HITMAN 2

SILENT ASSASSIN

EmuMovies

Io-Interactive

EIDOS
INTERACTIVE

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.

CORNERED?

Call the EIDOS Interactive Hint Line
U.S.: 1-900-773-4367
Canada: 1-900-643-4367

Cost of call: $0.99 - $1.49/minute.
Must be 18 years of age
or have parent's permission.
Touch-tone phone required.

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 2: Silent Assassin* 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.
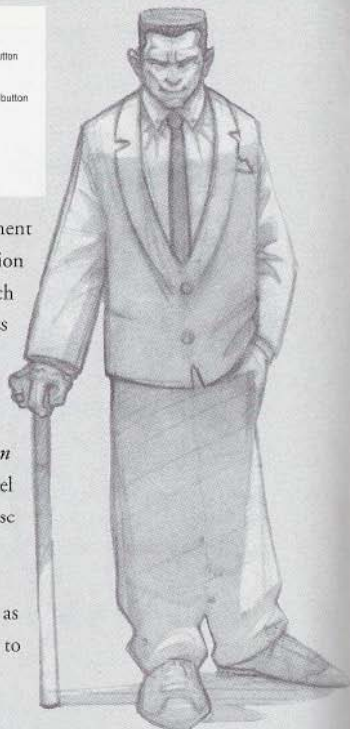
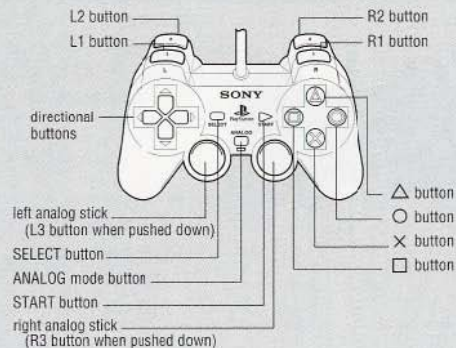## DUALSHOCK®2 ANALOG CONTROLLER

- Connect the controller to controller port 1. Do not insert or remove the controller or accessories once the power is turned on.
- The DUALSHOCK®2 analog controller's ANALOG mode button and mode indicator are always ON, indicating that the controller is in analog mode.
- When the controller's vibration function is set to ON, the controller will vibrate in response to game events. Use the Vibration MODE option in the Control Setup Menu to turn the vibration function ON/OFF (see page 25).
- The digital controller cannot be used to play this game.

MEMORY CARD

- To save your progress, make sure you have a memory card (8MB) (for PlayStation®2), with 500MB of free space, inserted in MEMORY CARD slot 1, before you start your game.
- Only MEMORY CARD slot 1 is used to load and save game data.

L2 button — R2 button
L1 button — R1 button

SONY

directional buttons

left analog stick (L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick (R3 button when pushed down)

△ button
○ button
✕ button
□ button

MENUS

directional button	Select menu item
✕ button	Accept menu selection
△ button	Cancel selection/Return to previous menu
▪ SELECT button	Open Map and Briefing Menu
► START button	Open Pause Options menu

ACTION

left analog stick	Move Hitman
directional button ◄/►	Lean left/right
Double tap & hold ◄/►	Step out left/right
L1 button	press to Sneak/hold to Crouch
L2 button	Run (press once to toggle or hold down)
✕ button	Open door/Pick up item/Drag
R1 button	Use item
○ button	Drop item
△ button	Exit Keyhole mode

WEAPONS

| right analog stick	Move crosshair to aim
L3 button	Precise Aiming; press in and hold to slow down aiming speed
R1 button	Fire/Enter Sniper mode
R2 button	Reload
□ button	Holster weapon
△ button	Exit Sniper mode

INVENTORY

| □ button	Quick Inventory
△ button	Open/Close Inventory
directional button	Select Inventory item
✕ button	Accept Inventory selection
○ button	Drop selected item

CAMERA

right analog stick	Move camera (look around)
R3 button	Press in to toggle 1st or 3rd person view
directional button ▲/▼	Zoom in/out

