

PRIMA'S OFFICIAL STRATEGY GUIDE

HOW TO ACHIEVE
SILENT ASSASSIN
STATUS!

Covers
**PS², XBOX[®],
and PC**

HITMAN[™]

CONTRACTS



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Io-Interactive



This game has received the
following rating from the ESRB



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PRIMA'S OFFICIAL STRATEGY GUIDE

STEPHEN STRATTON

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INTRODUCTION

Thank you for purchasing Prima's Official Strategy Guide to *Hitman: Contracts*. This book is filled with all of the tips, tricks, secrets, and vital information you need to become the deadliest assassin mankind has ever known.

How to Use This Book

Introduction

This section provides general information on *Hitman: Contracts*. Read on to learn the basics of the game, such as completing missions and understanding the game's rating system.



Training

Everything you need to know about controlling Agent 47 is in the "Training" section. We cover basic and advanced movements, Stealth tactics, and many other actions you can perform during missions.



Equipment

There's no shortage of lethal firepower or clever gadgetry in *Hitman: Contracts*. Refer to this section to learn more about each piece of equipment in the game.



Contracts

This walkthrough section exposes every mission in the game. Follow these walkthroughs to complete the game with the highest rating. We also unveil some of the coolest optional tactics you can try in each mission.



Secrets of the Trade

Ready to spice things up? Look to the final section of this guide for every cheat code and secret in the game, then make your enemies suffer.

Overview of *Hitman: Contracts*

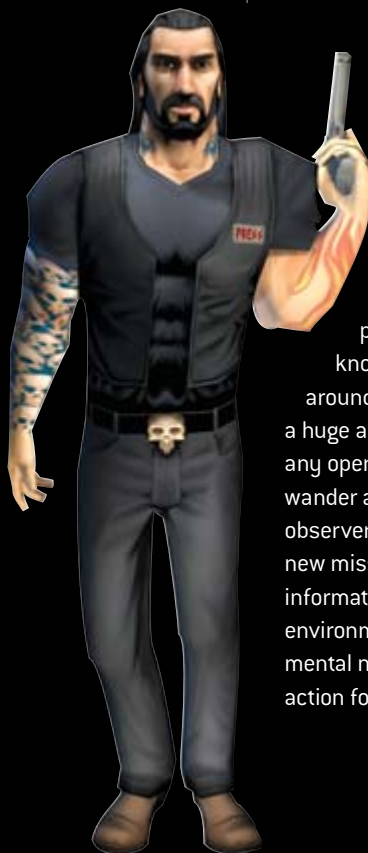
The third installment in the *Hitman* series, *Hitman: Contracts* takes you deep into the twisted mind of a troubled killer-for-hire. Delirious with pain and struggling to come to terms with his reprehensible actions, Agent 47 relives twelve of his most disturbing past assignments through a tidal wave of memories and flashbacks. Hanging on to his sanity by a thread, Agent 47's fate now rests in your hands.

Starting a New Game



Title Screen

Choose **Start** from the title screen to begin a new game. You're asked to select the desired difficulty level: **Normal**, **Expert**, or **Professional**. Choose wisely—you cannot change the difficulty unless you start a new game.



The three different difficulty levels have dramatic influence on gameplay. The following list details the effects of each one.

- >>> **Normal Difficulty:** Enemies are slow to react to suspicious behavior and are not especially accurate with their firearms. The in-game map displays all available information in full detail. You're able to save your game up to seven times per mission, and you begin each mission with a bonus weapon—the versatile Silverballer Silenced pistol.
- >>> **Expert Difficulty:** Enemies are quick to react to suspicious behavior and are very accurate with their firearms. The in-game map does not differentiate between police, civilians, and enemies—all people except your targets are displayed as civilians. You're able to save your game only twice per mission.
- >>> **Professional Difficulty:** Enemies are hyper-sensitive to suspicious behavior and have superior combat skills. The in-game map does not display civilians, police, or enemies at all. (It does identify Agent 47, VIPs, and targets.) Your progress is saved only between missions—you cannot save during the course of a mission.

TIP



Start on Normal difficulty. There's no incentive to play at a higher difficulty level; it just makes completing each mission more of a challenge.

Completing Missions

The first thing you need to know about *Hitman: Contracts* is how to complete a mission successfully. The process can be broken down into four logical steps.

Step 1: Explore

Knowledge is power, and knowing your way around a level gives you a huge advantage during any operation. It's wise to wander about as an observer when you begin a new mission. Gather information, explore the environment, and make mental notes as you go. This allows you to plot out the best course of action for the job.





In-Game Map

When playing on Normal or Expert difficulty, people such as civilians, police, and enemies are displayed on the in-game map (on Expert difficulty, all people except the targets are displayed as civilians). Use the in-game map to find gaps between patrolling guards. Look for such weaknesses when planning your approach.



The maps in the Contracts section are valuable resources as well. Use these maps to discover Points of Interest, power switches, locations of targets, and other important information. Digest all of it and then design a solid plan of attack before moving in.

The following icons are used on the maps:



= Point of Interest



= Power Switch



= Vehicle



= Show movement between maps



= Pickups such as weapons and ammo

TIP

You begin each mission with Binoculars—a fantastic tool for spying on distant objects.

Step 2: Infiltrate

Your targets are never easy to get at—if they were, nobody would pay you for your “services.” Most targets are well-protected by numerous bodyguards. You must progress past these human obstacles, move in, and get close to the target to make the hit. This process is known as infiltration.



When infiltrating a compound, your goal is to slip past each guard without raising an alarm. This isn't always easy, but it's far more difficult to complete a mission if you've blown your cover. Try changing your approach if you can't make

it through a certain area—you might be able to take a better route.



Stealth and deception are your two best friends during any infiltration attempt. Sneaking past a guard is always better than confronting one, and disguising yourself is even better. (You don't need to sneak past a guard if he thinks you're one of his pals.)

TIP

There's a change of clothes lying around somewhere in nearly every level—sometimes more than one. Make use of these free disguises rather than killing or knocking out people to get their clothing.

Step 3: Make the Hit



After you infiltrate the compound, the next step is to approach and assassinate your targets without being detected. Because bodyguards protect many targets, you often have to wait for the right moment to make the hit.

There's usually more than one way to eliminate a target. While conventional weaponry usually does the trick, some targets are under constant vigil, and you can never approach them directly without being detected. Under these circumstances, kill the targets indirectly, such as by poisoning their food or drink.



Hints are usually provided in some fashion. For example, if you see that your target is drinking from a glass, you can probably poison his drink. Be patient and stay alert, and an opportunity will reveal itself.

Step 4: Escape



When you've completed all other mission objectives, your final task is to escape the area. Check the map for exit points and devise a safe and direct escape route—you don't want to blow your cover after making it this far.

Hitman Rating System



Mission Accomplished Screen

The "Mission Accomplished" screen pops up when you've completed all of the mission objectives and reached an exit point. The screen compiles and lists all of your statistics, and gives you an overall rating for the mission you've just cleared.

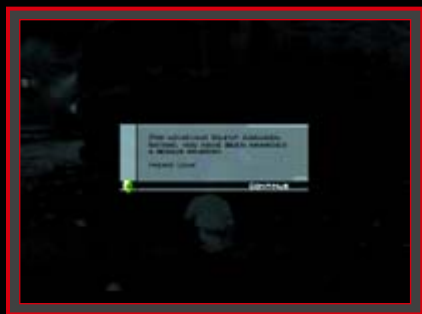
The Breakdown

The statistics shown on the left side of the "Mission Accomplished" screen factor into the two major elements on the screen's right side: **Stealth** and **Aggression**. (The blue-colored bar represents Stealth; the red bar represents Aggression.) Your overall rating for the mission is calculated from your Stealth and Aggression scores. Here's a description of individual statistics and how they affect your Stealth and Aggression:

- >>> **Shots Fired:** The total number of bullets spent during the mission. You're allowed to fire one bullet per target. Each additional round you fire increases your Aggression score.
- >>> **Close Encounters:** The number of times you were attacked but not killed during the mission. This happens when you blow your cover. Each close encounter subtracts from your Stealth score.
- >>> **Headshot:** The number of people you shot in the head during the mission. This has no bearing on Stealth or Aggression scores, but a headshot is the only way to kill a target without lowering your Stealth score if you want to use a firearm.
- >>> **Alerts:** The number of red-colored alert messages you received during the course of the mission. You're allowed up to two alert messages per mission. Each subsequent alert subtracts from your Stealth score.
- >>> **Enemies Killed:** The number of enemies you killed during the mission. Each kill adds to your Aggression score.
- >>> **Enemies Harmed:** The number of enemies you wounded but didn't kill during the mission. This has no specific bearing on Stealth or Aggression scores, but a wounded enemy might yell or run off to alert his friends, which compromises your cover.

- >>> **Innocents Killed:** The number of innocent people you killed during the mission. Civilians are always considered to be innocents. On certain missions, police officers and VIPs are considered to be innocents as well. Each innocent you kill adds to your Aggression score.
- >>> **Innocents Harmed:** The number of innocent people you wounded but did not kill during the mission. This has no specific bearing on your Stealth or Aggression scores, but a wounded person will quickly run off and alert a guard, which compromises your cover.
- >>> **Difficulty:** The difficulty level you chose when you began the current game. This has no bearing on your Stealth or Aggression scores.
- >>> **Saves:** The number of times you saved the game during the course of the mission (does not include saves that occur between missions). This has no bearing on your Stealth or Aggression scores.

How Do You Rate?



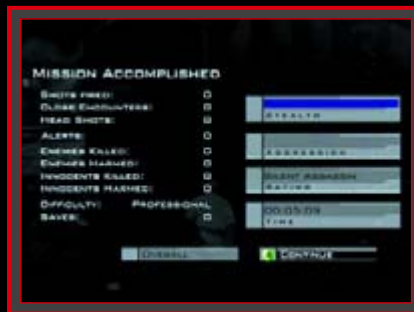
Unlocking a Hidden Weapon

So, what does all of this mean? Why does your rating at the end of a mission matter? There's really only one reason: If you're able to attain the highest rating from a mission—the **Silent Assassin** rating—you unlock a powerful hidden weapon. You can unlock a total of 12 awesome weapons by earning the Silent Assassin rating on each of the 12 missions.

NOTE

The difficulty level has no bearing on unlocking hidden weapons. You have the capability of unlocking each mission's hidden weapon whether on Normal, Expert, or Professional difficulty.

Silent Assassin Criteria



Silent Assassin Rating

Achieving the Silent Assassin rating is no easy task. To earn the Silent Assassin rating at the end of a mission, your Aggression bar must be entirely empty and your Stealth bar must be completely full on the "Mission Accomplished" screen.

We've listed the exact criteria for attaining the Silent Assassin rating below. Keep all of these factors in mind when you're playing through a mission if you want to unlock its hidden weapon.

- >>> You may only kill the specific targets you've been hired to assassinate.
- >>> You must not kill any enemies, civilians, police, or VIPs. If necessary, knock them out with Syringes.
- >>> If you use a firearm to make the hit, you must score a clean headshot on the target using only one bullet from a silenced gun.
- >>> You may use close-combat weaponry to make the hit on a target, such as the Fiber Wire, Fire Poker, Kitchen Knife, Meat Hook, Pool Cue, and so on.
- >>> You may use environmental items and objects to make the hit, as long as you don't violate any other criteria by doing so. Examples include poisoning a target's drink and silently suffocating a sleeping target with a pillow.
- >>> You must not receive more than two red-colored alert messages during a mission. Examples of alert messages include: "Warning: Your cover has been blown," "Warning: Nearby guards are alerted," and "Warning: Guards have found a dead body/unconscious person."
- >>> You must not receive any close encounters. Avoid blowing your cover at all costs—just one close encounter is enough to ruin your chance of scoring the Silent Assassin rating.

NOTE



Refer to the "Secrets" section of this guide for more information on the 12 hidden weapons you can unlock with the Silent Assassin rating from each mission. And check out the details on all the other cool Hitman: Contracts secrets.

Silent Assassin Tips



Any two-bit killer off the street can speed through a mission with guns ablaze, but it takes a real Hitman to earn the Silent Assassin rating. The fact that you can only kill the targets you've been contracted to hit makes each

mission an exciting challenge. You've got to outwit your enemies instead of relying on sheer firepower. The following tips help you achieve this goal.

- >>> **Kill Only Your Targets:** Never kill anyone except the specific targets you've been hired to hit. Your targets are easy to spot—they appear as pulsating red circles on the in-game map.
- >>> **Maintain Your Cover:** Blowing your cover is the worst—every guard in the area rushes over to attack you, causing your alert messages and close encounters to skyrocket. Proper usage of deception and solid stealth tactics help to minimize the odds of being detected.

- >>> **Find a Disguise:** Disguises grant you access to areas you could never reach while wearing your normal clothes. Locate a change of clothing or knock somebody out and steal his clothes to help you blend in.
- >>> **Use Syringes Wisely:** The syringe is a Silent Assassin's best friend when used properly. A Syringe renders any person unconscious for quite some time without harming the victim. The unconscious person will recover and alert the nearest guard, so do not to use a Syringe until you make decent progress through the mission (not always possible).
- >>> **Maximize the In-Game Map:** The in-game map is an invaluable tool, because it displays the location of each character in the mission when you're playing on Normal or Expert difficulty. This makes the in-game map helpful in many situations—you can use it to monitor a guard's patrol route or to make sure the room you're about to enter is free of enemies.
- >>> **Bone Up on Training:** The Training section provides in-depth information on how to control Agent 47. We teach you the Stealth tactics and cunning maneuvers you need to slip past the most observant bodyguards.
- >>> **Use Our Walkthroughs:** The walkthroughs in the "Contracts" section are especially useful to Silent Assassins. Refer to them whenever needed, or follow along step by step to ensure a Silent Assassin victory on every mission.



TRAINING

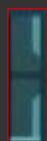
Everything you need to know about controlling Agent 47 is here in the training section. We cover basic and stealth movements, various actions, and effective combat strategies to help you survive even the most hopeless situation. Give yourself an edge in every mission by learning from the information in this section.

The Health Bar

The Health Bar is in the screen's lower-left corner. You begin each mission with full health. The Health Bar decreases as you take damage and turns red when you're near death. Avoid combat situations to keep your Health Bar in the black.

Damage is location-based. Being shot in the leg inflicts less damage than a headshot, for example. This applies to every person in the game, so aim high for quick kills.

The Threat Meter



Empty



Black Bar



Red Bar

The Threat Meter is at the screen's bottom-left corner, next to the Health Bar. Rely on this handy tool—it warns you whenever somebody's suspicious of your presence.

The Threat Meter is empty when nobody else is around. It begins to fill with a black bar when you pass near a guard or move into a restricted area, signaling nearby danger. The bar turns red when you're in serious danger of blowing your cover.

The Threat Meter can help you figure out important things, such as which areas of a level have restricted access, and whether or not your current disguise is working. Use this instrument to its maximum potential and you'll have less trouble moving through each environment.

Basic Movements

Walk, run, strafe, and lean are basic movements. These rudimentary maneuvers may seem self-explanatory, but there are several important things to know about each one.

Walk



Walking is your main mode of transportation, as you attract minimal attention while moving in this fashion and create little noise. Walk when you're under close surveillance to reduce the chances of being discovered.

NOTE

Walking improves the effectiveness of your disguises, because guards are less suspicious of a walking person.

Run



Running is the quickest way to get from one area to the next, but your footfalls are loud and you draw attention to yourself when running around. Never run past guards or enemies, and never run when your Threat Meter starts to climb. You'll make the situation worse.

TIP

Running is risky, but do not worry when nobody's around. Distant people won't take notice of you when you run either, but running past a guard will catch his attention.

Strafe

Strafing is a sideways movement, either left to right or right to left. The camera angle remains locked when strafing, allowing you to move sideways and to keep whatever's ahead of you in view. You can even move diagonally with the camera locked in place by walking or running while strafing.



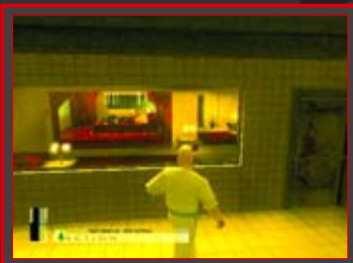


Practice your strafing techniques. They're useful in combat situations, where they allow you to move in any direction while keeping enemies in your crosshairs.

Camera Angles



The camera angle is behind Agent 47 by default, but you can adjust it to any position. Use this handy feature to your advantage by adjusting the camera to achieve the best possible view for each situation.



You're better prepared to handle quick-reflex situations if you can manipulate the camera effectively while walking, running, and strafing. Practice adjusting the view while moving about until it becomes second nature.

The first-person view allows you to see the world through Agent 47's eyes. This is useful when you want to have a closer look at your immediate surroundings. It's easier to combat enemies in first-person view as well.



Lean



Leaning allows you to shift the camera to Agent 47's right or left. This is useful for times when you want to view something around a corner without stepping around the corner and exposing yourself.

Stealth Movements

Any movement you make while holding down the Sneak button is a stealth movement. Stealth movements are silent—you never have to worry about making any noise as long as you're pressing the Sneak button. Mastering these maneuvers is essential if you want to earn the Silent Assassin rating on each mission.

TIP



Even the squeak of a door's hinges is quieted if you hold down the Sneak button while opening the door. Open doors this way when you don't want occupants to hear you enter the room.



Stealth movements aren't practical for every situation—only for times when you don't want anybody to notice your presence. Because stealth movements make you look suspicious, guards will move in to inspect you if they catch you slinking about.

Crouch



Hold the Sneak button to crouch. You crouch until you release the button. You're hardest to detect when crouching—you neither move nor make noise of any kind. Crouching is your best tactic when you're about to be spotted by a guard.

Sneak



Sneaking is the quickest way to silently move. Your footfalls make no noise while sneaking, allowing you to slip behind or past an unwary guard. Sneaking is your primary method of movement when you don't want to make any sound.

Creep



Creeping is slower than sneaking, but you're harder to spot because you're crouched low to the ground. Creeping is useful when you need to move through a heavily-watched area undetected.

Actions

Here we go over the additional actions you can perform during missions.

Climb/Descend



You encounter ladders in nearly every mission. Move toward a ladder to make Agent 47 grab it, and continue moving to either climb or descend the ladder.

Quick Draw/Holster



The quick draw allows you to pull out the last weapon you picked up or equipped without having to root through your inventory. Pressing the same button again quickly holsters the weapon, concealing it if the weapon is small enough.

TIP



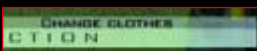
Keep all weapons hidden until the moment you require one—unless you're wearing a proper disguise; you blow your cover when you lurk about with a weapon in hand.

Situational Actions



Situational actions occur whenever you manipulate an item or object during a mission. Examples include opening doors, dragging bodies, activating switches, calling elevators, jumping between balconies, climbing through windows,

changing clothes, picking up items and equipment, and so on.



Action List

The Action List pops up near the Threat Meter whenever a situational action can be performed. Press the Action/Use button to carry out the deed. If you can execute more than one action from your current position, hold down the Action/Use button, highlight the action you want to perform, then release the button.

Disguises



to move more freely through guarded areas.

Disguises allow you to blend in to your surroundings. You can walk past guards and enter restricted areas when wearing the proper attire. Take advantage of disguises



outfits, however—usually those belonging to Targets and VIPs.

You can steal clothing off almost every male character in the game. Kill or knock out a person, then change clothes to disguise yourself. You cannot steal some

You may need to switch between disguises during the course of a mission. Sometimes one disguise works for a while, but you may need a different one to reach the next area. Keep an eye on the Threat Meter to determine when a disguise's usefulness has reached its end.



Look for disguises that are lying about; nearly every mission features at least one or two. These free disguises are preferred, as you

don't have to risk blowing your cover by engaging characters to get their clothes.



Free disguises aren't always an option, so you must sometimes take one from an individual. Use a Syringe to knock out the character

if you're trying for the Silent Assassin ratings. Also, hide the body by dragging it to a secluded area. People who find a naked body will be on the lookout for a suspicious person wearing a disguise.

A disguise that doesn't cover your face is less likely to hold up under close scrutiny. If you're choosing between two similar disguises, pick the one that best conceals your identity.



Combat

Because Agent 47 is only one man, battling enemies is always your last resort. Matters can spin out of control, however, so you need to know how to handle yourself in any combat situation.

TIP



When playing to win the Silent Assassin ratings, do not kill anybody other than the Target(s) your client is paying you to hit. Restart the mission if you blow your cover and a combat situation occurs.

Close Combat

Anybody can fire a gun, but it takes a trained assassin to get into close quarters with an enemy and effectively take him out. Put the following tips to use when using close combat weaponry.

Stealth Kills



Stealth kills are the way to go when you're attempting to earn the Silent Assassin rating. To perform a stealth kill, sneak up to an unwary Target with any close combat weapon, such as a Kitchen Knife or the Fiber Wire, without being seen or heard. You begin every

mission with the Fiber Wire in your inventory and are never required to drop the weapon, so a stealth kill is always an option.



Hold down the Attack button to ready your close combat weapon, then release it when you're standing near the victim. (Don't bump into the person or they'll notice you.) Releasing the Attack button executes the stealth kill—the victim is

silently murdered without the chance to call for help or fight back.



Some weapons, such as Syringes and the Fiber Wire, can only be used in the stealth kill fashion. Other close combat weapons, such as the Fire Poker, Kitchen Knife, and Meat Hook, can be used to attack a person from any

angle. It will often take several blows to kill somebody with a close combat weapon unless you execute a proper stealth kill.

Range Combat



When you use any weapon that isn't designed for close combat, you're engaged in range combat. This includes short-to-medium-range shootouts as well as long distance kills with an accurate firearm, such as a sniper rifle.



Maintaining accuracy while strafing to dodge enemy fire is no easy feat, especially when you're battling in an open environment. Avoid open ground and look for a sound defensive position when bullets whiz by.

For example, hiding inside a room and blasting at your enemies as they step through the doorway is effective, because you can keep your crosshairs trained on the doorway and kill each enemy before they get a solid lock on you. Use the surrounding environment to your advantage to help you survive range combat situations.



Sniper Tactics



Using a sniper rifle is an important skill to learn. You can eliminate several Targets without being detected by using a sniper rifle from long range. Whenever you use a sniper rifle, aim for the Target's head to ensure a clean headshot kill.



Press the Attack button once while carrying a sniper rifle to switch to the scope view. You can zoom in on the Target at least once. (Some sniper rifles allow you to zoom in twice for an even better shot.) Press the Attack button a second time to fire off a

round. Press the Draw/Holster button to exit the scope view.

The crosshair jiggles when you look through the sniper rifle's scope. This is a realistic effect—no sniper can hold the rifle perfectly still when taking aim. You can reduce the jiggle's severity by pressing the Sneak button to crouch, which steadies your hands to improve your accuracy.



Silent Kills

The sound of a gunshot is loud and will alert nearby guards, especially if the surrounding environment is peaceful. However, many weapons come equipped with a silencer—a clever device that connects to the barrel of a gun and reduces each shot's sound. You don't need to worry about alerting nearby guards when you fire silenced bullets.



Most silenced weapons are of the pistol variety, which is nice because you can easily conceal them. However, pistols don't pack the same punch as larger weaponry, especially when they're hampered by a silencer. Land a headshot when you use a silenced pistol for a cleaner, quieter kill.



TIP



You can pistol-whip your enemies with any firearm. Move into close quarters while armed with a gun and press the Attack button to execute a pistol-whip. This knocks out the enemy for a short time—they soon regain consciousness.

Mission Briefings



Mission Briefing Menu

Mission briefings provide vital mission information, such as the name and description of the Target(s) you must assassinate, as well as all other objectives you need to complete to finish the mission. Read each mission's briefing, looking for clues to help you figure out how to best complete each objective.

The Mission Briefing Menu is updated when you complete an objective or find an item or object that provides additional mission details. Such items include letters, notes, and the like. Refer to the Mission Briefing Menu whenever you need to go over the objectives.

TIP



Familiarize yourself with a mission's details before you begin the assignment. A thorough understanding of the objectives is a great advantage during any operation.

The In-Game Map



In-Game Map

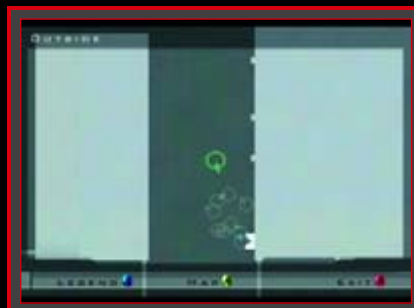
The in-game map displays useful information. Bring up the in-game map when you want to check for patrolling guards, Points of Interest, the location of your Targets, your current location, and more.

The in-game map is difficulty-sensitive, meaning that the amount of information displayed on the map depends upon the difficulty level you choose.



Normal In-Game Map

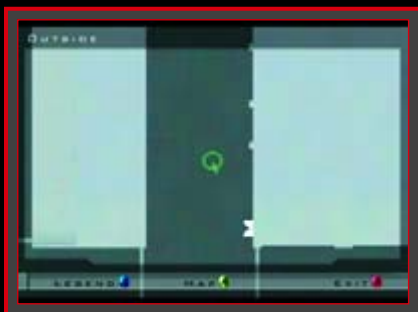
When playing on Normal difficulty, the in-game map displays all available information in full detail. Refer to the map to note the location of each police officer, guard, civilian, and VIP, and to monitor their movements.



Expert In-Game Map

On Expert difficulty, the in-game map provides less information. It does not differentiate between police, guards, and civilians—all people other than Agent 47 and the Targets are displayed as civilians. This is still useful, especially after you become familiar with a mission.





Professional In-Game Map

The in-game map displays minimal information when playing on Professional difficulty. Agent 47, Targets, and any VIPs involved in the mission are the only characters displayed. Police, enemies, and civilians are not displayed on the Professional difficulty in-game map, forcing you to rely on your skills in stealth and observation to avoid them.

The Training Area



Main Menu

Choose **Training** from the Main Menu to access the Training Area. This is a great place to brush up on your skills before attempting to clear a real mission.



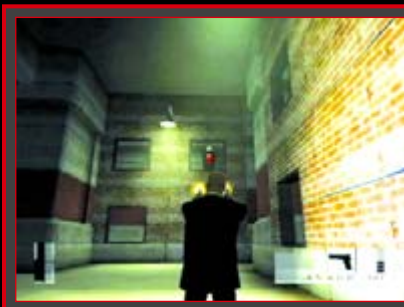
The central portion of the Training Area features several racks of assorted weapons. Most of the weapons are not present the first time you visit the Training Area, but are represented by silhouettes of each weapon. The real weapons appear as you

unlock them when playing through the game, and you can visit the Training Area to test each one.

TIP



For more information on unlocking standard weapons, refer to the Equipment section. Check out the Secrets section for details on all hidden weapons and tips on how to unlock each one.



Stock up on ammo and proceed through the south door to reach a combat training course. A total of 46 cardboard enemies pop out of windows as you move through the course. Practice your aim and reflexes by firing at each one until you rarely miss.

(You can collect ammo from spots on the ground if you're running low.) Your results are shown in a message that appears at the screen's top after you complete the short course.

TIP



Tweak the control options if you're having trouble hitting the Targets in the combat training course. You can adjust the horizontal and vertical turn sensitivity and also invert the up/down aim. Figure out what control setup works best for you and practice until you can move and shoot with finesse and accuracy.



Visit the area east of the starting point to practice using your sniper rifles.

TIP



Crouch while you aim with a sniper rifle to reduce the degree of crosshair jiggle.



The area northwest of the starting point is a stealth training course. Here you can practice sneaking past guards without being detected. Run down the hall and pass the first couple of guards, then pick the lock on the far west door to enter the training course.



You're inside enemy territory after you pass through the locked door—this is a restricted area. You must now utilize stealth tactics to avoid the guards and navigate the course. Sneak down the hall toward the unsuspecting guard ahead.



The guard's back is exposed, so use a Syringe or the Fiber Wire to take him out silently, then change into his uniform to disguise yourself. Walk up the nearby stairs and enter the door at the top.

TIP

To see how long the effects of a Syringe last, use one on the unwary guard, then wait for him to wake.



Stride across the suspended walkway until you reach a gap, and the Action List appears. Choose to jump the gap to reach the walkway's other side, then pass through the door ahead.

TIP

Remember this tactic for use in future missions. Agent 47 is able to climb through windows and jump between balconies on several of his assignments.



Walk down the steps that follow and crouch when you reach the bottom. Creep along the ground and past the short wall ahead to avoid being spotted by the guards on the other side.

TIP

As you creep beside the short wall, manipulate the camera angle to keep the nearby guards in your view. This is useful when sneaking around in future missions. It allows you to watch the guards closely to make sure they aren't watching you.

You're done after you creep past the short wall, so walk through the following door to complete the stealth training course. Nice work—you're on your way to becoming a Silent Assassin.



If you'd like, you can check out the central area of the stealth training course after you've finished training. Enter the middle doors and walk straight, passing through the double doors at the opposite end.



The central area of the stealth training course features a plywood structure ahead and a switch on the wall to your left. Pulling the switch shuts off the overhead lights.

Enter the plywood structure and jump through the windows ahead. You soon come to a small room with several shelves of bottles and plates. Shoot at them to create some noise, which alerts the nearby guards.

The guards don't come after you—this is just a demonstration to show that loud, sudden noises will draw unwanted attention. Keep this in mind when playing through real missions to maximize your stealth skills.



WEAPONS AND EQUIPMENT

As a Hitman, you deal in the business of death. This section provides information on the tools of your dark trade.

Unlocking Weapons

In order to unlock a common weapon, you must obtain the weapon during a mission's course, then finish the job with the weapon on your person. Each time you complete a mission, all new weapons in your inventory are automatically unlocked and added to the Training Area and to your Weapons Cache.

