

HITMANTM

CONTRACTS

supplemental material to the official DVD strategy guide
printable walkthrough cheat sheets for every level in the game



CS_HitmanContracts1-0.pdf

version 1.0



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HOW TO USE THIS GUIDE

We recommend that you view the video walkthroughs on the iGuide DVD before using these cheat sheets. Inside you will find gameplay speed tips, maps, and mission details. You can also print these tips out to have while gaming and viewing the iGuide for the ultimate experience.

MAP LEGEND

-  Start of mission
-  End of mission
-  Doors, windows, stairs, elevators, and ladders that will bring you to the next map
-  Doors, windows, stairs, elevators, and ladders that you just passed through
-  Targets, key items, and places of interest

WHAT'S AN iGUIDE?

iGuides are revolutionary new interactive strategy guides on DVD video. Featuring full-video walkthroughs, weapon & vehicle galleries, maps, gameplay tips, and packed with killer bonus content, iGuides are next gen guides for next gen games.

Click here to learn more.

UPDATES

To get the latest, updated cheat sheets and access to even more Hitman: Contracts tips and tricks log on to www.iguides.net

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SPEED TIPS

Do want to know the fastest path to becoming an expert silent assassin? Well for starters you should follow our speed tips. Keep these strategies in mind while completing missions and following our walkthroughs.

ONE SHOT, ONE KILL

- There is no excuse for unnecessary shots, kills, or injuries.
- Your rating is largely based on how many bullets you fire.
- Aim for the instant death head-shot when you must make a hit.

SCOUTING

- Use the map to study guard paths, points of interests, and the directions that people are facing.
- You will need to master the art of avoidance to keep the body count low and to minimize your chances of setting off any alerts.
- Seek out weapons in rooms where you assassinate key targets. And always give the body a once-over.

BLENDING IN

- A large part of Hitman: Contracts is utilizing a variety of disguises that you remove from the bodies of your victims.
- Walk slowly and straight while disguised and keep an eye on your stealth meter.
- When you're passing people, remember that you're always somewhat of a suspicious character. Even in disguise, keep your distance, and don't let anyone see your face up close.

ASSEMBLING YOUR ARSENAL

- The weapons that you complete a mission with will be available for future gameplay. So take some time to seek out and bring home some new armaments.
- You can carry as many concealable weapons as you want.
- When going for Silent Assassin you'll usually just bring fiber wire and a silenced gun.

READYING MELEE WEAPONS

- If you press and hold down the trigger button before striking and strangling a subject with your melee weapons,



you will net superior results than if you give it a quick tap.

- One hit can kill an enemy, but if you are sloppy, it may take two or three blows to strike down your foe.
- If you miss with your first strike, and your foe is armed, they'll start shooting at you and blow your cover.

NOBODY IS PERFECT

- You will likely replay all twelve missions repeatedly while going for the ultimate stealth title of Silent Assassin.
- Treat failed attempts as opportunities to try something different, to practice some stealth, or to simply go nuts fighting so you are more prepared for your next altercation.
- There's no shame in pressing the RESET button!

Okay, a little shame. Whatever.

UNLOCKABLE WEAPONS

When you complete a mission and earn the rank of Silent Assassin a new weapon is unlocked. Use this chart as a reference to know which weapons you'll get where.

MISSION	WEAPON UNLOCKED
ASYLUM AFTERMATH THE MEAT KING'S PARTY THEBJARKHOV BOMB BELDINGFORD MANOR RENDEZVOUS IN ROTTERDAM DEADLY CARGO TRADITIONS OF THE TRADE SLAYING A DRAGON THE WANG FOU INCIDENT THE SEAFOOD MASSACRE LEE HONG ASSASSINATION HUNTER & HUNTED	CZ2000 (Dual) Micro Uzis (Dual) Silverballers (Silenced) Magnum 500 (Dual) Sawn Off (Dual) M4 Carbine (Silenced) SG220 (Dual, Silenced) MP5 SMG (Silenced) AK47 (Silenced) Glock 18 (Dual) Micro Uzis (Dual, Silenced) PGM (Silenced)



MAP 1



LEVEL

ASYLUM AFTERMATH

OVERVIEW

It all starts here. You've got to get out of the mess you created by going kill crazy in the sanitarium. SWAT team members are rushing in to control the situation. You've got to sneak out.

OBJECTIVES: Escape the Asylum

SILENT ASSASSIN NOTES

- You don't need to attack anyone
- 47 can blend in amongst his cloned brethren
- Watch out for security cameras

MAP 2



START – Agent 47 starts this mission in an overly white room. You need to get to the second floor. [MAP 1]

1 - There's a syringe on the table that you should grab on your way. [MAP 1]

A - Take this elevator up to the second floor. [MAP 1]

2- Grab one of the gowns off of a dead clone. Just make sure the cameras don't catch you getting changed. [MAP 2]

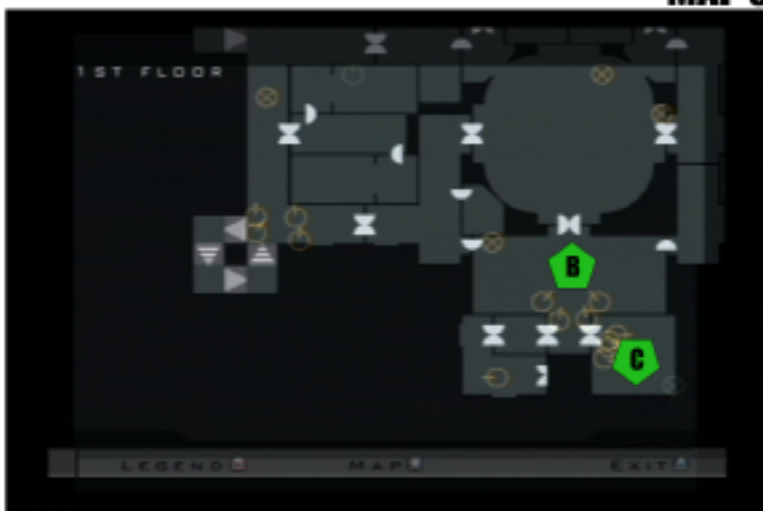
3 - There's a set of car keys on the table which you should grab and stash before heading down to the first floor. [MAP 2]