In third person view, zoom in and zoom out affect the distance between Hitman and the camera. When you're using a rifle with a scope attached, Zoom In and Zoom Out affect the scope's magnification levels.
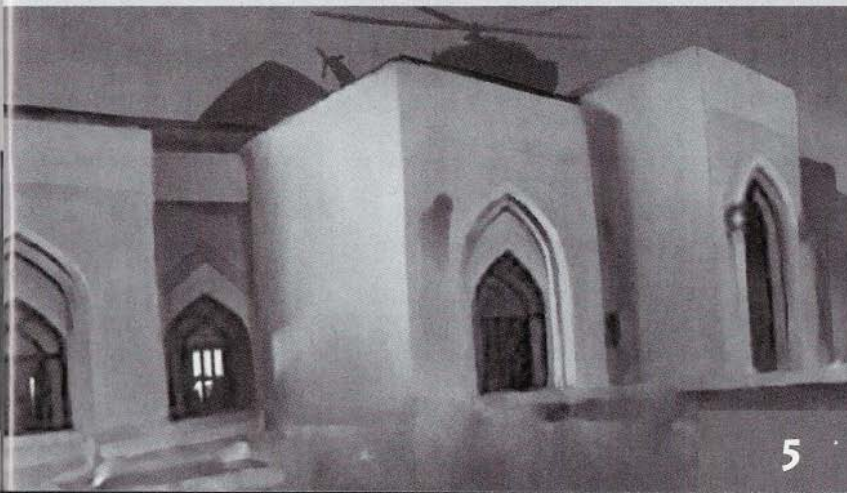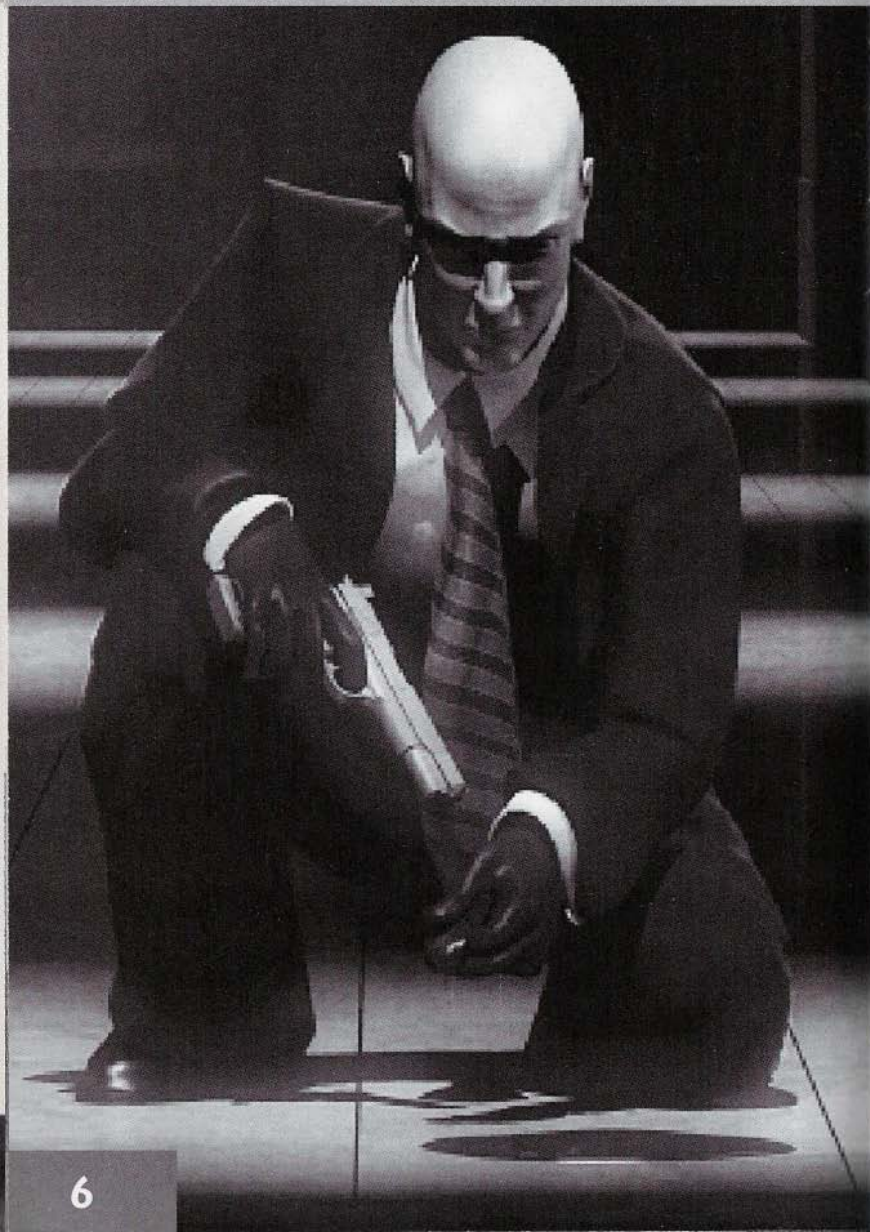
You're back. Are you prepared? The past is about to catch up with you.

You — the hired gun with a sense of loyalty; the assassin with a sense of justice.

And faith? What of faith? Trust in your god, but carry a loaded gun.

Bind yourself with a mastery of weapons and the thoroughness of groundwork. Know when to take your time, and when to strike instantly.

Track down those who forced you out of retirement. Seep through the deep fractures of the world. Flow through the quarters of sin, crime, greed and dishonor.

Be certain, 47, in such places your enemies will hide. Until the only safe place is behind you.

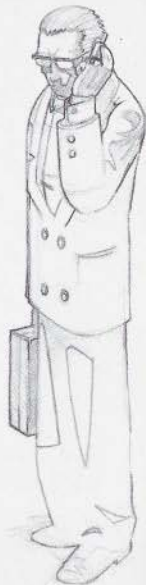Watch your back, 47.

