

Hitman 2: Silent Assassin FAQ

by PIHKAL

Updated to v9.9 on Nov 26, 2003

This walkthrough was originally written for Hitman 2: Silent Assassin on the GC, but the walkthrough is still applicable to the PC version of the game.

Hitman 2: Silent Assassin FAQ

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1. Version History:

This is the first and most likely the last version of this FAQ. If anyone has anything they want to add please email it to me and I will add it if I get off my butt to do it. The only thing I will be adding is a weapons guide. I would also like to add some extra walkthroughs for any of the levels so if anyone would like to contribute one please email me.

2. This FAQ will hopefully guide you through getting a SA ranking on every level of the game. Redemption is the only one where you will not get an ending screen telling you your rank but inthedarkness has given us a great walkthrough for it.

If I were to say that this FAQ was all mine I would be a lying bastard. Sure I have typed it up and checked for errors and all that good stuff but this is really a collaboration between a bunch of us on the GC Hitman message board. I have listed all of the contributors to this FAQ before the walkthroughs. If something is wrong you will know who the person is that deserves your hate mail.

3. Walkthroughs

1. Anathema

(a) joselegarza68 says:

All you have to do is bring the anesthetic and the silenced 9mm gun.

When the guard that takes a piss comes out, drug him with the anesthetic, get his clothes, and his gun (equip it), then drag him inside the mansion and hide him in the porch after that go to the kitchen (never run) and in there go upstairs.

Next, go to the balcony that is next to the don's office, when he comes in

enter the office in stealth mode and choke him with the fiber wire, then get the key and go to the basement and then exit the mansion.

(b) MooKow says:

First, if you already have the sniper rifle, move to the left so that you are still on the hill but closer to the road. Wait until the don is swinging away from you, then snipe him in the back of the head. If you did it right, he'll fall off the balcony. Now use the anesthetic on the urinating guard and take his clothes. Drag him under the trees, not inside the wall. To your left there is a wall that is not connected to the barrier wall, walk in-between the two to go unnoticed. The don's body should be in the shadows on the ground. Take the key and do what you did to get there in reverse. Now walk to the outside stairs that lead to the cellar and go in the room. Leave, still walking, until you get to the door you got in with. Once outside, run to the exit.

(c) man down under says:

Run to the guy that delivered the groceries. Choked him, since I didn't know how to use the drugs then. Take his clothes, planted my guns in the groceries. Walk through the door, past the two guards, but instead of heading to the kitchen. Go straight for the wall behind the house that has the door leading to the backyard. Wait until the two guards walked past the door and around the backyard. Then entered and climb the ladder to the left of the door, walked along the roof and entered the don's room and walk across to the left door and stood in the doorway until the don came in. Then snuck up behind him, choked him, stole his cell key. Drag his body across the balcony and over the roof out of the view of the guard that later comes onto the balcony. Climbed down the ladder and picked up my groceries again and walked towards the kitchen. Instead of going into the kitchen I went down the stairs near the door to the kitchen and checked the cell out and then dropped the groceries, along with my guns. (Not sure if they guards notice your loaded though, never tried it) walked back out the side door, went and changed my clothes again and left via the exit.

2. St Petersburg Stake Out

(a) mhlandry says:>

From the Metro Station, if you don't already have your equipment (its easier if you beat it first and equip your sniper rifle from the beginning), get your equipment.

Go into the room where the one guy walks back and forth -- eventually he will walk behind a set of lockers. When he does, hurry and run down the steps and through the door. Pick the lock in the next room and enter the sewer.

Where you will want to come up out of the sewer will be next to a narrow alleyway on your left, a wall directly in front of you, and a building to your right. There will be a path leading to a street behind you. There will be a guard at the end of the alleyway. Sneak up on him and chloroform him.

As quickly as you can, make your way into the apartment building (it has a point of interest symbol on it in map view) and go to the third floor. There will be three generals sitting at the table, two will be on one side and one will be on the side nearest you. Shoot the one sitting on the side nearest you.

Hurry up and get out of the apartment and head back to the sewer you came out of. Retrace your steps and get back to the train. Hopefully you got the silent assassin award.

Note: I had to do this twice in order to get the award. Apparently, you have to go pretty fast. I made it in around 7 minutes, with one kill, one shot, one shot to the head, and one warning.

(b) jeff2sayshi says:

I think this one is different than the one's given for St. Petersburg and is a bit better because you don't have to take out a guard.

At the beginning anaesthetize one of the civilians quietly in a corner if you can and take his clothes. Then get the sniper rifle. Check where the second civilian is and if you can safely get to the stair do so. Watch for the guards now, one will roam the hall above the escalator. When he goes into the little hall with the second guard run to the entrance to the streets. There will an alley to your left, but don't go straight there. Check first that no guard is coming. If one is coming you can turn around and wait for him to pass and he won't notice your gun. Once he's far enough away go into the alley to the left of where you came up to street level. Then make a right into another alley. There will then be a path through a garden. Make sure no guard is walking it. Then make a right. When you get to the exit, walk across the street to a dead end, there is an entrance to a sewer. Go in there are no guards down there. Here I saved. (I played on normal)

Run down the sewers making a left and then another left. You should come out near a truck, but make sure no guard is walking nearby. Right by the truck there is guards clothes! Change into those. Then you should be able to walk fairly safely to the apartment building. Only place to be careful is the middle of the square. Guards will cross on the left side. If you walk slightly on the grass you should be far enough away from both. Once you get into the apartment check where the guard is. Enter in the single door, not the double and run up the back stairs to the third floor. Go to the window. (I saved here again).

Once you take out the general DROP THE SNIPER RIFLE! This is important. The guards won't suspect you then. You should be able to walk back all the way to the exit. Chang back into civilian's clothes but I don't think you have to do this and it almost cost me. So it might be better to stay in soldier's clothes. Also it might be possible to get to the sewers while still in 47's original clothing, but I was never able to.

