

 **WARNING**

Before playing this game, read the Xbox 360™ Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see [www.xbox.com/support](http://www.xbox.com/support) or call Xbox® Customer Support (see inside of back cover).

## **Important Health Warning About Playing Video Games**

### **Photosensitive Seizures**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

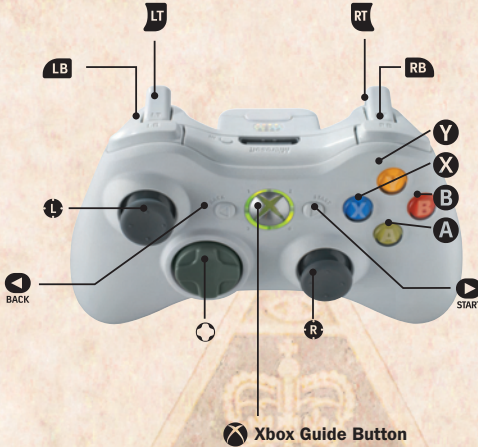
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing

## Contents

|  |    |  |    |
|--|----|--|----|
| <i>Using the Xbox 360 Controller</i> ..... | 4  | <i>Tools of the Trade</i> .....                  | 17 |
| <i>Getting Started</i> .....               | 4  | <i>Firearms, Situational and Equipment</i> ..... | 17 |
| <i>Creating a profile</i> .....            | 5  | PISTOLS AND HANDGUNS                             |    |
| <i>Notoriety</i> .....                     | 6  | ASSAULT RIFLES                                   |    |
| <i>Connect to Xbox Live</i> .....          | 6  | SUB-MACHINE GUNS                                 |    |
| <i>Up close &amp; personal</i> .....       | 7  | SHOTGUNS   |    |
| <i>Close Combat</i> .....                  | 7  | SNIPER RIFLES                                    |    |
| HEAD USE                                   |    | REMOTE BOMBS                                     |    |
| THE PUNCH                                  |    | RIGGING BOMBS                                    |    |
| DISARMING                                  |    | THE FALL   |    |
| CONCEALMENT OF WEAPONS                     |    | ENVIRONMENTALIST                                 |    |
| FIBRE WIRE                                 |    | BINOCULARS                                       |    |
| THE ELEVATOR                               |    | MISSION BRIEFING                                 |    |
| KNIVES                                     |    | MAPS   |    |
| SYRINGES                                   |    | <i>Compensation</i> .....                        | 20 |
| POISON                                     |    | PAYMENT  |    |
| HUMAN SHIELD                               |    | SPENDING   |    |
| THE JUMPER                                 |    | INTELLIGENCE                                     |    |
| <i>Agility</i> .....                       | 11 | <i>Weapons and Tools</i> .....                   | 21 |
| <i>Traversing the Environment and</i>      |    | <i>Cleaning</i> .....                            | 21 |
| <i>Alternative Entry</i> .....             | 11 | <i>Recovering Surveillance Tapes</i> .....       | 22 |
| JUMPING WALLS                              |    | <i>Post Mission</i> .....                        | 22 |
| JUMPING BALCONIES                          |    | <i>Credits</i> .....                             | 24 |
| CLIMBING THROUGH WINDOWS                   |    | <i>Warranty</i> .....                            | 29 |
| WALKING A LEDGE                            |    |  |    |
| CLIMBING DRAIN PIPES                       |    |  |    |
| CLIMBING LADDERS                           |    |  |    |
| <i>Subterfuge Techniques</i> .....         | 13 |  |    |
| <i>Disguises and Concealment</i> .....     | 13 |  |    |
| DISGUISES                                  |    |  |    |
| CONCEALMENT OF BODIES                      |    |  |    |
| DISPOSAL OF BODIES                         |    |  |    |
| <i>Ingression</i> .....                    | 14 |  |    |
| <i>Doors, Locks and Security</i> .....     | 14 |  |    |
| SURVEILLANCE AND                           |    |  |    |
| COMMUNICATION TECHNIQUES                   |    |  |    |
| COMMUNICATION                              |    |  |    |
| SURVEILLANCE                               |    |  |    |
| LOCK PICKS                                 |    |  |    |
| KEY CARD AND READER/WRITING DEVICES        |    |  |    |
| BREAKING LOCKS                             |    |  |    |
| HIDING IN THE CLOSET                       |    |  |    |
| <i>Distraction techniques</i> .....        | 16 |  |    |