The enemy is closer than you think ...

ST. PETERSBURG

Once called Leningrad, this old city has seen more than its share of bullets and betrayal. Expect guards, criminals and soldiers 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.

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 jewelry on a brilliant carpet of green and gold.

The dome of the Church of the Carmine rises above the awnings of local market stalls, where even-handed traders toil and prosper. Yet above it all, the grasping shadow of the Cosa Nostra lengthens.
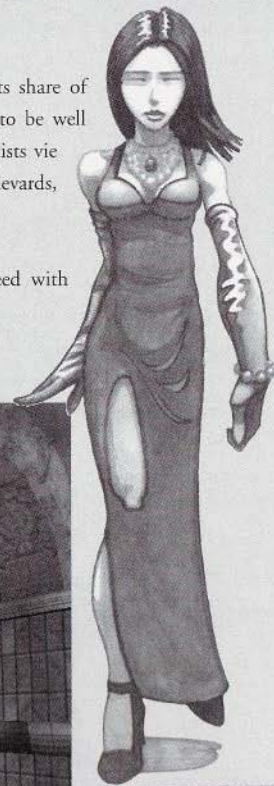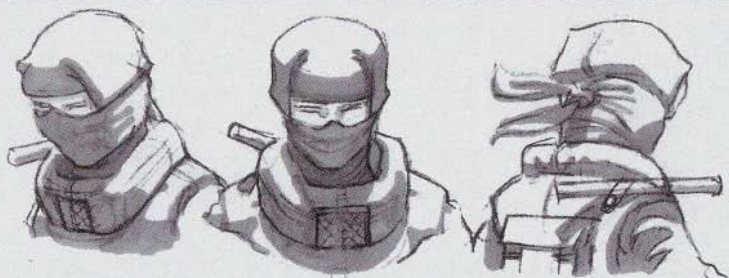
Ominous.

Merciless.

JAPAN

Mountains cover three-quarters of Japan, with the larger ranges running through the center 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* maneuverings and international arms deals.
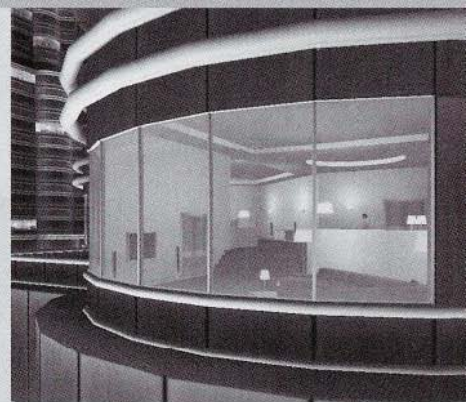

MALAYSIA

Kuala Lumpur, Malaysia. A city brimming 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, spears of sterile office buildings burst out over the new and ancient populace, reaching for the skies. And everyone is staking a claim for the future.
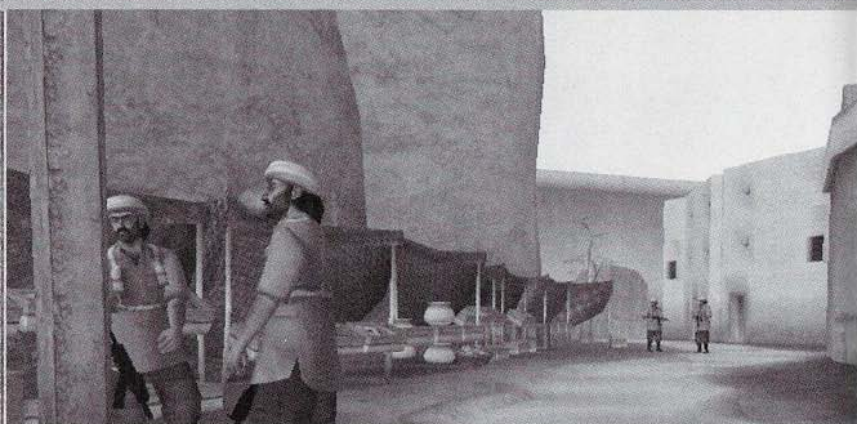
INDIA

A Sikh uprising in this remote region of Punjab, Northern India, in the mid 1980s was ruthlessly repressed by government troops. Many innocent locals were killed, and ever since, no outsider has dared venture into this territory for fear of reprisals.

A maze of small shops and *bangalas* (small houses) suggest some prosperity in this otherwise poverty-stricken province. Sure enough a magnificent, ancient *gurdwara* (Sikh temple) — complete with marble inlays, glazed tiles, filigree partitions, priceless murals and gold domes — is protected by the high walls of a *qila* (fort) ... and fanatical believers.

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, seem to signal security, but this stronghold has changed hands many times over the centuries. A professional always finds a way.