3. Kirov Park Meeting

(a) Friend of Mojo says:

Take anesthetic and grab the sniper rifle, you will have to wait a little bit for a guy to leave, otherwise he will see you. Go in the sewers and come out be the radio tower. If you wait long enough, the guy standing there will take a piss. If you are quick and silent enough you can get him with the anesthetic. Climb the tower; kill both guys with a single shot. Go back through the sewers and run to you boat.

(b) curiouscouple says:

Before entering the level make sure you grab the Anesthetic. Skip the cut scene

and immediately run to the dumpsters. Crouch by the agency pickup and grab the car bombs only. Now go into the sewers and go straight to the end of the tunnel and make 2 lefts to another ladder. On the way the targets will arrive. Climb up and put the car bomb on the first car. Then hurry back down the ladder and go back the way you came. Once at the main tunnel check your map on the north side there are 3 sewers on the eastern side climb up the third one from the east and wait at the top. The chauffer will come to take a piss. If you miss him don't worry he has the bladder of an eighty year old woman on a beer drinking binge. As soon as his back is turned sneak up and put him to sleep. Steal his clothes and walk out to the car and place the second bomb. Hop back into the sewers and run back to the original drain you came in. Wait at the top there may be a guard by the dumpsters again. When he leaves make a mad dash for the boat and kiss one more general goodbye.

4. Tubeway Torpedo

(a) curiouscouple says:

To get SA you must chloroform the first guard right out of the sewers. Drag him into the room near an AK 47. Take his clothes and make your way to the drop. At the drop get the bomb and remote, pager and cell phone. Stay by the drop and wait for the phone to ring in the guard station. Walk to where the guard came from and go into the second set of sewers. Make your way north to the sewer entrance there. There are no guards where you come up but there are on the other side of the wall. Quickly drop down without being seen then calmly walk to the back door of the building. Enter through the door and head straight for the elevator and go to the first basement. While going down check you map and see where the guard on patrol is. If he is facing the elevator do not exit and stay to the side of the elevator. Follow him down the corridor and check your map to see where he stops. He will stick to one side or the other; make sure you hide in an alcove on the opposite side whenever he passes by you. I usually push my face in the wall and say a Hail Mary or two. On your map you will see a second drop area near a control room. Enter the control room from the south and head directly north, do not try to enter the server room from here, on your map you'll see an entrance on the east side of the room, go around and use that one. Now move towards the bomb placement spot mean while avoiding another guard. Stand next to the wall and drop the bomb. Now go back out and there is a guard that patrols the area between the bomb and the elevator check you map and find him. There is also a point of interest room near here, go in there and get the new uniform, I believe it is a Generals outfit, it will get you a little more respect. There is a guard that patrols the area between the room with the bomb and the room with the elevator to the second basement just avoids him the way you did the other two. Now there is a guy near the elevator just walk right past him and down the elevator. While he checks out your hind side push the button and head down to the second basement. Once here check your map, you'll see where Agent Smith is being interrogated. Go to the back door and drop the pager on the right side of the door but just enough outside that it is still in the little alcove. Now step behind the left side of the door so that when it opens you will be out of site. Use the phone to call the pager and quickly change to your silent pistol and shoot him in the head when he comes out to pick up the pager. You have to shoot him. There is a glitch that if you try to strangle him he will still shoot Agent Smith. I even tried shutting the door first and he still killed him. Now talk to the agent and run for the elevator. Go to the first basement, there should be a cut scene here of a guard trying to warn the others on the first floor. Thank heavens for lazy men; he won't even answer the call. Walk by him and the other guard on the level then run for the room with the bomb. Get in the room blow up the bomb and run like hell for the exit. Just stay by the door and wait for Smith to catch up.

5. Invitation to a party

(a) joselegarza68 says:

First run to where your equipment is (check the map and make sure you have the poison) the sneak behind the waiter that was where you started the mission, drug him and take his clothes.

Then go inside the mansion through the side wall and then through the porch, walk until you get to the kitchen and grab a champagne glass and add some poison to it and equip it.

Then get in front of the captain and he will drink the champagne and vomit to death, then follow the ambassador and drug him so you can take the combination to the safe, then take the briefcase and get the hell out of there.

(b) Dman206 says:

Task 1: Get In

First off we need some clothes to get in. Head to the west and ambush the guest heading towards the party. Kill him using the fibre wire or if you want to do it with less aggression use the anaesthetic. Grab the clothes and invitation and hide the body. Now head towards the gate and show your invitation then enter the party.

Task 2: Kill the general

Enter the party and then wait around until the general makes his fatal decision to leave. Wait till the doors behind you is shut so as not to startle anyone then strangle him. Hide his body in one of the rooms off to the side although check there is no maids in beforehand.

Task 3: Get the briefcase

Wait till the agent begins to hold up the ambassador and follow them. Strange the agent either on the way or once he enters the safe room. You might also be able to get to the room first then hide and sneak up on him but you might as well do it on the way. If the ambassador has opened the safe already then anaesthesia him and grab the suitcase and leave. If not then anaesthesia him, grab the combinations, open the safe, grab the case and leave.

Task 4: Get back to your boat

An easy exit just walk calmly back to the boat safe in knowing you have another easy silent assassin in the bag.

(c) Dman206 says:

Task 1: Entry

The hardest bit of the last method was probably the bit at the end with the agent. If we are quick we can get rid of this problem altogether. Rush to the side door of the embassy and pick lock your way in. Now you have two choices:

Enter by the front door

Sneak through the garages. Using the car and rooms on the side as cover. Quite tricky.

Task 2: Get the briefcase

If you've been quick enough we just need to follow the ambassador then knock him out without any of this agent business. We can then grab the briefcase and dump it somewhere. If not then you'll have to use the method in method one.

