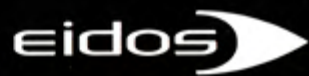
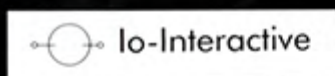
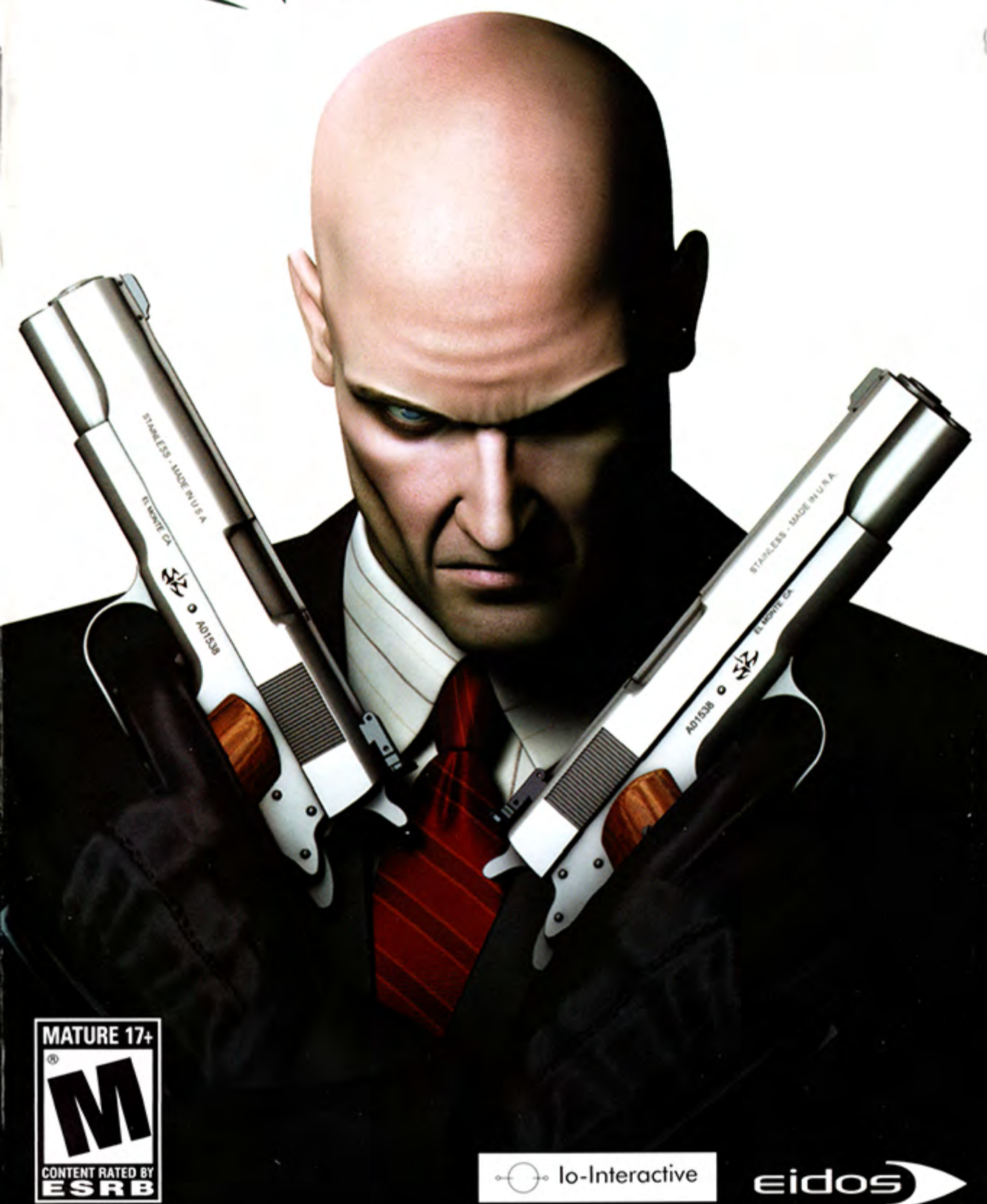