MENU CONTROL

On all menu screens, use the directional button to move the cursor over the menu option you want, then press the ⊗ button to confirm your selection. If there are more menu options than those visible on screen, press the directional button ⬆ or ⬇ to scroll the menu up or down. To cancel and return to the previous menu, press the △ button.

MAIN MENU OPTIONS

START Begin a new game. **Note: You must use a memory card to save your progress.** *Hitman 2: Silent Assassin* **is an epic game. We highly recommend using a memory card to get the most enjoyment from playing. This game requires a memory card with at least 500kb of free space in order to save.**

SELECT DIFFICULTY At the beginning of a new game, select your difficulty level. The difficulty level affects a number of factors in the game, including Hitman's health points, the visibility of characters on the map screen and the reaction speed and accuracy of guards. Also, in each difficulty mode you are permitted only a certain number of progress saves during a game level. (By completing certain tasks on some levels you can earn a bonus save.) The difficulty modes are:

- *NORMAL* Recommended for beginners; 7 saves allowed per level.
- *EXPERT* For moderately experienced players; 2 saves allowed per level.
- *PROFESSIONAL* Seasoned player challenge; 0 saves allowed during a level.

LOAD If you have saved your game previously it can be accessed from this menu. Make sure you are using a memory card containing save game data. When you select LOAD, a list of progress saves will be displayed. Select the game you want to load to resume it at the point it was saved.

*OPTIONS* Reset some game settings. See page 24 for details.

CREDITS See a roster of hit men and troubleshooters who brought you this game.

EXTRA MOVIES Open a list of movie files of upcoming games and select a movie to view.

LAPTOP COMPUTER

Hitman uses a Laptop Computer to communicate with the agency that assigns him missions. All information pertaining to the mission is stored on this laptop. It also serves as a pre-mission preparation area. Select the required item to access secret files and footage:
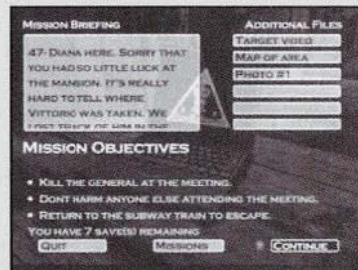
MISSION BRIEFING A detailed list of objectives for the mission ahead. All objectives must be carried out successfully to complete the mission.

SATELLITE MAP A plan view of the target area. Note: Important items, targets and enemies are not displayed on the map until you have entered the mission.

TARGET INFORMATION Information regarding the target and his or her appearance.

SURVEILLANCE FOOTAGE Top secret, recorded footage of key information supplied by Agency. Note: This footage is only available before the mission starts.

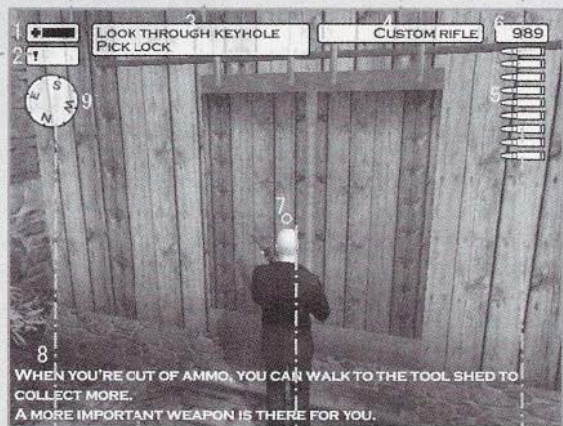*MISSIONS* Access a list of previously completed missions. From this screen you can select a mission to play again.

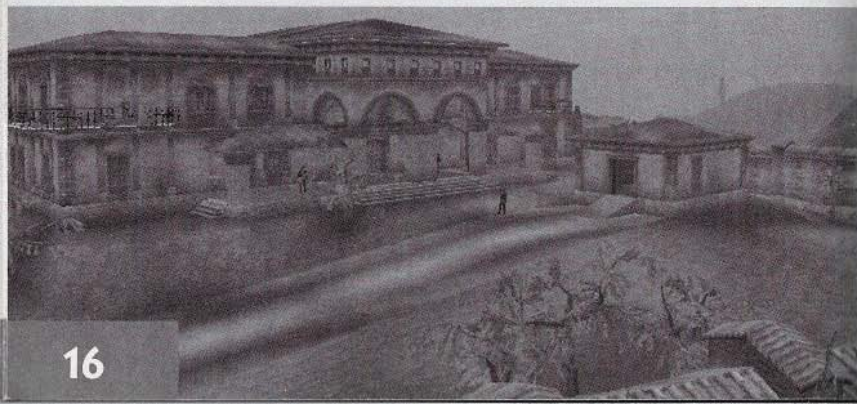*QUIT* Exit out to the Main Menu.

CONTINUE Proceed with the mission.

IN-GAME DISPLAY

1. HEALTH BAR   4. CURRENT WEAPON/ITEM

2. THREAT METER   6. SPARE AMMO

3. AVAILABLE ACTIONS

9. COMPASS   5. AMMO

7. CROSSHAIRS

8. INFORMATION

1. **HEALTH BAR**   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. Note: Damage is location based, which means a shot to the head is almost certain to kill you while a shot to the arm will not.