Task 3: Kill the general

Follow him out of the party, strangle him and dump his body somewhere. Just like method one although you might like to place the briefcase somewhere for safe keeping during this. Collect it before you leave!

Task 4: Leave

The Agent may be hanging around outside by now so sneak out the side door and head to your boat. Quick and simple

6. Tracking Hyamoto

(a) inthedarkness says:

Make sure you bring the anesthetic with you - it's all you need. Start by waiting behind the rock, shifting so the two guards don't ever see you. Wait until they stop, turn around, and walk away so that you can't see them, and run to the right, up to the guard who at the SE (on the map) corner of the building. As you get close to him sneak, take out the anesthetic, and give him a full shot. DO NOTHING TO HIM. You don't want to take his clothes because there's not enough time for you to exit without him waking up again and raising an alert. Now run to the left along the outside of the building. Wait for the guard here to walk away from you and when he makes a clear angle to the NW, then run to the door to your left. Once inside, go to the first door on your right. Cut the fish. Wait for everyone to leave the first larger area to the left on the map, then run in there to a plate sitting on the table. Place transmitter and fugu fish and run back into the room you were just in. When the guy who went outside (where you had to get through earlier) comes back in and goes the lower area of the room (look at the map), make your way outside. If you are behind the guard as you walk out, walk at a distance along the right wall. If not, wait for him to make the same turn you waited for earlier. You should be able to run all the way to the nearest large rock (but if a guard is standing outside, stop before you get there and wait). As soon as that guard isn't there, sprint all the way to the first rock you were behind (if you hug the left fence, the guards won't see you) and wait for two alerts of "objective changed." Then wait for the two guards to stop, facing away from the gate. As soon as they stop, walk toward the gate. Congratulations on a job well done.

(b) Dman206 says:

Task 1: Get Inside

Wait behind those first two guards behind the boulder have turned and then make a dash for the garage open the door and get inside. This is quite hard to get right but when you do its good. Now honk the car horn and hide behind the bin. When the guard comes sneak inside.

Task 2: Get your robes

We need to make our way to the central point of interest. Only one way to do this and that's to know the guard patterns exactly just watch them for a bit from a safe place, maybe after killing some in an initial run. Once you know the patterns use the breaks in them and get to the central point of interest.

You need to leave via a curtained door and head across the corridor when the guard isn't looking at the point of interest. Change into the robes. Then walk calmly to the kitchen.

Task 3: Fugu Fish

Cut the fish and place the transmitter and it in the kitchen. Then leave via the nearest door into the gardens. Walk back to your boulder and hide. Wait until Hiyamato is dead then leave via the door

7. Hidden Valley

(a) inthedarkness says:

Start off by running to the left, being careful to stay behind trees as much as possible (to avoid being targeted by the sniper to the right) Run all the way to the truck at the far side of the concrete structure, where your pickup is. Now run toward the small wooden structure where the ladder is, avoiding the guard and staying behind trees. Go down the ladder a little bit, and then check your map to make sure the guard isn't in the room below you. Go down and make your way out onto the main "street" when the guard is somewhere else. Continue until you get to the bend that the three patrolling guards come up to. Find a way to sneak past, using opposite sides of the middle pillars, hugging the wall, and plenty of distance. I can't really be that specific because the guards' position is somewhat random. After you make your way past them, get to the next single-occupied room set. Sneak your way to the ladder room by waiting, crouching behind crates, and pushing yourself as far out of vision as possible until your way is clear. Once up the ladder, run around to the left outside of the wooden structure surrounding the ladder. Now you have to get all the way to the end of this path, by keeping trees between you and the patrolling guard at all times and walking when you get close. When you're free, just run all the way to the next ladder station. Again, check before dropping into the room, the sneak onto the main road again in the same fashion you did earlier. Now go the next set of three guards - here there is one who walks one way while the two others walk the other way. To get past them, pay attention to the way the groups do slalom between each pillar, switching sides each time. Make sure they don't hear or see you as you make your way past them (it is difficult), and after you do, get to the next single-occupied room set. In this one, the guard stays in the larger room, walking around a truck. So enter when he's on the opposite side of the truck, and slowly walk around to the ladder room when the guard moves to a spot where he can't see you. Now go up the ladder, run to the left, and get to red-lit tunnel. Success is yours!

8. At the Gates

(a) inthedarkness says:

Run to the right and up to the higher area. Get somewhat close to the guard, hiding in the trees while you run and adjusting your position when the guard eventually walks past you. Now sneak behind him, take out anesthetic, and give him a full dosage once you reach him. Now take his clothes and his gun and walk toward the "fortress" Keep a distance between you and any other guards, or they'll raise alert, and walk at all times, or the snipers will shoot you. Get to the right wall of the fortress, where you can see a lone guard walking by a gated generator. As you get close, aim your SMG SD at the rounded end of the generator (it's the far end). Fire one shot and it will blow up, getting rid of the guard without aggression and disabling the generator. Now run to the backside of the fortress, and run along the wall to the second door on the left (it's a ways past the first). Go in and enter the wooden door on the right wall. Walk up the stairs, through the door, and out of the far door in this room. Now move along the wall that overlooks the lower area, and walk in the direction of the lasered-off area. You can see a large divot in the

wall/railing, walk onto it, then walk along the wall to the left. When you get to the building, hug its wall and drop down (the snow will pad your fall). Once your way is clear, walk to the generator and disable it. Then turn around and walk up that ramp close by, opening the door at the top. Once inside, walk left through the room, ignoring the two ninjas on the beams, all the way to the end to this generator and disable it. Now just wait for a clear path and safe distance from guards, and make your way to the exit.