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



## Using the Xbox 360 Controller



### Getting Started

#### CONTROLS OF THE PROFESSIONAL

|                           |  |
|---------------------------|--|
| Reload Weapon             | <b>RB</b> bumper                             |
| Crouch/Sneak              | <b>LT</b> trigger (pull and hold)            |
| Movement                  | <b>L</b> stick                               |
| Aim                       | <b>R</b> stick                               |
| Use Action                | <b>A</b> button (tap)                        |
| Action List               | <b>A</b> button (hold)                       |
| Drop Item                 | <b>Y</b> button (tap)                        |
| Throw Item                | <b>L</b> stick (click and hold then release) |
| Pick Up Item              | <b>B</b> button (tap)                        |
| Pickup List               | <b>B</b> button (hold and release)           |
| Fire/Use weapon           | <b>RT</b> trigger                            |
| Holster/Un-holster weapon | <b>X</b> button (tap)                        |
| Open inventory            | <b>X</b> button (hold)                       |
| Close Inventory           | <b>X</b> button (release)                    |
| Open/Close Sniper Scope   | <b>R</b> stick (click)                       |

|                          |   |
|--------------------------|---|
| View Mode Switch         |  stick (click)   |
| Zoom Sniper Scope        |  directional pad |
| Scroll through actions   |  directional pad |
| Scroll through inventory |  directional pad |
| Map                      |  bumper          |
| Pause                    |  button          |
| Objectives               |  button          |

## Creating a profile

### CAREER MANAGEMENT

Before embarking as a Hitman, the professional first prepares a Career. This Career will keep a record of progression and preferences, along with weaponry choices, funds and other equipment and items acquired.

From the Career Manager screen, the professional chooses New and enters a name for the Career. If a Career has been previously created, this can then be selected by the professional from the Career Manager screen to resume the selected career.

Careers can also be deleted from the Career Manager screen.

### DIFFICULTY

Once the professional has created a Career, he will then choose a difficulty level. There are 4 different difficulty settings:

- **ROOKIE**  
For the inexperienced, and those new to the world of the assassin. There are no limitations upon how many saves can be made whilst attempting a mission.
- **NORMAL**  
Suitable for those comfortable with contract killing. 7 saves are allowed in mission.
- **EXPERT**  
For the practised and experienced. 3 saves only are permitted whilst in mission.
- **PROFESSIONAL**  
For the true Professional only. No saves are permitted once a mission is in progress.

### A MANUAL FOR THE PROFESSIONAL

This manual provides an insight into the mind and practices of the professional Hitman. For the purposes of this manual we will refer to the Hitman as the professional. We will explore the complexities, skills and the intricacies with which the professional conducts his craft. The professional techniques outlined in this manual differ in complexity and have been graded according to their difficulty to execute using the following legend.



6.

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## *Notoriety*

### **ANONYMITY, THE DISGUISE OF THE PROFESSIONAL**

Longevity in the profession is dependant on transparency in the world. The professional seeks solace in a world where the only way to carry out this sort of work is with anonymity. The professional avoids the blood bath wherever possible, this will attract the unwanted eyes of the law or multiple witnesses and an audit trail to his door.

When the professional takes civilian lives there will be invariably, CCTV footage on tape and witnesses at the scene of the crime, for this the professional will gain notoriety. As notoriety increases, the ease with which the professional can carry out his next contract reduces.

If a witness lives, then the professional's notoriety will increase, the professional negates this by making sure that he is not discovered on a job, and that there are no witnesses or clues left on the scene.

The professional can assess his successfulness and his notoriety following a contract through the media. If there have been witnesses, the newspaper is his best way of finding out. Further insurance can be taken out by the professional when in areas covered by CCTV cameras, by ensuring that all video-surveillance tapes are destroyed. The professional should look out for newspapers whilst on location. These may detail previous targets and missions, and may even give a clue to your identity.

## *Xbox Live*

Play anyone and everyone, anytime, anywhere on Xbox Live®. Build your profile (your gamer card). Chat with your friends. Download content at Xbox Live Marketplace. Send and receive voice and video messages. Get connected and join the revolution

### **CONNECTING**

Before you can use Xbox Live, connect your Xbox console to a high-speed Internet connection and sign up to become an Xbox Live member. For more information about connecting, and to determine whether Xbox Live is available in your region, go to [www.xbox.com/live](http://www.xbox.com/live).

### **FAMILY SETTINGS**

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).

## *Up close & personal*

### *Close Combat*

The professional uses close hand combat skills to eliminate the mark with minimum noise and when dealing with unforeseen circumstances. The majority of these skills are ideal in firearm-restricted areas.