2. **THREAT METER**   Displayed in the top left of the screen under the health bar, this meter indicates the level of danger Hitman is facing. The more the meter pulses, the higher the danger. When the meter pulses red, watch out! Hitman is in big danger. The meter can be a 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 $\otimes$ button to perform it. If there are two or more choices, hold down the $\otimes$ button, use the directional button to highlight the action you want, then release the $\otimes$ button to perform it.

4. **CURRENT WEAPON OR ITEM OF EQUIPMENT**   If the currently selected item is holstered (i.e. Hitman's hands are empty) then the display here is blank.

5. **AMMO**   Remaining ammunition in the clip of the selected weapon.

6. **SPARE AMMO**   Backup ammunition available for the selected weapon.

7. **CROSSHAIRS**   Show exactly where Hitman is aiming. The size of the crosshairs indicates the accuracy of any shots fired — the larger the crosshairs, the wider the grouping of any shots fired. When the crosshairs turn red, any shots fired should hit the target successfully. Note: While certain guns are inherently more accurate, other factors have a bearing on accuracy. Sustained bursts of fire and shooting while moving both have an adverse effect; but standing still, or even better — crouching, and taking time to aim and squeeze off a short burst will improve the ratio of shots on target.

8. **INFORMATION**   Useful information such as warnings appears here.

9. **COMPASS**   Indicates the direction Hitman is facing.
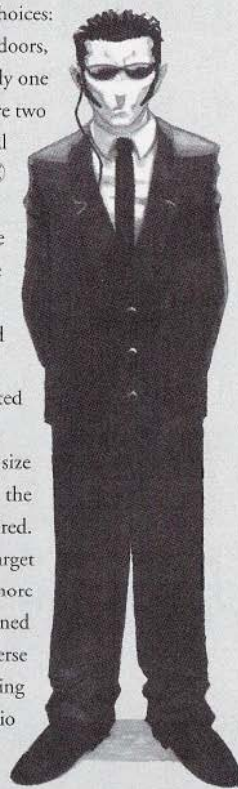
EQUIP MENU

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

AVAILABLE WEAPONS A list of the weapons and equipment that can be taken along for the mission ahead. Select an item to add it to your inventory.

EQUIPPED WEAPONS Lists the inventory of weapons and equipment currently selected for the mission ahead. Select an item to remove it from your inventory.

ITEM IMAGE Picture of the currently selected item.

ITEM INFORMATION Name and description of the highlighted item. Various specifications are included for weapons: caliber, clip capacity, length and weight.
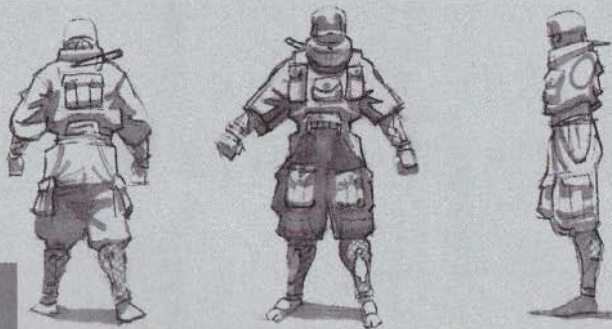
MISSIONS Select this button to return to the list of previously completed missions.

BACK Select this button to return to the Main Menu.

CONTINUE Select this button to start the mission.

Note: You can equip most of your smaller weapons for each mission, but you are restricted to only one large weapon (rifle, shotgun, sniper rifle, etc.).

INVENTORY MENU

This menu allows you to manage your inventory. It can be displayed at any time during a mission by pressing the △ button. The game is paused while the Inventory Menu is open.

ITEMS LIST Shows available items. Highlight an item and press the ○ button to drop it. (Items crucial to Hitman's progress, such as fiber wire, cannot be dropped.)

WEAPONS LIST Shows available weapons.

ITEM INFORMATION Select an item in either list and its name and description are displayed here. Various specifications are included for weapons: caliber, clip capacity, length, weight, bullets remaining and clips remaining.

IMAGE Picture of the currently selected item.
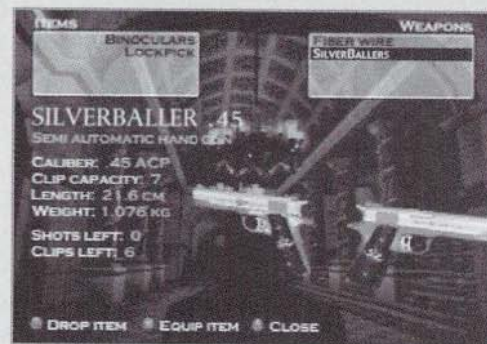
IN-GAME MENU

Press the START button at any time during play to pause the game and access the In-game Menu. The options are:

SAVE GAME As you advance through the game you will find yourself in situations where you would like to save your progress. To save a game:

1. Press the START button to pause the game.
2. Select SAVE GAME from the In-game Menu.
3. Select CREATE NEW for a new save game or select a save game to overwrite.
4. If your memory card is unformatted, you will now have the option to format it or exit the save process.