9. Shogun Showdown

(a) Jam Dark says:

For Shogun showdown you'll need just the chloroform and either the kitchen knife, combat knife or the scalpel (I find the scalpel best because it's smaller. From the start walk to the bottom of the steps and turn right, the wooden wall there is actually a door, open it and climb the stairs. When you get to the top stand by the door and use your map to look at the first floor. When you see the guard patrolling turn away from the door, open the door and ONLY WALK ON THE LARGE WOODEN BOARDS not on the smaller ones because they creak and the guards hear you (the large boards are the boards you see around the pillars). Walk behind the guard and hid behind the first pillar. Wait for the guard to turn around again so he's facing the door and he walk right up to the pillar you're hiding behind. He turns yet again and walks back to the top of the room. Go into sneak mode, get out the chloroform and walk behind him on the large boards, walk right up to the top pillar. He stop and turn around and walk pass the pillar, at this moment you give him a full dose of the chloroform and take his clothes and gun, don't worry about his body no one will see it. Walk to the laser grid door, stay on the large boards, and go down the steps on the side your on. When at the bottom do a 180 turn and go through the door that's to the left of the stairs. Run down the corridor and open the door at the end of it. You should be walking into a nice open room with some things Japanese people pray to, if you see someone praying in here just leave them alone. On the shelf that's next to the door you used there's a key card pick it up. Go back up to the laser grid door and deactivate the lasers with your card, now go up the stairs and only walk. On the second floor there is a katana person on top of one of the beam's just as long as you walk and hold your fire he stay up there and let you climb the stairs to the 3rd floor. On this floor is nothing important so just climb up the stairs next to you.

On the 4th floor open the wooden door and go through it. Now open the paper door, in this room there might be a women in a long dress she's harmless so just leave her, turn right to open a door, in this room is a girl in a very small dressing down that gives you a special keycard during a cut scene. Walk back out through the paper doors and climb the stairs that are above the wooden door. Deactivate the laser grid and go into sneak mode. The guards in this room fire the second they see you climb the stairs, so sneak behind their backs; it helps if you drop the SMG at this point. The first guard is easy to pass just walk through the deactivated grid and sneak to your right. The guard in the middle might be facing the stairs, if so hid behind the pillar the first guard's next to until he faces away from the stairs. When he's facing away from the stairs sneak pass him and climb the stairs. Now leave sneak mode at the top of the stairs, you should be in a room with the guy you have to kill, if he's facing the window sneak up behind him and slash his throat with what ever knife you have on you climb out the window. If he's sitting down get out your knife and walk up behind him, he will start talking and asking you questions, he might even stand up. But as long as you run behind him and cut his throat quickly he will not attack you. Quickly climb out the window now. When outside walk down the roof of the tower on the wooden boards until you get to the ground floor at the top of stairs you started at. Go through the wooden/wall door that you went through at the start. Again climb the stairs and deactivate the door while keeping to the large floorboards. But this time when you go

through the laser door go down the steps you'll be in a room with three doors one door you just came through because it leads to the steps. The other two go to the basement. Go through one of them and deactivate the lasers and the bottom of the stairs to get into a room full of nice looking things. One of them being the missile guide system that you need, Steal it and go back up to the first floor. Go through the laser door and then to the wooden door on the far side of the room that you used at the very start. Go through it down the steps and through the door at the bottom. Go up the small flight of stairs to your right and walk to the helipad. And to the door of the helicopter and press A to finish the level

(b) inthedarkness says:

I have another one for Shogun Showdown too, that's a lot easier than the one mentioned earlier:

You don't have to bring anything. Walk through the wooden door at the foot of the first stairs (emphasis on walk!), run up the stairs, and stop at the next wooden door. Wait for the guard to start walking away from you, then open the door and walk to the left, staying on the brighter beams. Make your way to the crates; once there, run straight to the left to drop onto the staircase. At the bottom of the steps make a 180 and go through that wooden door. Run through the hall to the next, wait for the next room to be void of guards, run in and grab the key. Now follow the patrolling guard as he walks around the corner at the far end of the room (walking past the intersection so the other doesn't hear you). Keep at a distance and at a favorable angle from the guard. Walk through the door that he passes as soon as he is walking through the hall parallel to yours. Run through the door and the next hall (walking at the intersection) As you get to the corner, check to make sure the guard here is not in the hallway you want. Walk to the next door and run through this hall, turning left at the first intersection. Position yourself by the door so when it opens, you walk through at the far right side of the doorway. Get in sneak mode, open it, get to the clothes and put them on. The guards shouldn't notice you. Now go back through the door you just entered and backtrack to the hallway, going into the last door on the right. Use the key on the door, grab everything in here (bomb, remote, gun, ammo) and get all the way back to the room with the crates and dangerous floorboards. Deactivate the laser here and walk to the right to go downstairs. Go straight across the room and down all the way to the museum. Deactivate the laser and run to the middle museum piece on the right (guidance system). Take the gun on the right corner pedestal if you haven't gotten it before. Grab it/them and get all the way back upstairs. Now continue going upstairs. Walk across the room and go up the stairs. Now walk straight through this ninja hangout, going straight through all the doors (you don't want the first staircase) to get to the staircase at the far end of the room. Continue going all the way upstairs until you reach the door where you need the special key to continue. Drop the bomb here (with X). Now get all the way back to where you started the level. Face the exit, get out the remote, use it, and leave. Simple.

10. Basement Killing

(a) inthedarkness says:

Obviously, you cannot bring with you any unconcealed weapon, because even if you don't leave the cubicle where you start, someone will see when you take it out. Be sure to equip the anesthetic and a silenced pistol, preferably a .22 SD because for some reason metal detectors don't detect it (although I'm not sure if it really matters if you are detected or not - you'll see why.)

Start off by walking calmly to the right, and enter the men's bathroom (the middle right door). Go into the middle bathroom stall and close the door.

You'll have to wait a while now. Two receptionists (the guys in red coats) will enter just ignore them. Wait some more, and a lonely receptionist will enter.

