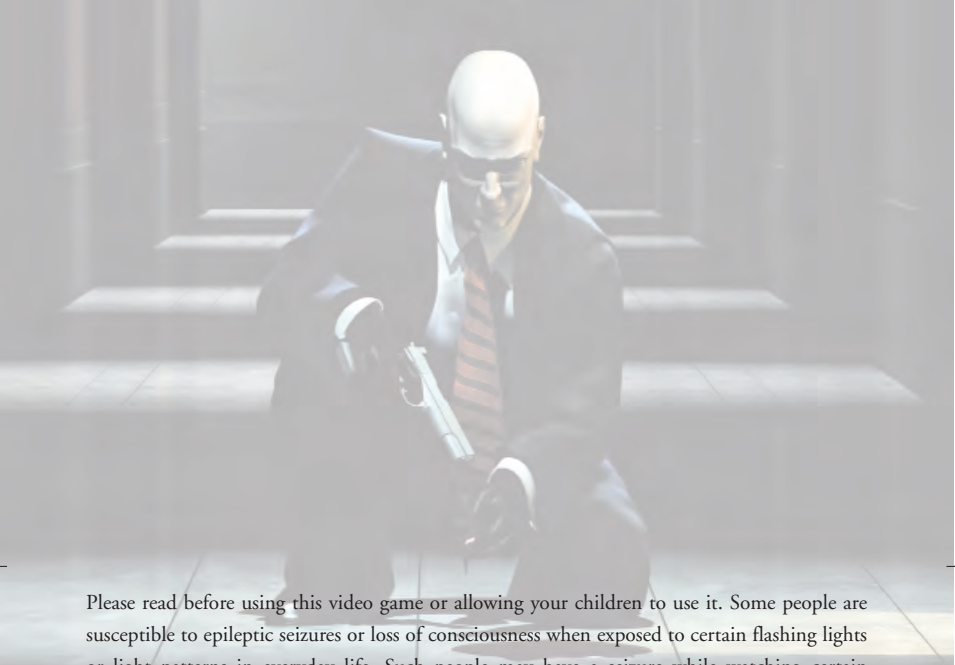# EPILEPSY WARNING

Please read before using this video game or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain monitor images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms relating to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

## PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the monitor, as far away as the length of cable allows.
- Avoid playing if you are tired or have not had much sleep.
- Make sure the room you are in is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

# TABLE OF CONTENTS

## 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.

# Installation

Quit all applications and close all windows on your desktop.

Place the Hitman 2: Silent Assassin CD in your CD-ROM drive.

Upon closing your drive the Hitman 2 installation menu will appear.

If AutoPlay is disabled the menu will not appear, to manually access the installation menu follow these simple instructions:

Double-click on the 'My Computer' icon on your desktop, and then double-click on the CD-ROM icon that appears in the newly opened window. Finally double-click 'autorun.exe' to open the installation menu.

From this point please follow the on-screen prompts to guide you through the installation process.

At the completion of Installation you will be presented with the options to: Launch the game, quit without playing the game or read the Readme text file. Refer to the Readme file for updates, manual alterations and troubleshooting.



## Uninstalling Hitman 2: Silent Assassin

If you need to un-install Hitman 2: Silent Assassin, you may do any of the following 3 things:

1) Insert the CD in to the CD-ROM drive to activate the AutoPlay feature. This will bring up the Launch Panel. Click on the Un-install option and follow the onscreen prompts.

2) Click on the START button from the Windows taskbar. Choose PROGRAMS from the pop-up menu. Locate the Hitman2: Silent Assassin shortcut menu within this group, click on the Un-install option and follow the onscreen prompts.

3) Go to the Control Panel and choose Add/Remove Programs. Click on Hitman 2: Silent Assassin, select the Add/Remove button and follow the onscreen prompts. If you are experiencing difficulties un-installing Hitman 2: Silent Assassin, please consult the Troubleshooting and Performance Issues section of the ReadMe File.

# Introduction

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 safe place is behind you.