LOAD GAME Restore a previously saved game. Make sure you are using a memory card containing save game data. When you select LOAD, a list of progress saves will be displayed. Select the game you want to load to resume it at the point it was saved. Save games can also be resumed from the LOAD option in the MAIN MENU.

DELETE SAVED GAMES Delete save games by selecting them from the list that appears when you select this option.

OPTIONS Access the Options menu (see page 24).

RESTART MISSION Choose to restart the mission.

QUIT Select this and then select YES to end the current game and return to the Main Menu. Caution: If you have not saved your game recently and you quit out of the game to return to the Main Menu all your progress may be lost. It is strongly recommended that you always save your game before quitting.

CONTINUE GAME Exit the menu and continue the current game.

CHARACTER TYPES

A variety of character types live within the world of *Hitman 2: Silent Assassin*. Some of these people pose no threat to Hitman's mission and can actually be allies. Choose your targets wisely!

TARGET Your intended victim. There is at least one per mission, who must be destroyed 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.

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

COMPLETING A MISSION

Once you make the hit, complete all other objectives and successfully escape the area, the mission is over. A ratings screen is displayed to show how you performed. Statistics are presented as a last mission score and an overall score.
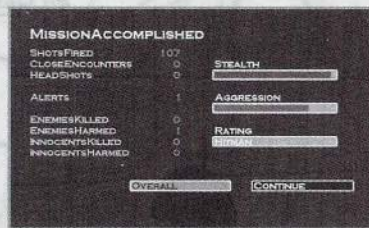
The categories are:

- Shots Fired
- Close Encounters
- Head Shots
- Alerts
- Enemies Killed
- Enemies Harmed
- Innocents Killed
- Innocents Harmed
- Rating
- Mission Time
- Stealth Meter
- Aggression Meter

Press the ⊗ button to continue on to the next mission.

CLOSE COMBAT

Small, lightweight, and easily concealable, close combat weapons such as knives and the fiber wire allow near silent kills. They have their drawbacks though, so are only used by the real professionals. **Note: When approaching a target from behind, make sure Hitman is in Sneak mode so as not to alert the intended target.**

HANDGUNS

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

SUB-MACHINEGUNS (SMG)

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

RIFLES

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

SHOTGUNS

The shotgun can have a devastating effect at close range but accuracy and damage are severely reduced over longer distances.

SNIPER RIFLES

Highly accurate and extremely powerful, the sniper rifle is the definitive long-range weapon. When its used 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 sniper's role. Note: You can crouch to reduce the bob effect on the sniper scope. You can also press in and hold the L3 button to activate Precise Aiming. This will increase your accuracy by slowing down your movement.
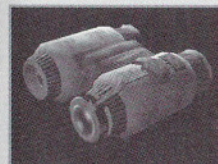
BINOCULARS

An excellent tool for spotting targets and planning safe routes through the missions.

MAP

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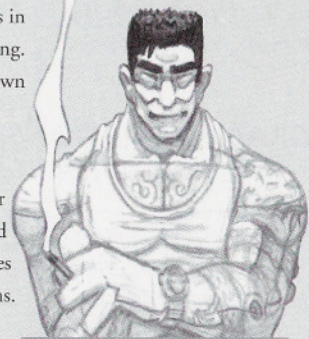
NIGHT VISION GOGGLES

The high-tech solution to darkness, although your field of view can be severely impaired.
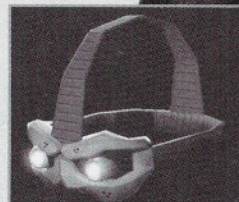
SPECIAL ITEMS

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

The options menu can be accessed from both the Main Menu and the In-game Menu. Three sub-menus are available for adjusting graphics options, sound options and game controls. Once you leave the menu by selecting BACK and pressing the ⊗ button, your changes made are saved and you return to the Options menu. To discard your changes, press the △ button.
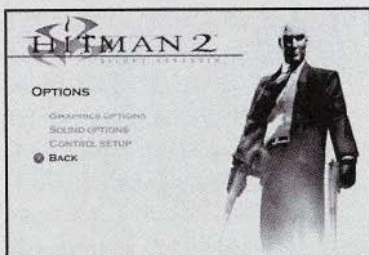
GRAPHICS OPTIONS

Set your graphics display preferences.

SUBTITLES Toggle the display of subtitles during the game ON/OFF.
BLOOD AND GORE Toggle the display of blood effects ON/OFF.
ADJUST SCREEN Follow the on-screen instructions to center the playing screen on your TV. (Not available from the In-Game Options Menu.)
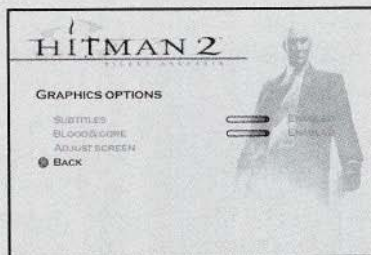
SOUND OPTIONS

Reconfigure the sound settings by adjusting the slider.