Weapons that cannot be concealed are harder to collect without raising suspicions. A proper disguise can help you unlock these powerful arms. Take out a guard, dress in his uniform, and pick up his weapon. This is easiest to accomplish on Normal difficulty, as guards are less suspicious of you.



NOTE

For information on how to unlock hidden and secret weapons, refer to the "Secrets" section of this guide.

The Weapons Cache



Weapons Cache

Your unlocked weapons are stored in the Weapons Cache. This is a list of every weapon you've unlocked.

The Weapons Cache allows you to bring extra firepower into a mission—just choose from the list of weapons you've unlocked. However, you can only access your Weapons Cache when replaying a mission you've cleared. (You cannot bring extra weaponry into a brand-new mission.)



Selecting appropriate arms from the Weapons Cache gives you a big advantage in each mission you revisit. For example, if you're trying to earn the Silent Assassin rating, you can bring silenced firearms into the mission to help you attain your goal.

NOTE

Close-combat weapons cannot be unlocked or stored in your Weapons Cache.

Close-Combat Weapons

Close-range arms are some of the most effective and lethal weapons in the game. Some close-combat weapons are more practical than others, and we go over each one in this section.

NOTE

Check out this guide's "Training" section to learn how to handle close-combat weapons like a pro.

Bolt Gun



>>> **Where is it?** In a walk-in freezer on the first floor of the slaughterhouse in Mission 2: The Meat King's Party.

>>> **How do you use it?** You must sneak up behind people and execute a silent stealth kill.

>>> **Two-Handed?** No. >>> **Concealable?** Yes.

>>> **Is it discovered during a frisk?** Yes.

Chinese Sword



- >>> **Where is it?** Lee Hong carries one in Mission 11: Lee Hong Assassination.
- >>> **How do you use it?** You can either attack people directly or sneak up behind them and execute a stealth kill.
- >>> **Two-Handed?** Yes.
- >>> **Concealable?** No.

Fiber Wire

- >>> **Where is it?** You begin every mission with the Fiber Wire in your inventory.
- >>> **How do you use it?** You must sneak up behind people and execute a silent stealth kill.
- >>> **Two-Handed?** Yes.
- >>> **Concealable?** Yes.
- >>> **Is it discovered during a frisk?** No.



Fire Poker

- >>> **Where is it?**
Near fireplaces.
- >>> **How do you use it?** You can either attack people directly or sneak up behind them and execute a stealth kill.
- >>> **Two-Handed?** Yes.
- >>> **Concealable?** No.



Kitchen Knife



- >>> **Where is it?** Kitchen Knives are common weapons in almost every level. Search kitchens.
- >>> **How do you use it?** You can either attack people directly or sneak up behind them and execute a stealth kill.
- >>> **Two-Handed?** No.
- >>> **Concealable?** Yes.
- >>> **Is it discovered during a frisk?** Yes.

Meat Cleaver

- >>> **Where is it?** In the kitchen on the first floor of the slaughterhouse in Mission 2: The Meat King's Party.
- >>> **How do you use it?** You can either attack people directly or sneak up behind them and execute a stealth kill.
- >>> **Two-Handed?** No.
- >>> **Concealable?** Yes.
- >>> **Is it discovered during a frisk?** Yes.



Meat Hook

- >>> **Where is it?** In many areas on the first floor of the slaughterhouse in Mission 2: The Meat King's Party. You also begin Mission 2 with a Meat Hook in hand.
- >>> **How do you use it?** You can either attack people directly or sneak up behind them and execute a stealth kill.
- >>> **Two-Handed?** No.
- >>> **Concealable?** Yes.
- >>> **Is it discovered during a frisk?** Yes, but not if you're disguised as a butcher.



Pool Cue



- >>> **Where is it?** In several missions. Check barrooms and around pool tables.
- >>> **How do you use it?** You can either attack people directly or sneak up behind them and execute a stealth kill.
- >>> **Two-Handed?** Yes.
- >>> **Concealable?** No.



Shovel



- >>> **Where is it?** In Mission 4: Beldingford Manor. It's located in the center of the garden maze.
- >>> **How do you use it?** You can either attack people directly or sneak up behind them and execute a Stealth kill.
- >>> **Two-Handed?** Yes.
- >>> **Concealable?** No.

Stun Gun



- >>> **Where is it?** In Mission 1: Asylum Aftermath. The Asylum's staff carries Stun Guns. There is one outside the elevator doors on the Asylum's second floor.
- >>> **How do you use it?** You can attack a person from any angle with the Stun Gun. One shock will render the victim unconscious for a long time.
- >>> **Two-Handed?** No.
- >>> **Concealable?** Yes.
- >>> **Is it discovered during a frisk?** Yes.

Syringe



- >>> **Where is it?** You begin each mission with at least one Syringe. You can gather a large amount of them in Mission 1: Asylum Aftermath.
- >>> **How do you use it?** You must sneak up behind a person and execute a silent stealth kill. The victim is instantly knocked out and remains unconscious for a long time.
- >>> **Two-Handed?** No.
- >>> **Concealable?** Yes.
- >>> **Is it discovered during a frisk?** No.



TIP



You begin each mission with a Syringe and the Fiber Wire. Hang on to these weapons—they're never found during any frisk search and they don't trigger metal detectors.

Pistols

Pistols are the most versatile firearms in the game because they're lethal and you can easily conceal them. Pistols come in four varieties:

- >>> **Normal:** A standard pistol.
- >>> **Silenced:** A normal pistol with a silencer attached. Reduces each shot's sound.
- >>> **Dual:** Two normal pistols, one held in each hand. Both guns fire when you press the Attack button. Incredible stopping power.
- >>> **Silenced Dual:** Two silenced pistols, one held in each hand. These are the best types of pistols in the game.

TIP



Never use a Pair of Pistols if you're trying to achieve the Silent Assassin rating. Dual Pistols fire two rounds each time you press the Attack button, and you're only allowed to spend one silenced bullet on each target.

CZ 2000



The CZ 2000 is a small semi-automatic pistol. It's a common firearm that's in many missions, and is one of the weakest handguns in the game. The CZ 2000 has the advantage of a large clip capacity.

Weapon Stats:

- >>> **Caliber:** 9mm
- >>> **Clip Capacity:** 15 rounds
- >>> **Length:** 18.5 centimeters
- >>> **Weight:** 780 grams
- >>> **Concealable:** Yes
- >>> **Two-Handed:** No

Weapon Variation:

- >>> CZ 2000 Dual

GK 17



The GK 17 is a small semi-automatic pistol. It's a common firearm that's in several missions, and is weak when compared to the many other handguns in the game. However, the GK 17 has the largest clip capacity of the pistols.

Weapon Stats:

- >>> Caliber: 9mm
- >>> Weight: 625 grams
- >>> Clip Capacity: 17 rounds
- >>> Concealable: Yes
- >>> Length: 18.6 centimeters
- >>> Two-Handed: No

Weapon Variation:

- >>> GK 17 Dual

Gold Desert Eagle



The Gold Desert Eagle is a powerful handgun with impressive stopping force. It's only on the body of Rutger Van Leuven—one of your targets in Mission 5: Rendezvous in Rotterdam. Collect it after making the hit.

Weapon Stats:

- >>> Caliber: Magnum
- >>> Weight: 1.897 kilograms
- >>> Clip Capacity: 7 rounds
- >>> Concealable: Yes
- >>> Length: 26 centimeters
- >>> Two-Handed: No

Magnum 500



The Magnum 500 is a double action revolver. It's one of the most powerful pistols in the game, but you must reload it more often than any other handgun. Magnum 500s are common weapons in many missions.

Weapon Stats:

- >>> Caliber: Magnum
- >>> Weight: 2.055 kilograms
- >>> Clip Capacity: 5 rounds
- >>> Concealable: Yes
- >>> Length: 38.1 centimeters
- >>> Two-Handed: No

Weapon Variation:

- >>> Magnum 500 Dual

SG220 .S

The SG220 .S is a medium silenced pistol. Its 9mm caliber makes it one of the weakest silenced handguns in the game, but it's the most quiet. An SG220 .S is near or on a target—Franz Fuchs has one on his desk in Mission 7: Traditions of the Trade.



Weapon Stats:

- >>> Caliber: 9mm
- >>> Weight: 7.2 kilograms
- >>> Clip Capacity: 7 rounds
- >>> Concealable: Yes
- >>> Length: 19.3 centimeters
- >>> Two-Handed: No

Weapon Variation:

- >>> SG220 .S Dual

Silverballer Dual



The Silverballer Dual is Agent 47's old standby. You begin every mission with the Silverballer Dual and the Silverballer Silenced (if you're playing on Normal difficulty). Silverballers are

powerful pistols with large clip capacities, making them the best handguns in the game.

Weapon Stats:

- >>> Caliber: .45 ACP
- >>> Weight: 1.076 kilograms
- >>> Clip Capacity: 14 rounds (7 per gun)
- >>> Concealable: Yes
- >>> Length: 21.6 centimeters
- >>> Two-Handed: Yes

Weapon Variations:

- >>> Silverballer Silenced
- >>> Silverballer Silenced Dual

Submachine Guns

Submachine guns are crosses between pistols and assault rifles. They have the automatic fire of a rifle but are more compact and easier to carry. Some submachine guns are small enough to conceal, and a few come equipped with silencers.

TIP



Larger weapons, such as assault rifles, sniper rifles, and most submachine guns, cannot be secreted in your clothing. Grab a proper disguise or wait until you're escaping from a mission before adding larger firearms to your Weapons Cache.

Aug Submachine Gun



Use the Aug Submachine Gun against distant targets. Its long barrel makes it one of the most powerful and accurate submachine guns in the game. Many guards carry this weapon.

Weapon Stats:

- >>> Caliber: 9mm
- >>> Clip Capacity: 25 rounds
- >>> Length: 66.5 centimeters
- >>> Weight: 3.3 kilograms
- >>> Concealable: No
- >>> Two-Handed: Yes

Micro Uzi

The Micro Uzi is the smallest submachine gun, and you can easily conceal it. However, the Micro Uzi also features the smallest ammo capacity at only 20 rounds per clip. This weapon is on guards, and is the only concealable submachine gun that comes in a silenced form.



Weapon Stats:

- >>> Caliber: 9mm
- >>> Clip Capacity: 20 rounds
- >>> Length: 25 centimeters
- >>> Weight: 1.5 kilograms
- >>> Concealable: Yes
- >>> Two-Handed: No

Weapon Variations:

- >>> Micro Uzi Dual
- >>> Micro Uzi Silenced
- >>> Micro Uzi Silenced Dual

MP5 Submachine Gun

The MP5 Submachine Gun is a powerful fast-firing weapon that features the largest clip capacity of the submachine guns. Guards often choose to carry this weapon due to its power and versatility.



Weapon Stats:

- >>> Caliber: 9mm
- >>> Clip Capacity: 30 rounds
- >>> Length: 66 centimeters
- >>> Weight: 2.88 kilograms
- >>> Concealable: No
- >>> Two-Handed: Yes

Weapon Variation:

- >>> MP5 Silenced Submachine Gun

MP9 Submachine Gun



The MP9 Submachine Gun is the only one of its type you can conceal, except for the Micro Uzi. However, the MP9 is more accurate and features a larger clip capacity than the Micro Uzi, making it a superior weapon. You can take this versatile submachine gun off the bodies of dead or unconscious guards.

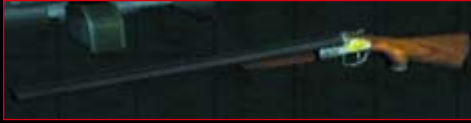
Weapon Stats:

- >>> Caliber: 9mm
- >>> Clip Capacity: 25 rounds
- >>> Length: 55.6 centimeters
- >>> Weight: 3 kilograms
- >>> Concealable: Yes
- >>> Two-Handed: No

Shotguns

Shotguns fire shot—dozens of tiny pellets stuffed into a cylindrical shell—and are lethal when used at either close or medium distances. There's no way to silence a shotgun, so these firearms are only practical when you want to make a loud mess of things.

Double-Barreled Shotgun



The Double-barreled Shotgun is a mighty weapon. Its long barrels help it maintain a fair amount of accuracy over long distances. Both barrels are fired when you press the Attack button, so you cannot shoot one shell at a time. Grab the Double-barreled Shotgun in Mission 4: Beldingford Manor.

Weapon Stats:

- >>> Caliber: 12 gauge
- >>> Weight: 3.2 kilograms
- >>> Clip Capacity: 2 shells
- >>> Concealable: No
- >>> Length: 115.7 centimeters
- >>> Two-Handed: Yes

Sawed-Off Shotgun



Take a hacksaw to the Double-barreled Shotgun and you get the Sawed-off. The Sawed-off Shotgun's shortened barrels allow you to secret the weapon in your clothing. The downside is a reduction in accuracy when used from long range. You can collect this weapon from many different missions—in Mission 4: Beldingford Manor, Lord Winston Beldingford keeps his Sawed-off Shotgun close by.

Weapon Stats:

- >>> Caliber: 12 gauge
- >>> Weight: 2.8 kilograms
- >>> Clip Capacity: 2 shells
- >>> Concealable: Yes
- >>> Length: 65.4 centimeters
- >>> Two-Handed: Yes

Weapon Variation:

- >>> Sawed-off Shotgun Dual



SPAS 12 Gauge Shotgun



The SPAS 12 Gauge Shotgun is the modern evolution of this class of weapon. Its fully-automatic, single-barrel

design and 8-shell capacity make the SPAS 12 Gauge the best shotgun in the game. While you can collect this weapon from the first mission, it's easiest to grab in Mission 7: Traditions of the Trade because it's inside a box of roses.

Weapon Stats:

- >>> Caliber: 12 gauge
- >>> Weight: 4.2 kilograms
- >>> Clip Capacity: 8 shells
- >>> Concealable: No
- >>> Length: 93 centimeters
- >>> Two-Handed: Yes

Assault Rifles

Assault rifles are lethal at any distance. They're fully-automatic weapons that feature large ammo capacities, but you cannot conceal assault rifles, forcing you to carry them in the open. When carrying an assault rifle, find a proper disguise so that you don't attract too much unwanted attention. Guards in later missions carry these types of weapons.

AK 74



The AK 74 features a longer barrel than the M4 Carbine, making it the most accurate assault rifle. On the other hand, its rate of fire is slower than the M4 Carbine, implying that this assault rifle was meant for combat over longer distances.

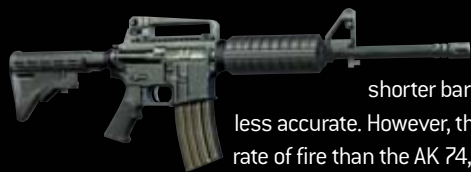
Weapon Stats:

- >>> Caliber: 5.56mm
- >>> Weight: 3.3 kilograms
- >>> Clip Capacity: 30 rounds
- >>> Concealable: No
- >>> Length: 94 centimeters
- >>> Two-Handed: Yes

Weapon Variation:

- >>> AK 74 Silenced

M4 Carbine



The M4 Carbine sports a shorter barrel than the AK 74, so it's less accurate. However, the M4 Carbine has a higher rate of fire than the AK 74, making it the best weapon in its class for mowing down a crowd of enemies.

Weapon Stats:

- >>> Caliber: 5.56mm
- >>> Clip Capacity: 30 rounds
- >>> Length: 84 centimeters
- >>> Weight: 2.54 kilograms
- >>> Concealable: No
- >>> Two-Handed: Yes

Weapon Variation:

- >>> M4 Carbine Silenced

Machineguns

M60 Light Machinegun



The M60 Light Machinegun is the only weapon in its class. It's one of the deadliest firearms in

the game due to its high ammo capacity and fast rate of fire. It takes seconds to reload and can mow down a crowd of enemies. This mighty weapon is only found in the restaurant's basement in Mission 11: Lee Hong Assassination.

Weapon Stats:

- >>> Caliber: 7.62mm NATO
- >>> Clip Capacity: 100 rounds
- >>> Length: 110 centimeters
- >>> Weight: 10.5 kilograms
- >>> Concealable: No
- >>> Two-Handed: Yes

Sniper Rifles

Sniper rifles allow you to take careful aim at a distant target and eliminate it from a safe position. Every sniper rifle features a powerful scope to help you sight the perfect shot. Refer to the Training section of this guide for tips on how to use any sniper rifle.

Dragunov

The Dragunov is a modern semi-automatic sniper rifle. It's accurate and is the lightest of the sniper rifles. You can zoom in twice with its powerful scope, which also offers a generous field of vision.



Weapon Stats:

- >>> Caliber: 7.62mm
- >>> Clip Capacity: 10 rounds
- >>> Length: 125.5 centimeters
- >>> Weight: 4.31 kilograms
- >>> Concealable: No
- >>> Two-Handed: Yes

Enforcer



The Enforcer is an outdated bolt action sniper rifle. Its weak scope only allows

you to zoom in once, and the field of vision is limited. You can obtain the Enforcer sniper rifle in the game's first mission.

Weapon Stats:

- >>> Caliber: 7.62mm NATO
- >>> Clip Capacity: 10 rounds
- >>> Length: 120.5 centimeters
- >>> Weight: 4.75 kilograms
- >>> Concealable: No
- >>> Two-Handed: Yes

PGM Sniper Rifle



The PGM is a modern bolt action sniper rifle. It's deadly accurate, and its large scope lets you zoom in twice for a clean kill while providing you a decent view of your surroundings. The silenced version of the PGM is one of the best sniper rifles in the game.

Weapon Stats:

- >>> Caliber: .338
- >>> Clip Capacity: 10 rounds
- >>> Length: 129 centimeters
- >>> Weight: 6.6 kilograms
- >>> Concealable: No
- >>> Two-Handed: Yes

Weapon Variation:

- >>> PGM Sniper Rifle Silenced

R93 Sniper Rifle



The R93 Sniper Rifle is modern and features a highly unusual design. The rifle's scope

doesn't provide the best field of vision, but you can zoom in twice for accurate shooting over long distances.

Weapon Stats:

- >>> Caliber: 7.62mm NATO
- >>> Clip Capacity: 5 rounds
- >>> Length: 119 centimeters
- >>> Weight: 4.8 kilograms
- >>> Concealable: No
- >>> Two-Handed: Yes

W2000 Sniper Rifle



The W2000 Sniper Rifle was the first of its kind to be designed and constructed for snipers—no component of the rifle was taken from a preexisting weapon. Its compact size, accuracy, double-zoom scope, and custom silencer make the W2000 a professional's first choice.

Weapon Stats:

- >>> Caliber: 7.62mm NATO
- >>> Weight: 8.31 kilograms
- >>> Clip Capacity: 6 rounds
- >>> Concealable: No
- >>> Length: 90.5 centimeters
- >>> Two-Handed: Yes

Other Equipment

Here are the other items you use during several missions:

Binoculars



The Binoculars allow you to view distant people and objects from a safe location. You can zoom in with the Binoculars if the object you're viewing is far away. This useful piece of equipment will help you during each mission's reconnaissance phase.

Bombs



There are two types of Bombs—those detonated by a Bomb Remote and those that aren't. You must plant Bombs on a vehicle before you can detonate them.



After you plant a Bomb, you may use the Bomb Remote to detonate the explosive. If the Bomb isn't controlled by a Bomb Remote, the explosion occurs when somebody turns the key to start the vehicle.



A Bomb is capable of taking out bystanders if detonated at the wrong moment—you forfeit the Silent Assassin rating if this happens.

Keys



When you're unable to pick a door's lock, you need to locate a Key that will open the door for you. Keys come in all shapes and sizes, from Car Keys to Keycards. Each one is important, so collect every Key you see.

Lockpick



Agent 47's Lockpick grants him access to many restricted areas. Approach a locked door and choose to pick the lock when nobody's paying attention. Some locks cannot be picked—you need to find some other way to open these specially-locked doors.

Night Vision Goggles



The Night Vision Goggles (NVG) allow you to see clearly when lighting is minimal. Use them to help you navigate dark areas where the path is difficult to see. The only drawback to the Night Vision Goggles is that they limit your field of vision, so use them only when necessary.

Sniper Suitcase



You begin several missions with the Sniper Suitcase in hand. This device looks like a briefcase, but inside is a tool—a deadly sniper rifle.

Agent 47 must spend a few moments opening the Sniper Suitcase and assembling its sniper rifle before the weapon can be used. Don't let anybody see what you're up to.



MISSION 1: ASYLUM AFTERMATH

The first mission of *Hitman: Contracts* picks up where *Hitman: Codename 47* left off—you killed Professor Ortmeyer in the sanitarium's basement and must now make your escape. Get out of the sanitarium, while avoiding police forces and sanitarium staff, then make it to the getaway car parked outside. Sanitarium staff and police will attack you if you don't avoid them.

Mission Objective

>>> Escape from the Sanitarium

Mission Information

Escaping the sanitarium won't be easy. You've got to reach the car parked outside the front entrance to get away, but the grounds are crawling with police.

The police storm the building and kill any sanitarium staff they encounter in their search for their primary target—you. Stay out of their way while they prepare to evacuate patients. You won't be confronted by the police if you disguise yourself as a facility patient or as a SWAT team member.

Enemies



Police



Sanitarium Staff

Civilian



Sanitarium Patient

MAP LEGEND

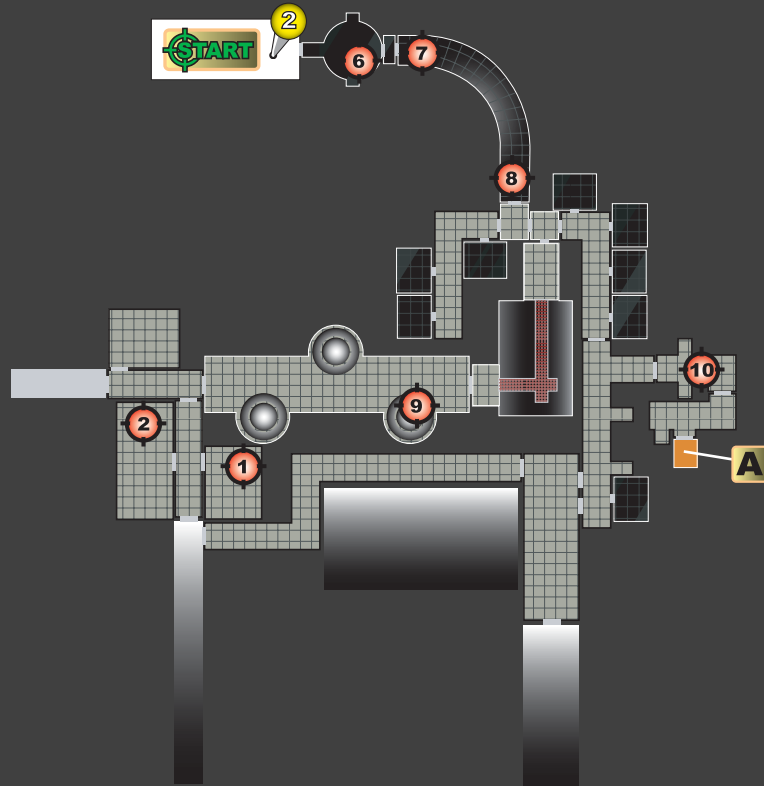
Points of Interest:

- | | |
|------------------------------------|---|
| 1 = Police Uniform, Patient Outfit | 1 = Syringes (4) |
| 2 = Car Key | 2 = Kitchen Knife |
| | 3 = Enforcer Sniper Rifle, Sniper Rifle Ammo, .45 ACP Ammo |
| | 4 = .45 ACP Ammo |
| | 5 = Kitchen Knife, Stun Gun, Syringe, SPAS 12 Gauge Shotgun, Shotgun Ammo |
| | 6 = CZ 2000 Pistol, Pistol Ammo |
| | 7 = CZ 2000 Pistol, Pistol Ammo |
| | 8 = CZ 2000 Pistol |
| | 9 = CZ 2000 Pistol |
| | 10 = CZ 2000 Pistol (2), Pistol Ammo (8), .45 ACP Ammo (6) |

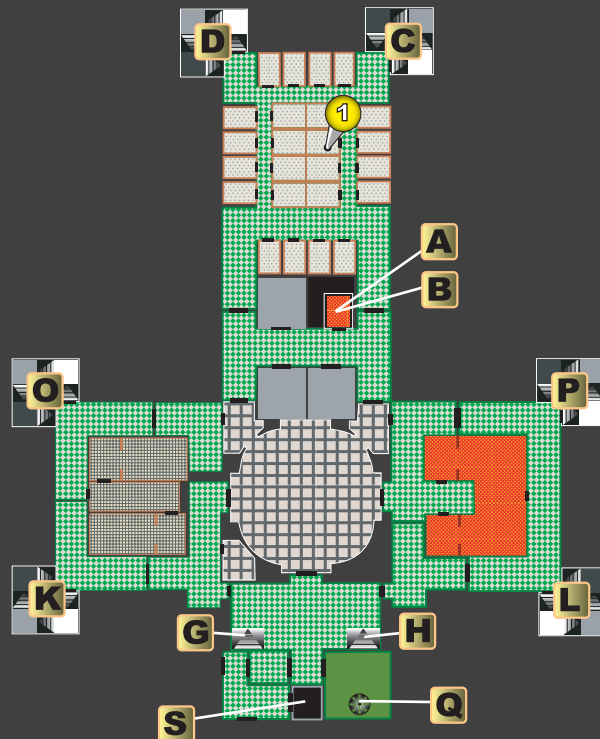


Maps

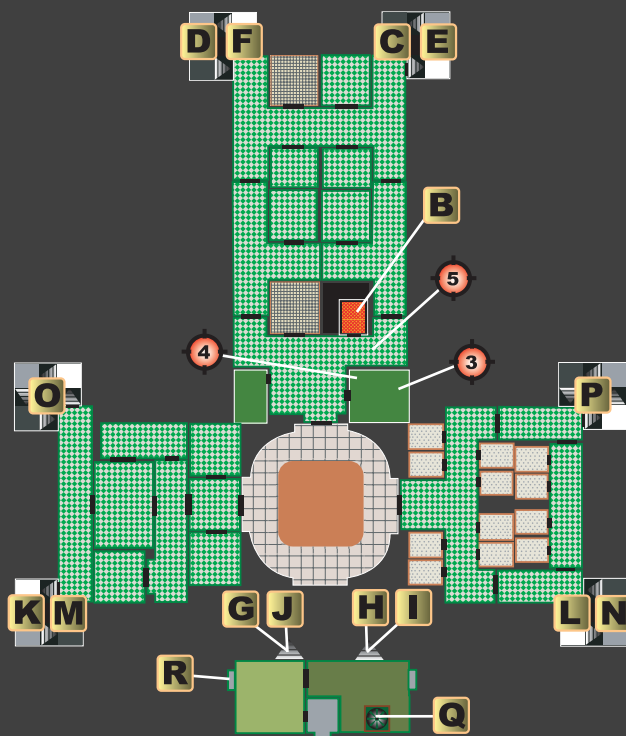
Basement >



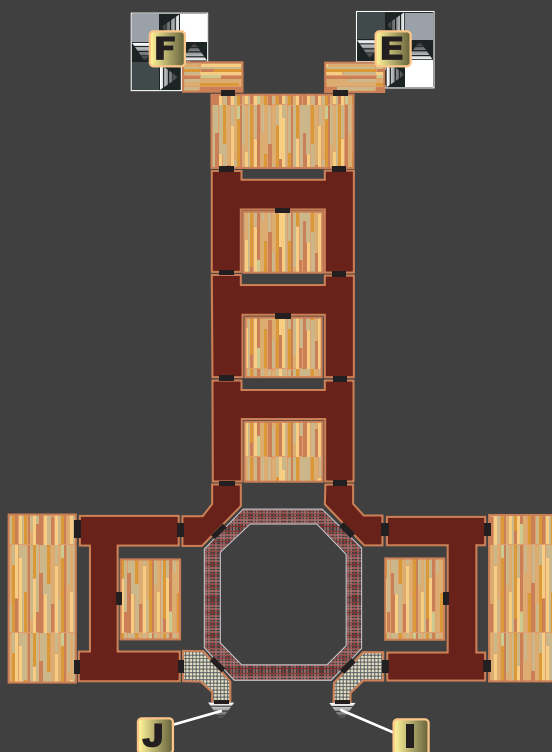
1st Floor >



2nd Floor >

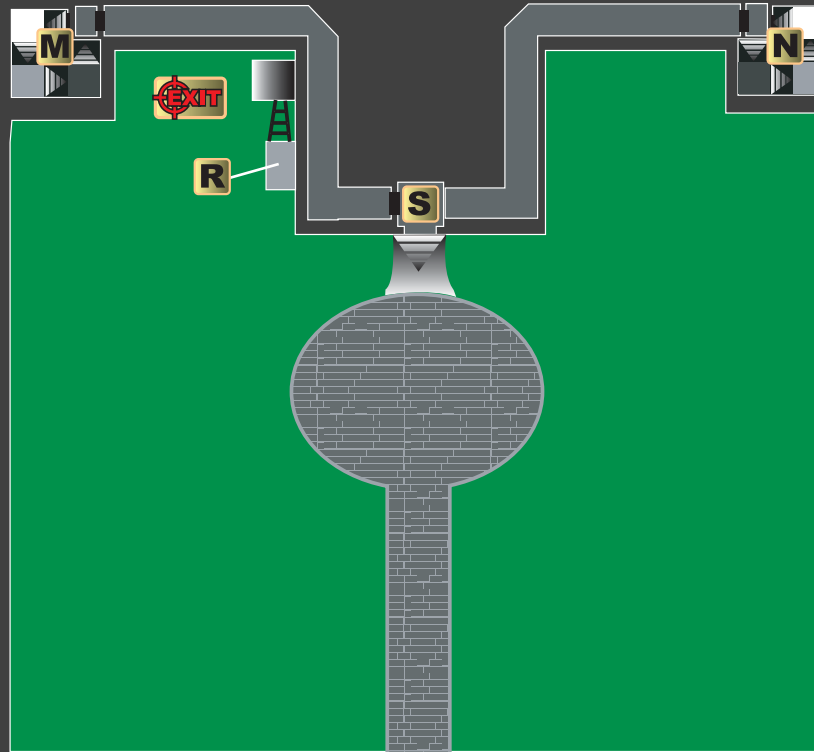


3rd Floor >



MISSION 1: ASYLUM AFTERMATH

Outside >



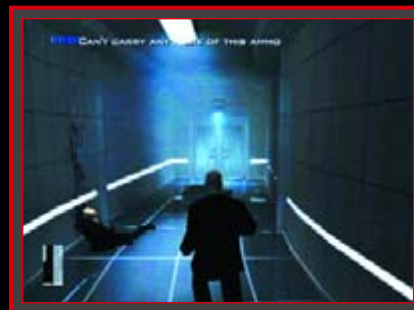
The Silent Assassin's Path

You begin in a white, hazy room in the basement of the sanitarium. Professor Ortmeyer's body lies on the floor nearby. Pick up the Car Key from Ortmeyer's corpse, then head for the door and go through the sanitarium's basement.