4 - A fellow clone will trade you his ammo for your syringe. You don't need the ammo, but now you can travel undetected with the pack of hairless patients. [MAP 2]

B - Stick with the pack as you pass the SWAT team and go downstairs. [MAP 2]

C - There's a spiral staircase that you must ascend. Wait for the SWAT guy to come down. Then silently follow him on his way back up. [MAP 3]

MAP 3



MAP 4



5 - Pick the lock to this room and lay in wait, in the dark, for the SWAT team member to leave the room. [MAP 4]

D - Creep out of the closet and head to the balcony door to your left. From the balcony, grab the ladder, and descend. [MAP 4]

EXIT - Once your feet are on the ground, make a mad dash to the car. The SWAT guys will be all over the place and all over you. [MAP 5]

With a little bit a luck, and whole lot of speed, you'll be out of that mess, and onto your first mission complete screen with a Silent Assassin rating. Congrats.

MAP 5



LEVEL COMPLETE

MAP 1



LEVEL

THE MEAT KING'S PARTY

OVERVIEW

You've been sent to this grotesque meat processing plant to kill the Meat King and his corrupt lawyer, Andrei Puscus. Recently, the Meat King, was acquitted for the kidnapping of a girl, the daughter of an Agency client, who hired you to bring her back. In honor of his victory in court, the fat man is throwing a decadent party.

MISSION OBJECTIVES

- Assassinate Meat King Campbell Sturrock
- Assassinate Lawyer Andrei Puscus
- Rescue the client's daughter
- Escape the compound

SILENT ASSASSIN NOTES

- Do not bring any guns with you
- A meathook is a useful weapon for this stage
- You'll need two disguises

MAP 2



START - You'll start this mission inside of a meat container. There's a dead butcher at your feet. Putting on his clothes will get into the Meat King's shindig. [MAP 1]

1 - Don't forget to walk around the side of the truck and flip the switch to close the truck doors trapping the now naked butcher inside. [MAP 1]

2 - You will be searched, so only bring in your fiber wire and/or blades.

A - Head up the stairs and go inside. Your first task is to search for the client's daughter. [MAP 1]

B - Walk up to the next floor. [MAP 2]

3 - You'll find the client's daughter...dead...and dangling from the ceiling. Pick the murder proof out of the puddle of blood. [MAP 3]

C - Backtrack down the steps. [MAP 3]

MAP 3



MAP 4



4 - In the locker room, you'll find the clothing you need to infiltrate the party. [MAP 4]

5 - Pick the opium pipe off of the bar to better blend in. [MAP 4]

6 - Pass through the red curtained room in the corner. This is where the lawyer is waiting for his pipe. Put down the pipe, pick up your meat hook and make some lawyer liverwurst. Don't forget to pick the pipe back up. [MAP 4]

D - Climb the large staircase where the guard will search you. [MAP 4]

MAP 5

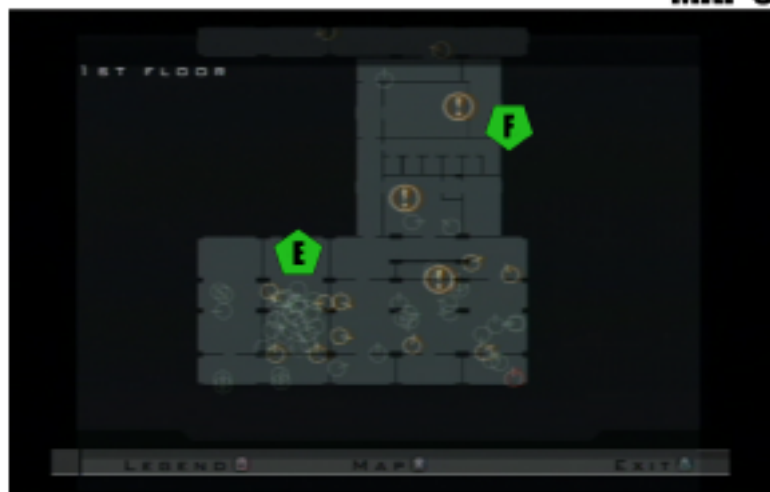


7 - Enter the Meat King's bedroom and immediately pull the curtains. [MAP 5]

8 - Everyone will be leaving to check out the party. Pretend to walk out of the room last, but then quickly turnaround and go after that Meat King with the meat hook until he's lifeless. [MAP 5]

E - Backtrack out of the bedroom, past the guard who searched you, and down the stairs. [MAP 5]

MAP 6



MAP 6



F - Walk past the benches in the locker room and go through the double doors in the back. You'll be outside on the loading dock. [MAP 6]

EXIT - Now, simply walk out past the truck and you'll be treated to a sordid Silent Assassin in this fairly-foul level. [MAP 7]

LEVEL COMPLETE

MAP 7



MAP 1



LEVEL

THE SJARKHOV BOMB

OVERVIEW

The Agency has dropped you in Siberia to stop the sale of a dirty bomb between Fabian Fuchs, and the nefarious weapons dealer Commander Sergei. You will adopt Mr. Byrd, as your codename for the mission. Agent 47 must stop the deal, kill both criminals, destroy the bomb production facility and get out. Good luck.

MISSION OBJECTIVES

- Assassinate Fabian Fuchs
- Assassinate Commander Sergei
- Destroy dirty bomb production capability
- Escape via cargo plane

SILENT ASSASSIN NOTES

- You'll need to pick up a sniper rifle
- There's no need to meet up with the Agency informant in this walkthrough
- The snow makes for poor visibility

MAP 2



MAP 3



START - You'll start this snowy mission smuggled aboard a Cargo plane that's bringing Fuchs and his men to make the buy. [MAP 1]