You watch your back, number 47.
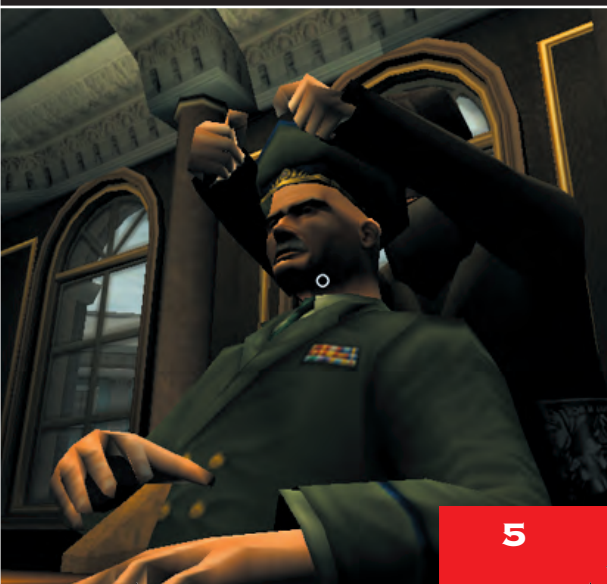
# Chapters



## 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 Casa Nostra lengthens.

Ominous.

Merciless.



**6**

# CHAPTERS



## 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.





**7**

# CHAPTERS



## 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 hogyo roofing and massive stonewalls, looks down from its strategic position high on the neck of the mountain. A local shogun 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 manoeuvrings and international arms deals.

# CHAPTERS
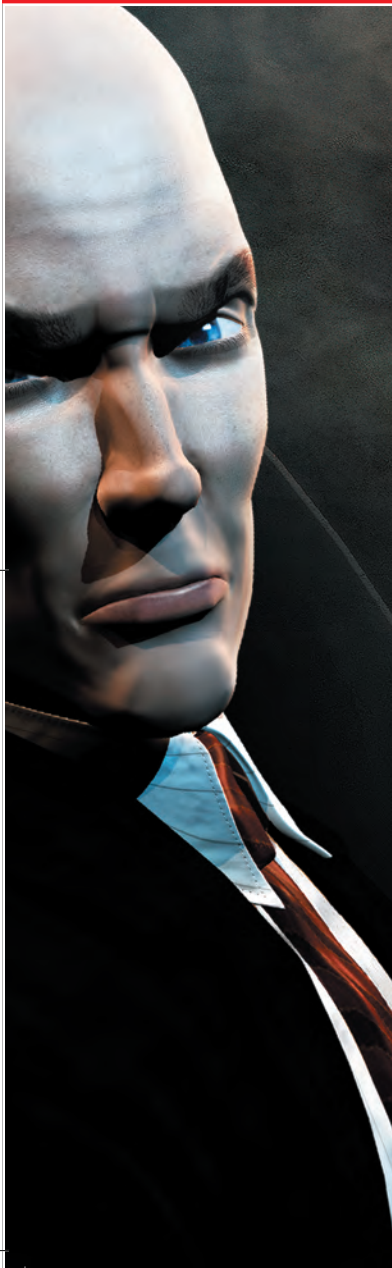




## MALAYSIA

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.

# CHAPTERS





## 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.

# CHAPTERS

## 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.
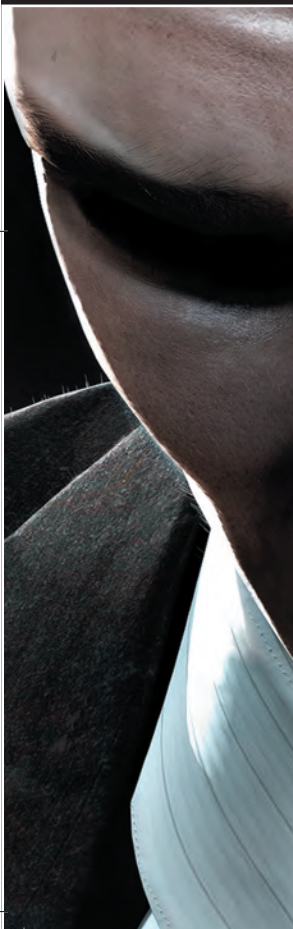
# Getting Started

## System Configuration

The system configuration utility can be launched from within the Hitman 2 group on the Windows Start menu. This utility is used to configure Hitman 2 to take advantage of your GFX hardware as best as possible.

