shots fired should hit the target successfully.

*Note, while certain guns are inherently more accurate, there are other factors that have a bearing on accuracy. Sustained bursts of fire and shouting whilst moving both have an adverse effect; but standing still or even better, crouching, and taking time to aim and squeeze off a short burst will improve the ratio of shots on target.*

- 8) Information, useful information is displayed here, including warnings.
- 9) Compass. Shows the direction Hitman is facing.



There are a variety of character types within Hitman 2: Silent Assassin. Some of these people pose no threat to Hitman's mission and can actually be allies. Choose your targets wisely!



### Target

Your intended victim. There is at least one per mission and they must be killed to complete the mission.

### Enemy Hostiles

Usually armed bodyguards of some description, whose job is to protect the target.

### Innocent Civilians and bystanders

They pose no direct risk to you so try not to let them get caught in the crossfire.

### Police or Member the local law enforcement community.

They will attack if they witness you so much as carrying of your weapons un concealed.

### VIP

These are people who you have been charged with protecting. A positive mission outcome is contingent upon ensuring their survival.

## END OF LEVEL STATISTICS

Once you have made the hit, completed all other objectives and successfully escaped the area then the mission is over. A ratings screen is displayed to show how you performed.

The Statistics are presented as a mission score and consist of:

- Number of shots Fired
- Close Encounters (e.g. strangulation, knife and chloroform attacks)
- Head shots
- Alerts
- Enemies Killed
- Enemies Harmed
- Innocents Killed
- Innocents Harmed
- Rating
- Time Taken
- Overall

Press the **A** button to leave this screen.



## CLOSE COMBAT



Small, lightweight, and easily concealable, close combat weapons such as knives and the Fibre Wire allow near silent kills.

*Note. When approaching a target from behind ensure that Hitman is in 'sneak' mode so as to not alert the intended target.*

## HANDGUNS



Light weight and easily concealable, the pistols and revolvers are perfect for close up kills although they make a lot of noise unless silenced. In a tight situation and if equipped, Hitman can always rely on the dual Hardballers.

## SUB-MACHINEGUNS (SMG)



Only just concealable, the Sub-machineguns are perfect for fierce firefights. Be warned though, a high rate of fire can leave Hitman with an empty clip and no more ammo.

## RIFLES

Large and precise, the Rifles are best used over distance. Hitman is only capable of carrying one rifle at time and this cannot be concealed.



## SHOTGUNS

The shotgun can have a devastating effect at close range but when used over distance, accuracy and damage is severely reduced.



## SNIPER RIFLES

Highly accurate and extremely powerful, the sniper rifle is the definitive long range weapon. In the hands of a skilled professional, targets can be eliminated in a split second. Positioning, patience and a steady hand are pre-requisites for the snipers role.



*Note. You can crouch to reduce the bob effect on the sniper scope.*

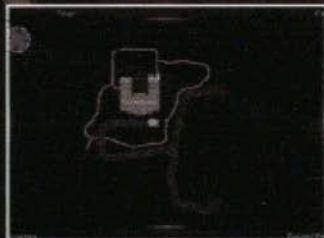
### BINOCULARS

The binoculars are excellent for spotting targets and planning a safe route through your missions.



### MAP

An essential piece of equipment if you are to find your way around. The map displays all information available on the level and allows precision planning and execution of a hit.



### NIGHT VISION GOGGLES

The high-tech solution to darkness, although your viewing angle can be severely impaired.



### SPECIAL ITEMS

The Agency will provide you with a range of special items such as car bombs for use on certain missions.



- There are numerous different ways to complete a mission. If your plan isn't working try a new approach.
- It is nearly ALWAYS possible to make the hit without collateral damage. Maximise your reward by using stealth and resorting only to non-lethal weaponry.
- Use disguises and costume changes to throw off your pursuers and gain access to otherwise inaccessible areas.
- Bullets will pass through most doors and nearly all windows.
- Pay attention to sound. An audible heartbeat and heavy breathing is a sign of danger, the enemy might just be getting suspicious.
- By being cautious and using the 'look through keyhole' feature you can ensure a safe passage through rooms.



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Scott Sutherland  
Gordon Gram

## Digital images

Artbeats Digital Film  
Library

## 3rd party software

Expat  
Freetype  
 Ogg Vorbis  
Zlib

## Special Thanks to

Rinat S. Rumyantsev  
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Martin Pond  
Pat Cowan

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