#### HEAD USE



Position yourself in front of the victim using the **L** stick and pull the **RT** trigger to Head Butt them.

#### THE PUNCH



Whilst the victim is dazed, position yourself in front of them using the **L** stick and pull the **RT** trigger to punch.

#### DISARMING



Position yourself in front of the victim using the **L** stick and pull the **RT** trigger to disarm them.

*Note: During the struggle there is every possibility that the firearm may go off accidentally.*

#### CONCEALMENT OF WEAPONS

The professional carries out his work wherever possible using tools that can be concealed about his person. The professional has a number of tools at his disposal that when concealed can go undetected within most public areas.

8.



Walk towards the mark using the **Left Stick**, hold the **X** button to access the Inventory and select a firearm. Pull the **RT** trigger to discharge the firearm. Holster and conceal the firearm by then tapping the **X** button.

### FIBRE WIRE

The fibre wire is the most difficult of the professional's weapons to use but the easiest to conceal. It is also the quietest and most efficient tool to use to avoid raising an alarm.



Select the fibre wire from the inventory, then pull and hold **RT** trigger to tighten the fibre wire and automatically enter sneak. Use the **Left Stick** to manoeuvre yourself behind the mark, then release the **RT** trigger to strangle them.

*Note: If you are spotted or you fail to execute this move in one fluid movement, your intended victim may become alerted, and attempt to raise an alarm or attack!*

### THE ELEVATOR



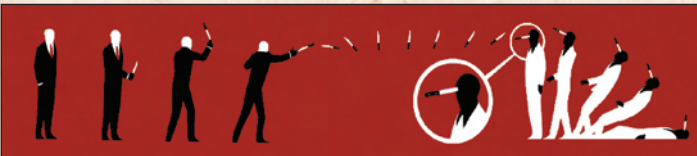
The professional often looks for secluded areas away from CCTV and civilian witnesses to eliminate a guard or mark. Elevators provide a great space in which to do this. Whilst in an elevator, access the roof hatch by pressing the **A** button. Equip the fibre wire from the inventory, and then look towards the open hatch. Whilst a victim is visible below, press the **A** button to strangle and pull them up and out of the elevator.

## KNIVES

Knives are another silent, easy to conceal, efficient means for the professional to eliminate the mark on a contract.



Select the knife from the inventory. Enter sneak by pulling and holding the **LT** trigger, and sneak towards the mark. Whilst behind the victim, pull the **RT** trigger to silently slit the marks throat.



To throw a knife, aim at the victim using the **R3** stick, then Click and hold the **L3** stick, and finally release to kill your mark.

## SYRINGES

The professional uses two types of syringes. The anaesthetic syringe (non lethal) is an effective way to sedate guards and civilians obstructing the professional's path. This reduces the professional's notoriety in limiting the number of civilian casualties on a contract. The poison syringe (lethal) is used to eliminate the mark either directly or can be use to administer poison to food and drink allowing the professional to terminate the mark from a safe distance.



Select the syringe type you require from the inventory, and then sneak up behind the victim using the **LT** trigger and the **L3** stick. Once behind them, pull the **RT** trigger to inject the poison into the victim's neck



## POISON

The professional often studies behavioural patterns, and then uses poison to eliminate the mark with clinical precision from a safe distance.



10.






  Stand in front of the food or beverage, open the inventory and select the required syringe. Aim the crosshair using the **R** stick at the food or beverage, and pull the **RT** trigger to poison.

The professional will use any means at his disposal to gain the strategic advantage required to successfully execute his contract.



### HUMAN SHIELD

The professional, when backed into a corner must take every advantage to safe guard his exit from the scene; this may mean using a human life as a protective shield.





   First equip a firearm from the inventory. Approach the victim from behind, and press the **A** button to grab the victim and use them as a human shield.



  Press **RB** bumper to reload the firearm whilst holding a human shield.



  When out of danger, press the **A** button once again, to knock the human shield unconscious. Alternatively press the **Y** button to push the human shield to the floor, once their purpose has been served.

**THE JUMPER**

The professional can use the veil of suicide when presented with a huge height and a target.



Walk up behind the mark using the **Left Stick**, when close enough pull the **RT** trigger to push the mark over a ledge or railing.

*Agility**Traversing the Environment & Alternative Entry*

The professional looks for the most anonymous path through the environment and will exhaust all possible avenues of access to the mark in preparation for a contract.

*Climbing and Sealing***JUMPING WALLS**

Approach the wall using the **Left Stick**, then push forward towards the wall with the **Left Stick** to automatically jump it.