# HITMAN

CONTRACTS

TM





**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 induce 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.

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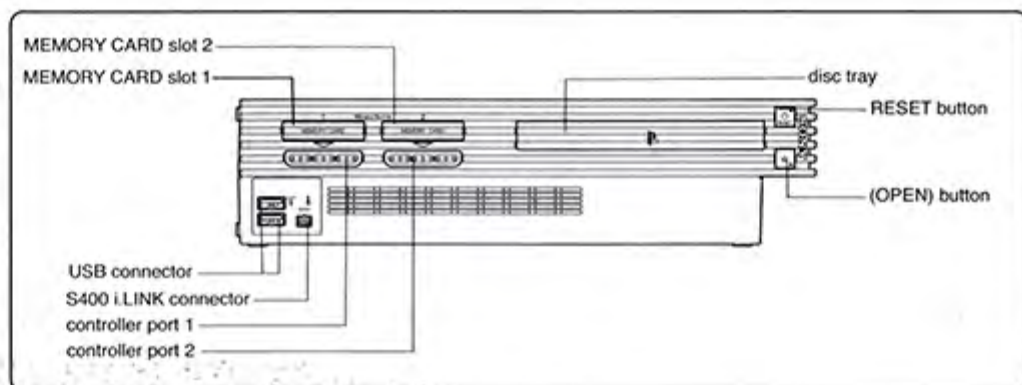
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# SETTING UP

## SETTING UP



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON.

Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the HITMAN: CONTRACTS disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

### Memory Card (8MB)(for PlayStation®2)

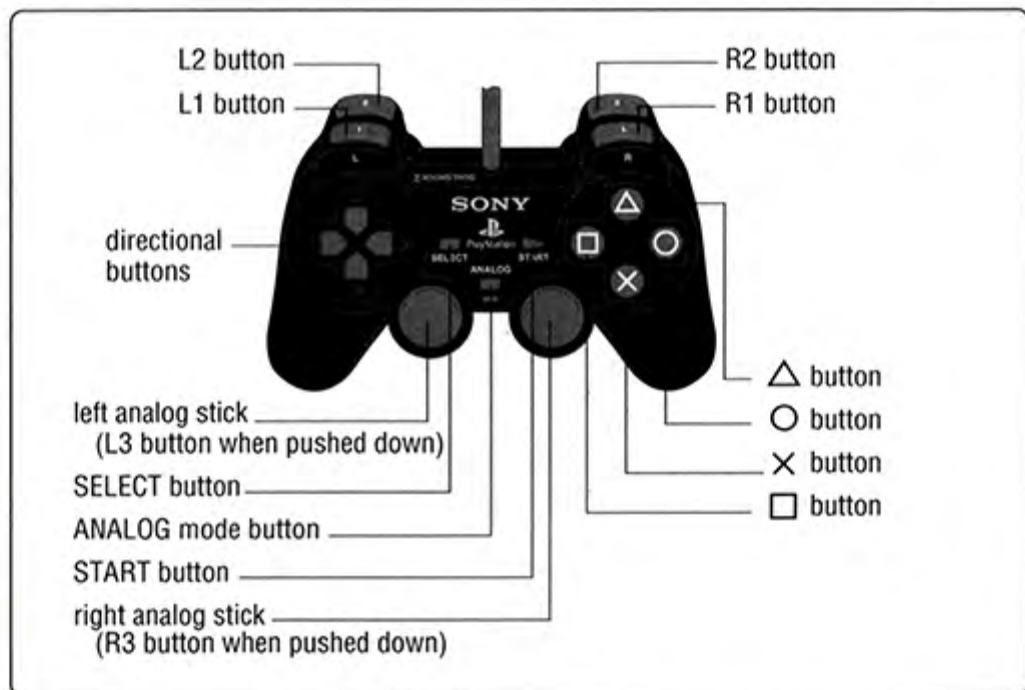
To save game settings and progress, Insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

**NOTE:** Only MEMORY CARD slot 1 is used to load and save game data. The digital controller cannot be used to play HITMAN: CONTRACTS.

# CONTROLLER



## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Before starting play, connect the DUALSHOCK®2 analog controller to controller port 1. When the Vibration function is ON, the controller will vibrate in response to game events. You can turn the Vibration function ON/OFF from the Options Menu. (See page 8.)