The following options are available.

Resolution:                 Allows the selection of the desired resolution and those supported by the installed GFX Hardware.

Colour Depth:               Either 16 or 32bit colour

Blood:                      Enable or Disable blood within the game

Save and Launch:            All changes will be stored and the game will be launched.

## Menu controls

On all menu screens you make a selection by moving the mouse cursor over the menu option you wish to choose then click the left mouse button to confirm your selection. Alternatively use the arrow (cursor) keys to highlight the menu option you wish to choose then press the ENTER key to confirm the selection. Note if there are more menu options than those visible on the screen, use the up and down buttons to scroll the menu up or down. If you wish to cancel and return to the previous menu then click on the BACK button or press the ESC key.
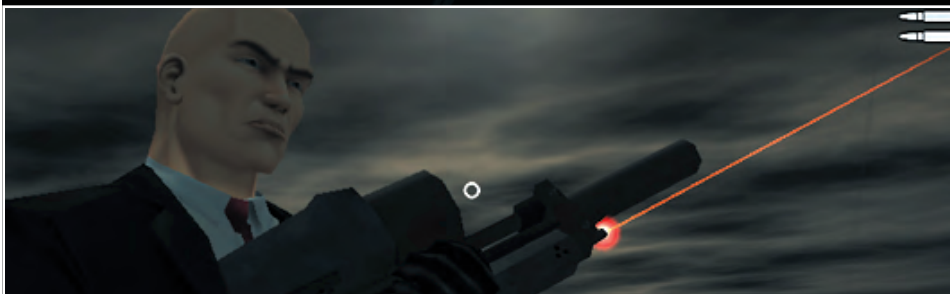
# START
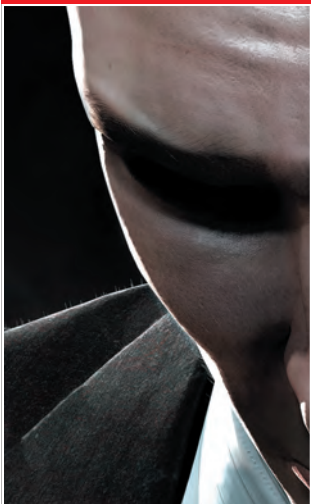
Click on this option to start a new game.

## CHOOSE DIFFICULTY

This menu allows you to select the difficulty level: either easy (recommended for beginners), normal or hard (for more advanced players).

The following save game limitations apply to these difficulty levels:

| | |
|---|---|
| Easy | 5 saves allowed per level. |
| Normal | 3 saves allowed per level. |
| Hard | 0 saves allowed during a level. |

# LOAD GAME

## LOAD GAME

If you have saved your game previously it can be accessed from this menu. Select a file from the list of previously saved games stored under their relative difficulty selection and level. A file name is displayed for each. Select the file you would like to use then click the OK button: the game is restored at the point at which it was saved.

*Note. Saved games may also be deleted by selecting the file then clicking the DELETE button.*

**13**
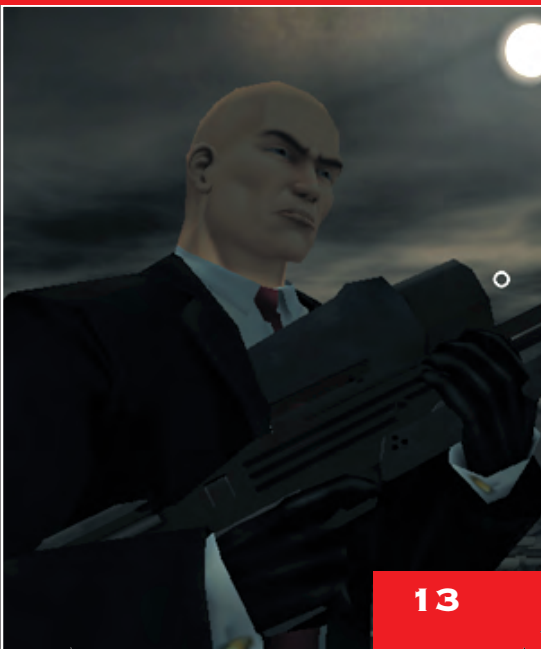
# BEGINNING A MISSION

## THE LAPTOP COMPUTER SCREEN

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.