TIP

The in-game map is an invaluable tool. Use it to navigate complex areas and to plot your course through each environment. For this mission, a line appears on the Basement map to help guide you to the elevator.



Proceed through the dimly lit hallways to get to the elevator. Corpses of 47's clones litter the floor. You can collect CZ 2000 pistols and assorted pistol ammunition from many of these bodies.

NOTE

The mental patients in the basement of the sanitarium hardly notice you, so run through this area.



Stop in the small room at the basement's west end, which is highlighted by a Point of Interest icon on this guide's map. There are a number of Syringes on top of a small table in this room. Pick them up, conceal them, and continue toward the elevator.

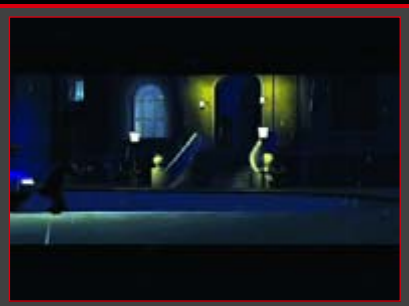
TIP

The Syringe is the Silent Assassin's best friend. When used with skill, Syringes silently knock out enemies and civilians without killing them. Use Syringes to remove human obstacles from your path while maintaining your Silent Assassin rating.



Stand in front of the elevator and press the call button. Enter when the doors open and take the elevator to the second floor.

The police raid the first and second floors of the sanitarium as you enter the elevator. They inadvertently assist you by killing any sanitarium staff they encounter, but you are their primary target.



Step out of the elevator when you reach the second floor. Turn left and walk over to the nearby corpse of a police officer. Take his clothing and pick up his SPAS 12 Gauge shotgun along with the Shotgun Ammo.



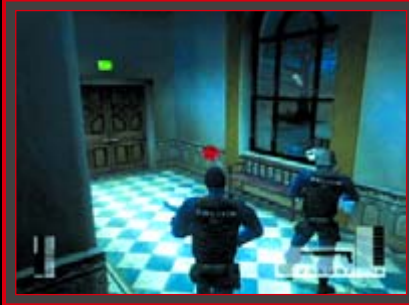
TIP

You can carry weapons around as long as you're wearing an appropriate disguise. The SPAS 12 Gauge shotgun cannot be concealed, but your Police uniform allows you to carry the firearm without raising suspicions.



You can easily escape from the sanitarium in your new guise. Walk south from the elevator and pass through a set of double doors. Continue moving south until you come to a staircase.

Turn left and walk down the stairs. Stride past the team of SWAT police stationed at the bottom of the staircase, then enter the west set of double doors just behind the police officers.



Proceed through the next few rooms until you exit the sanitarium through its front doors. (Avoid the lone police officer who patrols these rooms and keep walking to maintain your cover.)



Turn right once you've exited the sanitarium and stroll over to the nearby escape car, which is marked as the Exit point on the map. Enter the vehicle to make your escape.

MISSION 1: ASYLUM AFTERMATH

Not bad for your first mission; you've escaped the sanitarium without being detected and have earned the Silent Assassin rating. You're awarded the CZ 2000 Dual pistols, which are stored in your weapons cache for use on any mission you choose to replay.

Optional Tactics

Here are some optional tactics you may want to employ during this mission.

The Mental Patient's Path

There's another way to escape from the sanitarium, but it's a lot more difficult than the above strategy. If you're really good, you can still earn the Silent Assassin rating by following this optional approach.



Step out of the elevator when you reach the second level. Dead bodies lie heaped on the floor in front of the elevator doors. Stand near one of the expired patients and take his clothes so you can disguise yourself as a sanitarium inmate and slip

past the police without being attacked. You can also pick up the Stun Gun and Kitchen Knife here and conceal them before moving on.



You're in disguise and ready to make the daring escape. Exit the room, turn left, and walk through the double doors into a large, circular chamber.



Walk left and exit through the double doors on the east side.



Look for a patient who's walking around the halls and talk to him. He begs for a Syringe, which he believes will calm his nerves. You hand him one, and he gives you ammunition in return.



Follow the patient after speaking with him, but don't get too close. He walks down some steps, heading to the building's heavily-guarded front entrance on the first floor.



Pause on the steps as the patient approaches the police near the entrance. One of the officers tells him to enter the lab behind them and wait there for further instructions.

It's your turn. Walk down the steps past the police. One of the officers orders you to the lab. Turn left past the police and enter the double doors.



The police are using the small lab as a holding room for the surviving patients of the sanitarium. Only one guard watches over the lab, and he periodically climbs the spiral staircase to patrol the two rooms above. Sneak past this guard to make your escape.



If you're playing on Normal or Expert difficulty, you can see the patrol route the guard follows by using the in-game map. Wait until he climbs halfway up the spiral staircase, then sneak up the stairs and follow him through the first room and into the next.

TIP



The rooms above the lab feature several windows. The police outside the building are shining spotlights through the windows, watching for any suspicious activity. Keep an eye on your Threat Meter as you sneak up the staircase and through the rooms. Pause whenever the meter makes a sudden or drastic jump.



Sneak into the west room behind the guard and move to the closet door. Pick the lock and slip into the dark closet before the guard turns to exit the room. You don't have any time to waste, so move quickly and silently.

NOTE



You can also knock out the guard if you have a spare Syringe. Sneak up to the guard when his back is turned and use the Syringe to knock him out cold.



After the guard leaves, exit the closet and leave the building through the window in this room. Sneak up to the window, open it, and sneak onto the balcony.

CAUTION



The police outside are watching the building. They expect you to try to escape, and constantly scan all possible exits with roving spotlights. Move with stealth to reduce your chances of being detected. Stop moving and remain crouched if a spotlight comes close to you.



Creep toward the side of the balcony until you reach a ladder. Climb down the ladder to reach the ground.

You're close to the getaway car. Avoid the guard keeping watch over the vehicle. Use the in-game map to view the guard's patrol route and make your move at the right moment.



Sneak up to the car and jump in when you're close enough.

Well done—you escaped the sanitarium without being detected.

MISSION 1: ASYLUM AFTERMATH

Balcony Sniper



The Enforcer sniper rifle is inside a cabinet in the small room south of the elevator on the second floor. Open the cabinet and collect the sniper rifle along with its ammo.

TIP

Like other types of large-sized weaponry, sniper rifles cannot be hidden in clothing and must be carried around in the open. This attracts unwanted attention, so stay out of sight by using stealth tactics and the in-game map. It's always better to drop the weapon and walk away if you're about to be spotted.



With the sniper rifle in hand, move toward the southwest side of the sanitarium's second floor. Climb the steps here to reach the door at the top.



The door leads outside to a third floor balcony that runs along the building's front. You can easily pick off police forces in the courtyard below from up here.

NOTE



Remember: You can't earn the Silent Assassin rating if you kill anyone other than your targets, or if you fire more than one silenced bullet per target. Since you don't have a target for this mission, firing even one bullet ruins your chances of attaining the Silent Assassin rating.

Another option from the balcony is to take out one of the spotlights. Aim at the spotlight coming from the police van parked on the west side of the courtyard. Kill the light with a single shot, then crouch and creep inside. Your escape will be easier with one spotlight out.



MISSION 2: THE MEAT KING'S PARTY

The self-proclaimed "Meat King," Campbell Sturrock, runs Romania's largest meat-packing facility. He was recently charged with the abduction and possible murder of a young woman. Sturrock's lawyer, Andrei Puscus, got the case thrown out of court on a few technicalities (and with the help of some well-placed bribes). The Meat King is having a party this evening to celebrate his courtroom victory.

The woman Sturrock kidnapped is your client's daughter. Your client wants both the Meat King and his lawyer killed, and the girl returned home. Assassinate both men, rescue the client's daughter, and then escape the meat plant to complete the mission.

Mission Objectives

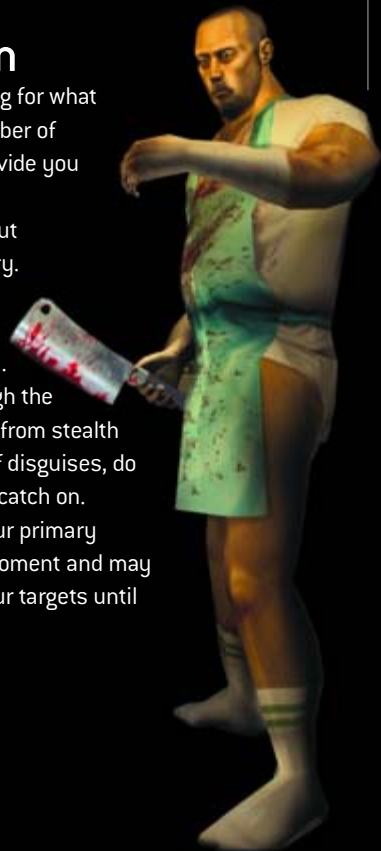
- >>> Assassinate "Meat King" Campbell Sturrock
- >>> Assassinate Lawyer Andrei Puscus
- >>> Rescue the Client's Daughter
- >>> Escape the Compound

Mission Information

The Meat King's party is an ideal setting for what you need to accomplish. The high number of guests and staff at the celebration provide you with the perfect cover.

Security is tight at the meat plant, but nobody's expecting anything to go awry. It's a party and there's a carefree atmosphere, so you can run past guards without raising much suspicion. This allows you to move quickly through the slaughterhouse, and shifts your focus from stealth tactics to deception. Take advantage of disguises, do the job, and get out before the guards catch on.

Rescuing the client's daughter is your primary concern—she could be killed at any moment and may already be dead. Don't worry about your targets until you've discovered the girl's fate.



Targets



Lawyer Andrei Puscus



*"Meat King"
Campbell Sturrock*

Enemies



Guard



Meat King's Brother

MISSION 2: THE MEAT KING'S PARTY

Civilians

*Butcher**Female Partier**Male Partier**Opium Waiter*

MAP LEGEND

Points of Interest:

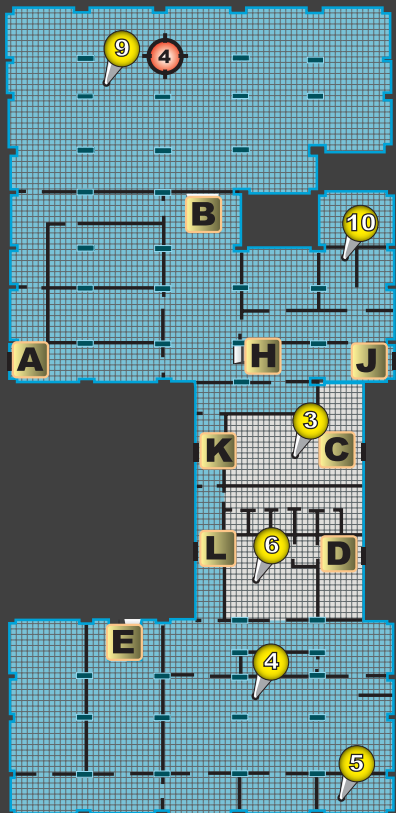
- | | |
|--|--|
| 1 = Truck Doors Switch | 8 = Ladder to Skylight |
| 2 = Client's Daughter, Murder Proof | 9 = Meat-Packing Area (Motorized Rail) |
| 3 = Opium Deliverer Outfit | 10 = Bolt Gun |
| 4 = Opium Pipes | 1 = Kitchen Knife, Meat Cleaver |
| 5 = Lawyer's Room (Silverballer Silenced Pistol, VIP Invitation) | 2 = Kitchen Knives |
| 6 = Kitchen (Chicken Plate, Kitchen Knife, Meat Cleaver) | 3 = Opium Pipe, MP9 Submachine Gun |
| 7 = Sturrock's Room (Curtain Switch) | 4 = Dragunov Sniper Rifle, Sniper Rifle Ammo, Bolt Gun |

Maps

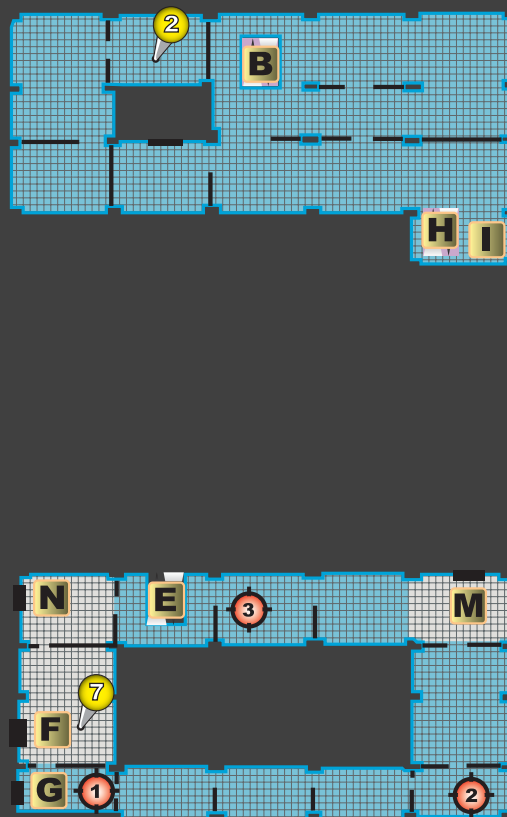
Outside ▾



1st Floor >



2nd Floor >



The Silent Assassin's Path

You begin the mission inside a meat truck. You've just knocked out one of Sturrock's butchers, and his unconscious body lies at your feet. Drop all of your weapons except for the Syringe and the Fiber Wire, then change into the butcher's clothing to disguise yourself.



Exit the truck and walk around to its left side. Press the glowing red button on the truck's side to close its back doors and lock the unconscious butcher inside.

NOTE

You cannot enter the party unless you're in disguise. The guards deny you access and will open fire if you ignore their warnings.

NOTE

If you don't close the truck's doors, the butcher soon wakes up and alerts the guards.

MISSION 2: THE MEAT KING'S PARTY



Run past the truck and around the corner of the building, and then follow the street around the next corner. Keep running toward the entrance to the Meat King's celebration party.



The guard stops you and pats you down before allowing you to pass. Only the Syringe and the Fiber Wire go unnoticed during the frisk.

NOTE

You can take the butcher's Meat Hook into the party, but there's no need to do so.



Run up the steps and through the door to enter Sturrock's slaughterhouse. Make a sharp left turn once inside and run down the hall, passing through the double doors ahead.



Follow the trail of blood to locate a staircase that leads up to the north half of the second floor. Sprint upstairs.



Turn right and pass through the double doors at the top of the stairs. Stop in the small room and bring up the in-game map. Check the location of the lone enemy patrolling the next couple of rooms ahead. Wait until the enemy exits the north

room, passes through the middle room, and then enters the south room before moving through the next set of double doors.

You can't see the enemy on the in-game map if you're playing on Professional difficulty. Instead, look through the double doors' keyhole and wait for the enemy—the Meat King's brother—to walk past. Wait a few moments longer before entering the next room to ensure that the enemy has moved away.



Hurry into the room when it's clear. Turn right and enter the north set of double doors.



A ghastly sight awaits you on the other side of the doors. You've found the client's daughter, but she's already been murdered. Pick up the Murder Proof—one of the girl's severed arms—then hurry and retrace your steps back down to the first floor.

Assassinating the Lawyer



After you're downstairs, run forward and turn left before hitting the wall. Proceed east and then dash through the south set of double doors.

Turn right through the doors and run down the hall. Pass through another set of double doors, then enter the next pair of doors on your left.



The locker room you enter is marked with a Point of Interest icon on the map. A free opium waiter disguise sits on a bench. Change into the clothes and then bolt out of the locker room through the east door.



CAUTION

Only one opium waiter is allowed at the Meat King's party, and you're not him. The real opium waiter soon enters the locker room, and your cover is blown if he catches sight of you. Avoid the real opium waiter at all costs while wearing his attire.



You are outside after leaving the locker room. Run south and then enter the double doors on your right.



Pass through the next few sets of double doors to reach the kitchen. Turn left and exit the kitchen through its south door.

Make another left and sprint down the short flight of steps. Turn right and run through the south set of double doors.



You come to a large, open party area. Many guests are enjoying the Meat King's hospitality, and the music is loud. Make a sharp right turn and run over to the bar. Pick up one of the Opium Pipes from the counter.



Bring up the in-game map to see that one of your targets—the Meat King's lawyer, Andrei Puscus—is in a small, curtained-off room to the southeast. Walk through the red curtain and into the room.

MISSION 2: THE MEAT KING'S PARTY

NOTE

Only the opium waiter is allowed to enter the curtained rooms. Entering in any other guise blows your cover.



The lawyer is resting on a bed, waiting to be served by you. Step over to him and place the Opium Pipe on the end table next to his bed, then take a few steps back and watch.



Puscus leans over, grabs the Opium Pipe, and takes a long pull. He exhales, sets the pipe down on the table, and then slumps down onto the bed unconscious.



Remain motionless until you see the lawyer pass out. Step over to him, take his VIP Invitation, and pick up his Silverballer Silenced pistol. Use the silenced pistol to shoot the unconscious lawyer in the head, instantly killing him.

Assassinating the Meat King



Conceal the lawyer's handgun and then walk out of the room. Run forward and pass through the double doors ahead.



Run west down the following hallway and stop in front of the second set of double doors on your right. Look through the keyhole and wait for the real opium waiter to walk through the double doors directly ahead in the next hall.

The opium waiter turns before reaching you and enters the kitchen. Continue to look through the keyhole until you see the kitchen door close, then move through the double doors.



Return to the locker room and put on the butcher's clothes you left there. You no longer need to worry about being spotted by the opium waiter.



Backtrack out of the locker room, then head south and enter the kitchen. Wait in the kitchen a few moments until a butcher enters carrying an empty plate.



The butcher sets the plate down and begins chopping meat. Continue to wait until he sets a whole chicken on the plate. The butcher then orders you to bring the meal up to the Meat King, Campbell Sturrock.



Pick up the Chicken Plate. A message tells you that the chicken looks big enough to be stuffed with something. Exit the kitchen the way you came in.



Drop the Chicken Plate in the hall outside the kitchen. Equip the Silverballer Silenced pistol. With the pistol in hand and the Chicken Plate on the ground, you have the option to place the pistol inside the chicken. Do so, and then drop any other

weapons except the Syringe and the Fiber Wire—you're about to hit a security checkpoint.

With the pistol concealed inside the Chicken Plate, run south down the hall and pass through the next couple sets of double doors to return to the party area.



CAUTION

Pressing the Action button pulls your pistol out of the chicken, so be careful not to press the button at the wrong moment or you risk blowing your cover.



Keep moving south until you pass through an archway. Turn right and sprint west down the long hall.



Enter the double doors at the hallway's west end. Run north through the next room, and make for the staircase that ascends to the south half of the second floor.



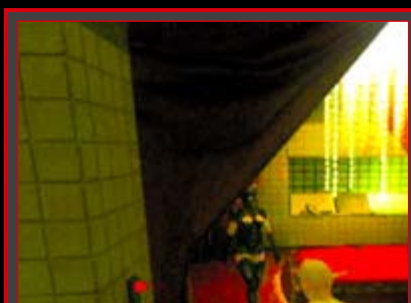
You're frisked for weapons by the guard at the top of the stairs, so make sure you aren't carrying anything except the Syringe and the Fiber Wire. (The guard won't find the pistol you placed inside the chicken.)



Wait until the guard's curiosity has been satisfied, then turn right and enter the door ahead. You can see the Meat King sitting on his bed through the window in the outer room. Enter the Meat King's chamber through the door.



Don't approach Sturrock just yet. Instead, walk to the walled-off area behind his bed and quickly retrieve your pistol from the Chicken Plate.



Now walk over to the Meat King. He becomes excited at the sight of fresh chicken and orders his two bedfellows to leave him to his meal. Move over to the glowing button on the wall near Sturrock's bed, and activate it to pull down the room's curtains.

MISSION 2: THE MEAT KING'S PARTY



Turn around and watch as both women leave the room. After they've both left and the door has closed, move over to Sturrock and hand him the Chicken Plate.



Sturrock accepts the meal with glee.



Pull out the Silverballer Silenced pistol as soon as the Meat King turns his attention to his meal. Quickly take aim and shoot Sturrock in the head.



Now all that's left is the escape. Drop the empty plate on the ground inside Sturrock's room, conceal your pistol, and dash out the door. Retrace your steps to the kitchen where you received the Chicken Plate.



Inside the kitchen, pass through the east set of double doors. Pass through the next two sets of double doors to go outside.



The large truck in front of you is your exit point. Run to the driver's side door of the truck to conclude the mission with a Silent Assassin rating.

Excellent job; you took advantage of the situation and accomplished all of your objectives without

blowing your cover or using gratuitous force. You're awarded the powerful and concealable Micro Uzi Dual submachine guns.

Optional Tactics

This mission features several unique optional tactics. Try them out after capturing the Silent Assassin rating.

Skylight Murderer

There's an alternate way to assassinate the Meat King. Follow the steps outlined in the above strategy until you reach the point where you've just assassinated the lawyer, Andrei Puscus.



Pick up the Opium Pipe before you leave the lawyer's room. Head to the small room east of the kitchen.

NOTE

Remember: Don't let the real opium waiter see you while you're wearing his outfit or your cover will be blown.

Inside the small room, drop your weapons, including the lawyer's Silverballer Silenced pistol. You'll come back for the pistol shortly.





Head to Sturrock's chamber with the Opium Pipe in hand. Pass through the security checkpoint and then enter the Meat King's room.



Walk to Sturrock's bed and wait until one of his female companions stands up and greets you. Drop the Opium Pipe on the floor near the bed and then press the button on the wall to lower the room's curtains.



The two women enjoy the Opium Pipe and soon pass out. Exit the room through the west set of double doors to step onto an outside balcony.



You see a guard on the balcony to the south. Wait for the guard to walk inside, then jump across to the balcony he was just standing on.

Crouch, equip a Syringe, then silently open the balcony door. The guard is standing near the door with his back to you. Plunge the Syringe into his neck to knock him out.



Take the guard's clothes and his CZ 2000 pistol. Conceal the weapon before reentering the Meat King's room. Pass through Sturrock's chamber and run downstairs to the small room off the kitchen, where you stashed the Silverballer Silenced pistol a short time ago.



Collect the pistol and hide it in your clothing. Backtrack out of the kitchen, then turn right and run north up the hall.



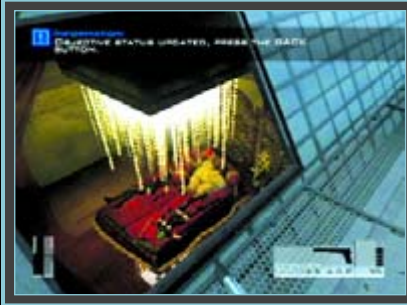
Proceed to the stairs that lead up to the northern half of the second floor. When you're on the second level, go to the roof through the southeastern door.

Sprint south across the rooftop. Climb up the ladder on the opposite end and then run along the steel walkway.



You eventually come to a skylight window. Open the window and look down to see the Meat King and his two bedfellows. The women are still unconscious from the effects of the Opium Pipe.

MISSION 2: THE MEAT KING'S PARTY



Pull out the Silverballer Silenced pistol and switch to first-person view. Take careful aim at the Meat King's melon and kill him with a clean headshot. [Stand when you fire, or the bullet may ricochet off the skylight's base.]

Your escape route is even shorter from up here. Backtrack along the steel walkway and climb down the ladder. Run east off the rooftop and onto the top of your getaway truck's trailer. Step onto the truck's cab and then down onto the ground below to finish the mission with a Silent Assassin rating.



Meat Hook Action

The entire northern section of the slaughterhouse's first floor is a large meat-packing area. Several slabs of beef hang from hooks that are attached to a motorized rail. You can use this rail to hide dead bodies.



Start by heading into the large meat-packing room, then sneak up behind one of the working butchers. Use the Meat Hook or Fiber Wire to silently kill the butcher from behind, and then drag his corpse onto the steel platform on the far west side of the room.



Stand near the control panel on the steel platform's center, and wait for an empty hook to pass on the motorized rail. Use the control panel to stop the rail as a free hook approaches.

Drag the butcher's body close to the empty hook. An option appears in the Action List, allowing you to hang the butcher on the hook. Do so and then start the rail moving again.



Hanging dead bodies on the rail is not only amusing, it's also useful. Strangely, no one takes any notice of a body that's hung up and moving along the motorized rail. This is a devious way to conceal the bodies of those you kill during the mission.

Bolt Gun Fun

The Bolt Gun is a lethal close-combat weapon that can be used only in a stealth-kill fashion. Just one jolt is enough to kill a fully grown cow, so it's always fatal when used against another human being. This is the only mission where the Bolt Gun can be found and used, so take advantage of this unique weapon.



To locate the Bolt Gun, head east down the hallway when you first enter the slaughterhouse. Continue moving east past the narrow staircase.

Turn left and move through the gap in the north wall. Enter the double doors ahead to reach the walk-in freezer area.



The Bolt Gun sits atop a metal tray in the corner of the walk-in freezer to the left. Collect the weapon and then see how much trouble you can get into with it.

MISSION 3: THE BJARKHOV BOMB

A rare opportunity has presented itself. Fabian Fuchs, a well-known terrorist, is going to meet with weapons dealer Commander Sergei Bjarkhov for the first time. The clandestine meeting will take place at Commander Bjarkhov's marine base in Kamchatka, Siberia.

Fuchs is planning to purchase a dirty bomb from Commander Bjarkhov, who has turned one of his submarines into a covert dirty bomb production facility. The large submarine is docked near Bjarkhov's personal transport ship at his fortified marine base.

Your client is paying top dollar to have you infiltrate the base, assassinate both men, and destroy the submarine where the dirty bombs are made.

The agency has a man, codenamed "Yurishka," already stationed at the base, who can provide more information after you arrive. Your codename for this assignment is Mr. Byrd.

Mission Objectives

- >>> Assassinate Fabian Fuchs
- >>> Assassinate Commander Bjarkhov
- >>> Destroy Dirty Bomb Production Capability
- >>> Escape via Cargo Plane

Mission Information

This level is split into two main areas: the airport and the marine base. (Both areas are under Bjarkhov's command.) You arrive as a stowaway on the same cargo plane that brought Fabian Fuchs to Siberia, so you begin at the airport. The airport features a small train that runs through a tunnel—this train is your only means of reaching the marine base, where both Commander Bjarkhov and the dirty bomb production sub are.

Siberia's harsh weather makes your mission easier—the driving snowstorm makes it difficult for guards to see and hear you. Speed, stealth, and deception are of the highest priority during this operation, as Commander Bjarkhov's many soldiers are well-trained and armed to the teeth. Avoid confrontations.