**JUMPING BALCONIES**

Approach the balcony using the **Left Stick**, then push forward towards the edge of the balcony with the **Left Stick** to automatically jump across it.

12.

**CLIMBING THROUGH WINDOWS**

➤ Approach the open window using the **L** stick, then push forward towards the window with the **L** stick to automatically climb through it.

**WALKING A LEDGE**

➤ Approach the ledge using the **L** stick, then push towards the ledge using the **L** stick to automatically climb onto it.

**CLIMBING DRAIN PIPES**

➤ Approach the drainpipe using the **L** stick, then push towards the drainpipe using the **L** stick to automatically climb onto it. Push up or down on the **L** stick to ascend and descend.

**CLIMBING LADDERS**

Approach the ladder using the **L** stick, then push towards the ladder to automatically climb onto it. Use the **L** stick to ascend/descend.

Pull the **RT** trigger to drop of the ladder.

## Subterfuge Techniques

### Disguises & Concealment

The professional will often apply subterfuge techniques to evade detection and introduce the element of surprise on an unsuspecting mark.

#### DISGUISES

The professional seeks anonymity on a contract, acquiring disguises from changing areas, rooms and opportunistically from the people wearing them. These disguises allow the professional to infiltrate and move undetected through areas of high security. Similarly when dressed as workers the tools of that profession will be carried and can be used as weapons without raising suspicion, for example a workman will carry hammers and nail guns, gardeners carry shears etc.



Stand near the dead or unconscious body, then press the **B** button, to change into the disguise.

#### CONCEALMENT OF BODIES

The professional carries out his work exercising discretion. When unplanned terminations are made during a contract, the professional quickly seeks out a hiding place to conceal the body or bodies.




Stand near the dead or unconscious body, then press the **A** button, to begin dragging the body. Press the **V** button to then drop the body.

#### DISPOSAL OF BODIES

On more complicated contracts, unplanned casualties may occur. These terminations can jeopardise cover, alert security and arouse suspicion in the mark. The professional avoids this at all costs, quickly adapting to the environment, disposing of bodies in freezers, showers and badly lit areas.



14.

 Stand near the dead or unconscious body, press the **A** button, to drag the body. Press the **A** button to open the lid of a container, and then press the **A** button again to dump the body inside.

## Ingression

### Doors, Locks and Security

The professional is an expert locksmith with a number of specialist tools and distraction techniques at his disposal to gain access to the highest secured areas.


#### **SURVEILLANCE AND COMMUNICATION TECHNIQUES**

Knowledge is integral to the professional's survival, every detail is meticulously researched so that all possible scenarios, exits and escape routes have been thoroughly explored.

#### **COMMUNICATION**

The professional often applies subtle communication techniques on staff members to gain layout and location information.




 Walk towards the person using the **L** stick then press the **A** button to initiate conversation.

#### **SURVEILLANCE**

The professional will often scope out a room before entering it, negating any unnecessary surprises and ensuring that nothing is left to chance.



 Approach the door using the **L** stick. Pull and hold the **LT** trigger to crouch in front of it, then press the **A** button to look through the keyhole. Press the **A** button once again to exit this view.

### LOCK PICKS

The lock pick comes as a default tool used by the professional on every job; this is easily concealed and is not detectable by hand held or walkthrough detection devices. The professional can also purchase enhanced lock picks for slicker, speedier access.



Approach the locked door using the **L1** stick, then press the **A** button to begin picking the lock.

### KEY CARD AND READER/WRITING DEVICES

In areas of high security the professional will require access key cards to gain access to the mark. These key cards can be stolen from rooms or security when on a contract.



Approach the locked door using the **L1** stick. Pressing the **A** button will equip the key card and open the door.

### BREAKING LOCKS

Things occasionally go wrong on a job and the professional will need to gain entry to an area quickly without time to use a lock pick. The professional when faced with no other option can gain access by shooting the lock on the door. This only works on conventional door locks and not key card areas. This is the riskiest solution as the noise of shooting the lock may alert security or cause the discovery of a damaged door.



Select a firearm from the inventory, walk up to the door, and aim the crosshair at the lock using the **R1** stick. Pull the **RT** trigger to fire at the lock.

## HIDING IN THE CLOSET



Stand in front of the closet using the **LB** stick, then press the **A** button to enter the closet. Press the **A** button when inside to exit the closet.

## *Distraction techniques*

The professional makes extra time on a contract for himself and gains access to high security areas using a range of distraction techniques.