As he walks in, take out the anesthetic. When he stops to wash his hands he will back turned directly too you so (in stealth mode) open the door of the stall and anaesthetize the guy (hold down for full dose, also obviously). Drag him into one of the stalls so his feet aren't sticking out into the rest of the bathroom to avoid a possible alert. Take his clothes. Now leave the bathroom and walk directly to the left, the door to the security hangout. Check your map before entering. A guard should be in the room with the pickup. As soon as he leaves and enters another room, sneak through the hallway and into the pickup room. Once inside, walk quickly to locker #137, get only the smoke bomb (you have a pistol already), quickly close the locker and leave the room. The guard might be out and suspicious, but no alert should be raised (just make sure he doesn't see you grabbing weapons.) Now walk out of the first door and walk straight across to the next door, the door to the laundry area. Check your map to wait for the guard to get out of laundry room, then enter and walk down the short hall to the laundry room. Walk to one of the chutes, and you'll get the "place bomb" option. Do it, then immediately start walking out of here and towards the other side of the lobby, towards the firemen's area which the furthest right door on the left side of the lobby. It's helpful if you have the .22 here because you can get to the firemen's area a bit quicker if you go straight through the metal detectors - but the difference in time might be so small that it doesn't matter - I'm not sure. As you get about a few feet out of the door, the fire alarm will be triggered, and at about 3/4 of the way to the firemen area you should see the firemen running through the detectors and downstairs. Walking calmly the whole way, get to the door, and once it's opened, run into the actual fireman locker place. Change your clothes to the fireman outfit, quickly grab a fire axe and run out, through the detectors (getting away with running because there's a crisis going down) and all the way to the elevator (you even get a nice salute from the guard - what a hero you are). Get to the basement and run diagonally right through the generator thingies to get to the security room. The fire alarm may have been stopped already, but nobody should be in there to see you yet. Get out that silenced pistol and shoot the far-left computer, which disables elevator surveillance. No one should see you or hear you, and you can now go through the door in the room to get downstairs. Run down a couple flights, and pick the lock on the door to your target's room. Once inside, you can drop the fire axe. Get out your fiber wire, and avoiding potato chips on the floor, sneak up behind him and strangle him. Now you'll get a cut scene, and once it's over, just run back upstairs (don't drag him at all, cameras could see you and there's no point anyway) without forgetting your fire axe (it helps the disguise a bit). Once you get back to the security room, the guards may start shouting at you for sneaking around downstairs and perhaps breaking their computer, so just run into the elevator before they raise an alert. Congratulations

(b) Dman206 says:

Task 1: Get Clothes

We want to be able to get into the basement without any trouble so for this method we shall use the good old pizza delivery boy. He is one of those characters in the game "blessed" with a weak bladder. For this mission we shall just require the fibre wire and the smoke bomb so you will still need to get to the agency pick up. Go to the toilets on the other side from your starting point and wait in the male restroom. When the pizza boy comes sneak up behind him in his cubicle and fibre wire him. Make sure his body is fully hidden in the cubicle and then take his clothes. We now need to head to the pizza pick up room and collect Mr Sidjans order. Go through the security check point carrying the pizza and then head down to the basement in the lift.

Task 2: Get to Charlie

Now were in the basement were going to need to cause a diversion if we are ever

going to get to Charlie. So sneak to the laundry room on the map without being seen by those nasty guards. I use the machines as cover and hide in the room on the way. Once there we just let off the smoke bomb and get out quickly. Wait for a bit and the smoke bomb goes off and everyone goes mental.

Task 3: Kill Charlie

Get into the security room and quickly shoot the monitor now run down those stairs! Pick lock the door to his area and get close to him avoiding the crisps etc before sneaking. Strangle him with the fibre wire and run back. If you were quick enough the fire alarm should still be going so you can quickly enter the lift.

11. Graveyard Shift

(a) inthedarkness say:

Walk out of the elevator and to the right, to go down the hallway leading to the south of the building. Open your map and wait for the guard to walk to the left of the hallway on the map, then open the door, and walk calmly to the point of interest to your left (or right, on the map). Hug the left wall, and pick the lock on the first door to the left. Inside just grab the room key (it's for air-conditioning) and walk back the same way you started from, this time waiting for a guard to walk all the way to the south of the building to walk calmly through the door. Now, run through the hall and straight out the door that leads to the north of the building (if you've timed it right, there shouldn't be a guard there for a while). Run through the right door, and shoot the server's air conditioner with your silenced pistol, and wait for the server to overheat and the systems administrator to run into the door directly across from you. There shouldn't be a guard in the north yet, (if there is, he'll see you) so sneak into the unlocked server room and give the administrator a full dose of anesthetic. Grab his clothes and plant the hacking device. The guards won't notice you're not the administrator, but the other workers will, so get to the sky bridge without any of them seeing you (one of the office rooms should have one guy who won't see you because he's in a cubicle) and shoot the sky bridge window with your silenced pistol. Now just walk calmly past the guards and navigate your way through the things on the bridge and onto the elevator-type deal. Good job, again!

12. The Jacuzzi Job

(a) inthedarkness says:

Skip the opening cut scene and run as fast as you can along the right balcony, being careful not to fall. Run past two windows on the right without stopping, and you'll get to an unseen area by people in the building (it's the second balcony that has a chair on it). Using your map or keyhole, watch the room directly in front of you until the woman at the computer turns around - then sneak through the room and walk out its door to the room with the fuses, right in front of you. Wait until the patrolling guard walks in and out of the room you just snuck through. After he's a little bit down the hallway, walking away, destroy the fuses. Now run into the now-darkened room you snuck through, open the painting, open the safe, and grab the money. Then run out to the balcony you were waiting earlier, run through the door to your right, grab the statue, do a 180, and run back out to the balcony. Now, using your map, wait for the guard who walks to the far left of the building on his patrol to walk through the large room where you just got the statue. As soon as he has his back to you on the map, open the same doors you just went through and run across the room to the two doors at the top - take the left one and walk down the left hallway.