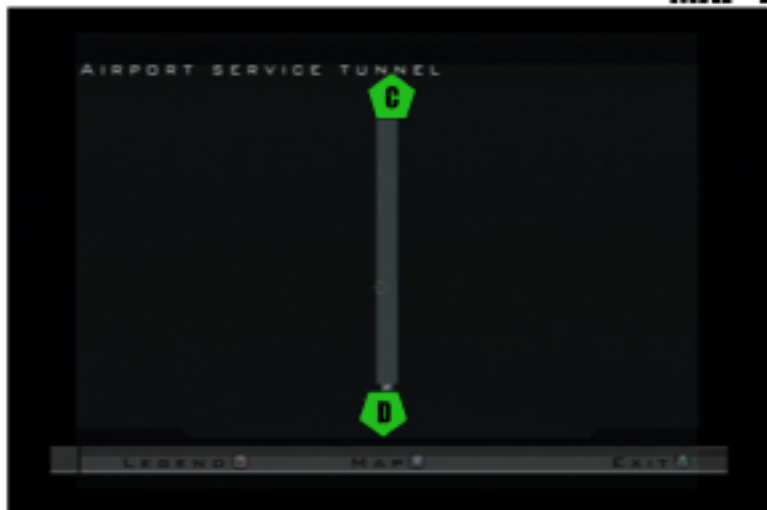
A - Enter the base of the tower. There will be basement access right in front of you, so climb on down the hole. [MAP 1]

1 - Stealthily sneak into the control room, where a guard is stationed. Equip your fiber wire. Then take him out and take his clothing. [MAP2]

B - Walk straight down the tunnel and climb up into the warehouse. [MAP 2]

2 - Someone has left a Dragunov Sniper Rifle lying around. Take it. [MAP 3]

MAP 4



C - Go back through the tunnel. [MAP 4]

D - Once inside the control tower take the stairs to the left. [MAP 5]

3 - From this control tower you will take the sniper shot against Fabian. [MAP 5]

4 - Fabian is inside the mess hall. The snow really makes it difficult to aim, but you can do it. [MAP 5]

E - Next, backtrack down the windy stairs, out the door and run straight into the tunnel. [MAP 5]

F - Pass through the tunnel. [MAP 6]

MAP 5



MAP 6



MAP 7



5 - Climb up another guard tower. [MAP 7]

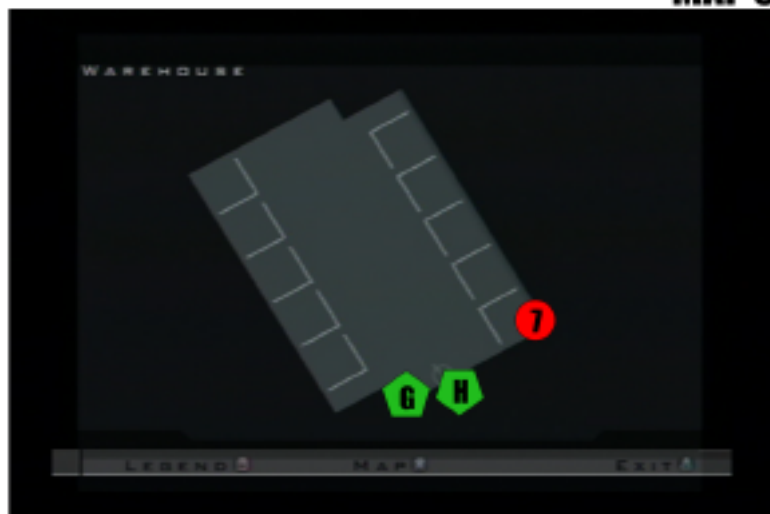
6 - On the top, you should have just enough visibility to spot Sergei on the boat. Take the shot, and he'll never know what hit him. [MAP 7]

G - Go back downstairs and enter the large, well-lit bunker. [MAP 7]

7 - Inside the first crack to your right is a protective suit. [MAP 8]

H - Walk back out and approach the submarine. [MAP 9]

MAP 8



I - Walk all the way to the end of the ship and pass through the boxes and hanging sheet to enter the dirty bomb production facility. [MAP 9]

MAP 9



MAP 10



8- In the back, there's a nook to your left where you can pick up the three bombs you need to blow this sub apart. [MAP 10]

J - Backtrack through the facility. [MAP 10]

9 - There's a ladder at the edge of the icy pier. Take it down. [MAP 11]

10 - Run around the ship and place the bombs on the little patches of ice that touch the vessel. This is where the first bomb goes. [MAP 11]

11- This is where the second bomb goes. [MAP 11]

12 - This is where the third bomb goes. [MAP 11]

MAP 11



K - Run back around the sub, up the ladder, and down the pier past the guards and the ship. Continue running through the snow making your way back to where you dropped your other set of clothes. Change and get back to the tunnel. [MAP 11]

MAP 12



13 - Run through the tunnel and wait to get a message that says that you have lost the signal to the remote bomb. Then backtrack a few steps and hit the trigger. [MAP 12]

L - Continuing heading down the tunnel. [MAP 12]

EXIT - Head back up into the back of the cargo plane to complete your mission, Silent-Assassin-style. [MAP 13]

LEVEL COMPLETE

MAP 13



MAP 1



LEVEL

BELDINGFORD MANOR

OBJECTIVES

The Agency has sent you to Britain to free Giles Northcott from this manor. Northcott's father hired you to free his son and to take out his captors, Sir Winston and Alistair Beldingford, father and son. There's a hunting party taking place this weekend, which is good for your cover.

MISSION OBJECTIVES

- Assassinate Sir Winston Beldingford
- Assassinate Alistair Beldingford
- Rescue Giles Northcott

SILENT ASSASSIN NOTES

- Bring fiber wire and a silenced weapon
- Don't go near the dogs
- This mission is extremely long!

MAP 2



START - At the beginning of the mission, move to the right, past the tree, and continue walking straight.