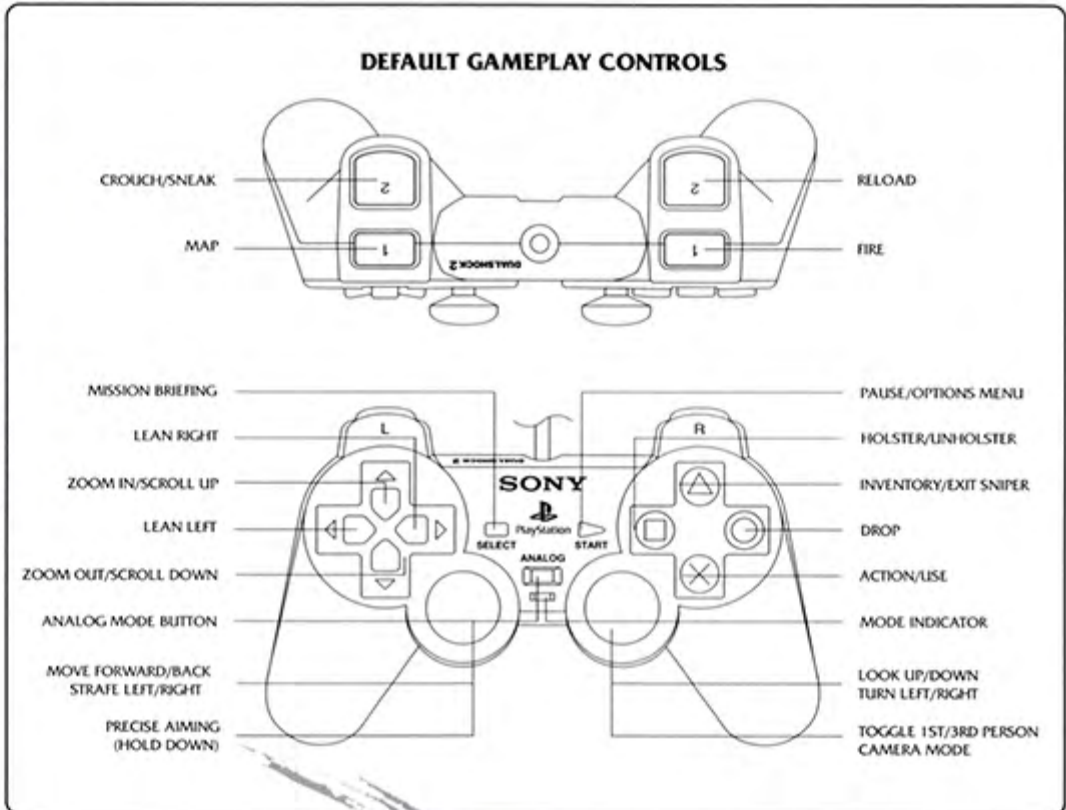
### ACCESSORIES

Do not insert or remove memory cards, controllers or other accessories when the PlayStation 2 is powered on.

## GAMEPLAY CONTROLS

### GAMEPLAY CONTROLS

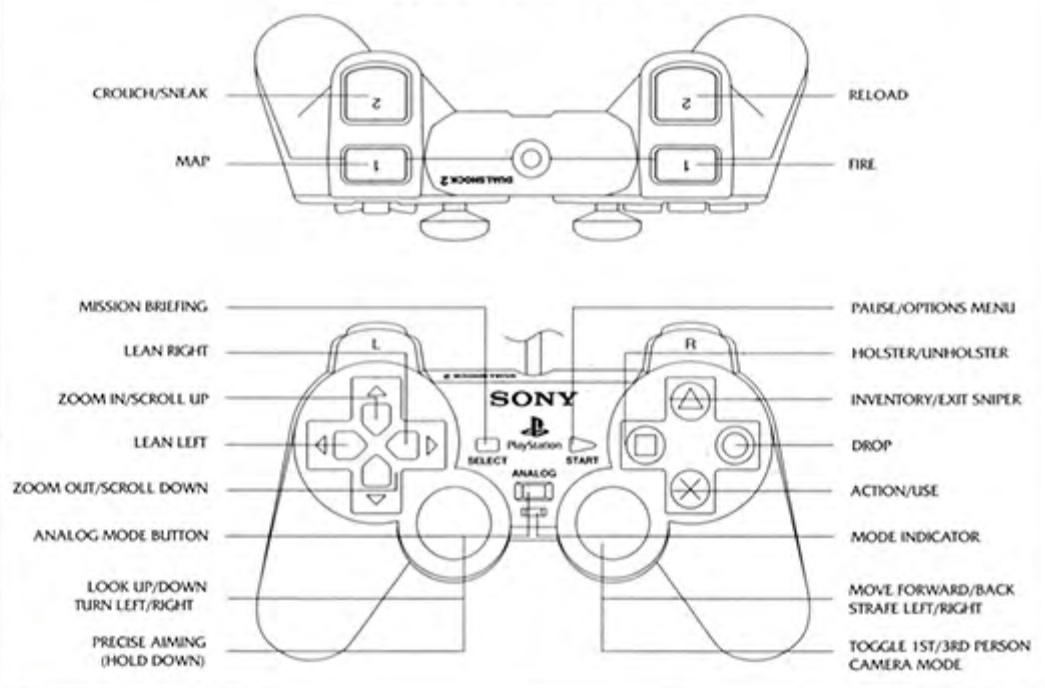
HITMAN: CONTRACTS offers you three different control schemes to select from. You can make your selection from the Control Setup Menu. (See page 8.)