Make sure no one is in the bathroom opposite Charlie's room and get yourself in there. Now you get to relax a bit and wait. Wait until the called technician leaves the building again, and when the hallway is clear, run out to the elevator, call it, and run back into the bathroom. This will save a little bit of time after you make the hit. Now wait for the left patrolling guard to walk to the bathroom again. When he starts walking away again, sneak after him until you have turned the corner and no one in Charlie's room can see you if they walk to the bathroom. Wait until they do so, using the map, and as soon as they are all inside, sneak into Charlie's room. Once inside, walk forward a bit so you can see him, take out your 9mm SD (has to be used instead of the .22 because the .22 isn't accurate at all) and shoot him in the back of head. Now wait for the same patrolling guard to walk away from the bathroom again, and sneak after him the same way you did last time, stopping at the same place. Once he is out of the hallway (and the door he walks through is closed!), run to the elevator and leave. This is much harder than it looks. Good luck.

13. Murder at the bazaar

(a) joselegarza68 says:

This one is the easiest of them all.

BRING KNIFE!!!!

1st run from where you start to the left until you get to the building where the 1st guy is, quickly picklock the back door and go inside in stealth mode get your knife and go to the second floor the cut the throat of the guy and pick the coordinates.

Wait for the guards to come in and walk without them seeing you.

Once you are outside run to the bazaar and enter, the colonel will be walking with a guard but later they will split up, cut his throat pick the key and RUN to the exit (if you don't run the civilians will alert the guards)

curiouscouple adds: When picking the lock do it from the right side of the door. When you get up stairs he will be facing to the back of the house.

14. Motorcade Interception

(a) dman206 says:

First off you needn't worry about the guards whilst doing the level, as long as you are in civilian gear you can do pretty much anything apart from having a weapon on show or climbing a ladder.

First Task: Get a Uniform

You need a uniform as soon as you enter the level so go to the northern end of the map and find a lone guard patrolling. Follow him as close as you like and once he's around the corner use your anesthetic on him. Now you need to quickly drag him into a corner where the guards don't patrol and also away from pesky civilians. Now get their clothes.

Second Task: Get the M195

Now your in soldiers uniform you can't run and also don't get too close to guards as they can see right through your disguise now. Make your way to the agency pick up point whilst staying well clear of the guards and get the M195. Now keep it holstered and make your way to the closest steps that lead to a plank and a ladder.

Third Task: Eliminate the local Khan

You now have two choices in how to eliminate your local Khan.

1) Stay on the rooftop and shoot the Khan as he sits in the back of the truck with your M195. This is quite a tricky shot and if you miss the guards will be on to you very soon.

2) Go down on to the streets. Keep your M195 holstered and wait near the gate till the Jeep and then the car with the Khan in go around the corner. Stand to the left and aim your gun over the UN Jeep soldiers shoulder. You have a pretty good shot at the Khan. You can kill him quite easily from here and if you quickly move to the exit then your sorted.

Final Task: Get to the exit

A gun battle begins with the UN soldiers but unless you're waiting for a UN soldier to die and drop his M4 rifle your best off leaving quickly. Depending on your previous method you need to get to the ground as quickly as possible and then make your way to the exit. As long as you still keep away from soldiers, keep your gun holstered and don't attract any attention, you'll be fine

15. Tunnel Rat

(a) mhlandry says:

I really like this mission, even though it can be terribly frustrating. In my opinion, this mission shows just how much detail this game has. For instance, you really have to watch which way the guards' heads are facing, not just the body in order to get their correct path of vision. Great stuff.

We're looking to get underground, and we will take the westernmost entrance. Take a left (north) immediately from the beginning. Once you are out in the open, take another left (west). Go to the far wall and take a right (north). When you reach a break on the wall that is to your left, turn left (east) and run behind the circular rock entrance to the underground. The guard should be looking slightly to the south and west. Go around the other side in sneak mode and pick the lock and you're in the underground.

You are going to come down in the south west side of the compound. Here, there are three guards that can give you trouble. One walks down the east-west corridor, one walks around in the room, and the other stays put in the room. When you get a chance, get into the moat and go into sneak mode. Sneak out of that room to the north, into another room with three guards. (This trick I read off of the PS2 FAQ by Absence) Sneak to the easternmost guard and go behind the crates. Make a little noise so that **only** that guard looks at you (to the east). Sneak back to the guard in the south west of that room. Sneak up on the ladder right behind him (he will never even know you are there!) and walk to your south. There will be a passageway to the east with one guard watching a generator, sneak behind him, anesthetize him, and toggle the generator. (I never bother to get the night vision goggles because I do better without them.)

There will be a room with some guards, a gun, and an officers uniform. Get the uniform. Now walk east and south till you get to an access room, which brings you to a circular room, which brings you to another narrow room. The target is in this room; kill him. Backtrack to the generator, and head into the room with the elevator in it. Take it to the surface (ignore the alarm).

Once at the surface, you can drug the two guards up there and you are all done.

Many of these tasks take some perfecting, so I would suggest saving after you achieve a major task.