[MAP 1]

A - You must avoid the patrolling guards by silently sneaking around their backs. Work your way through the park and into the manor. [MAP 1]

1 - Turn off the furnace. This will create a diversion in the house. [MAP 2]

B - Now run back outside, to the steps. And we mean run. [MAP 2]

C - There's a ladder hanging down, that you need to climb. From here you can enter the recently vacated bedroom window. [MAP 3]

MAP 3



MAP 4



2 - Make sure you pick up the conveniently-placed vial of poison off of the dresser on your way out. You'll use it on both targets. [MAP 4]

3 - Creep inside Sir Winston's bedroom, to take a glimpse. This will trigger him to go use the bathroom. [MAP 4]

4 - This is also the perfect opportunity you need to sneak into the room, around the bed and upto the nightstand. Poison the glass and wuietly make your way back out the door you came in from. [MAP 4]

D - Back in the hall, you can only watch the map to see Winston drink the poison and die. Then, sneak back inside the room, and pass through it to reach the ladder to the loft area. Head through the loft, past the beds, and come back down the spiral staircase to the second floor. [MAP 4]

5- Sneak into the servant's quarters and take his clothes that are lying on the floor. [MAP 4]

E - Once changed, sneak back out and follow the spiral staircase down. [MAP 5]

F - Take these spiral stairs down to the basement. [MAP 5]

6 - Approach the cask of whiskey and poison it. Eventually, Alistair will be served the spiked liquor, while you're already on your way to freeing Giles Northcott. [MAP 6]

G - Backtrack up to the first floor. [MAP 6]

MAP 5



MAP 6



MAP 7



H - Make your way outside. [MAP 7]

I - Go through the back door of the stables. [MAP 8]

7 - Once inside the stable, make a right and hide behind the barrels of hay and the stairs. You should have a limited amount of sight, but you will notice when the stable boy enters. Follow him up the stairs and silently kill the stable boy. Make sure you take his key. That'll get you into Giles' pen. [MAP 9]

8 - Now go back downstairs and pick up the canister off the shelf. [MAP 9]

9 - Backtrack to the water tank and poison the water and watch the horsies die. [MAP 9]

10 - At the end of the line of pens is where Giles is being kept. Open the pen with the key you picked off the stable boy. [MAP 9]

J - Walk out of the stables and back through the park. [MAP 10]

EXIT - This place is so big. Work your back up to the starting point and you'll have completed this mission with a sweet Silent Assassin.

LEVEL COMPLETE

MAP 8



MAP 9



MAP 10



MAP 1



MAP 2



MAP 3



LEVEL

RENDEZVOUS IN ROTTERDAM

OVERVIEW

The Agency has sent you to Rotterdam to take out your primary target, Rutbert Van Leuven. He is auctioning off some pictures that the client would like retrieved and unseen. Previously, the client sent in Klaas Teller to take care of this situation, but Teller has been out of contact for some time.

MISSION OBJECTIVES

- Assassinate Rutbert Van Leuven, the head of an international crime group and a biker gang leader.
- Retrieve the photographs of the police chief
- Assassinate Klaas Teller

SILENT ASSASSIN NOTES

- Do not bring anything but fiber wire
- You'll need two disguises
- The bikers are heavily armed

START - You'll begin the ruckus in a run-down part of Rotterdam on the 2nd Floor of the hideout. Get out to the fire escape. [MAP 1]

1 - There's a reporter in a suit, by the back alley. He's on his way to get the photos...stop him. Kill him silently with fiber wire. Change clothes, and search his body for an envelope with money. Now you can impersonate the reporter. [MAP 1]

2 - There's a biker guarding the hangout. Showing him the envelope will prompt a search. [MAP 1]

A - Go up the platform and enter the double doors to enter the compound. [MAP 1]

3 - Walk up to the bartender and talk to him. This is the guy that can get you to Van Leuven. He'll come out, give you a keycard and tell you to follow him. [MAP 2]

MAP 3



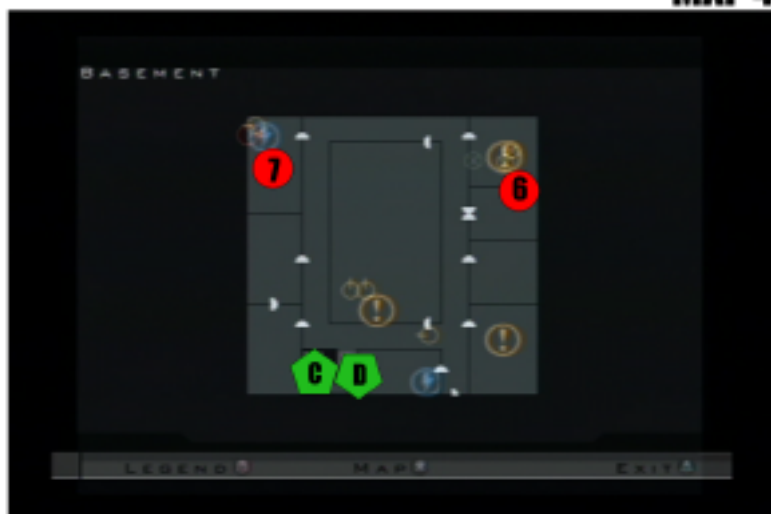
B - Continue following the bartender until you get upstairs and arrive at Rutbert Van Leuven's swanky office. [MAP 3]

4 - When Van Leuven's got his back turned, you have the perfect opportunity to fiber wire him from behind. [MAP 3]

5 - With Van Leuven dead, you can take his ID card and safe combination. Now, just open the safe, and snag the photos. [MAP 3]

C - To wrap this up go back to the staircase and take it all the way down to the basement. That's where the biker's are torturing Klaas. [MAP 4]

MAP 4



6 - Change into the dead biker's outfit to blend in around these unfriendly leather-clad types. [MAP 4]

7 - Pull the power switch to electrocute Klaas and tie up all the loose ends. [MAP 4]

D - Go back upstairs to the first floor. [MAP 4]

E - Exit the building the way you came in. [MAP 5]

EXIT - Make your way out of the compound and to the end of the block to end the mission. Not a single bullet fired, two targets down, and a very happy client. That's what Silent Assassins are made of. [MAP 6]

LEVEL COMPLETE

MAP 5



MAP 1



LEVEL

DEADLY CARGO

OBJECTIVES

Boris, the notorious drug runner, is expecting the delivery of a nuclear warhead in his ship, the Katerina Ivanova. A SWAT team lies in wait to spoil the deal, and take Boris out alive. The client wants him dead. You must take him out before he is arrested.