MUSIC Control music volume.
SPEECH Control the volume of spoken dialog.
EFFECTS Control the volume of in-game sound effects.
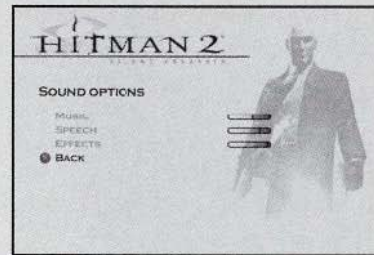
CONTROL SETUP

Reconfigure target acquisition and controller vibration.

INVERT UP/DOWN AIM Use the directional button to toggle between aiming modes.
VIBRATION MODE Use the directional button to toggle the vibration function of the DUALSHOCK®2 analog controller to ENABLED or DISABLED.
TURN SENSITIVITY Use the directional button to adjust the speed at which Hitman turns.
*BUTTON CONFIGURATION* Display a list of the game controls.

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

- It is nearly ALWAYS possible to make the hit without collateral damage. Maximize your reward by using stealth and resorting only to non-lethal weaponry when neutralizing guards and/or other obstacles when getting to your target.

- 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 is a sign of danger — the enemy might just be getting suspicious.

- By being cautious and using Keyhole mode ("look through keyhole" feature) you can further ensure a safe passage through rooms.

- Being in disguise doesn't mean you won't get spotted. Suspicious behavior while in disguise will still draw attention to yourself. Therefore, it is advisable to walk instead of run when in well-travelled areas, otherwise guards may take notice of you.
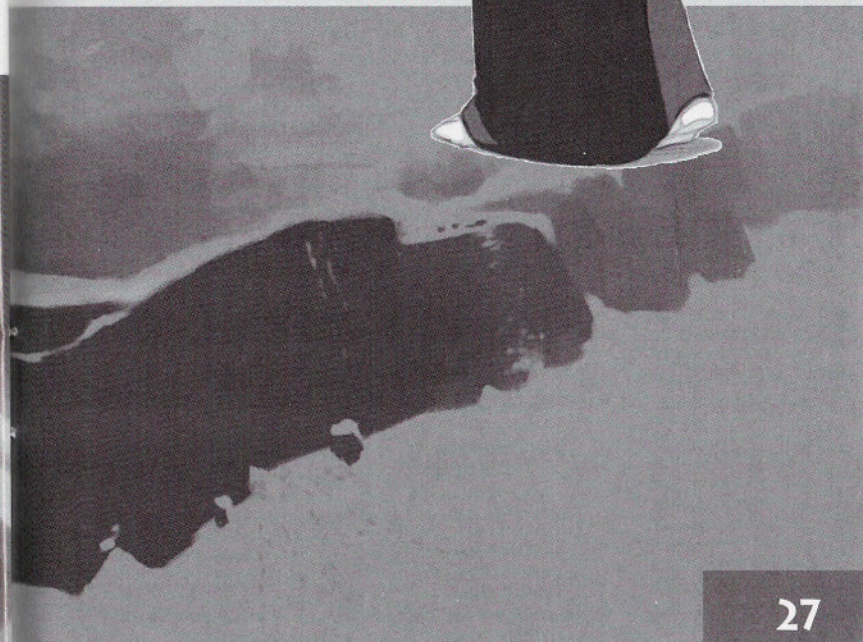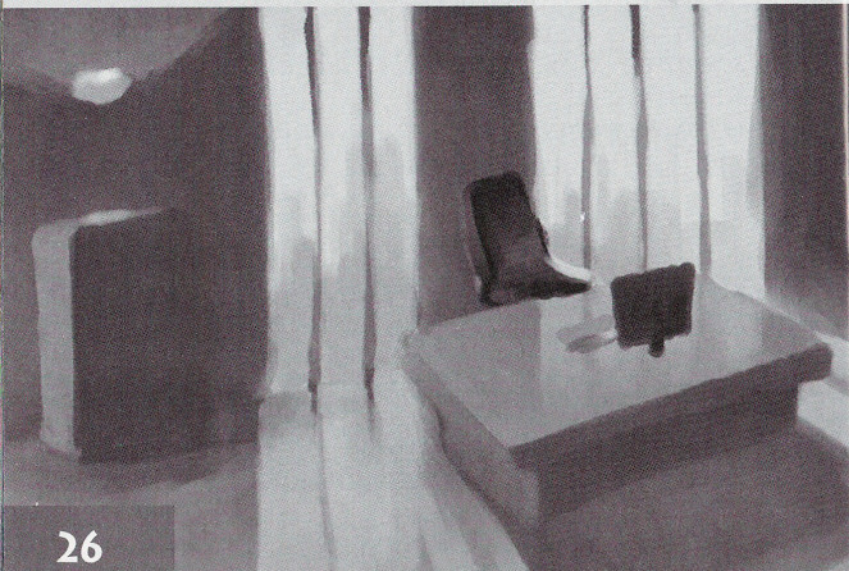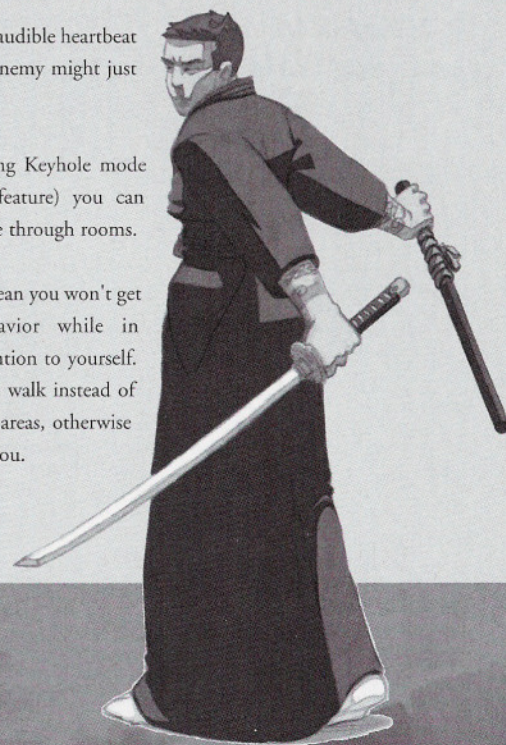
IO INTERACTIVE