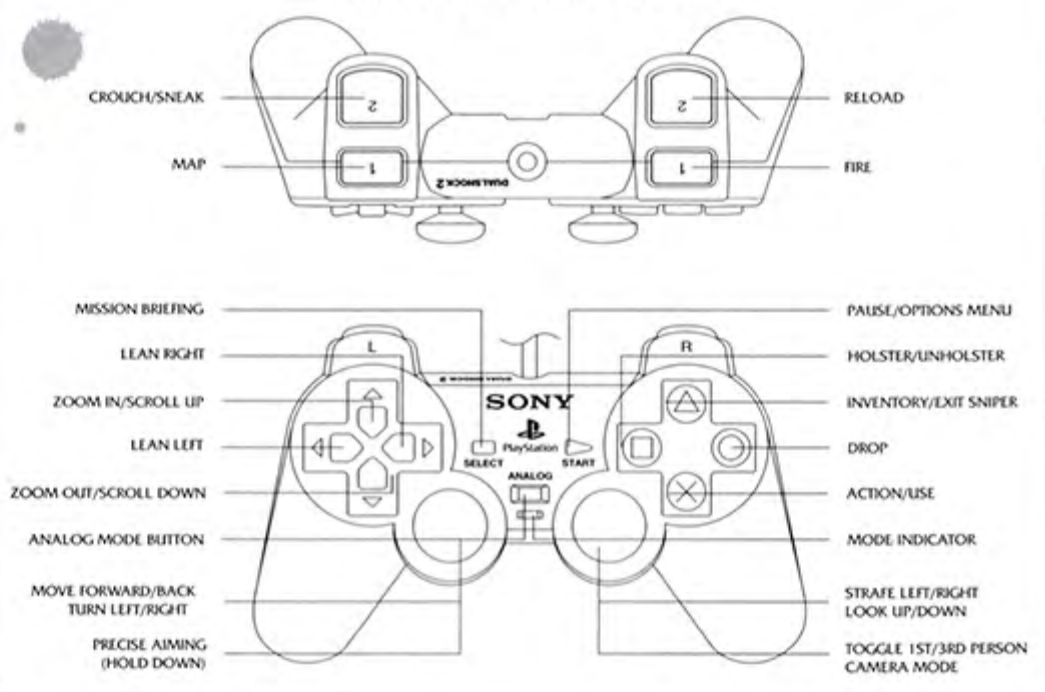


## GAMEPLAY CONTROLS

### LEFT-HANDED GAMEPLAY CONTROLS



### SIMPLIFIED GAMEPLAY CONTROLS



# MAIN MENU



## START, OPTIONS



### START

Press the directional buttons **↑/↓** to highlight **START** in the Main Menu, and press **⊗** to begin a new game. Before the game begins, select the difficulty level for your game.

**NOTE:** You **MUST** be using a memory card in **MEMORY CARD** slot 1 in order to save your progress.

A **HITMAN: CONTRACTS** save game requires 500Kb of free space on the memory card. If the memory card has less than the required free space, erase older data before starting play.

#### • SELECT DIFFICULTY

This menu allows you to select a difficulty level (Normal, Expert or Professional).

Press the directional buttons **↑/↓** to highlight a level from the list and press **⊗** to start your new game.