### THE COIN

The professional will often throw an item e.g. coin, into a guarded area to force security to investigate the created distraction.

These techniques are often used by the professional to lessen civilian and security casualties on a contract, or to enable an undetected passage into high security areas.

Select a coin from the inventory (or equip another small item to throw) then click and hold the **LB** stick to prepare to throw. Aim the cross hair with the **RB** stick, and then finally release the **LB** stick to throw the item.



### MANIPULATION OF LIGHT

Lights can be shot out using a firearm and power junction boxes shut down to plunge an area into darkness again forcing security to investigate.

The professional will manipulate light where ever possible to remain anonymous.

Stand in front of the switch/junction box and press the **A** button, to plunge the room/area into darkness.

Lights can also be destroyed. Equip a firearm from the inventory, aim the cross hair at the light source using the **RB** stick, and pull the **RT** trigger to fire a shot and destroy it.

## *Tools of the Trade*

Tools are the only things in the professional's life that can be truly relied on. Each of the professional's tools is studied and mastered so that the correct application is used upon every contract; guaranteeing anonymity and minimum exposure out in the field.

### *Firearms, Situational and Equipment*

#### **PISTOLS AND HANDGUNS**

The professional opts for the pistol and handgun for its power and size. Pistols and handguns are easily concealed and once silenced become highly effective means of eliminating the mark. The professional will only use these weapons, when in close proximity to the mark, as they offer limited clip capacity and accuracy over long distances.



#### **ASSAULT RIFLES**

The professional opts for assault rifles as an option, only when cornered or in clutch situations. The size and noise of the assault rifle makes it very difficult to conceal. In its favour, the assault rifle does however offer the professional a range of 300m but must be used with single shot and burst fire to offer any kind of accuracy.



#### **SUB-MACHINE GUNS**

The submachine gun offers the professional a high rate of fire, lightweight manoeuvrable option when in close proximity to the mark. The submachine gun like the assault rifle is the least subtle choice when on a job and doesn't offer the accuracy or anonymity of a silenced weapon.





18.

### SHOTGUNS

The shotgun is devastating in close quarters but makes a lot of noise! The professional again will only resort to using this type of weapon when backed into a corner or as a last resort.



### SNIPER RIFLES

The professional's choice, the sniper rifle is the most powerful and accurate means of eliminating the mark. This weapon can be silenced and used long distance from a safe vantage point then broken down into a concealed briefcase.

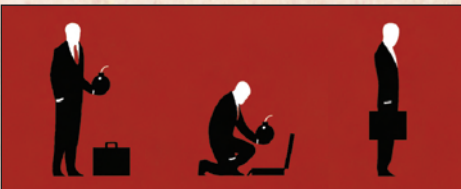


The sniper rifle is the favourite weapon of the professional and when mastered the most deadly ally.



### REMOTE BOMBS

The remote bomb is another useful tool for the professional that can be planted in a mark's room then detonated from a safe distance.



The professional uses explosives intelligently and strategically to eliminate the mark.

### RIGGING BOMBS

An explosive device placed on the fixing point of a chandelier will not only eliminate the mark successfully, but will also be perceived initially as an accident, ensuring a smooth exit from the scene. There are other ways in which the professional can choreograph a hit to be perceived 'accidental'.



### THE FALL

The professional looks for opportunistic suspended items in the world that could kill a mark. These can be brought crashing down with clever use of explosives, shooting glass or fixture points using a high powered weapon such as a sniper rifle.

### ENVIRONMENTALIST

The professional has an eye for ingenious ways of dressing a hit as an accident. For example, when presented with a kitchen, the professional sees the gas hob and its explosive potential. The professional weighs up every opportunity on a contract and makes the hit look like a freak accident wherever possible.

### BINOCULARS

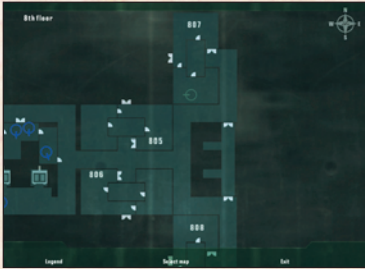
The professional's best tools for surveillance work. Binoculars provide excellent means of surveying and spying on the mark's behavioural patterns from safe distances.

### MISSION BRIEFING



The mission briefing is carried by the professional throughout the contract so that objectives and mark information can be referred to and nothing is left to chance.