Targets



Fabian Fuchs



Commander Sergei Bjarkhov

Enemies



Soldier

Civilians



Bomb Worker

MISSION 3: THE BJARKHOV BOMB



Worker



Yurishka

MAP LEGEND

Points of Interest:

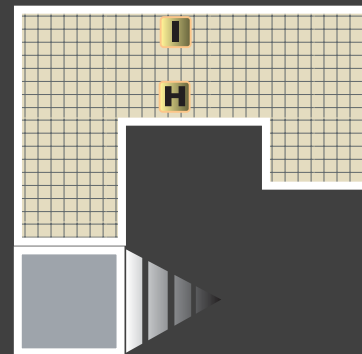
- | | |
|--|-------------------------------------|
| 1 = Mess Hall Kitchen (Laxative, Soup, Yurishka) | 7 = Dirty Bomb Production Submarine |
| 2 = Fire Poker | 8 = Guard's Office |
| 3 = Tunnel Train | 9 = Bombs (3) |
| 4 = Storage Closet (Bombs [3], AK 74s [3]) | 1 = Grocery Crates |
| 5 = Bjarkhov's Office (SG220 .S Pistol, Master Key, AK 74) | 2 = Dragunov Sniper Rifle |
| 6 = Radiation Suit/Bomb Worker Disguise | |

Maps

Airport ▾



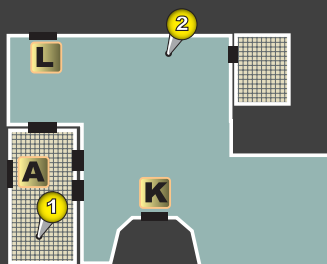
Control Tower 1st Floor ▾



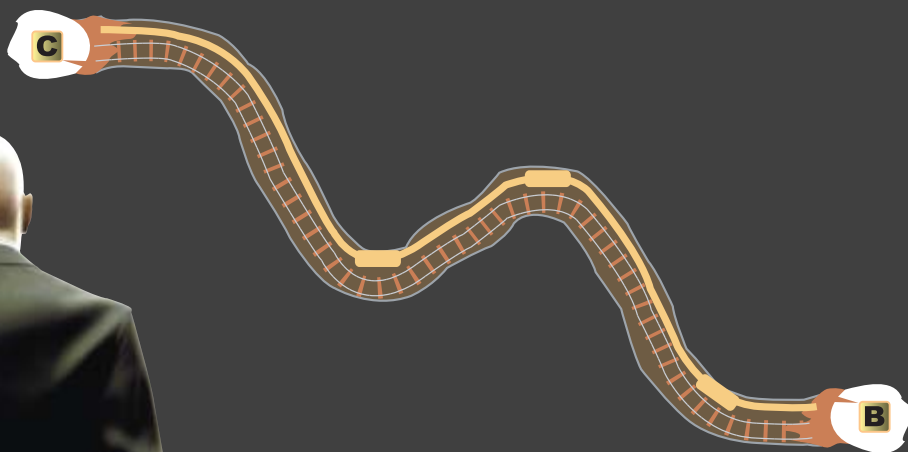
Airport Service Tunnel ▾



Mess Hall and Hangar >

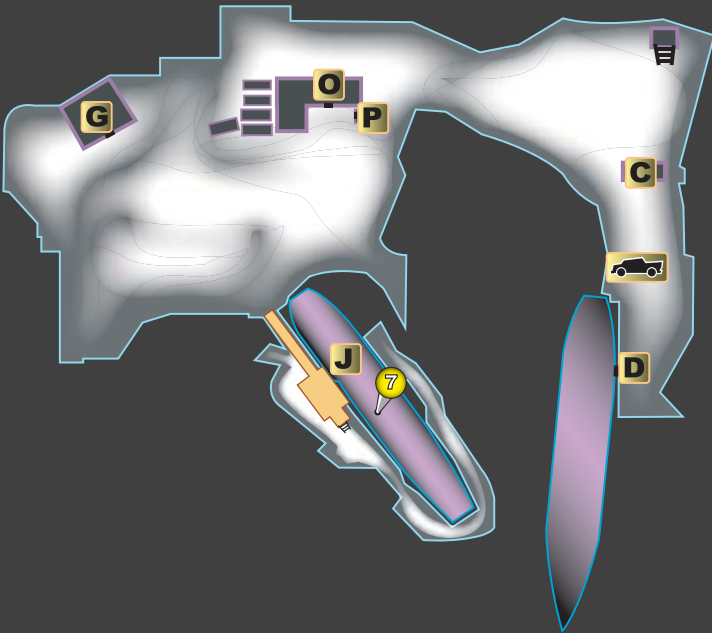


Tunnel ▾

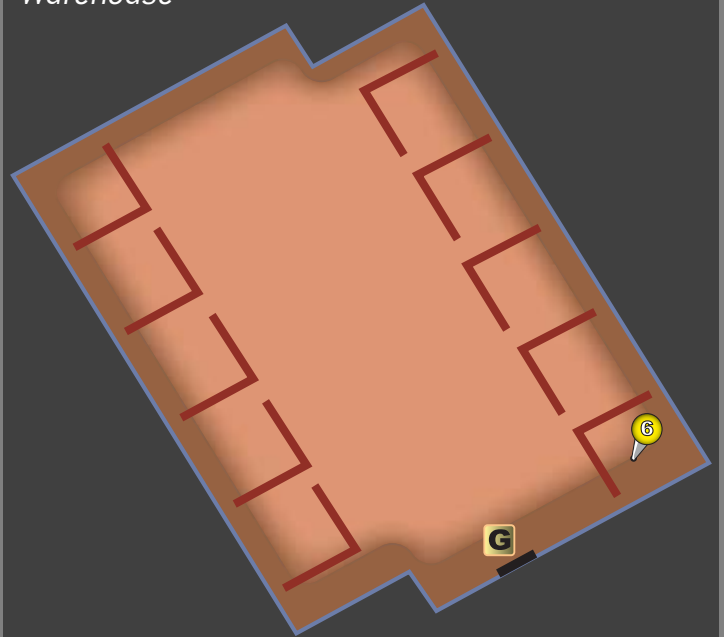


MISSION 3: THE BJARKHOV BOMB

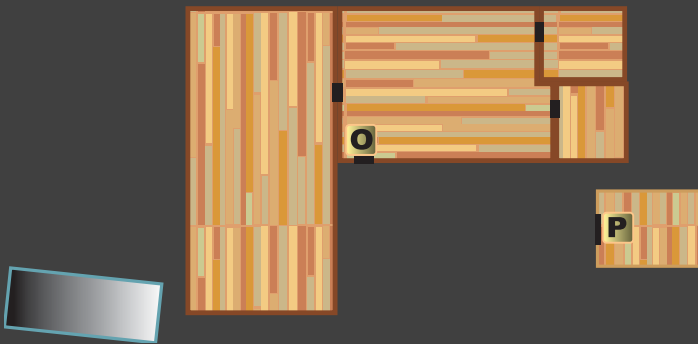
Marine Base Outside ▾



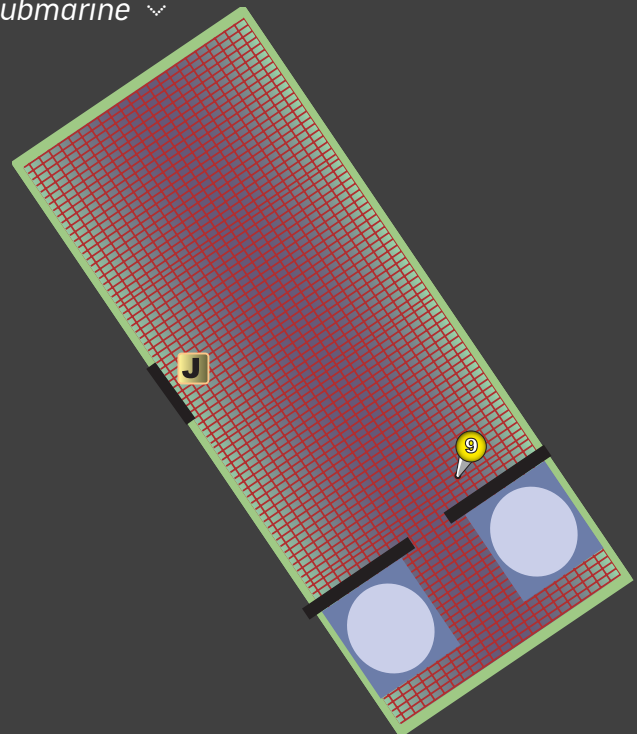
Warehouse ▾



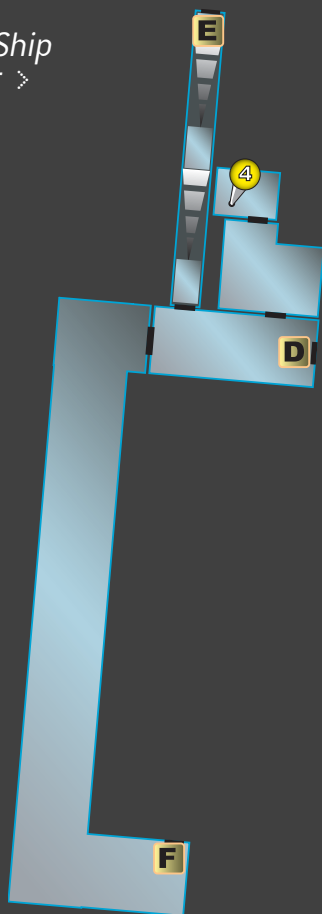
Barracks ▾



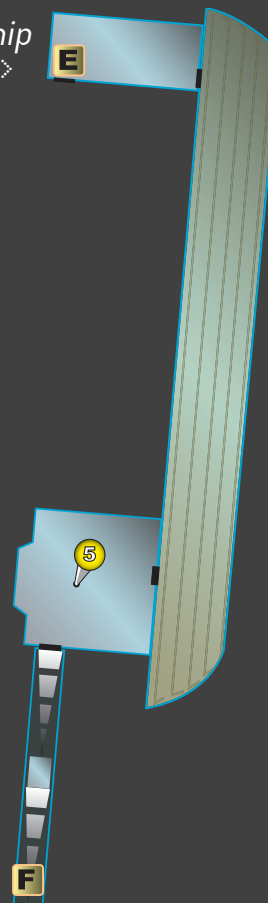
Submarine ▾



Transport Ship 1st Floor >



Transport Ship 2nd Floor >



The Silent Assassin's Path



You begin the mission inside the cargo plane that brought Fabian Fuchs to Kamchatka. Crouch to hide behind the large wooden wheel in front of you and wait until a worker walks up the ramp ahead and into the cargo plane.

The worker pauses before stooping to pick up one of the grocery crates inside the plane. Pull out your Syringe and wait until the worker turns to walk down the ramp.



Step out from your hiding spot and charge at the worker when he turns his back on you. The snowstorm's strong winds create enough noise that the worker won't hear you rush toward him.



Jab the worker with the Syringe after you're within range. If you're quick, you can knock him out before he reaches the middle of the ramp.

MISSION 3: THE BJARKHOV BOMB

CAUTION

The worker will notice you if you bump into him, so stabbing him with the Syringe is a tricky maneuver. Restart the mission if you blow your cover while attempting to knock out the worker.



Drag the worker's unconscious body to the rear of the cargo plane. Stash the body behind the two large crates behind the starting point (as shown here). Take the worker's clothing to disguise yourself.

TIP

Pick up one of the grocery crates to complete your disguise if you like, but it's not mandatory.



You can exit the plane and move about the airport area after you're disguised as a worker. Exit the plane and run north to locate the mess hall, where Fabian Fuchs is about to enjoy a hot bowl of soup.

Workers can use the side entrance to reach the mess hall's kitchen, so you should too. Enter the kitchen and talk to the apron-wearing cook.



The cook is your contact, Yurishka. He tells you where the dirty bombs are being produced, and that it will take three simultaneously detonated Bombs to sink the production submarine.

Yurishka also says you can use some of Bjarkhov's

dirty bombs to sink the sub. He adds that you need a radiation suit to reach the sub, and says one can be found in the warehouse northwest of the submarine.

TIP

Talking to Yurishka is optional, so don't talk to him again after you know what he tells you. It's a time-consuming chat, and the worker you knocked out regains consciousness before too long....

Assassinating Fabian Fuchs



After talking to your contact, step to the counter and pick up the small bottle of Laxative. Use the Laxative to poison the nearby pot of soup, which Fabian Fuchs soon will be sampling.

CAUTION

Make sure that Yurishka isn't walking into or out of the Kitchen when you poison the soup with the Laxative, or the nearby guard may see you through the open door and catch you in the act.



Stroll into the mess hall's dining area after tainting the soup. You see a man in a thick yellow coat walk up to the serving table and ask for a bowl. That's your target, Fabian Fuchs. Don't get too close or he'll become suspicious.



Watch as Fuchs returns to his private table, where he awaits his bowl of soup. Yurishka appears with Fuchs's meal, and Fabian downs the entire bowl.



The Laxative works quickly—after a few moments, Fuchs becomes sick to his stomach. He gets up to head for the bathroom, clutching his gut.



Walk to the small fireplace when you see the Laxative take effect. Pick up the Fire Poker and enter the restroom.

CAUTION

Enter the restroom before Fuchs, or the nearby guard will become wary and follow you in.



Stand in the center stall and conceal the Fire Poker from Fabian's view as he enters the restroom and lurches to the far stall.



Wait for Fuchs to sit down on the toilet before you move to him. Attack the target with the Fire Poker until he's dead. (It takes two good swings.)



Fuchs is one of the few targets whose clothing you can steal. After you murder him, drop the Fire Poker, pick up his CZ 2000 pistol, and change into his clothes to disguise yourself.

Assassinating Commander Bjarkhov



Exit the restroom to come face to face with a guard. The soldier is fooled by your disguise and, thinking that you're Fuchs, escorts you to the train that takes you to Commander Bjarkhov's marine base.

Follow the guard and don't stray too far or he'll stop and yell at you. However, don't get too close to him either or he may see through your disguise. Keep your Threat Meter in the black throughout the long walk to the train.



Walk onto the ramp and step onto the small train, then wait for your escort to board. Pull the lever to start the train, then travel through the tunnel to reach the marine base.

MISSION 3: THE BJARKHOV BOMB

NOTE

The escort soldier must ride with you through the tunnel; otherwise, your cover is blown before you reach the other side.

Step off the train when it stops and head south toward Commander Bjarkhov's transport ship. Keep your distance from the patrolling guards, and walk so you don't raise suspicions.



Two soldiers guard the entrance to the transport ship. One of them tells you that Bjarkhov is expecting you, and that you should take the second door on the right to meet him. Walk past the soldiers and enter the door ahead to reach the transport ship's first floor.



The soldier told you to use the second door on the right to reach Commander Bjarkhov, but you need to make a quick pickup first. Enter the first door on the right instead, then walk between the group of soldiers and enter the door behind them.



Several AK 74s and three Bombs rest on shelves inside the small storage room. Leave the AK 74s but take all three Bombs. Exit the storage room, then walk past the guards and through the door.

NOTE

You could wait and grab three Bombs from inside the dirty bomb production submarine, but you receive an alert when you enter the sub, warning you of the high levels of nuclear radiation.

Walk up to the second door on the right—the one you were told to take. Drop all of your weapons except for the Fiber Wire, then enter the door and proceed up the stairs ahead. (You're about to hit a security checkpoint.)



Enter the door at the top of the stairs and you come to a small room on the transport ship's second floor. Pass through the room and exit via the only other door.

You're outside, standing on the transport ship's deck. Stroll ahead until a soldier stops you and searches you for weapons. Continue after the frisk search, and enter the first door on the right to reach Commander Bjarkhov's quarters.



Bjarkhov is pleased to meet you, saying he prefers to do business face-to-face. He offers you vodka, which you decline. (Removing your mask would blow your cover).



Commander Bjarkhov decides to pour himself a glass of vodka. Walk to the small table, following behind Bjarkhov as he prepares to pour his drink.



Bjarkhov turns to look at you before he picks up the bottle of vodka. Wait until he turns around again to pour his drink, then pull out the Fiber Wire and strangle him. (There's no need for stealth; stand behind Bjarkhov and wait until he's busy with his vodka.)



With Commander Bjarkhov killed, pick up his CZ 2000 pistol. Collect the SG220 .S silenced pistol and the Master Key from his desk, then leave the room by the side door.

Run down the steps and through the long corridor beyond until you return to the transport ship's small entry hall, where you left your weapons earlier. Collect your arms, conceal them, then leave the transport ship and walk outside.



Bombing the Production Sub



Stride between the two guards you talked to when you first entered the transport ship, then head north, retracing your steps toward the train. Your next destination is the warehouse where Yurishka said a radiation suit is. The warehouse is the building

in the northwest corner of the Marine Base Outside map.



It's a long walk to the warehouse, but you may run as long as no soldiers are about. Sprint north, then west to locate a wide path, then follow the path behind the barracks to reach the warehouse. (Keep an eye on your Threat Meter and walk if it spikes.)

Enter the warehouse, then turn right and enter the booth ahead. The radiation suit is on the ground inside the small booth. Change into the radiation suit, then exit the warehouse.



Head for the dirty bomb production submarine. Run southeast toward the submarine, keeping the massive tail of the nearby sunken sub to your left as you go.



Walk as you approach the soldiers who guard the submarine. Your new disguise is effective, but avoid making any sudden moves. Walk south after you reach the wooden walkway with the production sub to your left.

Climb down the ladder at the south end of the wooden walkway. Walk forward a short distance, hugging the side of the submarine until you see the Action List pop up. Make sure no guards are about before you choose to plant the first Bomb on the sub.



MISSION 3: THE BJARKHOV BOMB

CAUTION

The guard who patrols the wooden walkway will see you plant the first Bomb if he's standing near the ladder. Wait until he moves out of view before placing the bomb.

Circle around the submarine and stay close to it so you can easily tell where to plant the next two Bombs. (The Action List appears as you pass each of the sub's weak spots.)



After you plant all three Bombs, backtrack to the warehouse and ditch your radiation suit for Fabian Fuchs's stylish clothing. You need this outfit to return to the airport undetected.



Now retrace your steps to the train. (Walk whenever a soldier draws near.) Climb aboard and start the train to travel through the tunnel and return to the airport.



Check around to see the locations of each patrolling soldier as the train moves. Pull out the Bomb Remote when nobody's looking and detonate the Bombs you placed around the submarine.

NOTE

The Bomb Remote's signal cuts out when you reach the halfway point through the tunnel. Blow the sub before traveling too far.



The Bombs work like a charm. The dirty bomb production submarine is damaged and sinks into the depths of the icy Siberian waters.

You've completed your objectives and are traveling toward the exit point at the cargo plane's rear. Proceed to the exit point without making any sudden moves to clear the mission with a Silent Assassin rating.

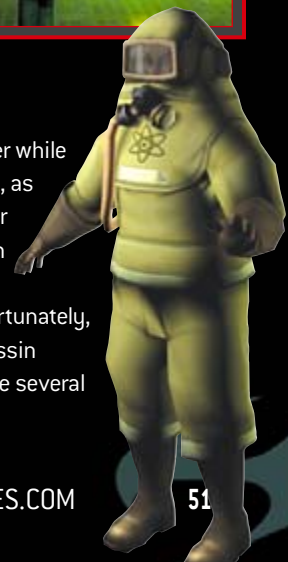


Excellent work; you've taken out two high-profile targets and crippled a dangerous dirty bomb production plant. For earning the Silent Assassin rating, you're awarded the mighty and versatile Silverballer Silenced Dual pistols.



Optional Tactics

Whacking Fabian Fuchs to death with a Fire Poker while he's doubled-over on a toilet seat is entertaining, as is strangling Commander Bjarkhov with the Fiber Wire while he pours his vodka. However, you can kill both Fuchs and Bjarkhov in one smooth move if you follow the steps outlined here. Unfortunately, there's little chance at achieving the Silent Assassin rating with this optional approach, as you receive several alerts at the operation's end.



They All Fall Down



Rather than knocking out the worker at the mission's start, exit the cargo plane by turning around and running east.



Sprint toward the control tower when you exit the plane's rear. (The control tower is the tiny building to the southeast.)

After you're inside the control tower, climb down the nearby ladder to reach the airport service tunnel.



Sneak into the guard's office, which is past the ladder. Use a Syringe to knock out the guard if you're hoping to earn the Silent Assassin rating; otherwise, use the Fiber Wire to choke him.



Steal the guard's uniform to disguise yourself, then exit the office, climb up the ladder, and head outside.



Run west to reach the train that takes you through the tunnel and to the marine base. Step onto the train, pull the lever, and enjoy the ride.



Step off the train when it stops at the tunnel's other end. Walk past the nearby guards, then run toward the warehouse where the radiation suit is.



Head to the dirty bomb production submarine after you change into the radiation suit. Stride past the guards and go south down the wooden walkway until you come to a large tarp that blows in the wind.



Turn left and walk forward after you're standing near the tarp to enter the submarine. Inside, several bomb workers are busy making dirty bombs for Commander Bjarkhov.

NOTE



You receive an alert when you enter the submarine, warning you of the dangerous nuclear radiation.

MISSION 3: THE BJARKHOV BOMB



Walk south and look for three Bombs sitting atop a small crate. Collect all three Bombs, then exit the submarine.

Climb down the ladder at the walkway's south end and place all three Bombs around the sub. Make sure no guards see you do this.



Return to the warehouse after you plant all three Bombs. Don't change into the soldier disguise unless you killed the soldier at the beginning of the mission—if you only knocked him out, guards will be looking for a suspicious soldier by now.



TIP



Change into the soldier uniform if you killed the soldier at the mission's beginning. The radiation suit attracts unwanted attention when you cross the tunnel and return to the airport.

It takes several minutes for Fabian Fuchs to travel from the mess hall to meet Commander Bjarkhov at his transport ship. The two travel in Bjarkhov's jeep to pick up Fabian's dirty bomb from the submarine. All of this takes quite a while, so be patient and use the in-game map to monitor both targets.



You need to detonate the Bombs when both targets are near the sub. Wait until they're standing next to the pair of guards near the submarine (as shown here), then use the Bomb Remote to blow the sub.



The men try to escape, but the explosion kills both Fuchs and Bjarkhov, along with the two soldiers to whom they were speaking. You have completed all objectives, and now you must escape.

NOTE



You receive multiple alerts when the nearby guards notice the bodies of the dead soldiers and the corpses of Fabian Fuchs and Commander Bjarkhov. These unavoidable alerts forfeit your Silent Assassin rating.

Run to the train and walk when you approach the guards. Step onto the train, pull the lever, then ride through the tunnel.



CAUTION



You look suspicious traveling through the tunnel in the radiation suit, so avoid close contact with all soldiers as you head to the cargo plane.



After you're out of the tunnel, head for the exit point at the cargo plane's rear. Impressive work; you've met your objectives with the push of a button.

MISSION 4: BELDINGFORD MANOR

Lord Winston Beldingford and his only son and heir, Alistair Beldingford, have captured your client's son, Giles Northcott, and are holding him prisoner at stately Beldingford Manor in Britain. The Beldingfords are infamous hunters, and nothing thrills them more than to give chase to a truly difficult catch—another human being. Giles Northcott is about to become their next bit of sport.

Your client wants both Beldingfords assassinated and Giles brought home to safety.

Mission Objectives

- >>> Assassinate Lord Winston Beldingford
- >>> Assassinate Alistair Beldingford
- >>> Rescue Giles Northcott
- >>> Escape Beldingford Manor

Mission Information

The park surrounding Beldingford Manor is crawling with guards, each one alert and armed to the teeth. Use the darkness of night and stormy weather conditions as cover during your initial approach.

Beldingford Manor is full of guards, hidden doors, and secret passages. Lord Winston uses the secret passageways to spy on his maids. Turn the tables against him by using these passages to your advantage.

The stables west of the manor are important, as Giles Northcott is being held there. Watch your movements around the horses in the stables as well as the hounds in the park. They'll become startled and alert the guards to your presence if you run or walk near them without sneaking.

Targets



Lord Winston Beldingford



Alistair Beldingford

Enemies



Indoor Guard



Outdoor Guard

Civilians



Butler

MISSION 4: BELDINGFORD MANOR



Giles Northcott



Maid

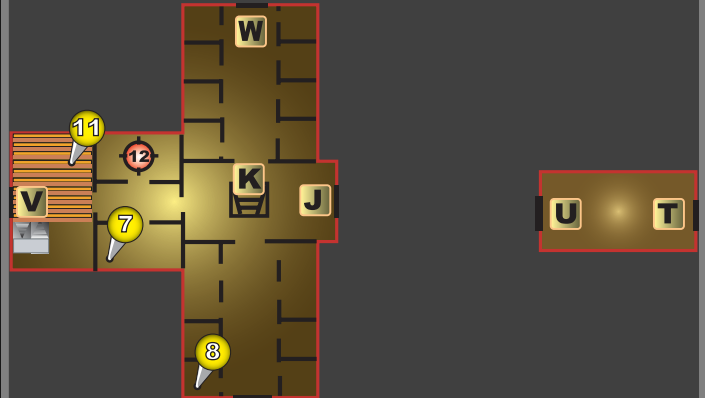


Stable Worker



Maps

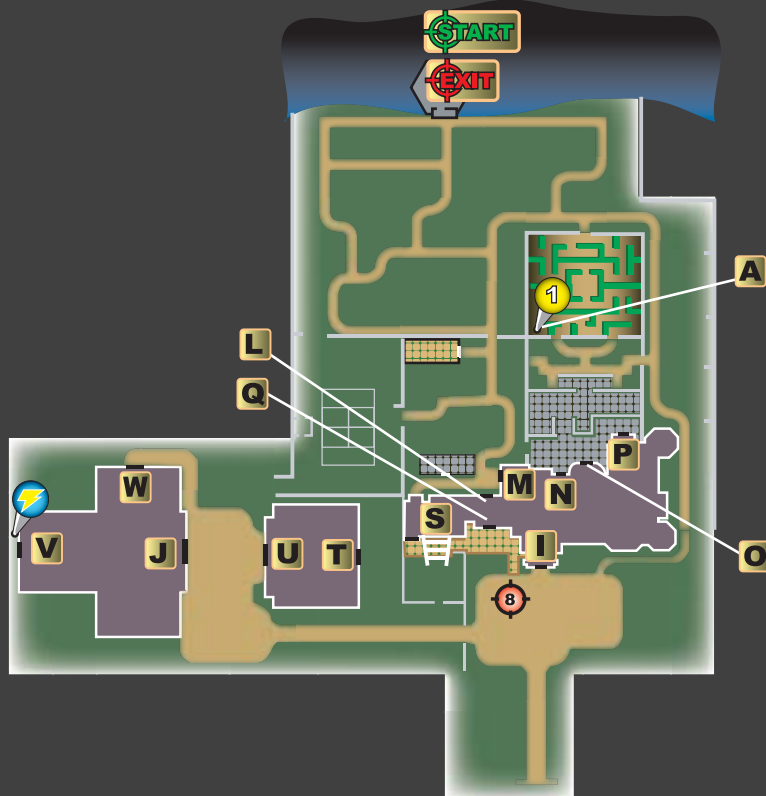
Stables ▾



Stable Loft >



Park ➤



1st Floor >



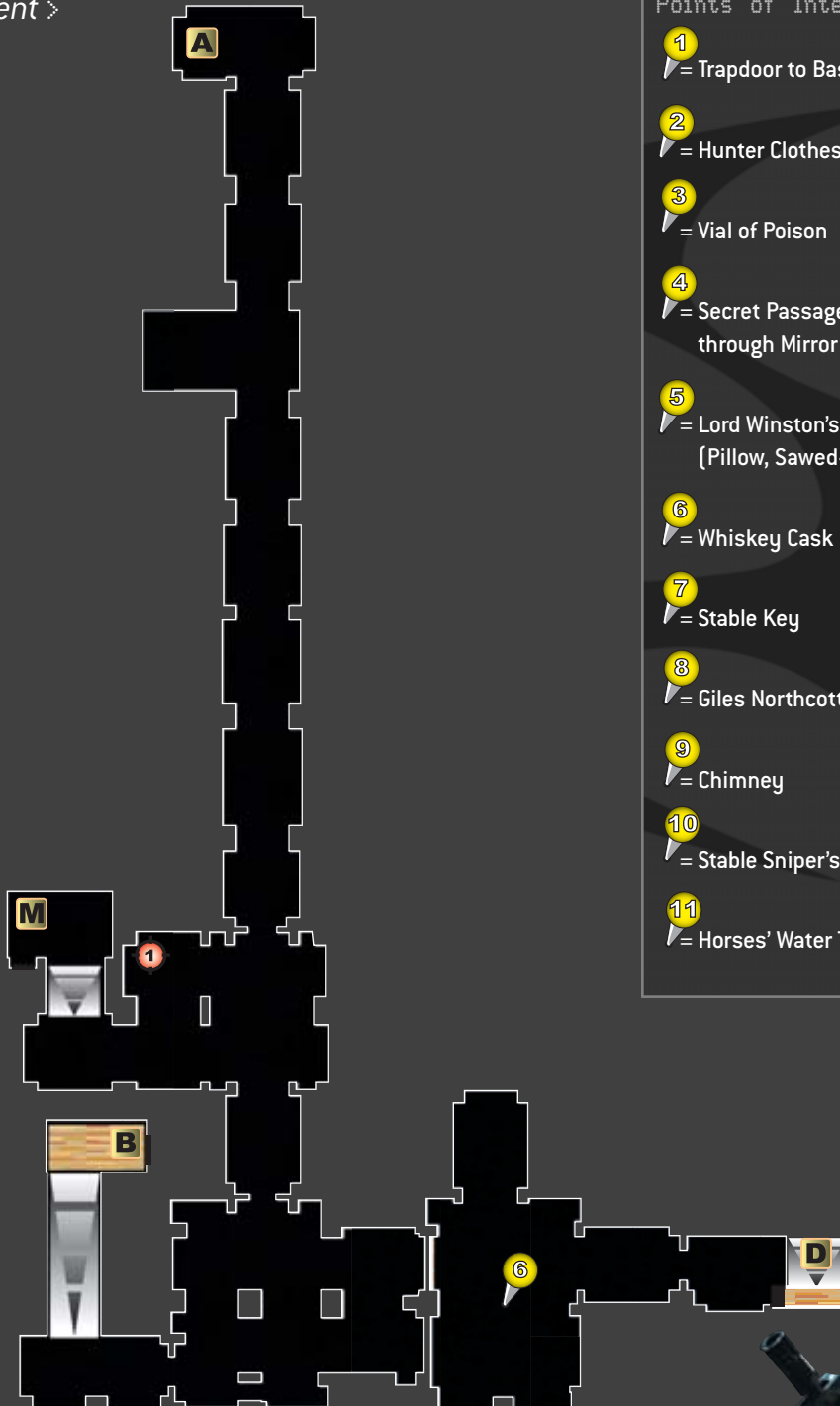
MISSION 4: BELDINGFORD MANOR

MAP LEGEND

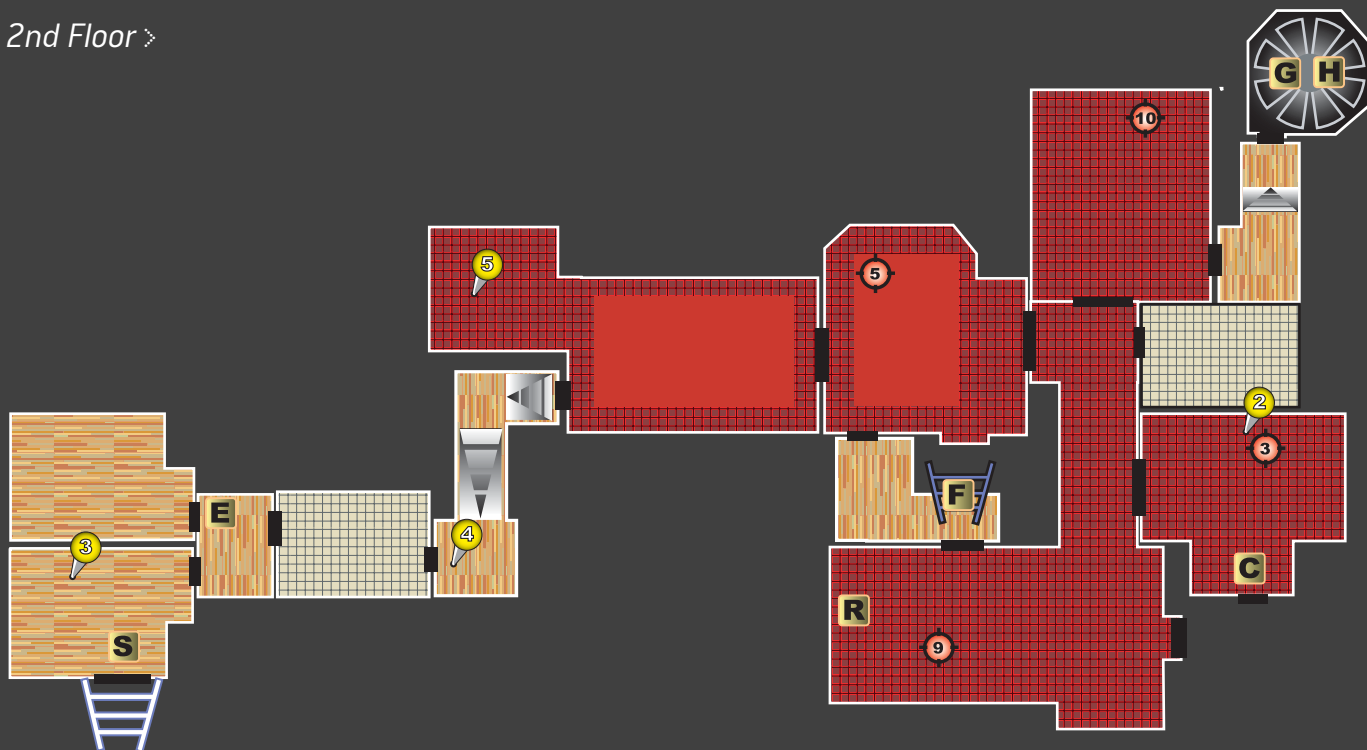
Points of Interest:

- | | |
|--|---|
| 1
= Trapdoor to Basement | 1 = Container of Gasoline |
| 2
= Hunter Clothes | 2 = Shotgun |
| 3
= Vial of Poison | 3 = Shotgun, Pillow |
| 4
= Secret Passage through Mirror | 4 = Container of Gasoline |
| 5
= Lord Winston's Bedroom (Pillow, Sawed-off Shotgun) | 5 = Sniper Rifle Ammo |
| 6
= Whiskey Cask | 6 = Enforcer Sniper Rifle |
| 7
= Stable Key | 7 = Shotgun Ammo |
| 8
= Giles Northcott | 8 = Container of Gasoline |
| 9
= Chimney | 9 = Pool Cues (2) |
| 10
= Stable Sniper's Window | 10 = Shotgun, Pillow, Hunter Clothes |
| 11
= Horses' Water Tank | 11 = Fire Poker |
| | 12 = Weedkiller |

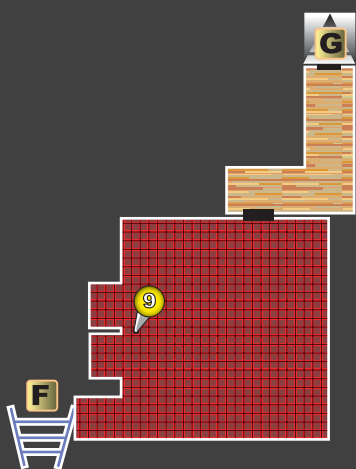
Basement >



2nd Floor >



3rd Floor >



The Silent Assassin's Path



From the starting point, run around the left side of the watchtower in front of you, but stop before you run past the end of the wall (as shown). Crouch down and wait for the two outdoor guards to stop chatting and begin their patrols.