A number of different factors are influenced by the difficulty level you choose. These factors include:

- The amount of damage Hitman can receive before dying.
- The amount of accuracy shown on the map.
- The reaction speed and firing accuracy of guards and targets.

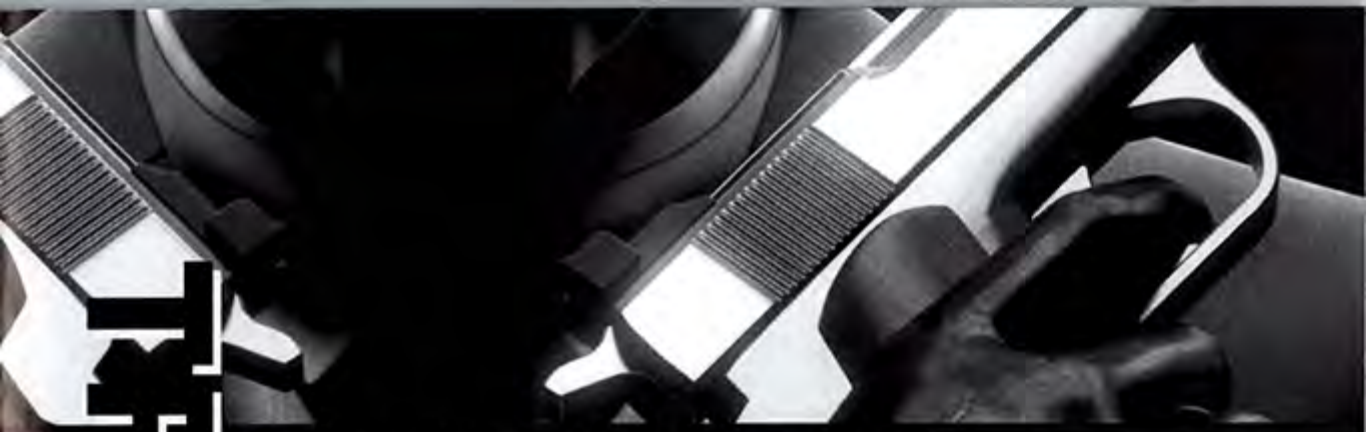
Each difficulty level has its own permitted number of progress saves per mission.

- **NORMAL** – 7 saves allowed per level.
- **EXPERT** – 2 saves allowed per level.
- **PROFESSIONAL** – 0 saves allowed per level.

### OPTIONS

Adjust various graphics, sound and control settings in the game. (See page 8.)





# TRAINING

## LOAD, TRAINING, CREDITS

### LOAD

If you previously saved your game to a memory card, you can continue it from the Load Screen accessed from the Main Menu.

Insert a memory card containing HITMAN: CONTRACTS save game data into MEMORY CARD slot 1. Then, when you select LOAD from the Main Menu, a list of your save games will be displayed.

Press the directional buttons **↑/↓** to highlight the save game you want and press **⊗** to load it. The game will be restored at the point where it was saved.