## MAPS



Detailed maps and intelligence are paramount to the success of a contract. The maps are used by the professional throughout a contract as his main navigational means. The map and its attention to detail ensures the professional never gets lost and that detailed intelligence on guards, security and where to find the mark is at his fingertips at all times. The professional chooses to buy additional information and intelligence on more complicated jobs to ensure that

everything goes smoothly. Any additional information on a contract that is purchased by the professional is always marked on the map.

## Compensation

### PAYMENT

The professional takes payment in un-marked notes, which can be easily transferred to an off shore bank account avoiding detection. The professional is paid according to risk, and the social or political prominence of the mark. The higher the profile and complexity, the higher the price. The professional often receives bonuses for executing a contract quickly, smoothly and without trace. Additional money can be made for retrieving suitcases and money from safes on the scene if the opportunity arises. *Note: Replaying a mission can earn you more money, however only the difference between the initial and new earnings will be rewarded.*

### SPENDING

The professional leads a frugal existence, preferring to not draw attention to himself with erratic spending. The professional chooses to spend money on new tools, information and when required cleaning services on contracts that have gone badly with high civilian casualties.

### INTELLIGENCE



The professional chooses to purchase information ahead of a contract, information aiding completion of the mission's objectives and the mission as a whole. Target location information (room location, behaviour, location to be expected at) as well as access information (disguise requirements, location of off limit areas, key carded doors, frisk and search points and possible smuggle opportunities). The professional will often try to purchase structural information for the location in question.

Purchasing Agency pickups – These are additional items the professional can purchase to aid completion of the contract. Placed and marked on the map as agency pickups, there may sometimes be a contact employed by the agency to deliver valuable information.

### Weapons and Tools

The professional often elects to purchase upgrades for their specialized weapons. These weapons are always untraceable and therefore have to be ordered through a trusted fence before they can be purchased. The professional chooses the best tools and weapons on the market:



ADVANCED LOCK PICKS – Will allow the professional to pick locks faster.

ADRENALINE – Recovers part health loss.

KEVLAR VEST - Will allow the professional to absorb some projectile hits.

PAINKILLERS – Gives the professional a small health boost.



### Cleaning

The professional performs all his own cleaning where possible, but occasionally will need to hire in external help if he has had to make an emergency exit when a contract has gone really badly. Non disposed of bodies can be taken care of and bribes used to reduce notoriety.

*Note: Replaying a mission and finishing with a lower notoriety value than originally awarded, will in turn lower your current notoriety level.*

22.

### *Recovering Surveillance Tapes*

The professional meticulously plans the contract ahead using information provided in the brief from the agency. From the brief the professional will know where CCTV cameras are located but sometimes whilst under pressure the professional will need to perform an unplanned action that may get caught on camera. The professional will always, (circumstances allowing) carry out his own cleaning on an untidy contract. The professional locates the CCTV control room and removes all evidence.



Stand in front of recording unit using the **L** stick then press the **A** button, to remove the tape.

### *Post Mission*



Once the professional has successfully completed a mission, several expenses will often need to be addressed. These expenses cover a number of different circumstances, for example the retrieval and replacement of items left at the scene (suits, and any custom weaponry for example)

It also may be the case that a number of potential witnesses have been left at the scene. These can both jeopardize your anonymity (refer to page 6) and make future

contracts that much harder to complete efficiently.

Additionally, the unlawful killing of innocents and law enforcement officials will in turn raise the profile of any completed missions. This can also be an expense to the professional, the Agency will charge accordingly for the killing of innocents and officers on duty. Unnecessary publicity is bad for business; this will contribute to the final **DAMAGE CONTROL** penalty, displayed post mission.

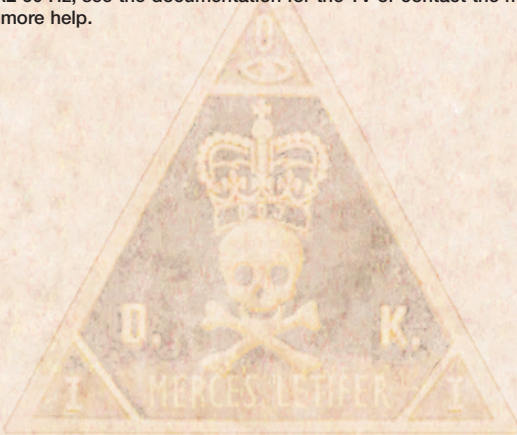
All of the expenses (whether they be they mandatory or optional) can be dealt with by the professional upon successful completion of the mission.