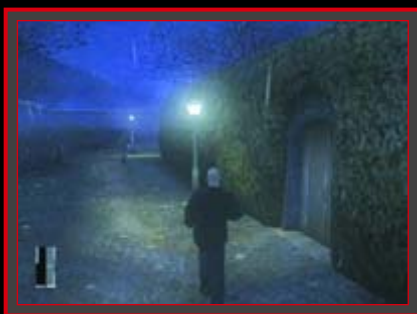
Sneak behind the guard as he moves east down the path, moving toward the tree ahead. You can pass near any of the outdoor guards as long as you sneak—the darkness and rain make it difficult for them to detect your stealth movements.

MISSION 4: BELDINGFORD MANOR



Sneak until you're past the tree, then run through the bushes ahead. You're heading for the small garden maze's door.

Turn left and follow the path after you're past the bushes. Run down the path and enter the door to your right, which leads into the garden maze.



Navigate the small maze, heading for its southwest corner. This area of the garden maze is marked with a Point of Interest on the map—it's a trapdoor in the ground that leads into Beldingford Manor's basement.

TIP



Rushing through the small maze is vital. If you are too slow or get lost, you risk being caught by the guard who patrols the manor's basement. After a couple of tries, you should be able to make it to the trapdoor in less than fifteen seconds.



Drop through the trapdoor and run south down the long corridor. Pass through two doors and run to the wine cellar.

CAUTION



There's a guard who occasionally comes out of the rain to patrol the basement's wine cellar. If you are quick to navigate the garden maze, you should have plenty of time to run through the wine cellar before the guard makes his rounds.



The second door you burst through leads into the Beldingfords' wine cellar. Dash through the door on the right to locate a staircase.

TIP



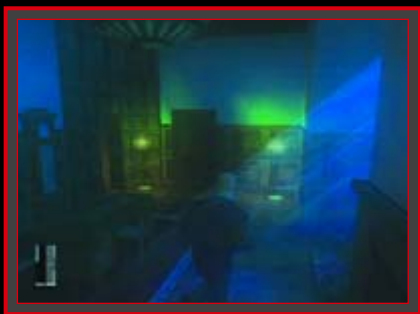
If you're on schedule, you will receive a hint that reads, "Alistair is ready to order whiskey."

Run up the stairs to a door that leads into Beldingford Manor's main foyer. Stealth is the name of the game while moving through the next few rooms, so crouch and open the door quietly, then sneak into the foyer.



Hug the east wall as you sneak toward the foyer's east double doors—there's an indoor guard patrolling the halls on the second floor, and he can see the central area of the foyer.

Silently pass through the next two rooms, checking the in-game map or looking through keyholes to make sure each room is clear before you enter. The far east door brings you to a spiral staircase.



TIP



Remember the location of this spiral staircase. You'll need to use it again when poisoning Alistair's whiskey.



The staircase leads up to the second floor, and down to the wine cellar. Proceed up the steps until you reach a door. Crouch and open the door noiselessly, then sneak into the room.



A huntsman is sleeping on a bed in this dark room. His clothes are on the floor on the bed's right side, with his shotgun propped up next to them. Change into the hunter's clothing, but leave the shotgun.

CAUTION



Your new disguise isn't foolproof—many guards will be suspicious of you. Don't make any sudden or unexpected moves, and don't let anyone get a close look at you.

Lord Winston's Bad Dream

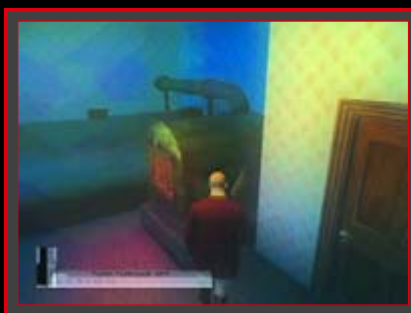


Sneak out of the room and return to the spiral staircase. (The door you came through is a hidden one—check the bookshelves to find it.) Backtrack to the main foyer on the first floor. Pass through the foyer's north set of double doors.



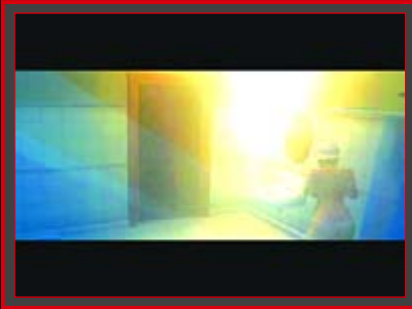
Make a hard left turn and enter the door on the west wall to reach the kitchen area.

There are two guards sitting in the kitchen, but your hunter disguise allows you to walk by without blowing your cover. Enter the door on the kitchen's other side.

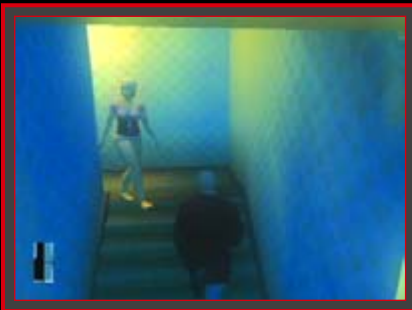


Head through the second door on the left to locate the furnace. (The furnace is marked with a power switch icon on the map.) Close the door behind you for privacy, then shut off the furnace.

MISSION 4: BELDINGFORD MANOR



The sudden drop in water temperature shocks a maid who is taking a hot shower on the second floor. She makes her way down to check on the furnace.

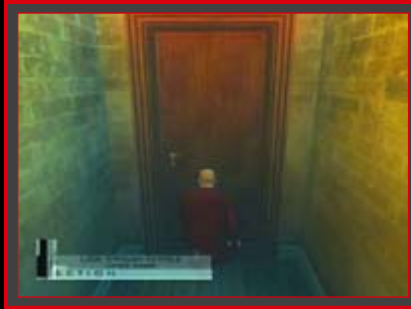
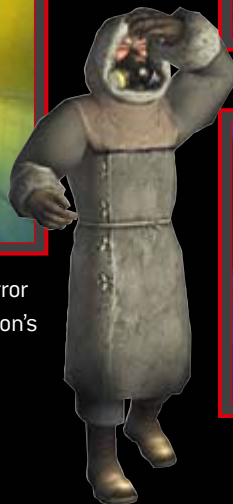


Backtrack to the kitchen, then turn left and walk up the stairs to the second floor. You pass the maid on the way up, but she's flustered and doesn't take much notice of you.



Go through the second door on the right after you reach the second floor. Snag the small Vial of Poison from the dresser near the bed, then exit the room.

Pass through the door across the short hall to reach a bathroom. This is where the maid was taking her shower when you shut off the furnace. Walk to the long mirror on the bathroom's other side, open the mirror like a door, and walk through. It leads to one of Lord Winston's favorite secret passages.



Walk up a few steps to come to a secret door that leads into Lord Winston Beldingford's bedchamber. Check your map or look through the keyhole before silently entering.

CAUTION

Lord Winston is having trouble sleeping, and he occasionally gets up to use the bathroom (not the one through which you just passed). He turns the lights on as he crosses the bedroom. Make sure he's in the bedroom and has shut the lights off before you slip through the secret door.

Open the door quietly and sneak through. Turn in place and position the camera so you can see Lord Winston as he sits on his bed, takes a drink from his glass of milk, then lies down to sleep.



Wait until Lord Winston has been motionless for a few seconds before making your move. Sneak over and pick up the Pillow at the foot of the bed as you move to Lord Winston's side.



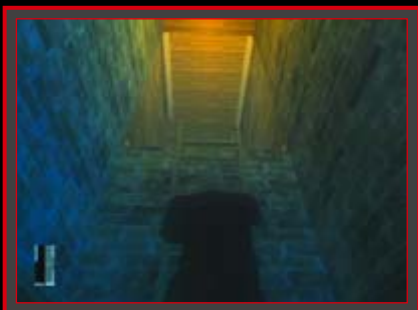
Two options present themselves after you get to Lord Winston's side of the bed. You can either poison his glass of milk, or you can suffocate him with the Pillow. Choose to suffocate him with the Pillow—your Vial of Poison is meant for his son, Alistair.

Whiskey Business

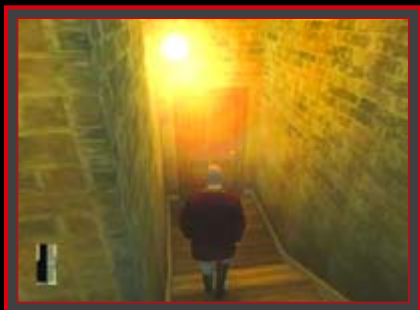
After the hit has been made on Lord Winston Beldingford, drop the Pillow and sneak away from the bed. (You can take Lord Winston's Sawed-off Shotgun nearby if you wish.) Cross the bedchamber without making a sound and pass through the double doors on the room's other side.



Turn right and approach the bookshelves near the grandfather clock in the following room. One of the bookshelves is a hidden door.



The secret passage beyond the hidden door takes you to a ladder. Climb up the ladder to reach the tiny third floor of Beldingford Manor.



Cut across the small attic and enter the door on the other side. Walk down a short flight of steps and pass through the door ahead.

NOTE

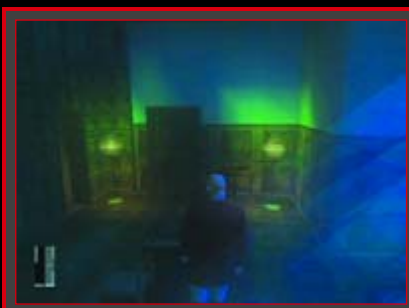


The third floor's chimney is a Point of Interest on the map. You can use a Container of Gasoline to blow up the chimney and kill Alistair Beldingford, but this sacrifices your Silent Assassin ratings. For more details, check out the "Optional Tactics" section of this mission.

Run down the spiral staircase and pass through the door on the first floor. Walk through the room, heading for the double doors to the west.



In the next room, turn left and walk through another set of double doors. Make another left in the following room and move through another pair of double doors.



Slip through the east door in this room to reach the spiral staircase you used when you snuck through the manor to find your hunter disguise. Walk down the stairs to the wine cellar.

With the Vial of Poison in your possession, poison the large whiskey cask on this side of the wine cellar. (The whiskey cask is marked with a Point of Interest on the map.) Make sure no one's around before poisoning the whiskey.



MISSION 4: BELDINGFORD MANOR

TIP



The guard who patrols the basement occasionally wanders over to watch the wine cellar's east side. The butler comes down here to fill Alistair's carafe of whiskey as well. Check the in-game map if you're able, or wait for them to show up and leave again so you aren't caught in the act.

Alistair Beldingford is as good as dead after you poison the whiskey cask. Backtrack up the spiral staircase and return to the manor's first floor. Walk west until you reach the main foyer, then turn left and exit the manor through the south double doors.



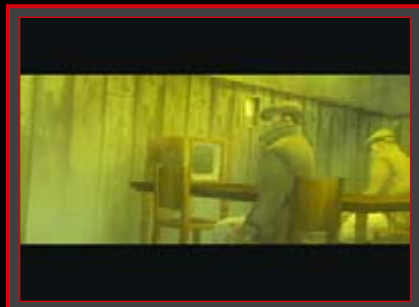
Rescuing Giles Northcott



Your next task is to find and rescue your client's son, Giles Northcott. Giles is being held at the stables, so turn right and head for the west path to them.



Go to the far west side of the westernmost stable. There's a small box on the wall near the stable's west door, which is marked with a power switch icon on the map. Disable the satellite transmission from here.



The guards watching TV in the stable are angry at the sudden loss of signal. They leave their office to check the connection outside.



Go around the north side of the west stable, heading for its east entrance. The guards walk through the stable to check on the satellite transmission, so taking this roundabout route is the safest way to go.



Enter the west stable through its east door. Run past the ladder that leads up the stable loft and pass through the set of double doors beyond.



Turn left and move through another set of double doors to reach the room where the guards were watching TV. Nab the Stable Key from its spot on the wall near the TV, then get out of there before the guards return.

TIP



The lone stable worker alerts the guards if he gets a close look at you. Don't let him notice you while you're moving through the stables. If you like, you can knock out the stable worker with your Syringe, then take his clothing and Stable Key.

Return to the first room you entered, where the ladder leading to the stable loft is located. Walk past the ladder, then turn right and enter the south door.



CAUTION

The horses in the next room will make noise and alert the guards if you don't sneak past them. It's OK if they see you—it's the sound of your unfamiliar footsteps that startles them. Check the "Optional Tactics" section of this mission for a sneaky way to eliminate the horses.



Giles Northcott awaits his fate at this room's other end. Unlock his holding cell with the Stable Key and free him. Giles is a fantastic sprinter, and says he can escape on his own. He thanks you for your help and bolts out of the stable.

Your final objective is to escape the area. You need to make your way back to the lake and watchtower where you began the mission. Exit the stable through the east door, being careful not to disturb the horses as you go.



Head left past the jeep and run toward the steps beyond. Dash up the steps toward the tennis court area, then turn left and sprint north.



Run through the tennis court's north door and continue to head north, staying close to the west wall. Start walking or sneaking if you pass near an outdoor guard.



The exit point is the small motorboat on the lake by the north watchtower. Excellent work—you've completed the mission with a Silent Assassin rating. You're awarded the Magnum 500 Dual.

Optional Tactics

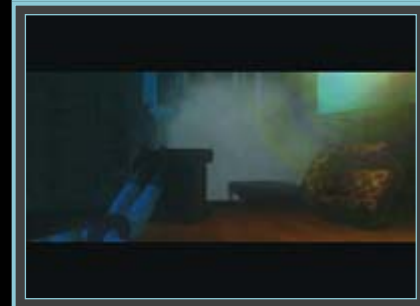
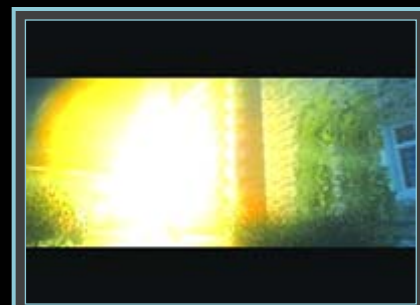
There's a lot going on at Beldingford Manor, so this mission features several optional tactics. You can even earn the Silent Assassin rating with some of the tactics outlined here.

Blowing up the Chimney



You can use a Container of Gasoline to blow up Beldingford Manor's chimney. Check our maps to locate a Container of Gasoline (there are several of them in this level), then go up to the manor's third floor and choose to bomb the chimney.

The resulting explosion destroys a large chunk of the manor. Alistair Beldingford sits near a fireplace on the first floor and is killed by the blast. This is one way to assassinate Alistair, but the explosion also kills several of the Beldingfords' guests, which causes you to forfeit the Silent Assassin rating.



Stable Sniper

There's a Point of Interest near one of the windows of the stable loft. You can use a sniper rifle from this window to assassinate Lord Winston Beldingford.

MISSION 4: BELDINGFORD MANOR



Climb the ladder in the west stable to reach the stable loft. A guard patrols the loft with an Enforcer sniper rifle. Watch as the guard moves around the loft, and wait for him to pause near the open window.



Sneak behind the guard and use your Syringe to silently knock him out. Close the window and pick up the guard's Enforcer sniper rifle, then move to the north window where the Point of Interest icon appears on the map.

Crouch and zoom in on the manor. Take aim at the second floor window—this is one of the windows near Lord Winston's bed.



Use the in-game map to monitor Lord Winston's movements, or watch the window until he steps into view.

Wait for Lord Winston to sit on the bed and take a drink from his glass of milk. Keep his head in your crosshairs and make a clean headshot kill as he drinks from the glass. You can assassinate Lord Winston in this manner and still achieve the Silent Assassin rating.



Poisoning the Horses

You can poison the horses in the stables to make your rescue attempt on Giles Northcott a bit easier.



The horses drink from troughs, which are automatically filled by the water tank in the west stable. (The water tank is marked with a Point of Interest on the map.) You can dump a poisonous substance into the water tank and kill all of the horses in one shot.

The poison you need is nearby. From the water tank, head east through some double doors, then turn left and pass through another set of double doors. A can of Weedkiller sits on a shelf in this room.



Return to the water tank with the Weedkiller in hand. Make sure nobody's around before you poison the water.

The poison goes to work instantly. The horses are killed by the poisoned water, allowing you to move more freely through the stables.



MISSION 5: RENDEZVOUS IN ROTTERDAM

Rutger Van Leuven, head of a biker gang hanging out in Rotterdam in the Netherlands, has come into possession of some incriminating Photographs. These Photos are evidence of your client's involvement in illegal acts, and you must retrieve them. Van Leuven has auctioned off the Photos, and the highest bidder, a journalist, is scheduled to meet with him shortly.

Your client has already sent someone in to recover the Photographs—a man named Klaas Teller. Teller hasn't returned. He has either failed in his mission or decided to switch sides; either way, he must be eliminated. Your mission is to infiltrate the gang's compound and assassinate Van Leuven, collect the Photographs, then locate and permanently silence Klaas Teller to ensure your client's illicit activities are never brought to light. The mission isn't over until you're safely out of the compound.

Mission Objectives

- >>> Assassinate Rutger Van Leuven
- >>> Retrieve the Photographs
- >>> Assassinate Klaas Teller
- >>> Escape the Compound

Mission Information

The biker gang is heavily fortified inside their Rotterdam compound, which makes this a difficult mission. Be wary when you disguise yourself as a biker—these guys are suspicious of everyone and will recognize you if one of them gets a good look at your face.

Start by infiltrating the compound without being detected. (There are two ways to accomplish this.) Assassinate the head of the biker gang, Rutger Van Leuven, and grab the Photos from the safe in his office. Use Van Leuven's VIP Keycard to reach the basement of the same building, where you find Klaas Teller. Eliminate Teller and escape without raising an alert.

Targets



Rutger Van Leuven



Klaas Teller

Enemy

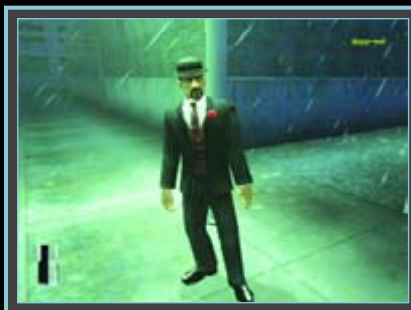


Biker

Civilians



Prostitute

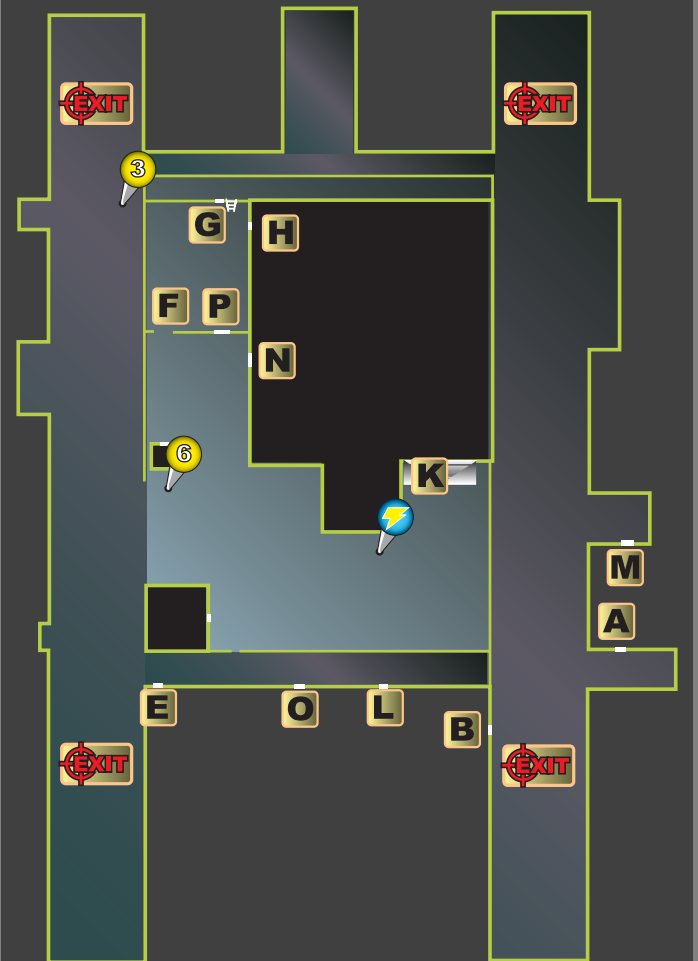


Journalist

MISSION 5: RENDEZVOUS IN ROTTERDAM

Maps

Outside ▾



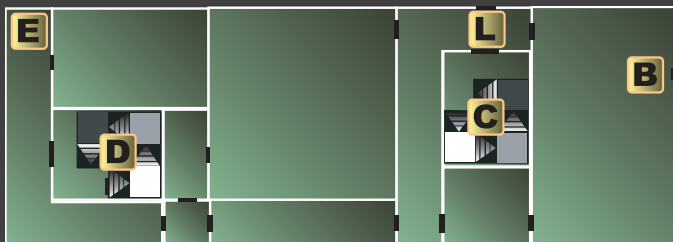
MAP LEGEND

Points of Interest:

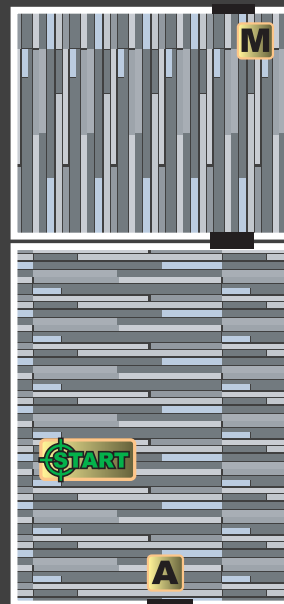
- | | |
|--|---|
| <p>1
= Biker Clothes</p> <p>2
= Van Leuven's Safe (Photographs)</p> <p>3
= Journalist (Starting Position)</p> <p>4
= Bartender</p> <p>5
= Biker Clothes</p> <p>6
= Gate Controls</p> | <p>7
= Armory [Sawed-off Shotgun, Shotgun Ammo (2), CZ 2000 Pistol (2), Pistol Ammo (4), Magnum 500 (2), Magnum Ammo (4), AK74 Assault Rifle, Assault Rifle Ammo (4), Dragunov Sniper Rifle, Sniper Rifle Ammo, Aug SMG, SMG Ammo (3)]</p> <p>8
= Firing Range [CZ 2000 Pistol (4), Pistol Ammo (7), Magnum 500 (3), Magnum Ammo], Dragunov Sniper Rifle, Sniper Rifle Ammo</p> |
|--|---|



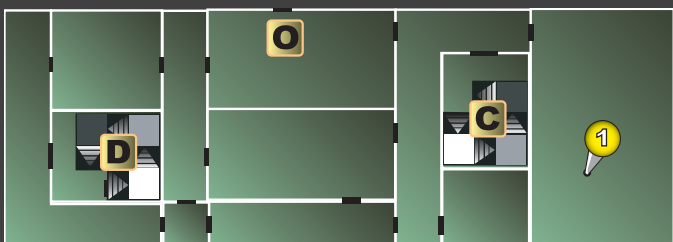
Factory 1st Floor ▾



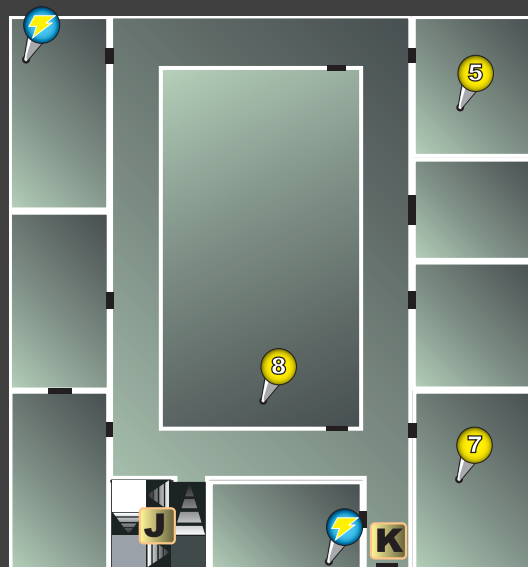
Hideout >



Factory 2nd Floor ▾

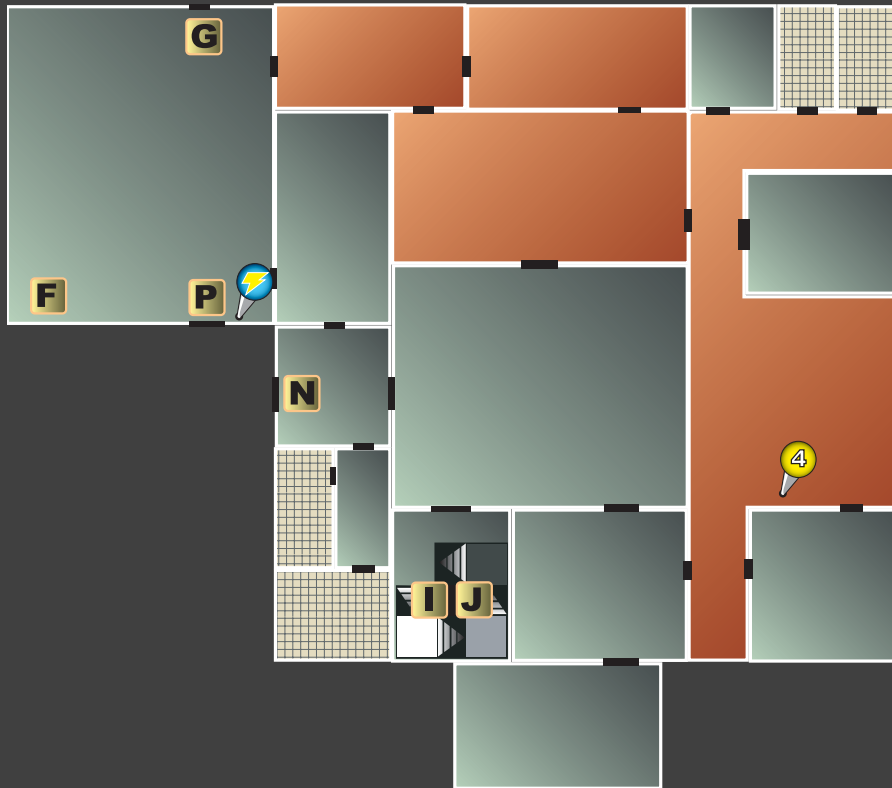


Basement of Headquarters Building ▾



MISSION 5: RENDEZVOUS IN ROTTERDAM

1st Floor >



2nd Floor >



The Silent Assassin's Path



You begin the mission inside the hideout, looking out a window at the biker gang's compound below.