(b) inthedarkness says:

Using your map, wait until the closest ladder icon area is clear of guards, run to the door there, pick the lock, and get inside. At the bottom of the stairs, stop, face in the direction of the hallway, and peek in the room ahead. As soon as the moving guard starts walking to the left and out of your field of vision, run behind the near crates, then drop into the sewer to your right, without using the slow ladder. Now crouch-walk (hold L) around to the back of the room until you get to the base of the small stairs leading out of the sewer. Get up and wait for a guard who recently walked into the room to turn around and walk back out (when he walks to the left). Now walk up the steps, hugging the sewer, and once you reach the pole, run up the hallway, keeping the pole between you and the guard. Take the first right, and once inside (wait a second to make sure no one sees you and sounded the alarm), sneak up behind the guard standing by the generator and anaesthetize him fully. Take his gun and run straight through the tunnel hallway, but stop running as you get to the next room. Sneak through to the right and pick up the clothes on the bed - the sleeping guards won't notice you. Now turn around, walk to the wall and walk to the right, stopping at the intersection a little ways back from the next hallway. You want to get to the room that's NE of you on the map. Check your map, and as soon as the way is clear (no guards standing in front, both must be walking away) run to the door you want, open it, and quickly close it again behind you. Walk through the room, and start sneaking as you approach the door on the right. Open the door, and slit your target's throat with the scalpel, then quickly run out the room, grab the anesthetics off the crate to the right, and go back to the first door. Now you want to get back to the same place you came from, the same way you came from. If you're lucky, the way will be clear, and you can quickly get there, but if not, just wait with your map, until the way is clear again. Now go back to the guard you anaesthetized by the generator. If you were waiting a long time for a clear path to reach the target, you should get behind his head, take out the anesthetic, and use it on him again as soon as he wakes up. If you got through the hall very quickly without much waiting, then drag the guard out to the sewer, and fall in there with him. Drop him there (he should drown) and sneak down the sewer to the right until you get the ladder. Climb up still in sneak mode, and then walk behind the guard a little bit. Now walk past him, ignoring your stealth bar's redness, and walk into the room to the left with the elevator. Call it, get in, and go to ground level, ignoring the guards running to the elevator as it rises. Now go out the doors, and anaesthetize the two guards (Get the one who walks behind the circular stone structure first; then get the other one who stands by the door - just make sure he doesn't notice you looking at him for too long as you wait for his susceptible position). Now the mission will end automatically. Good job!

16. Temple City Ambush

(a) inthedarkness says:

Bring anesthetic - you may need it. This level is pretty darned easy. Go to the to "pick-up" points as instructed, then use your map to find the targets (the two yellow ones). Make your way to the stationary target without him or his partner seeing you. Walk along the walls of the open area that he's in and get to the wall that he is right next to. Go inside the "shop" there and walk up some stairs. Get into sneak mode at the top, and strangle the sitting assassin. Take his picture, then grab his rifle and wait for the other target to walk by the window. Shoot him, with your gun then your camera (HA HA HA HA HA). Don't pick up the rifle again. Make your way back to Agent Smith (that drunk bastard - with an appropriately horrible voice actor) - he'll give you a key. Now get to the exit on the map, staying away from the new yellow circles. Walk in the building and look at the left side of the room to complete the mission.

IMPORTANT NOTE: If, at any point during this level, you find yourself being followed by some bearded policeman-type who won't leave you alone (you probably will), get into a position so that he'll shift around in front of you without actually looking at you at any time. Get into sneak mode and anaesthetize him. Don't worry about civilians - they don't seem to care.

17. Death of Hannelore

(a) inthedarkness says:

Walk out from behind the boats and look at the guard in front of you (at a distance). If he's walking toward you, wait until he turns toward the building and gets out of sight. If he's not moving, you're lucky. Walk along the beach until you get to the helipad. There's a sewer entrance here that you need to take. Inside, take the first two lefts, then turn anyway you want and make the next turn, go straight for a while then turn right, and you'll come into a room with a ladder. Don't go up the ladder that you see. Instead, go into the nearest alcove to your right. It's a secret passage that goes to a better-hidden ladder. Go up, but stop when you get near the grate. This is the hard part. Looking at your map (temple 1st floor), you can see the point of interest there. You need to get there without anyone seeing you. You'll have to wait for the right moments to sneak past patients, you may have to hide in a bathroom and wait some more, but eventually, the top few rooms should be empty, so run to the top one, and quickly put on the patient clothes (you certainly deserve "patient" clothes... HAHAAHAHA). Now walk out of this room to the courtyard, go diagonally across (don't go in the water though) and go into the last door on the right side of the courtyard (the NE corner, from your perspective, not the maps). Looking at the map again, you can see a guard standing in front of the pickup room. Wait for him to walk into the bathroom (it's that room he walks into), and quickly get into the pickup room, get to the far side, grab the poison on the left, run back, grab the key, run into the first room again - before the guard sees you. Now walk out of the door you entered, turn left, and walk straight to the other end of the courtyard. Walk inside and up to Dr. von Kamprad's floor. Wait for a patient to come upstairs and walk into her room and leave again before entering yourself. Once in, she will tell you to have a seat and then she'll get up and look out the window. Poison the water by her computer, then wait for her to finish blabbering in her annoying voice, and she'll sit back down and kill herself right before she realizes you're not who she thinks you are. Drag her through the door right behind her desk, and through to the next door. Wait for the patient to "patrol" through again and leave. If a guard followed you upstairs, sneak up behind him, anaesthetize him, and hide him (not in the hiding place!) Now put the doctor's body in the hiding place and walk all the way to the exit with no worries.

18. Terminal Hospitality

(a) curiouscouple says:

When you first start off wait for the guard to move into the courtyard area and sneak past him. Move along the ridge and wait for the guards by the little shrine thing to move out of the way sneak past them and grab the cult member outfit. Take the path straight ahead and move down toward the house. Climb in through the open window and pick the lock. Go through the door and walk past the nurse and a couple of guards to get to the elevator. Walk to the pick up point and get the room key and go to the next room and get the doctor's jacket. Now head to the basement and in the basement there are three points of interest (!). The southern most of the generators is the generator for the building so don't worry about this one. Go to one of the others, they are both scalpels. Save here
Now go to the operating room and go in the one where the guard says "good

morning," if the guard says something else it is the wrong room. There will be 2 cult members in the room no nurses. Walk to the leader and take out the scalpel. Now it will give you the option of killing the cult leader so press A and get to work. As soon as you are done and can move 47 again run for the door. The cult member in the room will tell you to stop what you're doing and alert the guards if you stick around. Outside the room run to the nearest staircase and go to the first floor. Make a run for the front door and don't stop or look back for anyone. Run around the pool and down the stairs where you came up. 17 will take a couple of shots at you; just keep running to the boat. If you return fire you can kiss your SA goodbye. Timing and speed on the way out are very important. It may take a try or two to get it but it is pretty easy once you have the level down.