*Note: You can play Hitman: Blood Money only after you set the console to PAL 60 Hz.*

*To set your console to PAL 60*

1. In the Xbox 360 Dashboard, select the "System" blade.
2. Select "Console Settings" and press **A**.
3. Select "Display" and press **A**.
4. Select "PAL Settings" and press **A**.
5. Select "PAL-60" and press **A**.
6. When prompted if you want to keep these new settings, select "Yes, keep these settings" and press **A**.

Some TVs cannot operate at PAL 60 Hz. If you are not sure whether your TV can operate at PAL 60 Hz, see the documentation for the TV or contact the manufacturer of the TV for more help.



## Credits

### EIDOS

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Jane Cavanagh

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Rob Murphy

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#### Senior Localisation Manager

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#### Localisation Manager

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#### QA Manager

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#### QA Supervisor - Functionality

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#### QA Lead Technicians

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David Haddon

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Shams Wahid

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Linus Dominique

Allen Elliott

Steve Inman

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Carl Perrin

George Wright

William Wan

Alistair Hutchinson

Neil Delderfield

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Andrew Standen

#### Special Thanks:

A big thanks to all our European Marketing, Sales and Web teams as well as our Finance department who have done a wonderful job to make this game happen. Your tremendous work is much appreciated. A big thanks also to Tom Waine for writing this manual.

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#### Gameplay Director

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#### Producer

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Bo Cordes

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Theo Engell-Nielsen

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Martin Harring

Morten Heiberg

Michael Holm

Morten Suldrup Larsen

Péter Málnai

Peter Wraae Marino

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Martin Madsen  
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**Additional Sound Designer**

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**Additional Engine Programmers**

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**Additional Script Writer**

Morten Iversen

**MUSIC**

Music Composed and  
Produced by Jesper Kyd  
(Score)

Music Performed by the  
Budapest Symphony Orchestra  
(Score)

**QA**

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Klavs Kofod  
Janus Rau  
Oliver Winding

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Kjartan Vidarsson  
Jørgen Larsen  
Tamir Lomholt  
Karsten Lund  
Ulf Maagaard  
Foad Mojib  
Jonas Nielsen  
Rune Petersen  
Mads Prahm  
Genevieve Ripeau  
Niels Ole Sørensen  
Martin Schröder  
Christine CT Thårup

**Voice Casting and Direction (US)**

KBA Voice Production

**Featuring the Voice Talents of**

David Andriole  
David Bateson  
Barbara Bernád  
Brian Beacock  
Joan M. Bentsen  
Michael Benyer  
Nicole Black  
Scott Bullock  
Billy Cross  
Christopher Curry  
Vinny Curto  
Mark Deakins  
Christine Dunford  
Wayne Duvall  
Alfred Fair  
Crispin Freeman  
Jorge Garcia  
Grant George  
Jessica Gee  
Bob Glouberman  
Francois Eric Grodin  
Nemi Fadlallah  
Jean Claude Flamant



Thor Frølich  
 Heather Halley  
 Danielle Hartnett  
 Stew Herrera  
 Tish Hicks  
 Stephani Hodge  
 Tray Hooper  
 Roger L. Jackson  
 Peter Jessop  
 Bill Jurney  
 Barry Gordon Mc. Kenna  
 Mark Klastorin  
 Celestino Lancia  
 Noah Lazarus  
 Micheal Lindsay  
 Deborah Marlowe  
 Jennifer Martin  
 Don Mathews  
 Vivienne McKee  
 Jim Meskinen  
 Ennis Morris  
 Bob Neches  
 Byrne Offutt  
 Jeremy C. Petreman  
 Carlos Reig Plaza  
 Billy Pope  
 Earth Miller  
 Bernard Reeves  
 Sam Riegel  
 Daniel Riordan  
 Paul Rugg  
 Sam Sako  
 Pete Scherer  
 Karen Strassman  
 Mathew Stravitz  
 Miles Stroth  
 Jim Thornton  
 Trey Turner  
 Sal Viscuso  
 Wade Williams  
 Laura J.K. Wrang

**Voice Recording Studio (US)**  
 Studiopolis

**Additional Voice Direction (DK)**  
 Thomas Howalt

**Additional recording Studio (DK)**  
 Ranum Studios, Copenhagen

**Mocap actors**  
 Christopher (Jack) Corcoran  
 Tina Robinson  
 Bo Thomas  
 Jamie Treacher

**Cellist**  
 Helle Sorensen

**Additional Artwork**  
 supplied by Mine Loader  
 Software Co., Ltd.

**Music**



"Double Trouble" Performed by  
 John Mayall's Bluesbreakers  
 Courtesy of The Decca Record  
 Company Ltd

Licensed by kind permission  
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 Music Group.