1) Mission Briefing: A detailed list of objectives for the mission ahead. All objectives must be carried out to complete the mission.
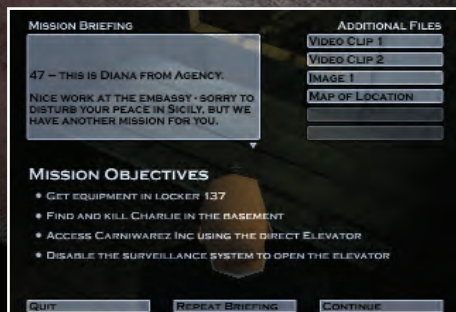2) Satellite map: Click on this to bring up a plan view of the target area. Important items/targets and enemies are all displayed.
3) Target Information: Information regarding the target and his appearance.
4) Surveillance footage: Top secret, recorded footage of key information supplied by Agency.
5) Access the save menu.

## EQUIP MENU

Displayed before a mission begins, this menu allows you to equip yourself for the task ahead.

1) Available: A list of the weapons and equipment that can be taken along for the mission ahead. Click on an item to add it to your inventory.
2) Equipped: lists the inventory of weapons and equipment currently selected for the mission ahead. Click on an items to remove it from your inventory.
3) Item information: Click on an item in either list and its name and description are displayed here.
4) Image of the currently selected item that can be rotated by clicking on it and rotating the mouse.
Click the Continue button when you are ready to start the mission.

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# Beginning a mission

## Inventory screen
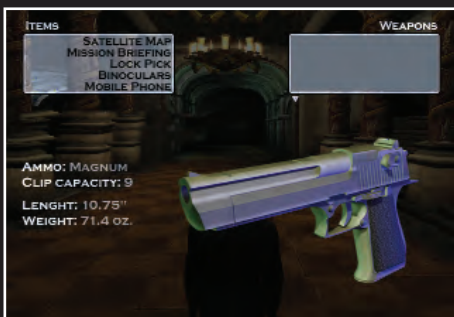


This can be displayed at any time during a mission by pressing the Inventory button. This menu allows you to manage your inventory.

1) Items list.
2) Weapons list.
3) Item information: click on an item in either list and its name and description are displayed here. Various specifications are included for weapons - calibre, clip capacity, length, weight, bullets remaining, and clips remaining.
4) Image of the currently selected item.

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

# Beginning a mission

## In-game display

1) Health. Shows Hitman's current health: as he 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.

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. The more the meter pulses, the higher the 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 ACTION button to perform it. If there are two or more choices then hold down the ACTION button, use the NEXT ACTION or PREVIOUS ACTION buttons to highlight the one you want then release the ACTION button to perform it.

4) Current weapon or item of equipment – if the currently selected item is holstered (i.e. Hitman's hands are free) 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. Note, while certain guns are inherently more accurate, there are other factors that have a bearing on accuracy. Sustained bursts of fire, and shooting while moving both have an adverse effect; but standing still, 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.