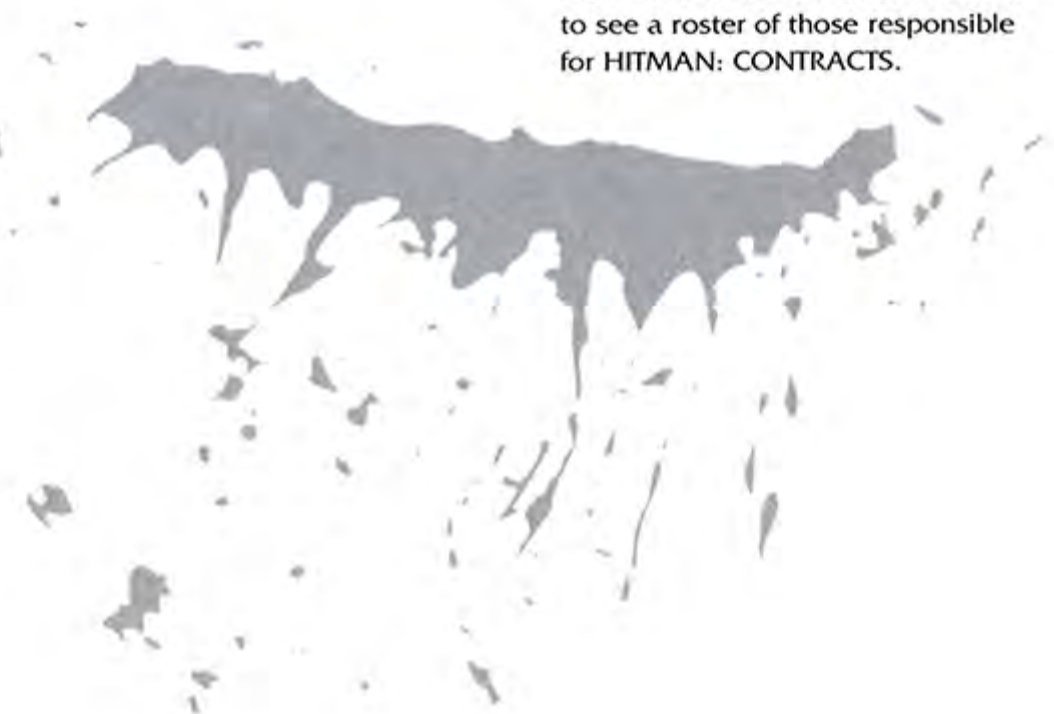
### TRAINING

The training area allows you to become familiar with the controls and various abilities of Hitman in a non-hostile environment. It is highly recommended that you practice the techniques you will need before starting your missions.

The training area also serves as a storage area for the weapons you collect during missions. Each silhouette represents a weapon that you can collect or unlock during the game.

### CREDITS

Select CREDITS from the Main Menu to see a roster of those responsible for HITMAN: CONTRACTS.



# OPTIONS



## OPTIONS

To open the Options Menu, select **OPTIONS** from the Main Menu or press **START** to pause a game and select **OPTIONS** from the Pause Menu.

Three sub-menus are available with options for adjusting the game's Graphics, Sound and Control Setup.

### GRAPHICS OPTIONS

Use this menu to set your graphics and display choices.

- **SUBTITLES:** Toggle the display of in-game subtitles.
- **BLOOD AND GORE:** Toggle the display of blood effects.
- **ADJUST SCREEN:** Follow the onscreen instructions to center the screen for better viewing.

**NOTE:** The **ADJUST SCREEN** option is only available from the Main Menu Options Menu.

### SOUND OPTIONS

Use this menu to configure sound and audio settings:

- **MUSIC:** Move the slider to adjust the game's music volume.
- **SPEECH:** Move the slider to adjust the volume of spoken dialogue.
- **EFFECTS:** Move the slider to adjust the volume of in-game sound effects.

### CONTROL SETUP OPTIONS

Use this menu to configure various control settings:

- **INVERT UP/DOWN AIM:** Changing this option switches the movement control on the Y axis. If you find yourself looking down at the floor when you want look up, try adjusting this setting.
- **VIBRATION FUNCTION:** Toggle the controller's vibration function ON/OFF. (When ON, the controller will vibrate in response to game events.)
- **HORIZONTAL TURN SENSITIVITY:** Move the slider to adjust Hitman's turning speed. To turn faster, use a higher setting.
- **VERTICAL TURN SENSITIVITY:** This slider will adjust the speed with which Hitman looks up and down. Use a higher setting to speed up the response.
- **BUTTON CONFIGURATION:** Choose between three control schemes. (See pages 4-5.)



## IN-GAME MENU



Press **START** during play to pause the game and access the In-Game Menu, which offers the following options:

### SAVE

While playing **HITMAN: CONTRACTS**, you'll want to save your game often to preserve your progress.

To save a game:

1. Press **START** to pause the game.
2. Select **SAVE** from the menu.
3. Highlight **CREATE NEW** to create a new save game or highlight a save game to overwrite, and press **X**.

4. If your memory card is unformatted, you will now have the option to format it or exit the save process.
5. To resume a saved game, follow the steps in **LOAD** below.

**NOTE:** You cannot save your game while performing some complicated actions.

### LOAD

You can resume save games by using the **LOAD** option from either the Main Menu or the In-Game Menu.

Make sure you have a memory card containing **HITMAN: CONTRACTS** save game data inserted into **MEMORY CARD** slot 1. When you select **LOAD**, a list of available save games is displayed.

Highlight a save game and press **X** to load it. The game will be restored at the point where it was saved.



## IN-GAME MENU

### DELETE SAVE GAMES

You can delete save games by using the DELETE SAVE GAMES option in the In-Game Menu. Highlight the save game you want to delete and press **X**.