MISSION OBJECTIVES

- Assassinate Boris Ivanovich Deruzhika

SILENT ASSASSIN NOTES

- You'll need a silenced weapon and fiber wire
- A syringe will also aid you
- You will need to time your strike around the SWAT assault

MAP 2



START - You start this hit in run-down Rotterdam. You're going to get Boris without even stepping foot onto his ship. Run down the block. [MAP 1]

1 - Behind the first cargo container is a switch you can flip to cut the TV signal. Once you cut the signal, a police officer will come check out the problem. Back up into the open container and check him out. Line up your head shot kill, drag the copper into the crate, and take his clothes. [MAP 1]

A - Walk through the shed door on your right, after you pick the lock. [MAP 2]

B - Wait for the thugs to pass and enter the warehouse. Pass through the door and walk up the stairs. [MAP 2]

2 - There are patrolling thugs across the warehouse, so you need to dodge in between the cases of produce and the pillars. Stealthily slip on an outfit that will help you sneak around the wharf easily. [MAP 3]

C - Once changed, continue across the loft area so you can go down the opposite staircase. [MAP 3]

MAP 3



MAP 4



D - You can walk a bit freer now, so cross through the warehouse, past the trucks, and you'll be back outside. [MAP 4]

3 - Hide behind the palettes at the edge of the pier. Everything is in position for the takedown. But you're probably going to be early. So wait until the SWAT team starts assaulting the boat. [MAP 5]

E - Now you can enter this warehouse's office, which you should run right through. [MAP 6]

F - Climb the stairs and run across the loft. [MAP 6]

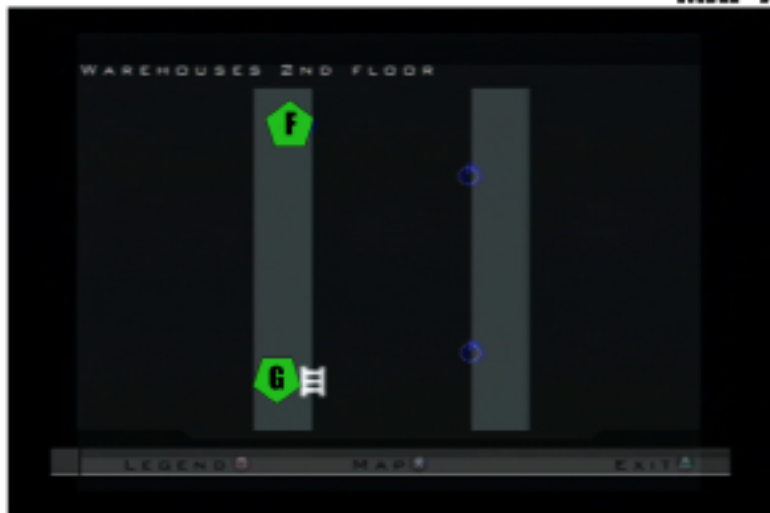
MAP 5



MAP 6



MAP 7



G - Climb the ladder in the middle of the room. [MAP 7]

4 - Up on the roof, you've got to be super stealthy so the sniper doesn't see you. Silently knock him out. Do NOT take his clothing, or you will automatically alert the authorities! Equip the R93. [MAP 8]

5 - Zoom in on the pilot house where your target, Boris is pacing nervously. Take the shot and get back downstairs and outside. [MAP 8]

6 - At the end of the block sneak into the little tool shed. Change into the new set of repairman's clothes and grab the toolbox. [MAP 8]

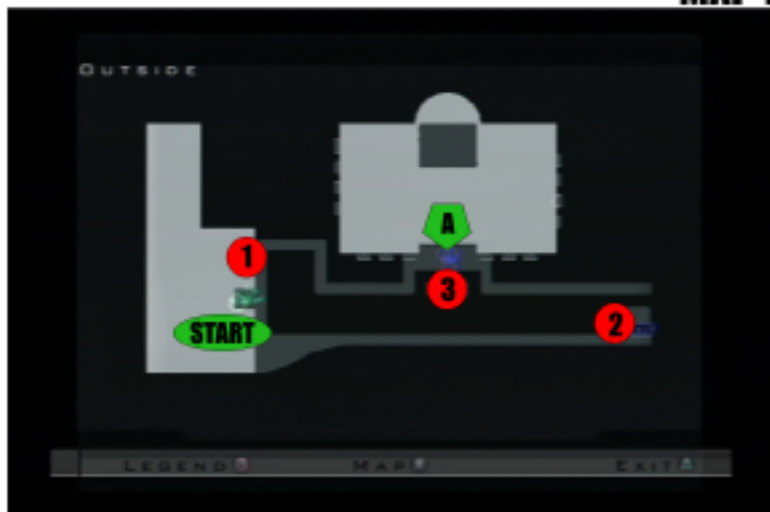
MAP 8



EXIT – Walk out of the gates and run down the block past the strip club to complete this mission. You eliminated your target without even entering onto the boat. Whaddya want a cookie? How about Silent Assassin. [MAP 8]

LEVEL COMPLETE

MAP 1



LEVEL

TRADITIONS OF THE TRADE

OBJECTIVE

The Austrian terrorist, Franz Fuchs has developed a very dangerous chemical bomb. His brother, Fritz is keeping it in his dentist's office, located inside the hotel. The Agency's client wants both men taken out. In addition, he wants you to retrieve the bomb and bring it back for analysis.

MISSION OBJECTIVES

- Assassinate Franz Fuchs
- Assassinate Fritz Fuchs
- Retrieve the chemical bomb

SILENT ASSASSIN NOTES

- Do not bring anything but fiber wire
- The Flower Shop has a concealed Spas 12, but it is not used in this walkthrough
- You can walk fairly freely around the hotel in Agent 47's standard suit

MAP 2



START - You start this mission with some items close by. [MAP 1]

1 - There's a dead man in the corner, who has a conference ID card that you will need to grab to gain access to the hotel. You also need to pick-up the sniper suitcase to your left. [MAP 1]

2 - Equip the sniper suitcase and assemble your badass W2000. Zoom in on the third balcony on the 2nd floor. That's Franz Fuchs' room. Take out the oblivious guard with one clean hit. This will help you later. [MAP 1]

3 - Flash your conference ID card and the Hotel Security will search you. You'll also pass through the metal detectors. Only bring your trusty fiber wire from this point on. [MAP 1]

A - Once through the front doors go upstairs to your right. [MAP 2]