After the cutscene ends and you have control, exit the hideout through the south door, and head down the fire escape stairs.



Hang back in the alley and wait until two bikers walk into the factory across the street. (If you're playing on Normal or Expert difficulty, you can use the in-game map to monitor their movements.) Approach the door they used after they're inside the building.

Bring up the in-game map when you reach the door and switch to the Factory 1st Floor map. Enter the room at the east end.

There's only one guard in the room, and you can sneak past him easily. Just be sure there are no other bikers or civilians in the room before you enter.



NOTE

If you're playing on Expert or Professional difficulty, look through the keyhole to make sure there are no bikers walking through the room before entering.

Crouch down and open the door when the room is free of wandering bikers. Creep into the room, heading for the far door on the west wall. After you pass the pillar, sneak the rest of the way to the door.



NOTE

If you're spotted by the guard here, restart the mission and try to sneak past him again.



The door leads to a hallway. Make a quick left turn and go through the double doors, then head up the stairs to the second floor of the factory.



Pass through another set of double doors at the top of the stairwell, then turn right and sneak up to the next door. Continue to sneak as you open the door and enter the next room.

MISSION 5: RENDEZVOUS IN ROTTERDAM



A biker is being "entertained" by a prostitute in this room. Sneak over to his clothes, which are lying on the floor. Change outfits, then backtrack out of the room without making a sound.

Van Leuven and the Photographs

Now that you've disguised yourself as a member of the biker gang, you can move through guarded areas more easily. Your next task is to eliminate the head of the biker gang, Rutger Van Leuven.

Cut across the second floor of the factory by passing through a series of doors ahead. There is only one guard on this floor, and your new disguise will fool him as long as you walk normally and keep your distance.



CAUTION

The biker disguise won't hold up if a gang member gets a close look at your face. If you're playing on Normal or Expert difficulty, then the in-game map will help you avoid most of the guards...but you'll have to walk past a few of them. Whenever this occurs, put as much distance between yourself and the other bikers as possible to reduce the chances of being detected.

Make your way across the second floor and over to the west stairwell. Head down the stairs and exit the stairwell through the double doors on the first floor.



Turn right through the double doors and head down the hallway. Exit the factory building through the doorway at the north end of the hall.



You're outside now, and in position to infiltrate the central area of the gang's compound. Van Leuven's time is running short. Turn right, move past the door, and step through the gap in the wooden fence.



Stride northwest toward the large, open garage door of the building ahead. Keep an eye on the patrolling bikers as you go, and stay far enough away from each one so your Threat Meter never climbs into the red.



Head up the ramp into the cluttered garage. There's only one biker guarding the north door of the garage. Create a distraction so the biker will leave his post, allowing you to pass through this door.



There's a fuse box on the east wall. Use it to shut off the lights in the garage, then quickly run to the opposite side of the room, back where you entered.



The guard leaves his post, walking directly south toward the fuse box. Take the long way around, moving over to the door from the west side of the room.

Quickly exit through the door before the guard fixes the fuse box and turns the lights back on. Climb up the nearby ladder outside to reach the roof of the garage, then enter the second floor of the building via the rooftop door.



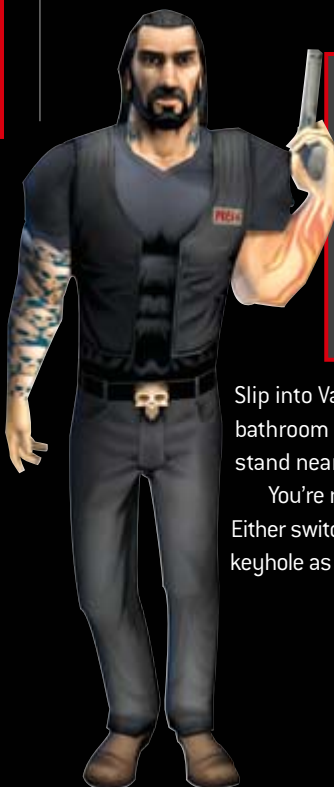
The door leads into an empty room on the second floor of the gang's headquarters. Bring up the in-game map. It reveals your prize—Van Leuven sitting in his office on this floor. The only guard is stationed in the room to the east of you.

Wait for Van Leuven to leave his office at the south end of the floor and make his way to a north room.

When all is clear, exit the room through the south door. Quickly enter the first door on the right to reach an exercise room. Run through the exercise room and exit through its south door.



Walk east toward the door to Van Leuven's office. Stay close to the south wall and away from the balcony to lessen the odds of bikers spotting you from the first floor.



Slip into Van Leuven's office and move into the bathroom through the door on the right. Shut the door, stand near it, and equip the Fiber Wire.

You're now in position to make the hit on Van Leuven. Either switch to the in-game map or spy through the door's keyhole as you wait for your target to return to his office.

MISSION 5: RENDEZVOUS IN ROTTERDAM



Van Leuven enters his office and walks directly to the east door. Sneak out of the bathroom and silently follow him into the east room of his office.



Van Leuven pauses in front of a window for a brief moment to watch the rain fall outside. Sneak up behind him and strangle him with the Fiber Wire before he turns around and notices you.



After assassinating Van Leuven, drag his body into the bathroom and stash it in the sauna. Collect the Gold Desert Eagle, Van Leuven's VIP Keycard, and the Safe Combination from his corpse.



Return to the room where you murdered Van Leuven and open the small safe on the east wall. Grab the Photographs from inside the safe, then close it and walk out of the office.

Assassinating Klaas Teller

With Van Leuven dead and the Photographs in your possession, the only thing left to do is find and kill Klaas Teller—the guy your client originally hired to do the job. After leaving Van Leuven's office, turn left and walk along the wall until you reach a set of double doors.



Go through the double doors, using Van Leuven's Keycard, to reach a stairwell. Pause to bring up the in-game map. Check the first floor of this building for activity—guards use this stairwell to travel from the first floor to the basement. Run down the steps when all is clear.

NOTE

If you're playing on Professional difficulty, you'll have to walk slowly down the stairwell and do your best to avoid any bikers you might encounter. Being seen by one is fine! Just don't let him get a close look at your face.



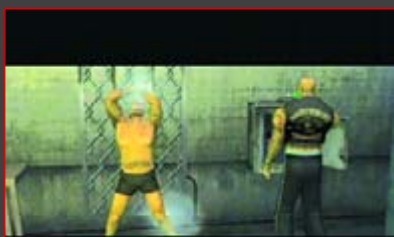
Stop on the last landing before entering the basement and bring up the map again. Teller's down here. Scan the basement's map for patrolling bikers, and plot out the best route to the target.

NOTE

If you aren't able to see enemies on the in-game map, you'll just have to walk through this area and keep your distance from the guards as you head toward your target in the northwest room.

TIP

There's a fuse box in the south room of the basement. Shut off the basement's lights. Every guard walks to the fuse box to fix the problem, opening the way for you to slip past them and eliminate your target.



Teller is being held in the northwest-most room of the basement. He's hooked up to a nasty-looking torture device, which the bikers use to interrogate him.



Make your way to the target without raising suspicion. Enter the torture chamber when no one's around.



Stand near the delirious Klaas Teller and turn on the torture device. Leave the machine running to kill the target and accomplish the objective.

Escaping the Compound



You have completed your objectives. Now you must escape without blowing your cover. Start by getting out of the basement by way of the south door, avoiding guards as you go.

TIP

Try changing into the dead biker's clothing in the basement's northeastern-most room. This disguise allows you to escape the basement more easily.

CAUTION

Guards occasionally enter the basement through the door you're about to use as an exit. Call up the in-game map or look through the door's keyhole to avoid the guards, and walk so you don't raise suspicions.



When you're outside, sneak up the steps past the biker standing guard. You should be able to slide past him without being noticed. If the guard sees you, walk by as quickly as possible without getting too close.

Avoid the bikers who patrol the outside area. Walk back to the opening in the wooden fence you first passed through to get inside this area.



MISSION 5: RENDEZVOUS IN ROTTERDAM



Turn left and walk to the eastern-most door leading into the factory building and go inside. There's a guard standing near this door, but you can move past him without blowing your cover.



After entering the factory, turn left and walk through the door into the room beyond.



This is the room you snuck through when you first entered the factory. Walk through and head for the exit door on the east wall.

Exit the building through the door, then walk down the steps and turn right. The map tells you that the back of a nearby truck is an exit point. Walk to the rear of the truck to end the mission with a Silent Assassin rating.

Well done—your Rotterdam mission is a success. You have achieved the Silent Assassin rating on this level and have unlocked the Sawed-off Shotgun Dual for use on all future missions.



Optional Tactics

Here are optional tactics to employ during this mission.

Silent Journalist

There's a different approach you can take to complete the Ruckus in Rotterdam mission. By taking advantage of the journalist who wants to buy those damaging Photographs, you can achieve your objectives and still earn the Silent Assassin rating.



Exit the hideout through the north door as soon as the mission begins. Run down the fire escape stairs to the alley below.



You've got to move fast out of the alley, turn right, then run north up the street. Head for the alley behind the biker gang's headquarters.

The journalist who plans to buy the Photographs from Van Leuven stands near the streetlight at the far west end of the alley. Run through the alley until you're close to him.



Equip a Syringe and sneak up behind the journalist. Silently knock him out with the Syringe, then drag his body into the alley.





Pick up the Envelope the journalist carries. It contains cash to buy the Photographs, and you'll need it later.

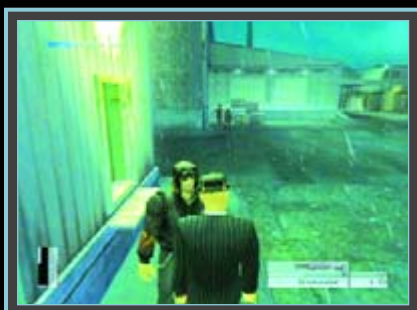
Change into the journalist's clothes, then drop all of your weapons except Syringes and the Fiber Wire—you're about to pass through security.

NOTE

Unlike the biker disguise, you raise no suspicion among the bikers when dressed as the Journalist. Feel free to walk past each biker.



Head south down the street until you come to a chain-link fence on your left. Slow to a walk as you near the fence.



Stand in front of the fence's gate until the guard opens it for you. Walk forward a few steps, then stop and wait for the guard to pat you down.

After you're past security, go left around the security booth. When you come to a short set of steps on your right, walk up the steps and enter the first floor of the gang's headquarters through the double doors.

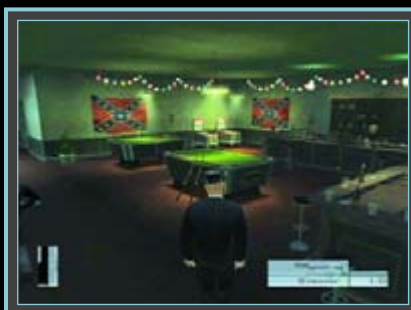


CAUTION

Some areas of the biker gang's compound are restricted to you when dressed as the Journalist. You're only supposed to be here to purchase the Photographs from Van Leuven, so don't go exploring in this disguise or you'll quickly be discovered.



Walk straight into the first room and through the double doors ahead. Continue forward, heading for the double doors past the motorcycle to the right.



Push through the double doors and turn left. Take another door, then turn left and walk into a barroom.

Walk up to the bar and talk to the bartender. He's already been notified of your arrival, and has been instructed to take you directly to Van Leuven.



Walk around the bar and meet the bartender on the other side. He gives you the VIP Keycard, which grants you access to the stairwell inside this building.

MISSION 5: RENDEZVOUS IN ROTTERDAM



Follow the bartender through the next two rooms. He leads you to the stairwell, where you are searched for weapons again. Follow the bartender the rest of the way to Van Leuven's office.



You have a brief chat with Van Leuven upon entering his office. The bartender leaves the two of you alone to discuss business and heads back down to the first floor.

Van Leuven soon collects the money-filled Envelope from you, then walks over to open his wall safe. Follow Van Leuven over to his safe and stand just behind him, waiting to make the hit.



Van Leuven takes a quick look over his shoulder before opening the safe. Wait for the look, then equip the Fiber Wire and strangle Van Leuven while he's punching in the combo.



Your path from this point is the same as before—collect the Photographs, hide Van Leuven's body, take the stairwell down to the basement, avoid the guards by hiding in rooms (or by killing the lights), and then fry the unfortunate Klaas Teller. Keep in mind that you

absolutely cannot be seen by a guard while doing this, as the basement is a highly restricted area.



You may need to hide in Teller's torture chamber after killing him. If a guard closes in, run to the darkest corner of the room, duck down behind the shelf, and wait for the guard to leave.

Change your disguise after assassinating Teller. You can change before killing him if you wish, but it's not necessary until after the hit.

When the guards are gone, cut straight across the north hallway of the basement and step into the northeast room.

Several dead bodies lay sprawled out in this small room. Take a dead biker's clothes before attempting to leave the basement.



CAUTION

This biker disguise features no hood, so your head and face are completely exposed. It won't hold under scrutiny, so avoid close contact with every biker from this point onward.



Your escape route is exactly the same as before. Because you're disguised as a biker, you can get out of the compound without difficulty as long as no one gets a close look at your face.

MISSION 6: DEADLY CARGO

Boris Ivanovich Deruzhka, the international arms smuggler, is attempting to purchase a nuclear bomb from the biker gang you encountered in your last assignment. The deal is set to take place on board Deruzhka's coaster ship at Rotterdam harbor.

The bikers have hidden the nuclear device in a car trunk, and soon will deliver the vehicle to Deruzhka's ship. Unbeknownst to the bad guys, Rotterdam police are wise to their ploy. Heavily armed SWAT teams are prepared to assault the ship moments after Boris makes his move.

The police want Deruzhka taken alive for questioning. Unfortunately, your client can't allow this to happen. You must assassinate the weapons smuggler before he's taken into custody.

The citizens of Rotterdam no doubt would be thankful if you could also manage to disarm the nuclear bomb, but this isn't a required action. Assassinating Boris Deruzhka is your primary objective.

Mission Objectives

>>> Assassinate Boris Ivanovich Deruzhka

>>> Escape

Mission Information

The police have given Rotterdam harbor's entire crew of dock workers the night off to prevent loss of innocent life when they storm Deruzhka's coaster ship. The dock workers and bikers all hang out at a local strip bar for a bit of rest and relaxation before the bikers drive the nuclear bomb over to the ship. If you want to disarm the bomb later in the mission (an optional tactic), you must place a GPS tracking device on the vehicle before it leaves the strip bar area.

You need to get past the police before you can reach the ship. Disguising yourself as a fellow police officer is the easiest way to do this, but you can also sneak past them if you've got the skills.

The coaster ship is heavily guarded by armed thugs hired by Deruzhka. SWAT police are hidden in two of the harbor's warehouses and are in position to assault the ship when the deal goes down. You'll be shot at if you're aboard the ship when the SWAT teams move in, so take care of business and get out of there beforehand.

Targets



Boris Ivanovich Deruzhka

Enemies



Biker



Thug

Civilians



Dock Worker

MISSION 6: DEADLY CARGO



Police



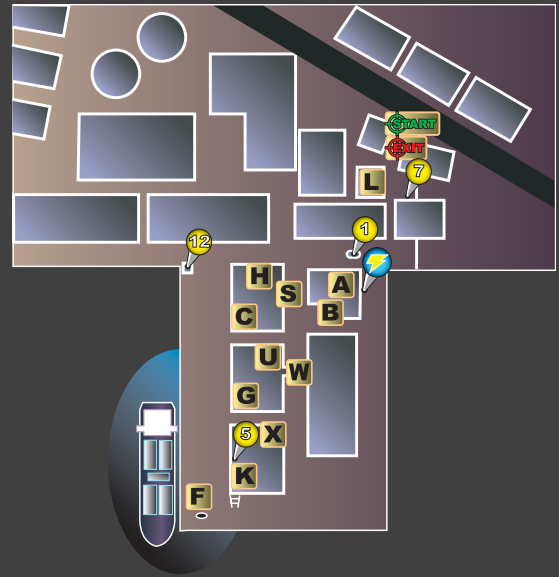
Prostitute



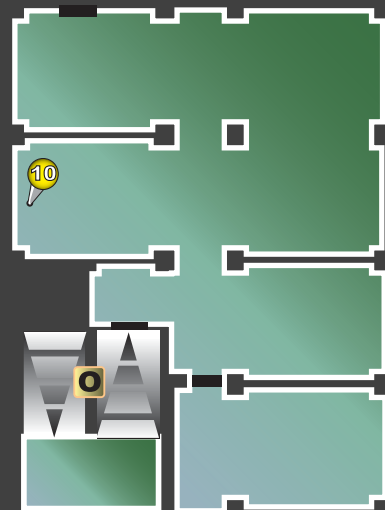
SWAT Police

Maps

Outside ▾



Strip Bar Basement ▾



MAP LEGEND

Points of Interest:

- | | |
|--|--|
| 1 = Police Gate | 9 = Rat Poison |
| 2 = Police Uniform, GK 17 Pistol | 10 = Bottle of Whiskey |
| 3 = Thug Outfit | 11 = Dock Worker, Bartender |
| 4 = Boris Deruzhka's Office | 12 = Dock Worker Outfit, Toolbox |
| 5 = SWAT Sniper | 1 = Pool Cue |
| 6 = Prostitute | 2 = Pistol Ammo [2] |
| 7 = Car, Parked [Nuclear Bomb] | 3 = Kitchen Knife |
| 8 = Car, Loaded on Ship [Nuclear Bomb] | 4 = M4 Carbine Assault Rifle, Assault Rifle Ammo [2] |

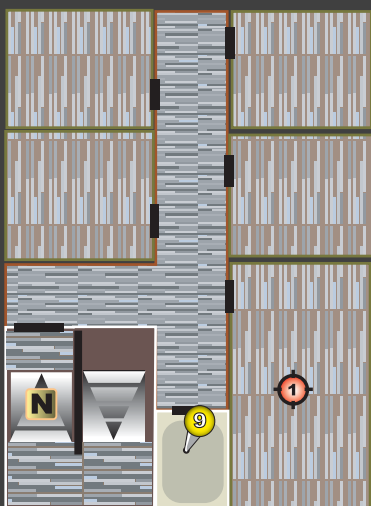
Strip Bar 1st Floor ▾



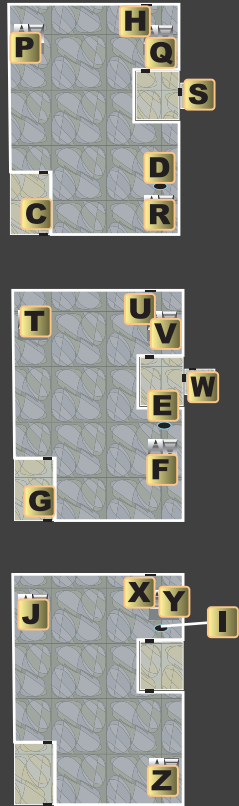
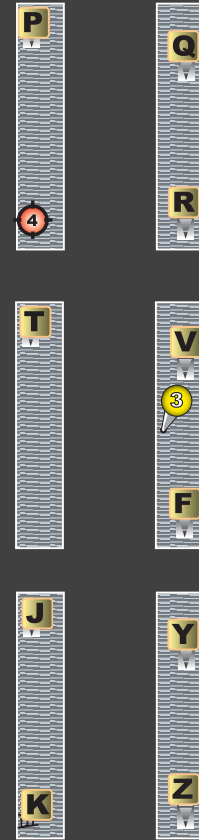
Police Station 1st Floor >



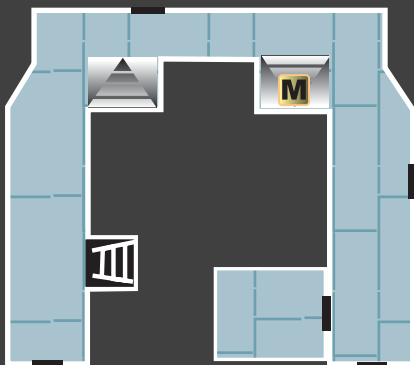
Strip Bar 2nd Floor ▾



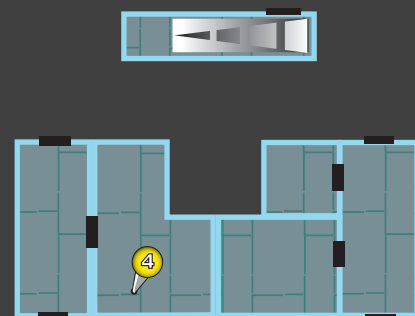
MISSION 6: DEADLY CARGO

Warehouses
1st Floor >Warehouses
2nd Floor >

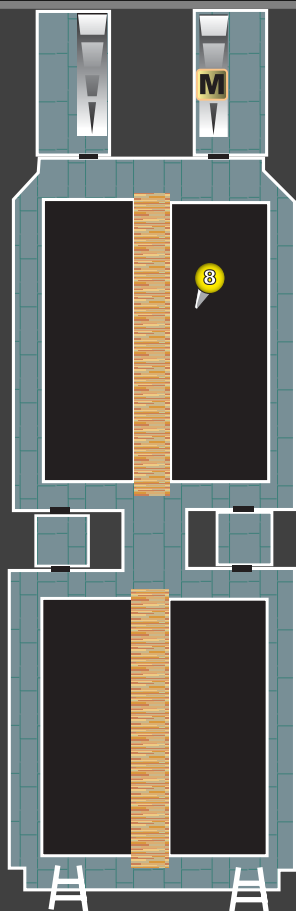
Coaster 1st Floor >



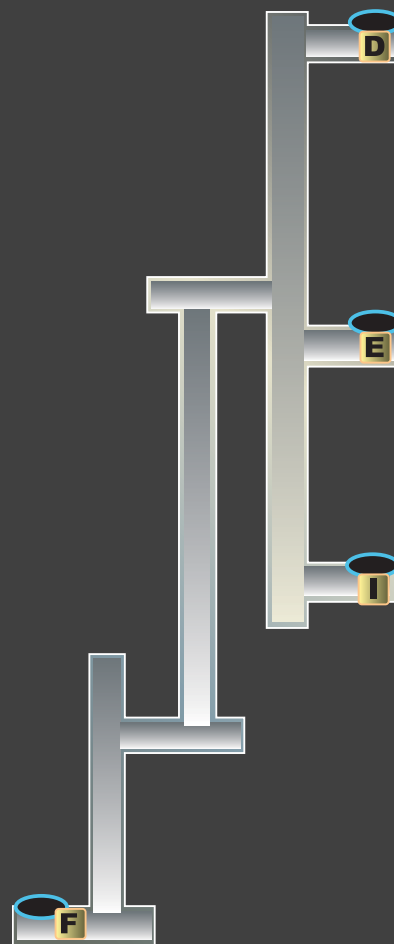
Coaster 2nd Floor >



Coaster
Below Deck >



Tunnel >



The Silent Assassin's Path



You begin on a street north of the Dirty Rabbit strip bar, near the level's only exit point. Sprint south down the street, running past the bar and the two bikers.

NOTE

ISBN 0-7655-4516-2



To disarm the nuclear bomb later in the mission, place your GPS tracking device on the vehicle parked near the strip club. (The bomb is stored in the trunk.) For more information, check out this section's "Optional Tactics."

MISSION 6: DEADLY CARGO



Turn right when you come to a cross street and then continue running west. The Rotterdam police have set up a checkpoint ahead and aren't allowing anyone to pass. They'll have to make an exception for you.

Run to the gate on the left side of the guard booth and open the gate's door. Bolt through and run up the short flight of steps ahead to enter the police station.



Your Threat Meter is probably jumping at this point, so there's no time to waste. Speed down the hall inside the police station before an officer can stop you. Turn left at the end of the hall and enter the door ahead to reach the station's locker room.



A police uniform sits on a bench inside the locker room. Dash over to the uniform and disguise yourself as a police officer. Pick up and conceal the GK 17 pistol as well.



Walk out of the locker room. Officers rush to intercept you, but your disguise fools them. Proceed to the police station's south exit.

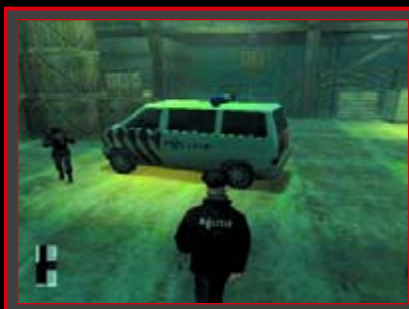
TIP



Police will be suspicious of you, even in your new guise. Keep your distance from all officers, and walk to avoid blowing your cover.



Turn right after you exit the police station through its backdoor, then sprint west, heading for the alley between the two warehouses to the west. Enter the northernmost warehouse through its south door.



SWAT police are using the north warehouse as a staging point for their impending assault on Deruzhka's coaster ship. Walk to maintain your cover and keep your distance from each SWAT team member as you pass through the small storage

room and head toward the sewer hole inside the warehouse.



Climb down the ladder when you reach the sewer hole. (The sewer hole is shown on the map).



Turn left when you're inside the sewer and run south down the long tunnel. Take your next left and climb up the ladder ahead to reach the middle warehouse.

The middle of the three warehouses is guarded by a few of Deruzhka's hired thugs, but they won't attack thanks to your police uniform. Walk up the nearby stairs to reach the warehouse's upper walkway, which is marked with a Point of Interest icon on the map.



Run across the walkway until you spot a set of clothes sitting atop a small crate. Change into the clothes to disguise yourself as one of Deruzhka's thugs, then retrace your steps and climb back into the sewers.



Assassinating Boris Deruzhka

Now you're ready to approach your target. Navigate the sewer tunnels, running toward the southernmost ladder. Climb up the ladder to return to the surface near the coaster ship.



Stride over to the ship's boarding ramp. Walk past the thug who guards the ramp and avoid eye contact to maintain your cover.



After you step off the ramp and onto the ship, walk north toward the stern.

CAUTION

The thugs on the coaster ship are all on high alert. Any suspicious move will cause them to open fire, so walk and keep your distance from each guard.



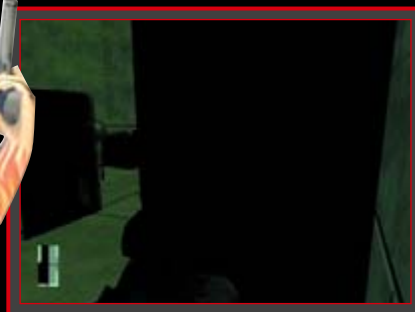
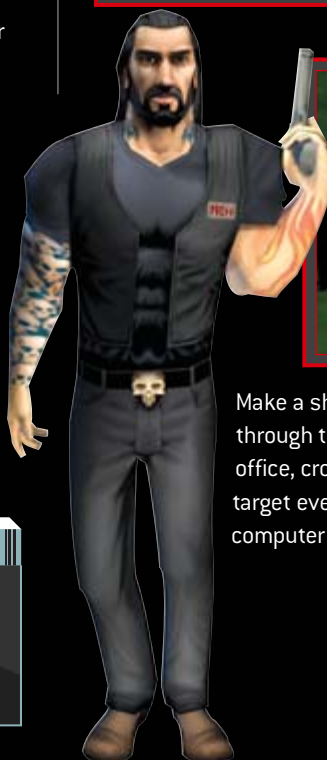
When you reach the rear of the ship, climb the ladder to the second floor, then pass through the left door ahead.



Continue straight through the next room and exit through the door in front of you.



You come to a narrow walkway that overlooks the ship's deck. Turn right and stroll along the walkway, then enter the door at the other end.

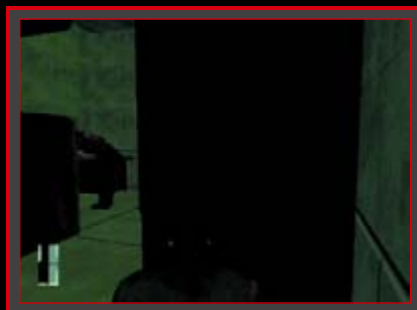


Make a sharp right turn in the next room and pass through the east door to reach Boris's office. Inside the office, crouch behind the large armoire as shown. The target eventually enters this room to use the laptop computer on the desk, and you don't want him to see you.

MISSION 6: DEADLY CARGO



Switch to the in-game map and monitor your target's movements. Pull out the Fiber Wire as he draws near, but remain crouched and hidden behind the armoire.



Boris enters the room, moves to his desk, and leans over to use his laptop. Wait until he hunches over the computer and then sneak out from your hiding spot with the Fiber Wire in hand.

Strangle Deruzhka from behind before he notices you. Don't bother stashing the body; just turn around and exit the room, closing the door behind you. (Collect Deruzhka's Magnum 500 revolver, if you'd like.)



Escaping Rotterdam Harbor



Out of Deruzhka's office, turn right and pass through the door ahead. Make another right around the stairs and stride over to the ladder you used a short time ago.