### OPTIONS

Highlight this option and press **X** to access the Options Menu. Options available in this menu are the same as those found in the Main Menu Options Menu. (See page 8.)

### RESTART MISSION

To restart the current mission, highlight this option and press **X**.

### QUIT

Highlight this option and press **X** to quit the current game and return to the Main Menu.

### CONTINUE GAME

Highlight this option and press **X** to exit the In-Game Menu and resume the current game.



### MISSION BRIEFING

When Hitman receives a mission from Agency, the details are always delivered through the Mission Briefing Screens. All information valid to the mission is stored in this briefing, which you can display at any point during a mission.

The following information is usually available from the Briefing Screen:

- Target profiles and descriptions.
- Any additional mission objectives.
- Background information on the mission scenario.
- Escape and exit points.

Once an objective has been met, it will be marked off as completed.



## WEAPON AND ITEM SELECTION



### WEAPON SELECT SCREEN

Once you complete a mission successfully, you can replay it with the weapons you've collected in previous missions. These weapons are selectable from the Weapon Select Screen.

#### • EQUIPMENT

This shows a list of weapons and equipment you can take along for the mission ahead. Highlight the item you want to equip and press **X** to add it to your Inventory.

- When a weapon is equipped, it will be marked with a cross.
- To deselect a weapon, select it again by pressing **X**.

#### • SPECIFICATIONS

This displays the weapons specifications. The information detailed here can include ammo type, caliber, clip capacity, length, weight and storage.

#### • WEAPON DISPLAY

An image of the currently selected item appears at the top of the Specifications window.

Press **O** confirm your selection and exit this screen.



### INVENTORY

Press **A** at any time during a mission to display the Inventory. This menu allows fast access to the Weapons and Item Inventory.

To use an item from the Inventory, highlight the item and press **X** to equip it.

To discard or drop an item, highlight it and press **O**. Detailed information on both weapons and items appears at the bottom of the screen.

**NOTE:** You cannot drop or discard items that are crucial to Hitman's progress.



## ON-SCREEN DISPLAY



### ON-SCREEN DISPLAY

#### • HEALTH BAR

This bar shows Hitman's current health. Every time Hitman sustains damage the bar decreases.

If the bar dips to the danger point, below 25% capacity, it turns red to alert you to Hitman's predicament.

**NOTE:** Damage is location-based. This means a shot to the head is almost certain to kill Hitman while a shot to the arm will not.

#### • THREAT METER

Displayed next to the Health Bar, the Threat Meter gives an indication of the danger Hitman faces.

An increase in movement signifies an increase in danger. The meter can alert you to potential problems such as a failed disguise or Hitman being spotted in restricted access zones.

#### • ACTION LIST

This Action List displays a list of context-sensitive choices. Use this menu to control complex interactions in the game environment. With its options you can manipulate doors, victims, vehicles and items.

If only one choice appears on the list, press **X** to perform that action. If you have multiple choices, hold down **X** and press the directional buttons **↑/↓** to highlight the option you want. Release **X** to perform the selected action.

# DISPLAYS



## STATISTICS

### • WEAPON DISPLAY

Displayed in the bottom right corner of the screen, the Weapons Display shows an icon of the currently equipped weapon.

### • AMMO DISPLAY

This is a graphical and numerical display of the current ammo level in both the clip currently in the weapon and the total bullet count for all remaining clips.

### • CROSSHAIRS

The crosshairs represent the exact point at which Hitman is aiming. The size of the crosshairs indicates the accuracy of any shots fired from the currently equipped weapon.

The larger the crosshairs the wider the grouping of any shots fired. When the crosshairs turn red, Hitman has targeted an enemy and any shots fired should always hit the target.

### • INFORMATION BOX

Useful information and warnings are displayed here.



## STATISTICS

After a successful hit and the fulfillment of all mission objectives, a ratings screen is displayed to show performance levels. The statistics are presented as a mission and overall score and give a breakdown of the stealth and aggression levels used in the mission.

**NOTE:** You can earn bonuses by completing missions with a high level of professionalism.



### DISGUISES



You can use disguises and costume changes to throw off pursuers and gain access to restricted areas. When you're wearing a disguise, it is important that you perform actions natural to the character you're impersonating. Alert guards and soldiers will notice suspicious behavior and inconsistent weapon usage.