MAP 3



MAP 4



4 - There's a bellboy wandering around that you need to seek out. When he goes into a room, he'll leave the master key in the door. Snag that and you'll be able to get into Franz's room. [MAP 3]

5 - Enter room 203 and run through the room out to the balcony. Hop across. [MAP 3]

6 - Enter the bathroom where Franz is showering. Equip your fiber wire and stealthily take Franz out. Make sure you also pick the suitcase up in the corner of the room. You'll need this to retrieve the chemical bomb. [MAP 3]

C - Backtrack through the halls and take the stairs up to the third floor. [MAP 3]

7 - Enter room 302 and pick up the bell boy clothes off of the bed. Change into them. [MAP 4]

D - Take the elevator back down to the first floor. [MAP 5]

8 - Stalk Fritz. When he enters the sauna room, turn the handle to turn up the heat. Also, take the X-ray key off of his body so you can get to the bomb. [MAP 5]

E - Go up the stairs, but this time go left up the second flight. [MAP 6]

MAP 5



MAP 6



MAP 7



F – Continue walking up the next staircase to the third floor. [MAP 7]

9 - Go through the green exit door and run across the roof. [MAP 7]

10 - Slip in and out of the two rooms with the guards so they don't see you. [MAP 7]

11 - Pick up the chemical bomb and pack it up. [MAP 7]

G – Backtrack out the way you came in. [MAP 8]

MAP 8



MAP 9



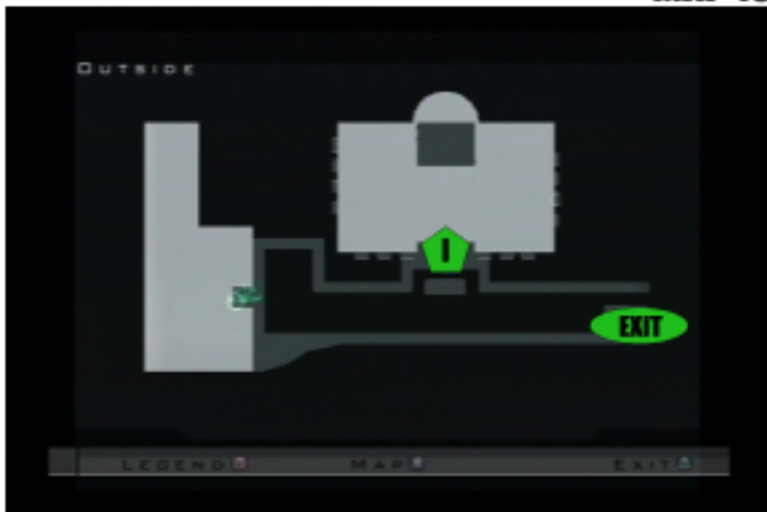
H - Descend the stairs to get back to the first floor.
[MAP 9]

I - From here, you can cockily walk out the front door
having completed all your objectives. [MAP 10]

EXIT – Walk down the block and you will be treated to a
Mission Complete screen with Silent Assassin status.
Rock on. [MAP 10]

LEVEL COMPLETE

MAP 10



MAP 1



MAP 2



LEVEL

SLAYING A DRAGON

OVERVIEW

This mission is the first of four that you will fight through in Hong Kong. The warring Red Dragon and Blue Lotus negotiators are meeting at the pagoda in the middle of Temple Park. If you kill the Red Dragon, and let the Blue Lotus live, you can instigate the Triad war and you will weaken Lee Hong's stronghold.

OBJECTIVES

- Assassinate Red Dragon Negotiator
- Blue Lotus Negotiator must survive
- Escape the area

SILENT ASSASSIN NOTES

- Bring along a sniper suitcase
- You'll need two disguises
- This mission is fairly short

START - Run down the alley, clutching your sniper suitcase. [MAP 1]

A - Go into this building to grab your disguise. [MAP 1]

B - Run all the way up the spiral staircase. [MAP 2]

MAP 3



1 - At the top, pick the lock to the wooden door right in front of the stairs. Inside, to your left you'll find a gardener's disguise. Put it on. [MAP 3]

C - Walk out the way you came. [MAP 4]

2 - There's a ladder that will bring you to the perfect sniping spot. Don't let a Blue Lotus member see you climb up or you're over. Unpack your sniper rifle. [MAP 4]

3 - Aim through the foliage in the park to hit the Red Dragon Negotiator. Just down hit the Blue Lotus member or you will botch the mission. [MAP 4]

EXIT - Follow the street around, bearing right to reach the tunnel where the mission will end. It might have seemed simple, but you've still got a lot more ground to cover and bodies to bury in Hong Kong. Silent Assassin and E for Effort for you. [MAP 4]

MAP 4



LEVEL COMPLETE

MAP 1



LEVEL

THE WANG FOU INCIDENT

OVERVIEW

Still in Hong Kong, the Triads are desperate to avoid an all-out war. The Agency wants you to keep escalating the situation. Infiltrate the summit happening on Red Dragon turf, and take out the Blue Lotus Negotiator and his fellow triads.

OBJECTIVES

- Assassinate Blue Lotus Negotiator

SILENT ASSASSIN NOTES:

- Only bring fiber wire
- You'll need to impersonate the limo driver
- Take out multiple triads with a car bomb

MAP 2



START - Run up the block and make the left under the white and black sign. [MAP 1]

1 - Run through the alley and duck behind the yellow dumpster that's directly across from the sewer hole. The limo driver will approach your line of sight and urinate in the alley. Take this opportunity to stealthily fiber wire him from behind. You don't need his clothes...yet; you just need to drop him down the sewer. [MAP 1]

A - Run across the yard and take the door that's farthest to the left to enter the Wang Fou Restaurant. [MAP 1]

B - Head through the first floor and go up the stairs. [MAP 2]

MAP 3



2 - A bomb and remote detonator are sitting on top of a safe in this room. Pick those up, and you'll be able to blow the Blue Lotus limo sky high. Also, to aid your escape out of Red Dragon turf change out of your suit and into the robe. [MAP 3]

C - Now backtrack out, exactly the way that you came in.