# CONTROLS

## MOVEMENT CONTROLS

| Function | Default Control |
|---|---|
| Move forward | W |
| Move backward | S |
| Sidestep left | A |
| Sidestep right | D |
| Lean left – double tap and hold to step out | Z |
| Lean Right – double tap and hold to step out | C |
| Run modifier - hold down while pressing a movement button to run in this direction. | SHIFT |
| Crouch modifier –  hold down to adopt a crouched position. | CTRL |
| Sneak | X |

## WEAPON AND INVENTORY CONTROLS

| Function | Default Control |
|---|---|
| Fire current weapon / use current item | Left mouse button |
| Close-combat weapon(s) – keep tapping to cycle through available choices | 1 |
| Pistol(s) – keep tapping to cycle through available choices | 2 |
| SMG(s) – keep tapping to cycle through available choices | 3 |
| Rifle(s) – keep tapping to cycle through available choices | 4 |
| Binoculars | 5 |
| Night Vision Goggles | 6 |
| Lockpick | 8 |
| Holster (or draw) current weapon switch – press once to holster the current weapon; press a second time to draw the weapon again. (note: Rifles will be dropped) | Q |
| Reload current weapon. | R |
| Inventory -  brings up a list of the currently held weapons and items. | T or Left Mouse Button. |
| Drop current weapon or item | G |
| Map | M |
| Mission Briefing | B |

# CONTROLS

## ACTION CONTROLS

| Function | Default Control |
|---|---|
| Perform action (e.g. pick up item, open door, throw switch etc). | E |
| Next action | Mouse wheel up |
| Previous action | Mouse wheel down |

*Note, if more than one action is available in a given situation then hold down and use the next and previous action controls to cycle through the choices; click the left mouse button to activate your selection.*

## CAMERA CONTROLS

| Function | Default Control |
|---|---|
| First person view. Press again to return to third person view. | F1 |
| Zoom in | Mouse Wheel Up |
| Zoom out | Mouse Wheel Down |

*Note. In the third person view zoom in and zoom out affect the distance between Hitman and the camera.*

## MISCELLANEOUS CONTROLS

| Function | Default Control |
|---|---|
| Open (or close) in-game menu – press once to pause the game and open the in-game menu; press a second time to return to the game. | ESC |

# In-game menu

Press ESC at any time during play to pause the game and access the in-game menu. The options are as follows:
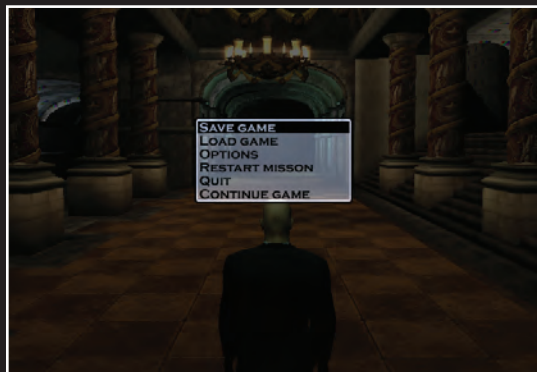


Save game            Save the current game.
Load game            Restore a previously saved game.
Options              Access the Options menu.
Restart Mission      Choose to restart the mission.
Quit                 Select this and click Yes to confirm to end the current game and return to the main menu.
Continue Game        Exits the menu and continues the current game.

# ENCOUNTERING OTHERS



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!

| Character type | Description |
| --- | --- |
| Target | Your intended victim. There is at least one per mission and they must be killed to complete 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 | Members of the local law enforcement community. They will attack if they witness you so much as carrying your weapons unconcealed. |
| VIP | These are people who you have been charged with protecting. A positive mission outcome is contingent upon ensuring their survival. |

# COMPLETING A MISSION

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 last mission score and an overall score, they are:



- • 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

# Options

## OPTIONS

The options menu can be accessed from the main menu and the in-game menu. Three sub-menus are available: game controls, video options and sound options.

## Control Setup

Here you can reconfigure movement and combat controls. Click on any of the following to change its setting.

Keyboard configuration:     Here you can assign the different controls to keyboard, mouse or Joypad buttons. To change the mapping click on a command then press the new key or mouse button.

*Note. The keys can be reset to their default settings by clicking the reset to defaults key.*
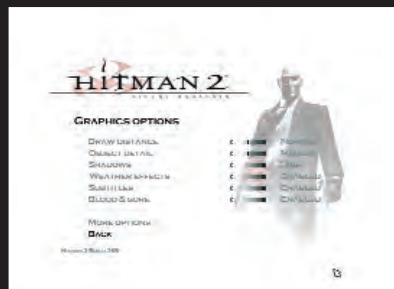
Mouse sensitivity:     drag the slider to the right to make Hitman's direction more sensitive to movements of the mouse.