### SNEAKING



The ability to successfully sneak through areas undetected is a very important skill to master. When he's moving in Sneak Mode, Hitman's movement is completely silent. With patience and skill it is possible

to sneak through almost any environment and creep up behind any enemy. Before entering rooms that potentially contain a threat, it is always worth your time to spy through the keyhole or check your map for activity.

### CLOSE COMBAT AND SILENT KILLS



Hitman's most powerful weapons are also the most difficult to master. Close combat weapons allow Hitman to neutralize targets without raising alarms or creating unwanted noise.

Close combat weapons are most effective when used from behind on an unsuspecting enemy. In order to get close enough to use the weapons successfully, Hitman must use sneaking techniques. Once he's directly behind an enemy, the fully charged close combat weapons will deliver a fatal blow.

Close combat weapons can also be used in melee attacks but their effectiveness is seriously reduced.





### PISTOLS AND HANDGUNS



Pistols and handguns offer a wide range of power, capacity and caliber. Easily concealed and once silenced, the pistol can be one of the most effective tools in Hitman's arsenal. When used in both hands, pistols pack a high level of firepower. Clip capacity and accuracy over distance are the main drawbacks for the handgun class.

### SUB-MACHINE GUNS (SMGs)



Typically issued to commando forces in the military, sub-machine guns are small, lightweight and often use pistol ammunition. Designed for use

in close quarters, SMGs are often inaccurate. This is more than compensated for by their high rate of fire and maneuverability.

### ASSAULT RIFLES



The military-designed assault rifles were developed for fire support and combat over distances of up to 300m. The rifle is in its element when used outdoors and over distance. Single shot and burst fire are a necessity if you want to maintain accuracy.

# WEAPONS

## WEAPONS

### SHOTGUNS



Devastatingly powerful at close range, the shotgun's defining characteristics are having a smooth bore and firing "shot" from an explosive cartridge. Designed for close combat situations, the shotgun is mainly used by law enforcement agencies and as a hunting weapon.

### MACHINE GUNS



Fully automatic, low-caliber and capable of rapid fire, the machine gun is designed to provide suppressing cover fire more than aim and accuracy.

### SNIPER RIFLES



In the hands of trained professionals, the sniper rifle is perhaps the most powerful of all projectile weapons. Offering precision and accuracy over long distances, this weapon can be used to eliminate targets from a safe position.

The W2000 Sniper Rifle is Hitman's rifle of choice and comes silenced and concealable in its own briefcase.

**NOTE:** Crouching while aiming improves the accuracy and reduces the movement of the rifle in Hitman's hands.



## EQUIPMENT

## BINOCULARS



Excellent for surveillance and spying on targets from a distance.

## MAP



Hitman is equipped with a map of his surroundings at all times. Using the map to plan your route can prevent unwanted surprises and will often reveal hidden access points.

## NIGHT VISION GOGGLES (NVGs)



When worn in a dark environment, night vision goggles amplify the light levels, allowing you to navigate through darkened areas. Normally confined to military use, the NVGs will draw suspicion if noticed by guards or civilians.

## HINTS AND TIPS

- Proper planning always increases the chance of making a successful hit. Spend time on surveillance and try changing your approach if your current plan isn't working.
- High-caliber ammunition will penetrate doors and obstacles.
- Sound is Hitman's friend. Loud music can often mask the sound of gunshots, allowing the use of firearms to go unnoticed.
- Keep your eye on the Threat Meter when accessing areas that are out of bounds.

# CREDITS



## CREDITS



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## MUSIC

"Immortal" (Fallon / West)  
Performed by Clutch  
Published by Rykomusic Inc  
(ASCAP) / Earl Music Co.  
(ASCAP)  
Taken from the CD "Pure  
Rock Fury" Atlantic 7567-  
83433-5 (2001).

"Put Your Head on my  
Shoulder"  
Performed by  
Paul Anka.  
Licensed courtesy of BMG  
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Written by Paul Anka.  
Published by ChrysalisMusic Ltd.

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Original Title: Festival  
Original Author:  
Chu, Young Hoon  
Sub Author: Lin Min  
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Sub Publisher: Rock Music  
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# NOTES



NOTES

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# NOTES



NOTES

A series of horizontal dashed lines for writing, with a large, dark, irregular ink splatter on the right side.

# BE SILENT AND DEADLY



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