MAP 4



D – Exit the restaurant. [MAP 4]

3 - Climb down into the sewer and change into the limo driver's outfit. [MAP 5]

4 - You should see the limo parked down the block. Casually walk right up to the driver's side door of the car and plant the bomb inside. [MAP 5]

5 - With the plan in place, you can run up the block, out of close range, but keeping the limo in sight. When the Blue Lotus negotiator and the other gang members get in, they will drive away. Don't hit the trigger to soon. Make sure the car is in motion. [MAP 5]

MAP 5



EXIT - Now, turnaround, and run away down the street, bearing right. Once you reach the exit you will net yourself a sweet Silent Assassin ranking and a swarm of angry Blue Lotus Triad members. [MAP 5]

LEVEL COMPLETE

MAP 1



LEVEL

THE SAFFORD MASSACRE

OVERVIEW

With the triads ready to go to war, Agent 47 must prevent the police from making peace. There is a meeting taking place at the Cheung Chau Fish Restaurant between the chief of police, a Red Dragon Negotiator and a Blue Lotus Negotiator. If you eliminate the Red Dragon, and frame him for the murder of the police chief and the Blue Lotus member, Lee Hong should be sufficiently weakened.

OBJECTIVES

- Assassinate Red Dragon Negotiator
- Conceal Body of Red Dragon Negotiator
- Assassinate Chief of Police
- Assassinate Blue Lotus Negotiator
- Place amulet in murder scene
- Get away in car

SILENT ASSASSIN NOTES

- Bring fiber wire and a sniper rifle
- Take out the Red Dragon Negotiator first
- You'll need some sniper skills for this hit

START - You'll begin this mission walking straight down the street on your way to assassinate the Red Dragon negotiator. [MAP 1]

1 - You'll see a fairly well lit corner, marked by the white sign with red lettering. Hide to the side and wait for the Red triad member to show up. [MAP 1]

2 - You need both hands so drop the sniper suitcase and enter the alley to go for the stealth kill on the Red Dragon Negotiator who is urinating. Drag the Red Dragon's body into the sewer drain. Then climb down, put on his clothing, and retrieve the amulet. Climb back up and pick up your sniper suitcase. [MAP 1]

3 - Climb up the scaffolding and position yourself behind the white sign that's blowing in the wind. [MAP 1]

MAP 2



4 - You'll see the Chief of Police and the Blue Lotus Negotiator inside the restaurant. Zoom in, and wait for the perfect moment when both heads are lined up. Take your shot and you will net two magnificent head shot kills with only one bullet! [MAP 1]

A - You will be searched by a guard before entering the restaurant, so don't try anything sneaky. [MAP 1]

B - Once inside the restaurant walk up the spiral staircase. [MAP 2]

5 - Drop the amulet on the bodies. This will pin the murders on the Red Dragon triads. [MAP 3]

C - Calmly walk downstairs and out of the restaurant. [MAP 3]

EXIT - Go through the alley to arrive at your getaway car. Three kills. One bullet. That's some of the smoothest Silent Assassin work you can pull off. [MAP 4]

LEVEL COMPLETE

MAP 3



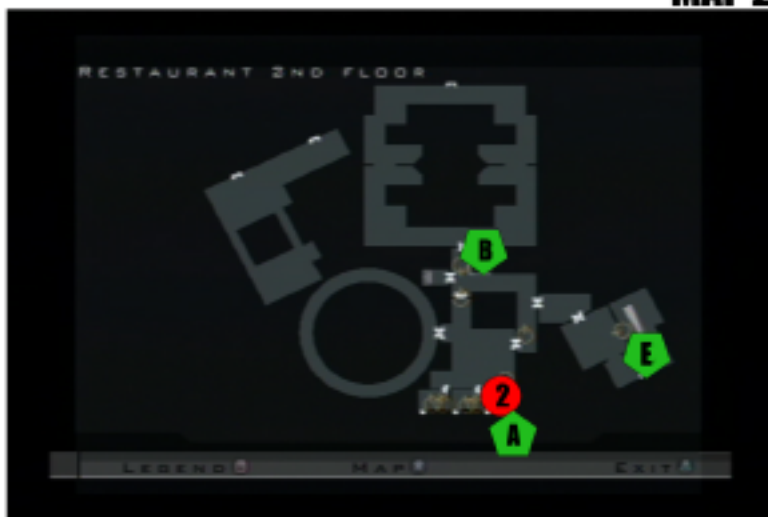
MAP 4



MAP 1



MAP 2



MAP 3



LEVEL

LEE HONG ASSASSINATION

OVERVIEW

The events of the previous three missions have backed one of your founding fathers, Lee Hong into a corner. After assassinating Hong, you need to get the symbolic Jade Figurine.

OBJECTIVES

- Assassinate Triad Leader
- Obtain Jade Figurine

SILENT ASSASSIN NOTES

- Bring fiber wire and a silenced weapon
- Heavily enforced level
- The position of the Jade Figurine is random!

START - Head down the block and make a right past the building with the red balconies and green lights. [MAP 1]

1 - Climb the ladder and walk around the balcony. [MAP 1]

A - Pick the lock to enter the first door on your right. [MAP 1]

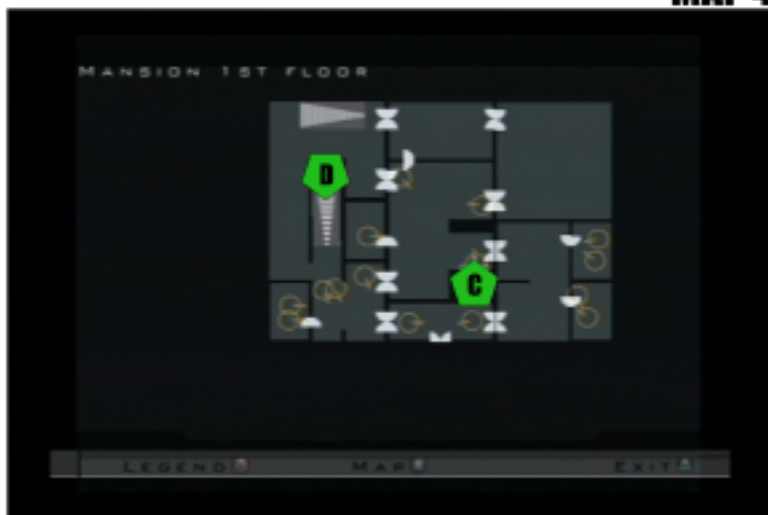
2 - Equip your fiber wire, stealthily sneak into the next room, and strangle the triad member. Drag him back into the room with the safe. Change into his clothes. [MAP 2]

B - Head downstairs into the basement. [MAP 2]

4 - This is where the CIA informant is being held prisoner. Free him and he'll show you on the map the location of the safe where the Jade Figurine is kept. [MAP 3]

C - Head back up into the mansion via the elevator. [MAP 3]

MAP 4



D - Take the staircase up to the second floor. [MAP 4]

5 - Wait here and pull up the map to get a sense of the path of Lee Hong's main guard.