Invert mouse:     Allows the user to flip the Y axis, so that pushing up on the mouse looks down and vice versa.

# Options

## Graphics Options

These options allow you to reconfigure the display settings for optimum performance with your graphics card.



| | |
|---|---|
| Texture Resolution: | Drag the slider to increase the texture quality. |
| Texture Filter: | Either Bilinear (fastest) trilinear (slower) or Anisotropic (slowest). |
| Draw Distance: | Drag the slider right to increase the visible distance. |
| Object Detail: | Drag the slider right to increase the level of detail on objects. |
| Shadows: | Enable or Disable character shadows. |
| Weather Effects: | Enable or Disable weather effects. |
| Anti-aliasing: | Enable or Disable FSAA. |
| DXT Compression: | Enable or Disable texture compression. |
| Subtitles: | Allows the selection of in-game subtitles. |

## Sound Options

Here you can reconfigure the sound settings. The top three have sliders to adjust the volume control – simply click on and drag.



| | |
|---|---|
| Music: | Adjust the slider to control the volume of the music. |
| Speech: | Adjust the slider to control the volume of the spoken dialogue. |
| Effects: | Adjust the slider to control the volume of the in-game sound effects. |
| 3D Sound Renderer: | Either Directsound or Open AL |
| EAX: | Enable EAX 3D sound |
| Number of voices: | Sets the maximum number of voices played at one time. |

# Weapons and Equipment

## Close Combat

Small, lightweight, and easily concealable, close combat weapons such as knives and the Fibre Wire allow near silent kills. They have their drawbacks though so are used by the real professionals.

## Handguns

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

## 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.

# Weapons and Equipment

### 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.

# Weapons and Equipment

## 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.



## Night Vision Goggles

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

# Hints and Tips

- There are numerous different ways to complete a mission. If your plan isn't working try a new approach.

- It is 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.

- It's possible to disarm guards by shooting the weapons from their hands. If you're trying to perform a clean operation then remember this very useful tactic.

- By being cautious and using the 'look through keyhole' feature you can ensure a safe passage through rooms.
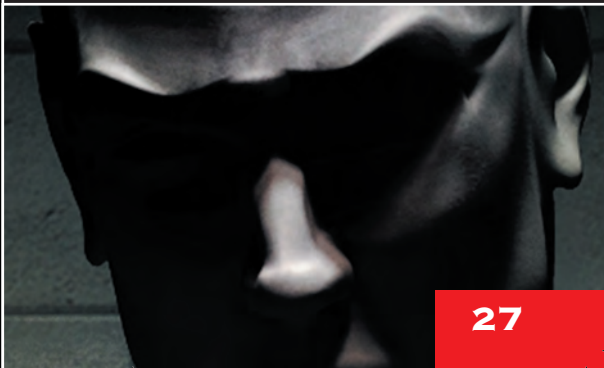
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## OPEN SOURCE SOFTWARE

Hitman 2: Silent Assassin was built using and including several Open Source products. We hereby would gratefully like to acknowledge the work contributed by the open source community, which has provided us with these indispensable tools.

Products included in the game:
    Expat XML Parser Toolkit (see www.expat.org) released under the Mozilla Public License v1.1 (http://www.mozilla.org/MPL/MPL-1.1.html)
    Freetype Font Engine (www.freetype.org) released under its own license
    Bugzilla  bug tracking system – see www.mozilla.org/bugs.
    Zope web application server – see www.zope.com

# Need any Help?

## 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.

## Web Support at
## www.eidosinteractive.co.uk

## Technical Helpline
## 0870 9000222

For queries regarding the replacement of discs and manuals (after the 90 day warranty period) or other non-technical and non-gameplay queries, please do not hesitate to contact Customer Services at custserv@eidos.co.uk or alternatively via mail at the address below:

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