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	Jens Skinnerup	
	Torsten Kjær Sørensen	

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	Helle Marijnissen
SUPPORT	Else Andersen
	Cæcilie Berg Heising
	Ulf Maagaard
	Clea Stewart
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	Anilla Akbar
	Usman Akbar
	David Bateson
	David Berno
	Susanne Buckhardt
	Dmitri Golovanov
	Aishah Jensen
	Maasaki Kamio
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	Radin Kasbani
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	Vivienne McKee
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	Baghicha Singh Dhami
	Clea Stewart
	Katihja Sørensen
	Carsten Tode
	Manuella Vernaccini
	Ethan Weisgard
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	Tina Robinson Hansen
	Bo Thomas
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	(www.jesperkyd.com & www.lynnemusic.com)
	Budapest Radio Symphony Orchestra
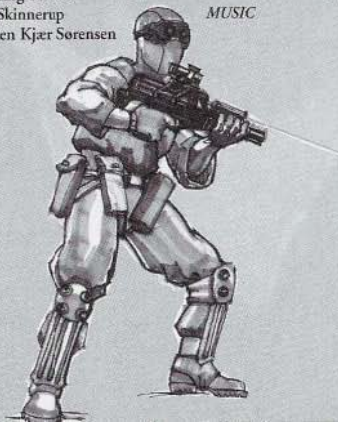
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3rd PARTY SOFTWARE	Expat
	Freetype
	Ogg Vorbis
	Zlib
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	Vladimir Gavrilov
	Martin Pond
	Pat Cowan
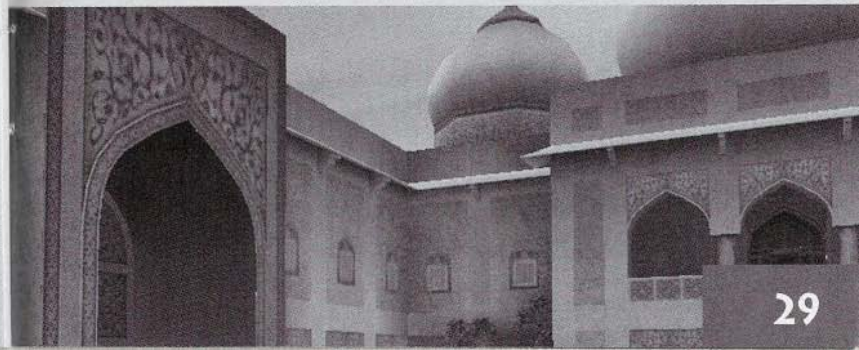
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	James Cabot		GregWu
	Jesse Andrews		Michael Minson
	Jeffrey Lowe		Micheal Kelly
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	Matt Ranalli		Sean Amann
	Erik Kennedy		Renee Pletka
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	Benny Ventura		Mike Schmitt
	Jacob Rohrer		Tom Marx
	Chris Bruno		Mike Orenich
			Hanshaw Ink & Image

OPEN SOURCE SOFTWARE

Hitman 2: Silent Assassin was built using and including several Open Source products. We hereby gratefully 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 (www.expat.org) released under the Mozilla Public License v1.1 (www.mozilla.org/MPL/MPL-1.1.html)
- Freetype Font Engine (www.freetype.org) released under its own license
- Bugzilla bug tracking system (www.mozilla.org/bugs)
- Zope web application server (www.zope.com)

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