6 - As soon as he starts walking towards Lee Hong equip your silenced weapon and go plant a slug in Lee Hong's skull. [MAP 5]

5 - Run back to hide in the alcove. [MAP 5]

7 - Sneak back into the room. You need to take the safe combination of Hong's dead body. [MAP 5]

MAP 5



As stated before, the position of the Jade Figurine is random each time you play. It can be in one of four safes. The CIA informant, whom you met earlier, gave you the scoop on the safe's place. Here are the possible locations of the Jade Figurine:

SAFE #1 - MAP 5 (7)

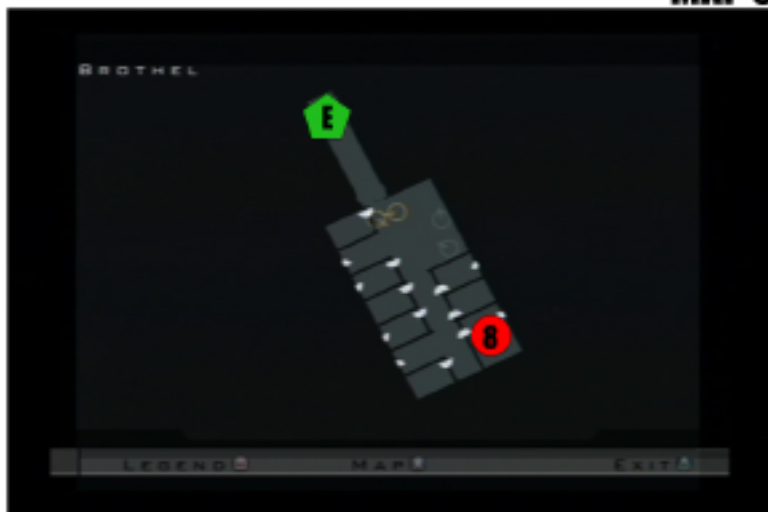
SAFE #2 - MAP 2 (2)

SAFE #3 - MAP 3 (3)

SAFE #4 - MAP 6 (8)

EXIT - If you choose the wrong safe the guards will be alerted and you'll blow the mission. Get to the right safe, get out, and you'll get a Silent Assassin ranking. [MAP 1]

MAP 6



MAP 1



MAP 2



MAP 3



LEVEL

HUNTER & HUNTED

OVERVIEW

You are holed up in a Paris hotel room, surrounded by GIGN and SWAT. Your mission is to eliminate the inspector leading the tactical teams trying to kill you, and escaping the scene right under their noses.

OBJECTIVES

- Assassinate Inspector Albert Fournier

SILENT ASSASSIN NOTES

- You need a sniper rifle to do this mission right
- This is a heavily enforced level
- Move fast through the hotel (very fast)

START - You've gotta move quickly during this mission. [MAP 1]

1 - Immediately grab the sniper suitcase from the armoire. [MAP 1]

A - Run straight through this room and open the white-pane door to get to the balcony. [MAP 1]

2 - Jump across to the opposite roof. [MAP 2]

B - Now that you're up and out of the way, run across the rooftop, so you can jump back to the other wing of the hotel. [MAP 2]

3 - Run to the light switch at the end of the hall. Kill it. The lights will cut, and you'll be able to sneak by the SWAT team. [MAP 3]

MAP 4



C - Make the right into the elevator shaft and climb down the ladder. [MAP 4]

D - Follow the hallway all the way around and go down the steps. [MAP 5]

E - Exit the hotel. You are now at street level, so be on point. [MAP 6]

4 - Open up your sniper suitcase. [MAP 6]

5 - Aim here and rip one clean blast to take out the medic. Drop your weapon. Now, stealthily creep down the right side of the wall. Get as close as you can to the sidewalk (without touching it) and drag the body back into the alley. [MAP 6]

MAP 5



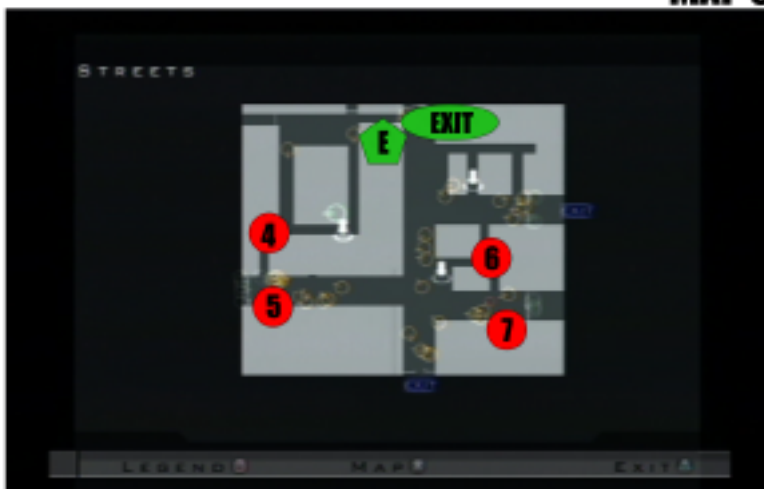
6 - Set up right in front of the barrels and assemble your sniper rifle. [MAP 6]

7 - Inspector Fournier is ducking behind a vehicle. Check your aim and plant a piece of lead right in Fournier's bald spot. [MAP 6]

EXIT - Cross the street, round the corner to your right and run to your ambulance. For that display of hitman-style you get a gold star and a Silent Assassin rating. [MAP 6]

LEVEL COMPLETE

MAP 6



You have now completed Hitman: Contracts. Get some sleep. You rock.