Climb down the ladder and return to the ship's boarding ramp. Walk down the ramp and then stroll over to the middle warehouse where you found the thug disguise.

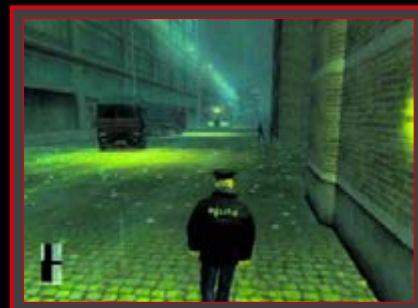


Enter the middle warehouse and return to the police uniform you left inside when you changed into the thug outfit. After you're in the police officer guise, enter the warehouse's sewer hole.



Sprint through the sewer tunnels to the northernmost ladder. Climb up the ladder to return to the northernmost warehouse.

Your escape route from here is straightforward. Exit the warehouse through its north door, then turn right and walk east past the police station and the guard booth. Your disguise allows you to pass without alarming the patrolling officers.



Run past the gate. Return to the strip bar area, run past the bar, and continue north until you reach the exit point.

Nice work; you've completed the mission and have achieved the Silent Assassin rating. Your skillful use of deception has unlocked the mighty M4 Carbine Silenced assault rifle.

Optional Tactics

This mission offers a number of optional tactics, from disarming the nuclear bomb to poisoning a dock worker's whiskey.

Rooftop Sniper

It's possible to eliminate your target without ever boarding the coaster ship. It's difficult to earn the Silent Assassin rating, but not altogether impossible.

Follow the above strategy until you've disguised yourself as a police officer and have entered the northernmost warehouse's sewer hole. This time, run south down the long sewer tunnel and climb up the ladder at the tunnel's opposite end to reach the southernmost warehouse.



The south warehouse is occupied by more SWAT teams, so walk to avoid raising their suspicions. Pass through the small room to the south after you climb out of the sewer hole. Then turn right and walk over to the warehouse's northwest stairs.



The map shows a ladder to the south. Stroll over to the ladder, inside a small room. Close the door behind you before climbing up the ladder.



Don't climb all the way to the top. Instead, pause on the ladder before you reach the warehouse's roof and manipulate the camera so you see the police sniper on the rooftop.

The sniper will see you, blowing your cover, if you climb all the way up the ladder. Remain hidden from the sniper's view and wait until the SWAT teams begin assaulting the coaster ship. When this occurs, the sniper turns his back to you as he opens fire on Boris's thugs.



NOTE

ISBN 0-7615-4516-2



Depending on how quick you are, you may have to wait for several minutes before the SWAT teams attack the ship.



Climb up to the roof when the sniper crouches down and takes aim. Sneak over to him and use your Syringe to knock him out.



Drag the unconscious officer behind the large wooden sign before donning his uniform. Pick up his sniper rifle, along with its ammo, then crouch down and aim at the windows of the coaster ship's dimly lit bridge.



The SWAT team's unexpected assault causes your target to flee to the ship's bridge. Zoom in and wait until Boris stands motionless in front of a window, then shoot him in the head.

MISSION 6: DEADLY CARGO

Drop the sniper rifle after you assassinate the target, and climb down the ladder to return to the warehouse. Backtrack to the exit point near the strip bar—the SWAT disguise allows you to pass through the police gate and escape the harbor without blowing your cover, as long as you aren't carrying the sniper rifle.



Disarming the Nuclear Bomb



Boris arms his nuclear warhead as soon as it's delivered to him by the bikers. He threatens to detonate the weapon unless his demands are met. You can disarm the nuclear device if you'd like, but it's not a mandatory action.



You need to place a tracking device on the blue sedan parked outside the strip bar, so you can locate the car when it's loaded onto the ship. Before you can do that, you must distract the biker who guards the vehicle.



Distracting the biker is easy. Enter the strip bar and talk to the girl who dances in the front window. (You can see her from the street.) After you place some cash in her hand, she agrees to "cheer up" the biker guard.



Follow the girl outside and watch as she approaches the biker near the car. After a quick chat, the two walk around the side of the building.



Now's your chance—when the biker turns his back, run over and open the trunk. Sure enough, the nuclear device is set up there.

Close the trunk and move to the vehicle's left side. Quickly plant your GPS tracking device on the car's underside, then move away from the vehicle.



A message tells you that the in-game map has been updated. (The car now appears on the in-game map.) You're done here, so run down the street toward the police gate.



Follow the same steps you took in the original strategy and board the coaster ship in the thug disguise. The vehicle is always stored below deck, so head for the rear of the ship and enter the first door you come to (as shown).



The door leads to the coaster ship's first floor. Walk downstairs and pass through the door ahead to reach the below deck area. Bring up the in-game map and check for the tracked vehicle.



Move to the vehicle, which is hidden inside one of the large crates below deck. (You cannot locate the vehicle if you didn't tag it with the tracking device.) Open the crate's doors, pop the car's trunk, then disarm the nuclear bomb. Proceed with your mission after you've ended the nuclear threat.

Poisoning the Dock Worker

One of the dock workers inside the strip bar enjoys glass after glass of whiskey, taking full advantage of his unexpected night off. You can poison the dock worker, then steal his clothes.

NOTE

ISBN 0-7615-4516-2



Poisoning the dock worker kills him, which ruins your chances at the Silent Assassin rating. There's a free dock worker outfit inside the tiny shed to the west of the police station—it's marked as a Point of Interest on the map. In the same shed is a Toolbox in which you can hide a weapon.



Charge into the strip bar as the mission begins. Sprint upstairs to reach the club's second floor, then turn right and enter the bathroom at the end of the hall. Pick up the Rat Poison from inside the bathroom and then dash back downstairs.



Head to the strip bar's basement. If the basement's patrolling biker sees you, your cover will be blown, so crouch in the tiny entry space (as shown) and wait for the biker to walk past. As you wait, quickly check the in-game map to locate the basement's Point of Interest icon.



MISSION 6: DEADLY CARGO



Sneak out behind the biker as he passes by. Continue to sneak as you head for the basement's Point of Interest—a bottle of whiskey.



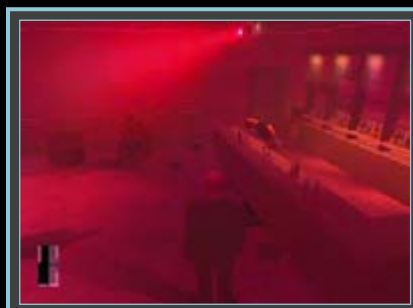
Poison the whiskey as soon as you're within range, then sneak back upstairs without being spotted by the touring biker.



Return to the barroom and talk to the dock worker. He complains that the bartender should go down to the basement and fetch another bottle of whiskey.



The worker soon stands up and talks to the bartender. The bartender then heads down to the basement to collect the bottle of whiskey you've just poisoned.



The bartender returns and fills the worker's glass. The worker takes a seat and sips his whiskey.



The poison soon kicks in and the dock worker stumbles upstairs, clutching his gut. He enters a room on the second floor of the strip bar and collapses on the floor, dead. You may now take his clothing and disguise yourself.

MISSION 7: TRADITIONS OF THE TRADE

The Fuchs brothers are up to their old tricks. Franz Fuchs has constructed a powerful Chemical Bomb, and is planning to use it to destroy a large official building. Franz' brother, Fritz Fuchs, is keeping the Chemical Bomb at his dentist office at the Thermal Bath Hotel in Budapest, Hungary. Your client wants both brothers killed and the bomb retrieved for study and analysis.

The Fuchs boys are planning to meet with each other at the exotic hotel, where Fritz will hand the bomb over to his brother Franz. This is a perfect opportunity for you to assassinate both terrorists and salvage their deadly Chemical Bomb.

Mission Objectives

- >>> Assassinate Fritz Fuchs
- >>> Assassinate Franz Fuchs
- >>> Retrieve the Chemical Bomb

Mission Information

The Thermal Bath Hotel is a high-class establishment featuring many fine shops, a luxurious swimming pool, saunas, spacious conference rooms, and Fritz Fuchs's dental office. The place is teeming with guests, staff, and security guards.

Watch out for the many security checkpoints that have been set up inside the hotel—there's a metal detector stationed at each one. This makes it a chore to move about if you're carrying weapons other than Syringes and the Fiber Wire (which do not trigger metal detectors). You have to rely on stealth and deception during this mission.

Targets



Fritz Fuchs



Franz Fuchs

Enemies



Bodyguard

Civilians



Hotel Security



Hotel Staff

MISSION 7: TRADITIONS OF THE TRADE



Bellboy



Male Guest



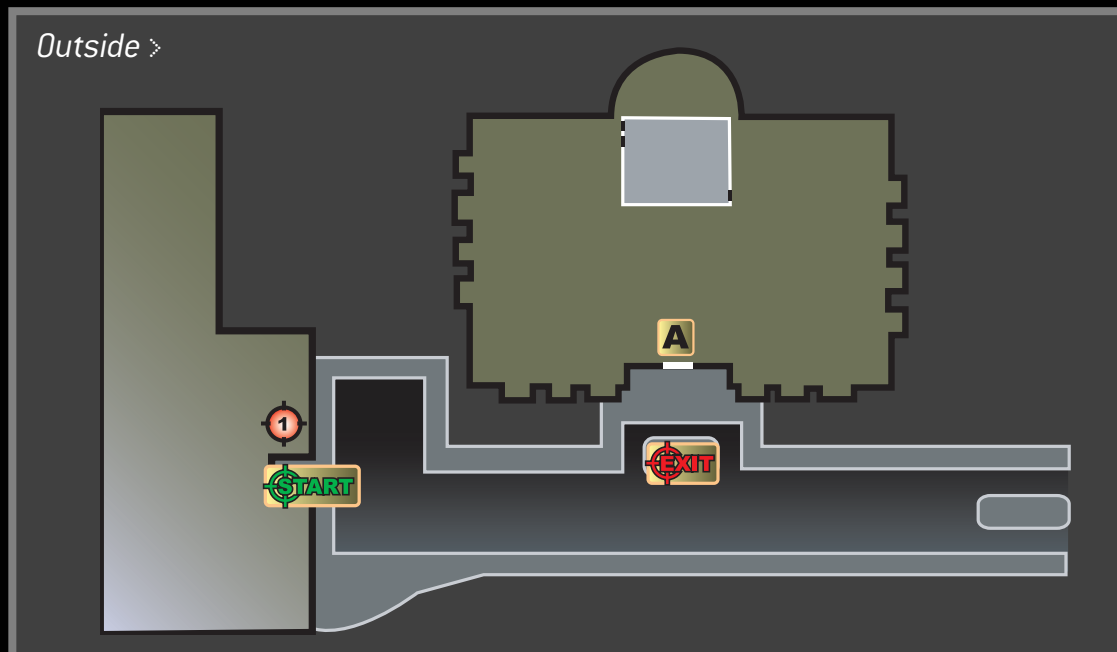
Female Guest

MAP LEGEND

Points of Interest:

- | | |
|--|---|
| 1 = Hotel Security Uniform, GK 17 Pistol | 9 = Whiskey |
| 2 = East Sauna | 10 = Flower Box (SPAS 12 Gauge Shotgun) |
| 3 = Chemical Bomb Suitcase | 11 = Kitchen Knife, Sawed-off Shotgun |
| 4 = Chemical Bomb | 12 = Hotel Security Office (Metal Detector On/Off Switch, Shotgun Ammo) |
| 5 = Front Desk (Key to Room 301, Fritz's Envelope) | 1 = Conference I.D. Card, Sniper Suitcase, Diana's Note |
| 6 = Bellboy Uniform | 2 = "Do Not Disturb" Sign, Fritz's Note, Franz's Envelope, Fuchs's Key, SG220 .S Pistol |
| 7 = Bellboy Uniform | |
| 8 = Towel, Bottle of Poison | |

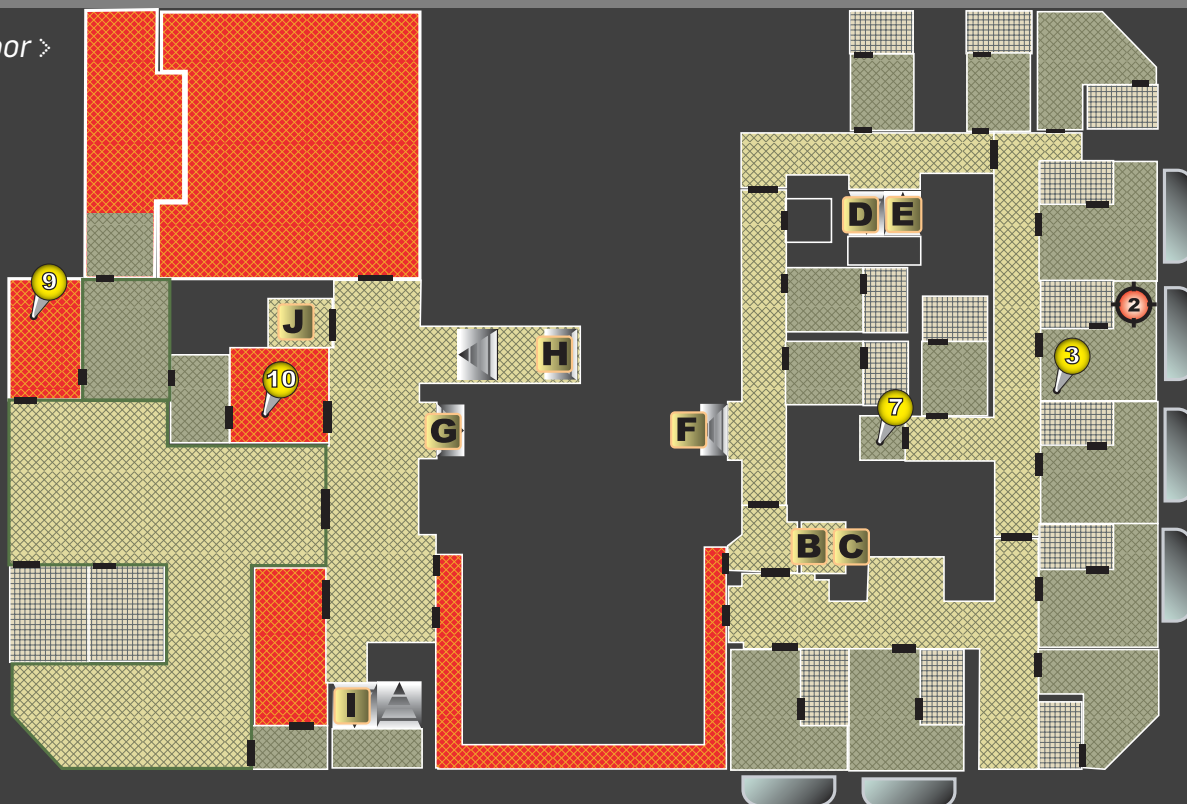
Maps



1st Floor >

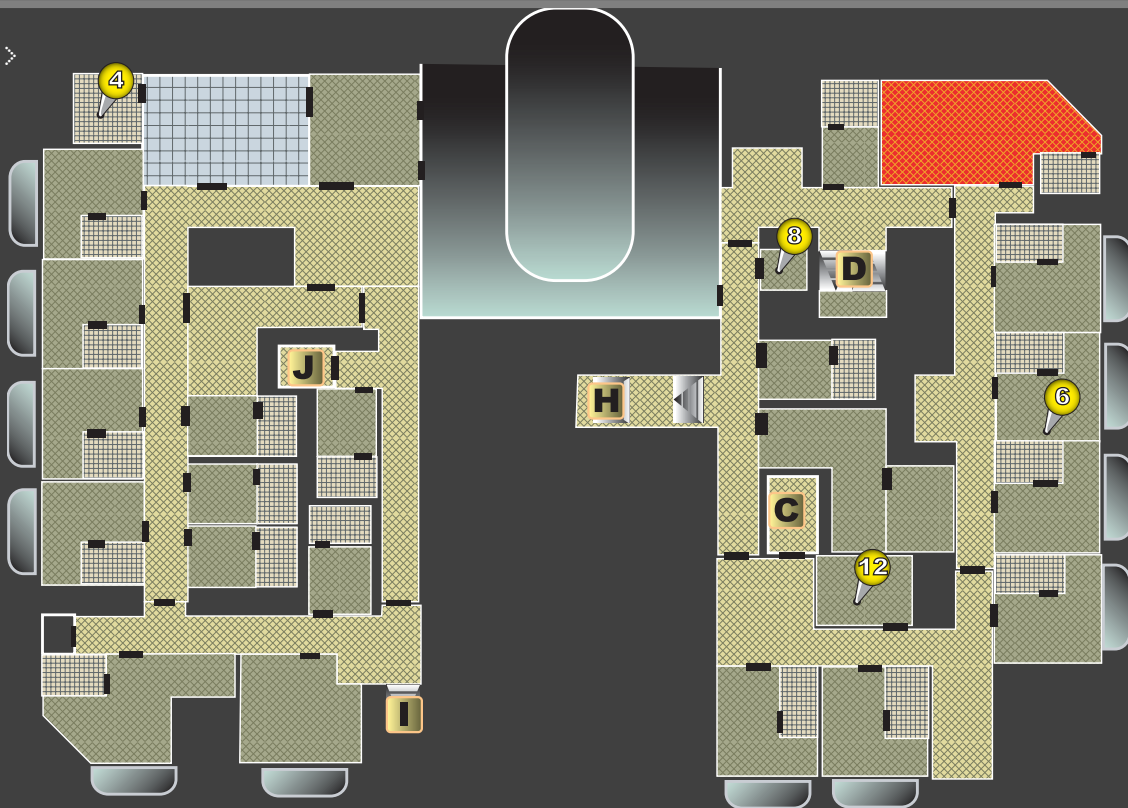


2nd Floor >



MISSION 7: TRADITIONS OF THE TRADE

3rd Floor >



The Silent Assassin's Path



You begin the mission outside the hotel. Pick up the Conference I.D. Card from the body on the ground and drop your Silverballers. You need the Conference I.D. Card to enter the hotel, and the guards at the front door will take your Silverballers if you don't drop them here.

NOTE

A Sniper Suitcase and Diana's Note are also near the starting point. Hotel security will take the Sniper Suitcase if you bring it along, so don't bother. Diana's Note tells you that a "special order" is ready for pickup at the hotel's flower shop.



With the Conference I.D. Card in hand, run down the street toward the hotel's front entrance. Start walking as you near the security checkpoint.



A guard asks to see your Conference I.D. Card before allowing you to pass. Show it to him, then walk through the metal detector and into the hotel.



Once inside the hotel, turn right and walk toward the elevator on the lobby's east side.



Pass the elevator and walk through the double doors ahead. Close the doors behind you and make sure nobody's around—you're about to enter a restricted area.

When all is clear, move to the next set of double doors. A sign reads, "Hotel

Wing Closed." Pick the lock and enter the double doors, then close them behind you.

This area of the hotel is closed for renovation, so run through the next couple of halls. Keep moving until you come to Room 108.



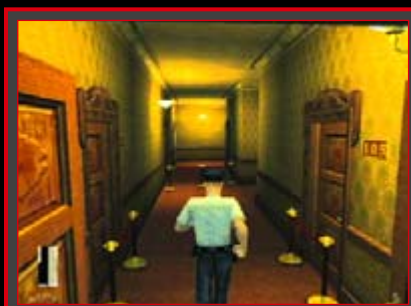
If you're playing on Normal or Expert difficulty, the in-game map tells you that one of the hotel's security guards is using the bathroom in Room 108. Pick the lock on the door and then sneak into the room.

A hotel security guard's uniform is on the bed, along with a GK 17 pistol. Change your clothes to disguise yourself as one of the hotel's security guards. Leave the pistol behind—a Silent Assassin has no need of such a weapon.



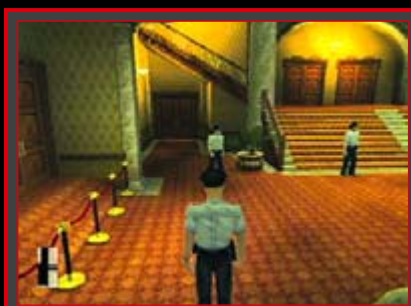
CAUTION

While disguised as a hotel security member, you are free to enter all restricted areas of the hotel. Real security guards will be suspicious of you, however, and will see through your disguise if they get a close look at your face.



Now that you're in uniform, retrace your steps to the lobby.

Assassinating Fritz Fuchs



Walk to the lobby's west side. You need to enter the northwest set of double doors that lead into the pool area, but you have to pick the door's lock first.

MISSION 7: TRADITIONS OF THE TRADE

CAUTION

The swimming pool area of the hotel is restricted, as Fritz Fuchs likes to have total privacy when taking a dip. Don't enter this area unless you're disguised as one of the hotel's security guards.



Walk to the double doors and make sure none of the guards in the lobby are paying attention to you. Pick the lock, pass through the doors and close them behind you.



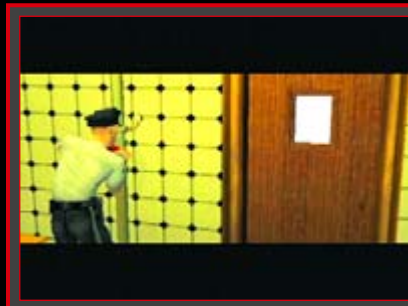
Move through the next set of double doors to enter the west shower room. Bring up the in-game map and monitor your target from here.



Fritz swims for a long time before getting out of the pool and heading for the east sauna room. Wait until Fritz moves for the sauna, then walk to the swimming pool area.



Pass the security guard without getting too close as you stride around the pool and enter the east sauna room. Fritz is enjoying the hot steam, but that's about to change.



Move to the red, circular handle to the left of the door that leads into the sauna. Turn the handle to release scalding steam into the sauna.

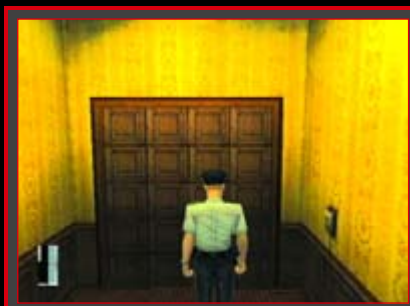


Fritz dashes for the door but you move to block his escape. There's no other way out of the sauna, and the first Fuchs brother dies.



Enter the sauna after Fritz collapses and collect his key to the X-ray room. This important key allows you to enter the X-ray room of Fritz's dental office, where the Fuchs' Chemical Bomb is stored.

Assassinating Franz Fuchs



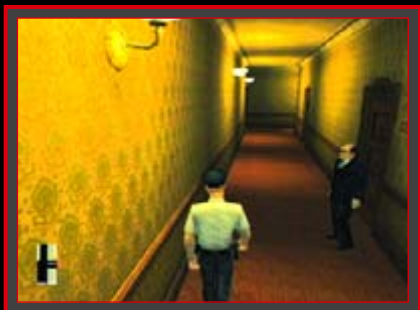
Return to the lobby and walk east to the elevator. Press the call button, then ride up to the second floor.

TIP



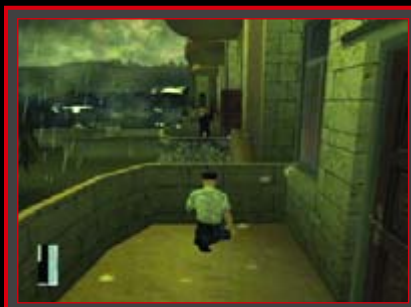
There's a security checkpoint stationed outside the elevator on the second floor. Walk through the metal detector while keeping your distance from the attentive security guard.

Franz Fuchs is staying under the false surname "Wulff" and is taking a long shower in Room 202. He's well-protected by two bodyguards. One stands watch in the hall outside the room, and the other patrols inside, occasionally stepping out to the balcony for fresh air.



Stride through the halls until you spot a bellboy with a vacuum cleaner. Follow the bellboy until he stops to enter a room, then sneak up to the door and nab the Master Key that he leaves in the lock. Make sure nobody sees you steal the key.

Use the Master Key to enter Room 203, which is north of Franz's room. (You could pick the door's lock, but the bodyguard down the hall might catch you in the act.) Move through the room and sneak onto the balcony.



Crouch and watch the south balcony. Wait for Franz's bodyguard to walk outside for air, and don't move until the guard goes inside the room. Jump to the balcony when the guard leaves.

Crouch after you land on the south balcony, then creep through the door and into the room. Close the door and move behind the bodyguard, then use a Syringe to knock him out.



MISSION 7: TRADITIONS OF THE TRADE



With the bodyguard out of commission, pull out your Fiber Wire and sneak into the bathroom without making a sound. Slip the Fiber Wire around Franz's thick neck and choke him to death.



You can collect many items inside Franz's room, but the only item you must pick up is the large Suitcase near the bed; you can't carry the Fuchs brothers' Chemical Bomb out of the hotel without this Suitcase.

The other items you can grab from this room are on the desk. These optional items include: a "Do Not Disturb" sign, two notes (written from one Fuchs to the other), Franz Fuchs's room key, and an SG220 .S silenced pistol.

None of these items are of use to you now, so leave them and retrace your steps back to Room 203.



NOTE

To learn more about the optional items you can collect from Room 202, check them out in the "Optional Tactics" section of this mission.

Retrieving the Chemical Bomb

Your final objective is to retrieve the Fuchs' Chemical Bomb. Exit Room 203, turn right and walk through the double doors ahead. Walk up the stairs you come upon to reach the hotel's third floor.



Turn left after you reach the top of the stairs and walk down the hall. Make another left and pass through a set of double doors, then enter the next door on the right to access the roof.



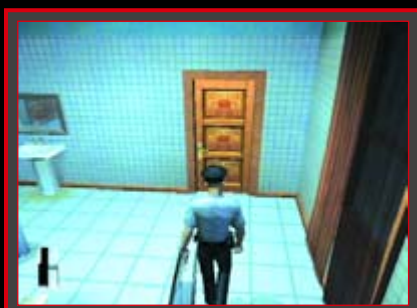
Cross the roof and take note of two open windows on the other side. You need to climb through one of these windows, but you can't let the guard inside the room see you do so—your cover is blown if he spots your illegal entry.



Crouch next to one of the open windows. Position the camera so you can watch the guard moving around the room. Wait until the guard is staring out a north window before climbing into the room.

NOTE

There's no need for stealth after you're inside the room. The guard won't attack you because he thinks you're one of the hotel's security guards on a routine patrol. If you're not in disguise, you must sneak through the room without alerting the guard.



Walk through the small room and enter Fritz's dental office by passing through the west door. There's another guard in the dental office—ignore him and enter the X-ray room through the west door.

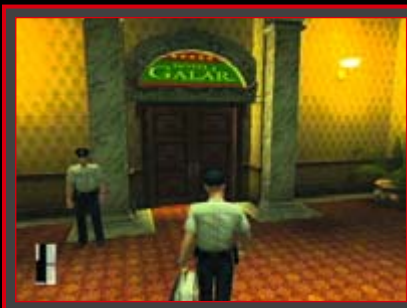
Close the door to the tiny X-ray room behind you for privacy. The Chemical Bomb is on the ground. Store it inside the Suitcase by choosing to pick up the Chemical Bomb while holding the Suitcase in your left hand.



Now all you need to do is escape with the Suitcase and Chemical Bomb. Backtrack to the roof, making sure you're not seen as you slip through the open window on your way out. Cross the roof and reenter the east wing of the hotel's third floor.



Turn right after you're inside and walk down the hall. Pass through a set of double doors and turn left to reach the elevator. Call the elevator and ride down to the first floor.



Walk through the lobby and exit the hotel through the front door to complete the mission in Budapest with a Silent Assassin rating. Very smooth—your skills in stealth and deception have unlocked the deadly SG220 .S Dual pistols.

Optional Tactics

There are several optional tactics for this mission; some are more practical than others. Try them out and see how much trouble you can get yourself into.

The Guy at the Front Desk



While wearing your regular clothes, talk to the person who runs the front desk of the hotel. During the conversation, you discover that "Mr. Wulff" (a.k.a. Franz Fuchs) is staying in Room 202. The guy at the front desk also gives you the key to your own room—Room 301.

There's a good reason for you to head up to Room 301. You're able to jump from your room's balcony to Room 302's balcony and sneak into the room, where a bellboy's uniform is. Make sure the people staying in Room 302 don't see you when you go in to steal the bellboy's uniform, or they'll rush to alert security.



TIP

There's another bellboy uniform that's easier to get. Check the utility closet on the east wing of the hotel's second floor.

MISSION 7: TRADITIONS OF THE TRADE

A Clean Towel for Mr. Wulff



After you disguise yourself as a hotel bellboy (see previous section), you're one step closer to an alternate method of making the hit on Franz Fuchs. You just need to find an excuse to enter his room under your new guise.



Head to the third floor's utility closet, which is in the east wing's northwest region. Either pick the closet door's lock when no one's looking, or use a bellboy's Master Key to get inside.

The tiny utility closet holds two items useful for two separate tasks. One is a Bottle of Poison, which you can use to kill Fritz Fuchs (described later). The other gives you the excuse you need to enter Franz Fuchs's room—a fresh Towel.



When dressed as a bellboy and carrying the Towel, you're able to get past the bodyguard who's in front of Room 202. Talk to the bodyguard, and he grants you 10 seconds inside the room to deliver the Towel.



There are many downsides to this approach. First, you only have a short amount of time to get into the room, make the hit, grab the Suitcase, and get out. Second, you've got to time it so you enter the room as the other guard steps out to the balcony for air. (You can do this by using the in-game map if you're playing on Normal or Expert difficulty, or by watching the guard from Room 203's balcony to time his patrol route.)

Optional Items from Room 202

Franz Fuchs's desk is cluttered with items for you to pick up, but none of them are vital to completing the mission. If you enter the room using the bellboy-with-Towel tactic, you won't have time to collect these optional items.