19. St. Petersburg Revisited

(a) curiouscouple says:

This one is actually really easy. Just try not to get too close to any guards before you get to the building where 17 is. Walk in the front door and up the stairs, take a right open the door go into stealth mode and strangle that silly look alike. Take his clothes and leave the gun. (Most likely you got it earlier when you blasted your way through) Walk out of the house and past the guards they won't think you are the good clone they think you are their boss 17. As soon as you can book the hell out of there and make for the sewer just south of here behind the building. Once in the Metro walk, there may be guards around but as soon as you are around the corner run to the train.

20. Redemption at Gontranno

(a) inthedarkness says:

Run straight to the pillar and position yourself so the guards to your right don't see you. Now make your way to the large doors where the guards are, being careful to run so you're never within their field of vision. Stop at the pillar that's next to the door, because the guard there probably will have heard something and turned around (no alert or warning though). One guard will be walking faster away from you; don't worry about him. When the guard by the door starts walking away again, sneak behind him to the door, wait for the guard on the other side to walk past the door, then open the door, and run right once on the balcony and drop off the far side. On the ground here, get back into sneak, and walk as close to the corner of the balcony base as you can without the patrolling guard on the ground seeing you. Once he walks to the corner and turns around, immediately start sneaking behind him. Get out the fiber wire, and as soon as you're close enough, use it on him. Staying in sneak mode, drag his body back a little bit and right up against the balcony base. Take his clothes. Now wait for the guard on top of the balcony to start walking away from the end you initially you fell off. Now run along the outside of the pigsty wall and get behind the weapons shed. Walk around until you reach the door, go in, get the crossbow, silenced ballers, as well as max .45 ACP ammo and max crossbow bolts. Be careful not to linger in front of the windows. Now, open the door of the shed, and walk out just a bit, facing diagonally to your left. Point the crossbow up at the church to where you can see the reticule turn red, then zoom in and get the guy. Now wait for the guard on the balcony to be walking TOWARD the end you fell off of initially, walk to where you can see him, and quickly snipe him in the head with the crossbow (if you use any other weapon, guards will hear you). Now get toward the laptop computer storage shed, and walk right past it through the church door. Walk to the right and wait for the patrolling guard to be walking away, then sneak into the next hallway and get him with your silenced ballers (in the head, obviously). Now go through the far door on the right and get the church key. Now go back out the

first door you entered, and once outside, immediately turn right and go through the next door (partially covered by vines). Sneak up the stairs, and look through the keyhole of the left door. The guard will have his back turned if he didn't hear you, so sneak up behind him, use the fiber wire, and, still sneaking, drag him all the way back outside. Now go all the way back up onto that first balcony where the two large doors are, and wait, using your map, for those first two guards to separate again. Once the slow guard walks past the door, and the other is at some distance, sneak through the door, take out your ballers SD, and get him in the head, dragging him outside to the balcony immediately afterward. Now go back through the doors, and run to the near left inside corner of the pillars (so you're on the grass), and keeping out of sight, wait for the other guard to walk all the way back to the hallway with those doors. As soon as he turns the corner, sneak to position yourself facing the door, but back a little. I recommend first person mode here, but whatever, just get the guy in the head with the ballers. Now walk to the left, to the other double doors that you got the key for. Sneak, open the door, and fiber wire the guard from behind. Now if you have a save available, use it.

This is a part where it could prevent you from getting an SA, although no alert is raised. You have to open the door through the left with the ballers drawn and get the guy in the head before he reacts. This is the only way to get through anywhere else unseen, but it could prevent the SA. Anyway, now walk up the stairs, open the left door, take out the crossbow, and get this guy in the back of the head. Now sneak up the first step, stop, and snipe the top of the guy's head at the end of this balcony. Now go back down the stairs, out the right door, straight across the room through the next door to the other stairs room, make a 180, and open the other door. Without entering the room, get the nearest guy with the crossbow, then go in a bit, and get the guy further away with it too. Now keep getting the rest of the guards down here by sneaking to the right and getting them with the crossbow, and getting some more at the right end of the church. It's fairly easy to do with no one seeing you. Once done down here, go back through the door you entered in, and go all the way back to the other side, up the stairs and onto the balcony. Sneak down the balcony with your crossbow pointed at the balcony across from you. Once the reticule is red, zoom in and move until you have a clear shot on the guard's head and fire. Now crouch-walk to the end of the balcony, to the other door. Get the other guy on the other balcony, and then make about a 90-degree turn and get the two guys on the balcony there. That should be everyone. Now go down to the confessional booth and wait for Sergei to notice you. Watch the cheesy cut scene, then stay where you are, waiting for him to run into one of the adjacent rooms to the left or right. If he goes to the left room, go around through to the door in the room that his back is turned to and get him in the head from there. If he goes to the right room, just open the nearest door from the left side. He won't see you for some reason, so get him in the head. I really don't think you get an SA for this level. There's no way to avoid getting countless "Body found" warnings, which must bring down your stealth, and Sergei "sees" you anyway near the end. I don't think the nature of this level allows for a silent assassin award because you have to kill everyone. The biggest hint is that you don't get a statistics screen like you do for the other levels. But if there is an SA for this level, I can't think of or find any other way to do it. Good Luck.

4. Thanks

I would like to thank everyone who contributed to this for they are the true Silent Assassins here. I would especially like to thank inthedarkness for without his contributions this may have never been finished.

Here is a list of everyone that has contributed:

joselegarza68
MooKow says
man down under
mhlandry
jeff2sayshi
Friend of Mojo
Jam Dark
inthedarkness
dman206

Thanks again guys.

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