'Double Trouble' composed by  
 Otis Rush. Published by  
 Conrad Music, A Division of Arc  
 Music Corp.

"White Noise" performed by  
 The Vacation. Written by Ben  
 Tegal & Steve Tegal. Produced  
 by Tony

Hoffer. Published by Chrysalis  
 Music Limited.

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 Label (P) & (C) The Echo Label  
 Limited 2004

Taken from the album "Band  
 From World War Zero"

Published by Zenith Publishing  
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 Ltd. Written by P Watts/S  
 Gillett/J Reeve. Performed by

'Airbiscuit' from the album  
 Caldo-Freddo. Recording  
 Copyright 2003 Zenith Café Ltd

www.airbiscuit.net  
 www.zenithcafe.co.uk  
 info@zenithcafe.co.uk

Tomorrow Never Dies (Karaoke  
 version )Music : Rosendahl /  
 Christensen. Lyrics : Rosendahl  
 / Rosendahl. Performed by  
 Swan Lee. Karaoke version  
 sung by Barbara Bernád.

Tomorrow Never Dies (Original  
 version) Music : Rosendahl /  
 Christensen. Lyrics : Rosendahl  
 / Rosendahl. Performed by  
 Swan Lee. Original version sung  
 by Pernille Rosendahl

Franz Schubert (1797): Ave  
 Maria. The work is in the Public  
 Domain.

Artists: Daniel Perrett, Soprano.  
 Praxedis Rütli, Soprano. From  
 the album Tudor4 7029 Ave  
 maria. Zürcher Sängerknaben.  
 Conductor: Alphons von  
 Aarburg. © 1995 Tudor  
 Recording AG, Zürich /  
 Switzerland

Slasher  
 Music and lyrics: Bo Heidelberg  
 & Kim G. Hansen. Performed by  
 Institute for the Criminally  
 Insane

*Notes*



# THE CITY NEEDS A SAVIOUR



## URBAN CHAOS

[www.urbanchaosgame.com](http://www.urbanchaosgame.com)



rocksteady



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### **PRECAUTIONS TO TAKE DURING USE**

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

### **[WARNING: AVOID DAMAGE TO YOUR TELEVISION]**

Do not use with certain television screens and monitors. Some televisions, especially front- or rear-projection types and plasma screens, can be damaged if any video games are played on them. Static images or pictures presented during the normal course of playing a game (or from putting the game on hold or pausing) may cause permanent picture-tube damage, and may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when the games are not being played. Always consult your television screen or monitor manual or otherwise the manufacturer to check if video games can be played safely.

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### **CUSTOMER SERVICE HELPLINE: 0870 9000 222**

For queries regarding the replacement of discs or manuals (after the 90 day warranty period) or other non-technical and non-gameplay queries, please contact customer services at the address below:

Eidos Interactive Limited  
Wimbledon Bridge House  
1 Hartfield Road  
Wimbledon  
SW19 3RU

**The PEGI age rating system:  
Le système de classification d'âge PEGI :  
El sistema de clasificación por edad PEGI:  
Il sistema di classificazione PEGI  
Das PEGI Alterseinstufungssystem**

Age Rating categories:

Les catégories de classification d'âge :

Categorías de edad:

Categorie relative all'età:

Altersklassen:



**Note:** There are some local variations!

**Note:** Il peut y avoir quelques variations en fonction du pays!

**Nota:** ¡Variará en función del país!

**Nota:** Può variare a secondo del paese!

**Achtung:** Länderspezifische Unterschiede können vorkommen!

Content Descriptors:

Description du contenu:

Descripciones del contenido:

Descrizioni del contenuto:

Inhaltsbeschreibung:



**BAD LANGUAGE**  
LA FAMILIARITÉ DE LANGAGE  
LENGUAJE INAPROPIADO  
CATTIVO LINGUAGGIO  
VULGÄRE SPRACHE



**DISCRIMINATION**  
LA DISCRIMINATION  
DISCRIMINACIÓN  
DISCRIMINAZIONE  
DISKRIMINIERUNG



**DRUGS**  
LES DROGUES  
DROGAS  
DROGHE  
DROGEN



**FEAR**  
LA PEUR  
TERROR  
PAURA  
ANGST UND  
SCHRECKEN



**SEXUAL CONTENT**  
LE CONTENU SEXUEL  
CONTENIDO SEXUAL  
SESSO  
SEXUELLER INHALT



**VIOLENCE**  
LA VIOLENCE  
VIOLENCIA  
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GEWALT

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