- >>> The "Do Not Disturb" sign can hang on any doorknob in the hotel to ensure privacy.
- >>> The notes from Franz and Fritz provide clues to the whereabouts of the Chemical Bomb and help to fill in the Fuchs brothers' plot.
- >>> The SG220 .S pistol is a nice, silenced weapon, but it's not practical for this mission. Grab it only if you wish to add the pistol to your weapons cache.
- >>> If you're dressed in regular clothing, you can show Franz Fuchs's room key at the front desk and collect his mail. You get another letter that tells you the X-ray room is locked, and that Fritz has the only key.



I'll Have What He's Having

The Bottle of Poison you find in the utility closet on the east wing of the hotel's third floor (see previous section) can be used to kill Fritz Fuchs, but you'll receive a couple of alerts in the process.



Talk to the bartender in the lounge on the west wing of the hotel's second floor. He needs a break, and you convince him to take five, saying you'll cover the bar while he's away. You should be dressed in normal clothing to do this.



Watch the lounge's patrolling security guard after the bartender leaves. Enter the back room behind the bar when the guard isn't looking.



A bottle of whiskey sits atop a table in the back room. Dump the Bottle of Poison into the whiskey, which is Fritz Fuchs's favorite drink.

Exit the back room and return to the lounge. (You may receive a scolding from the security guard if he sees you leave the back room, but he lets you off with a warning.) Find someplace to hang back and watch your handiwork in action.



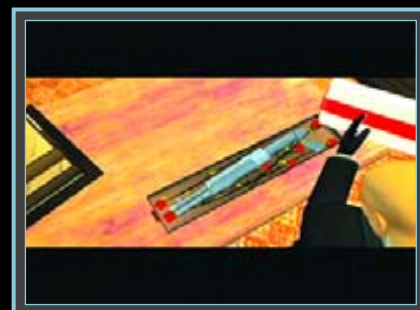
Fritz Fuchs repeatedly runs through a vigorous routine of basking in the swimming pool, relaxing in the steamy sauna, and stopping by the bar for a few shots of his favorite whiskey. This time, however, he finds his drink stiffer than usual.

The poison works quickly, and Fritz drops. You receive a couple of alerts—the guards have found the body and are on the lookout for anyone suspicious. Wait until things return to normal before walking to Fritz's corpse and collecting his key to the X-ray room.



Flower Shop Special Order

Diana's Note, which is on the ground near the Sniper Suitcase at the mission's start, tells you there's a "special order" ready for pickup at the hotel's flower shop. The flower shop is near the lounge on the west wing of the hotel's second floor, but it's closed and off-limits. You'll have to sneak inside.



There are two ways to sneak into the flower shop. The easiest way is to enter through the room behind the bar after you poison Fritz's whiskey (see previous section).

MISSION 7: TRADITIONS OF THE TRADE



Another way is to sneak into the conference room at the north end of the hall outside the flower shop, but this is tricky. You need to wait until the guard watching the conference room's double doors is distracted by one of the hotel's female guests.

Stand on the steps that lead up to the third floor and wait for the guard to move away from the doors to chat with the young woman. Sneak past the guard, pick the lock on the double doors and enter the conference room, closing the doors behind you.



CAUTION

When sneaking into the conference room, there are two patrolling security guards to look out for. One walks up and down the north steps that lead up to the third floor, and the other tours the hall, coming from the stairs to the south. Make sure nobody sees you pick the lock.

A Nasty Accident



Something bad has happened in the northeast room on the east wing of the hotel's first floor. When dressed in your normal clothing, the security guard that watches the room tells you there was a nasty accident, and to move along.



However, when disguised as one of the hotel's security guards, you can enter the room and collect two weapons from within. A Kitchen Knife is stuck in the wall near the bed, and a Sawed-off Shotgun lies on the floor in the blood-soaked bathroom. Shut the door after entering the room for privacy before claiming these weapons.

door after entering the room for privacy before claiming these weapons.

Bypassing the Metal Detectors

Passing through the metal detectors gets tedious after awhile, but there's an easier way to get around them. It's possible to reach any area of the hotel without going through these annoying detectors after you're familiar with the layout.



When disguised as a security guard, you can enter the hotel security office, located on the third floor's east wing. Take the lobby's elevator to the third floor, turn left, and enter the door to the security office.

A couple of security guards stand inside the office, but they aren't as suspicious of you as the rest are. Walk past them and press the button on the control panel to shut down the hotel's metal detectors, then exit the office and go about your business.



MISSION 8: SLAYING A DRAGON

A wealthy client has contacted your agency. The client wants you to get at the leader of Hong Kong's Red Dragon Triad, Lee Hong. Hong is too powerful to approach, so the focus of your next few missions is to weaken the triad leader.

Your mission is to frame the Blue Lotus Triad for the murder of one of Lee Hong's top men. This will set the stage for a gang war between the two rival triads, which is sure to weaken the mighty Lee Hong.

The Red Dragons and Blue Lotuses occasionally do business with one another. Your job is to assassinate the Red Dragon Negotiator during his meeting with the Blue Lotus Negotiator at Chiu Dai Park. You must also ensure that the Blue Lotus Negotiator survives—he can't be blamed for the hit if he's dead.

Mission Objectives

- >>> Assassinate the Red Dragon Negotiator
- >>> Blue Lotus Negotiator Must Survive
- >>> Escape the Area

Mission Information

Chiu Dai Park is in the town's center. Because the two gangs are discussing business at the park, the park's entrances are closed to the public. Each entrance is guarded by heavily-armed Blue Lotus Triad members, and only the park's gardeners and other Blue Lotuses are allowed access.

The surrounding streets are filled with curious pedestrians—avoid making careless mistakes when they're around. The Red Dragon Negotiator is the only member of the Red Dragon Triad present, so there shouldn't be any confusion as to who your target is. He wears the garb of his triad with pride.

Although security is tight, no one is expecting anything to go wrong at the meeting, so don't worry about being attacked on sight. You've got the element of surprise on your side during this mission, so take full advantage.

Targets



Red Dragon Negotiator

Enemies



Blue Lotus Negotiator



Blue Lotus Triad Member

Civilians



Gardener

MISSION 8: SLAYING A DRAGON



Pedestrians

MAP LEGEND

Points of Interest:

1

= Rat Poison

2

= Gardener's Uniform

3

= Tea Cart

4

= Sniper's Ledge

5

= Bomb, Bomb Remote

6

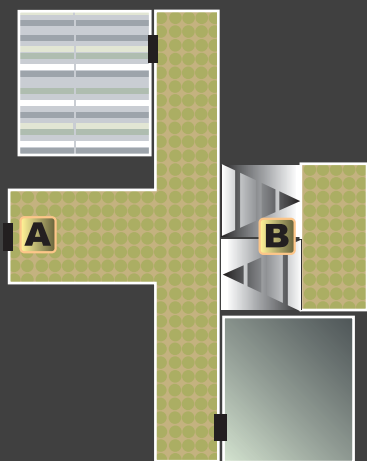
= Red Dragon
Negotiator's Limo

Maps

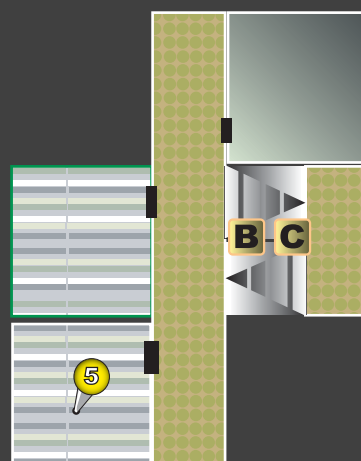
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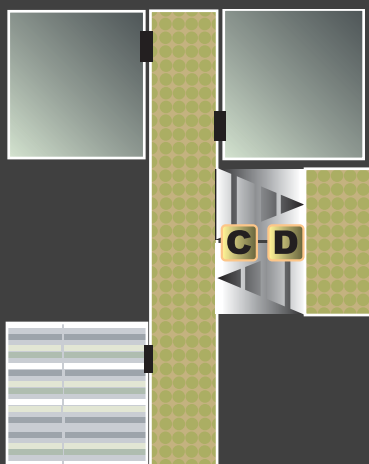
1st Floor ▾



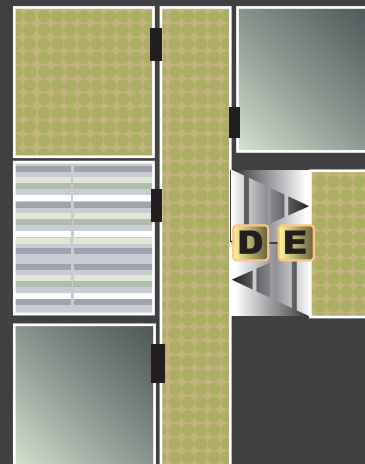
2nd Floor ▾



3rd Floor ▾

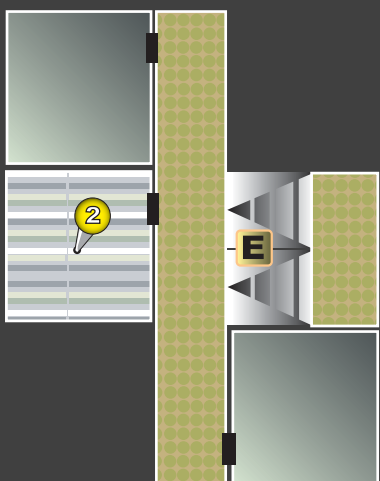


4th Floor ▾

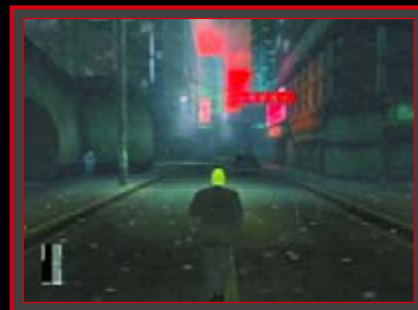


MISSION 8: SLAYING A DRAGON

5th Floor ▾



After you're out of the sewer, sprint east along the southern-most street. Turn left past a limousine and run north up the cross street with the park to your left.



Look for a building with two green, hanging lanterns. The building is east of the park, across the street. Enter the building through the door between the two lanterns.



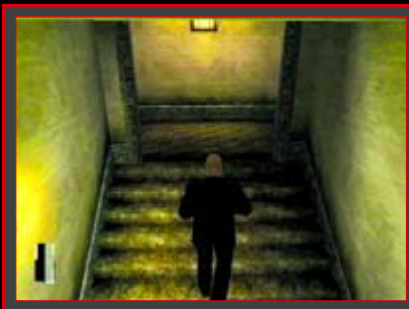
The Silent Assassin's Path



Drop the Sniper Suitcase when the mission begins. Turn right and run south down the alley from the starting point, heading for the nearby open sewer.



The sewer is marked with a point of interest on the map. Climb down the ladder into the sewer. Pick up the Rat Poison and return to the surface.



After you're inside the building, run up the steps until you reach the top (fifth) floor.



One of the rooms on the fifth floor is marked as a point of interest. Check to make sure there's no one around before picking the lock on the door and entering the room.



A gardener's uniform lies on the floor inside the small room. Change clothes to disguise yourself as a gardener, then drop your weapons and exit the room.

Time for a Drink



Now that you're disguised as a gardener, you can pass through security and enter Chiu Dai Park. Exit the building and cross the street to reach the park.



A Blue Lotus searches you for weapons before allowing you to enter the park. You blow your cover if you're carrying anything heavier than Syringes or the Fiber Wire.



Keep your distance from everyone else inside the park. Stay clear of the guards, the gardeners, and the two triad negotiators. All of them will turn to look at you if you get too close, and you don't want any of them looking in your direction.

The Red Dragon Negotiator sips his tea as the Blue Lotus Negotiator walks over to chat with the nearby guard. After a few moments, the two negotiators begin to walk around the central gazebo, discussing business.



Stand near the tea cart and wait for the two triad negotiators to begin their walk around the gazebo. Poison the tea when they move out of sight.



TIP



If someone has turned to look in your direction, they'll see you poison the tea. You can trick them into looking away again: Move close to them and draw their attention away from the gazebo, then back off and keep your distance as you return to the tea cart.



Walk west and exit the park after poisoning the tea. The Red Dragon Negotiator's fate is sealed, so make your way to the west exit point.



You can't complete the mission until the Blue Lotus Negotiator flees the area unharmed. Stand on the sidewalk near the exit point, look south, and wait for his limousine to zip past.



MISSION 8: SLAYING A DRAGON

A message appears informing you that you've completed your next objective (Blue Lotus Negotiator Must Survive). Proceed to the exit point to complete the mission with a Silent Assassin rating.

Your skill in the arts of stealth and deception has earned you a great reward—you've unlocked the MP5 Silenced Submachine Gun.



Optional Tactics

There are two other ways to complete this mission, and they both present more of a challenge.

Death from Afar

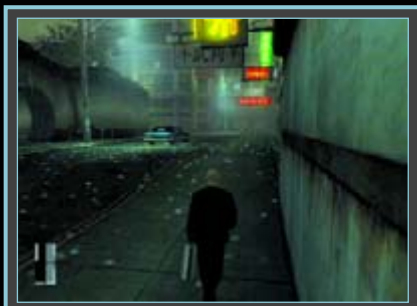


Hold onto the Sniper Suitcase, run south as if you were going to pick up the Rat Poison. Instead, run past the sewer and into the street.



The two Blue Lotus guards standing on the street corner turn to look at you as you run past them. Trick them into facing west, then head north, retracing your steps through the alley.

Turn right at the starting point and continue through the alley until you reach a street and the park is in front of you. Turn right and run south down the street.



A lone Blue Lotus guard watches over the wide alley across the street ahead. Keep your distance as you dash into the alley.



The guard turns to look at you, but he doesn't show much interest. Run to the open sewer, then hide behind the pillar south of the sewer hole (as shown). Drop your Sniper Suitcase and watch the guard.

Wait for the Blue Lotus guard to walk toward you and stand in front of the sewer hole. Sneak behind him when he turns his back on you and knock him out with a Syringe.



Drag the guard's unconscious body to the sewer hole and drop him in before someone sees you. This ensures the guard's body won't be found by a pedestrian.



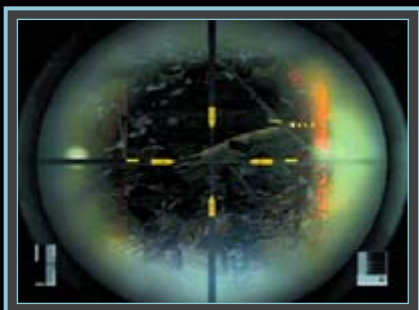
Collect the Sniper Suitcase and climb up the ladder on the tall building nearby. (The ladder is on the map.)



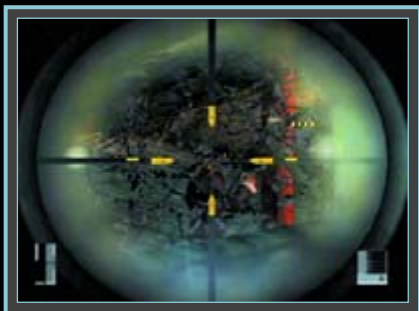
Crouch when you reach the high ledge at the top of the ladder, open the Sniper Suitcase and assemble the sniper rifle.



Creep to the glowing neon signs nearby, then stand up and take aim at the gazebo in the center of Chiu Dai Park.



Zoom in with the sniper rifle and watch the gazebo. Wait until you see the two triad negotiators walk into view.



Wait until the Blue Lotus Negotiator walks away and the Red Dragon Negotiator moves to the tea cart. Shoot the Red Dragon Negotiator in the head as he drinks from his teacup.

The guards find the body of the Red Dragon Negotiator and are on the alert. The Blue Lotus Negotiator flees to his limousine and speeds off. Stay put until things calm down, then climb down the ladder and head for the west exit point to end the mission with a Silent Assassin rating.



Car Bomb Casualty



You need to disguise yourself as a Blue Lotus Triad member to succeed in this approach. Before doing that, however, drop the Sniper Suitcase and run to the building where the gardener's uniform is located. Head up the stairs and stop at the second floor.



One of the rooms on the second floor is marked with a Point of Interest on the map. Pick the lock on the room's door.



Stand up and collect the Bomb and the Bomb Remote from the table. You can steal the Apartment Key from the drugged man, which unlocks every door in the building, but you don't need it.



MISSION 8: SLAYING A DRAGON

CAUTION

Keep your distance from Blue Lotus Triad members while wearing their colors—don't attract their attention.

Return to the starting point and collect the Sniper Suitcase, then follow the steps from the previous "Death from Afar" method until you reach the point where you drop the unconscious Blue Lotus guard into the sewer. This time, climb into the sewer and change into the Blue Lotus uniform.

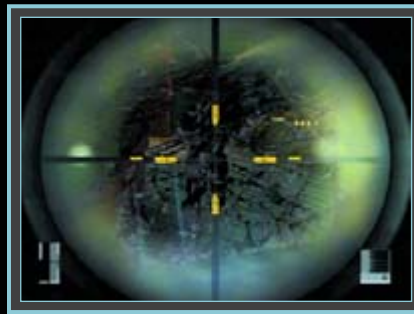


Now that you're in disguise walk east down the street and make for the limousine that's just south of Chui Dai Park. This is the Red Dragon Negotiator's personal limo.

Walk to the limousine and place the Bomb on it. (The nearby guards scold you as you approach the vehicle if you aren't disguised as a member of the Blue Lotus Triad.)



This is the tricky part. You must now scare the Red Dragon Negotiator so he bolts out of the park and drives off in his limousine. There's no easy way to do this without blowing your cover, but the safest way is to climb up to the ledge where you used the sniper



A headshot is fatal, but shooting the Red Dragon Negotiator in any non-vital area won't kill him. Aim for his arms or torso and pop him once to wound him.



Equip the Bomb Remote and bring up the in-game map so that you can see the Red Dragon Negotiator as he runs out of the park, heading south toward his limo. Detonate the Bomb as the vehicle moves off to take out the Red Dragon Negotiator.

NOTE

A pedestrian or Blue Lotus guard might be caught up in the car bomb explosion. You can't earn the Silent Assassin rating if anyone other than your targets is killed.



You must escape now, but the remaining Blue Lotuses are on the lookout for a suspicious Blue Lotus Triad member—in other words, you. Wait until the Blue Lotus Negotiator makes good his escape, then climb down from the ledge.



Climb into the sewer where you dropped the unconscious Blue Lotus guard earlier in the mission. Change into your original clothes and return to the surface. Proceed to the nearest exit point.

MISSION 9: THE WANG FOU INCIDENT

The Red Dragons and the Blue Lotuses have been shocked by the recent developments—neither side was expecting anything to go wrong during their business deal at Chiu Dai Park. The Blue Lotus Triad is hoping to mend the situation by meeting with their rivals on Red Dragon turf. The peace negotiations are set to take place at Lee Hong's own Wang Fou Restaurant.

This time, your client wants you to assassinate all six members of the Blue Lotus Triad, along with the Blue Lotus Negotiator. The Blue Lotuses will assume the Red Dragons were responsible for the hits, which will push the two triads closer to a costly gang war and further weaken the Red Dragons' as-yet-untouchable leader, Lee Hong.

Mission Objectives

- >>> Assassinate the Blue Lotus Negotiator
- >>> Assassinate All Six (6) Blue Lotus Triad Members

Mission Information

As the mission begins, the Blue Lotus Negotiator and two of his men are en route to the Wang Fou Restaurant. They arrive in a limousine shortly.

Two of the Blue Lotuses are already seated in the restaurant. These two men never leave their seats, so find a way to hit them without blowing your cover.

The restaurant has been closed to the public for the evening. You have to sneak inside. When it comes to assassinating most of your targets, a car bomb is the cleanest method.

Targets



Blue Lotus Negotiator



Blue Lotus Triad Member

Enemies



Guard (Red Dragon)

Civilians



Chauffeur



Pedestrians

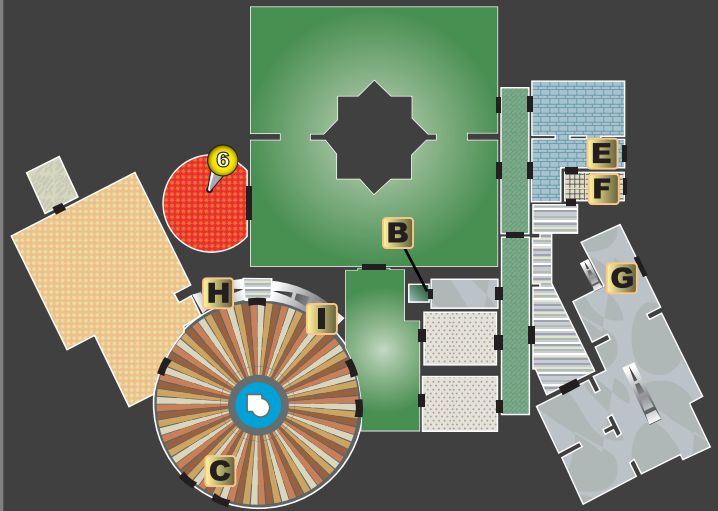
MISSION 9: THE WANG FOU INCIDENT

MAP LEGEND

Points of Interest:

- | | |
|---|--------------------------|
| 1 = Bomb, Bomb Remote, Guard Outfit, W2000 Sniper Rifle | 5 = Sniper Position |
| 2 = Chauffeur's "Relief" Alley | 6 = VIP Table |
| 3 = Blue Lotus Limousine | 7 = Elevator to Basement |
| 4 = Car Bomb Detonation Point | |

Restaurant 1st Floor

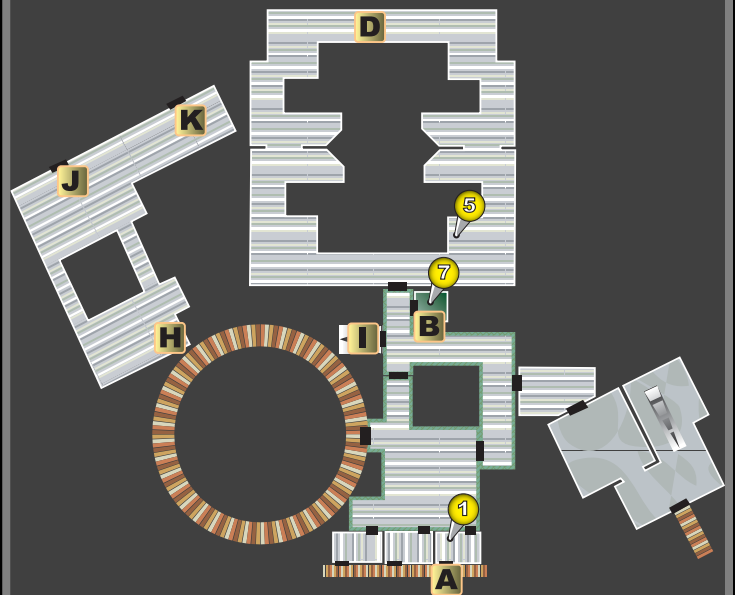


Maps

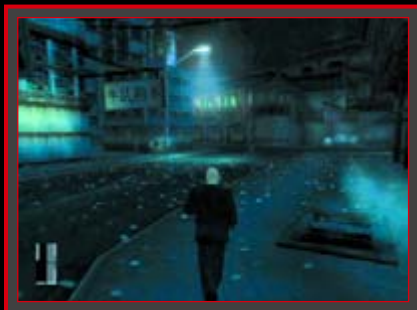
Outside



Restaurant 2nd Floor



The Silent Assassin's Path



Run west down the street from the mission's starting point. Bear right at the fork in the road and sprint north.



Head to the ladder on the side of the restaurant. (The ladder is shown on the map.) Climb up the ladder to reach a wooden balcony.

Sneak along the balcony so you don't draw the nearby guard's attention. Pick the lock on the door just before the guard.



Sneak into the small room after picking the lock. Grab the Bomb and the Bomb Remote from atop the large safe.

Silently open the door and sneak back outside. Backtrack across the balcony, sneaking so you don't alert the guard.



The First Five



A brief cutscene shows your targets pull up in a limousine as you backtrack along the balcony. The chauffeur gets out and walks off to relieve himself after the long drive.



Climb down the ladder and then run south down the street. Turn right and enter the west alley.



Sprint through the alley, then stand between the two yellow dumpsters (as shown). Wait for the chauffeur to stroll by.



The chauffeur stops and begins to urinate. Sneak up behind him while he's preoccupied and jab him with a Syringe.



Drag the chauffeur's body over to the nearby sewer hole and drop him into the sewer. Climb down the sewer's ladder and take the chauffeur's clothing to disguise yourself.

MISSION 9: THE WANG FOU INCIDENT



Return to the surface in your new guise and walk over to the limo. Keep as much distance as possible from the surrounding guards.



Approach the driver's side door of the limousine. The Action List pops up, allowing you to place the Bomb on the limo. Do so.



Walk east down the street after placing the Bomb. Run when you're clear of the guards.

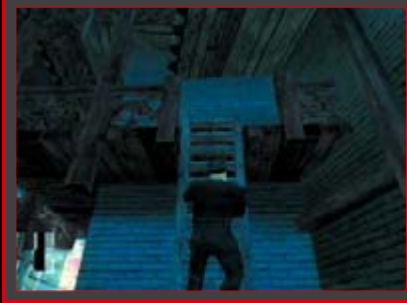
Move east down the street until you come to a large sign with red lettering (as shown). Stop near the sign and notice the two Blue Lotus Triad members standing on either side of the street ahead.



Pull out the Bomb Remote and wait for the limousine to drive past with three of your targets inside. Use the Bomb Remote to detonate the Bomb just as the limo passes the two Blue Lotus Triad members on the street. Timing this properly eliminates five of your targets in one swift move.



The Last Two



Two of the Blue Lotuses never leave the restaurant, so you need to infiltrate the establishment to assassinate them. Start by climbing up the ladder to reach the wooden balcony, and then enter the room where you found the Bomb.

Change into the free guard disguise you find inside the small room. Pick up the W2000 Sniper Rifle that's leaning against the wall, then exit the room by the north door.

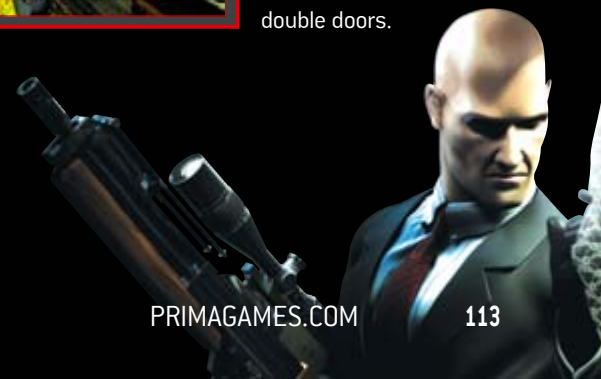


CAUTION

The guards inside the restaurant will be suspicious of you, especially while you carry the W2000. Keep your distance from them, and walk to maintain your cover.

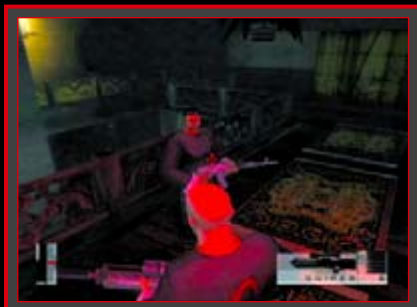


Stride through the next room. Exit the room through the west set of double doors.





Move north up the hall. Turn right and pass the elevator, then open the north door ahead.



The door leads to the restaurant's huge second-floor balcony. The guard in front of you patrols the balcony after you enter, thinking you've come to relieve him of his post.



The center of the balcony is open to the floor below. Move to the balcony's east side, then face west to line up a shot at the two remaining Blue Lotus Triad members, who sit at the first-floor's VIP table.



Take aim and zoom-in only once with the W2000. A hanging curtain obstructs your view of the two targets' heads. You can see only the lower body of the nearest Blue Lotus.

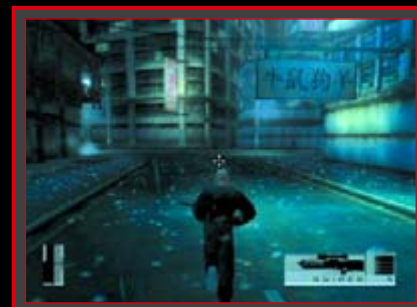


You need to make an educated guess as to where the nearest Blue Lotus's head should be. The two targets are lined up, so you can kill both with one shot if your aim is true. (The picture shows how to line up the shot.)

Exit the restaurant after you've assassinated the last two Blue Lotus Triad members. Backtrack until you've climbed down the ladder and returned to the street, then sprint south toward the only exit point.

Good job; you've assassinated all seven

targets and have dealt Lee Hong a powerful blow. You have earned the Silent Assassin rating, and in so doing have unlocked the awesome AK 74 Silenced assault rifle.



Optional Tactics

You can access several areas that are not part of completing the mission. These areas come into play later in Mission 11: Lee Hong Assassination, but you can visit them now and explore them for future reference.

Orthmeyer's Keycard

There's a secret item you can collect from Lee Hong's office on the second floor of his mansion. This item is Doctor Orthmeyer's Keycard, which unlocks a secret weapon from the game's first mission.



After you've disguised yourself as a guard, take the elevator from the second floor down to the restaurant's basement.



MISSION 9: THE WANG FOU INCIDENT

NOTE

The restaurant's basement and Lee Hong's mansion do not appear on the in-game map. Refer to this guide's maps from Mission 11: Lee Hong Assassination if needed.



Turn right after you reach the restaurant's basement and pass through the double doors. Continue moving forward through another set of doors.



There are guards in the next corridor, so walk to maintain your cover and keep heading forward.



Follow the corridor around its next couple of turns and pass through some more doors. Don't enter any of the side doors; just press onward.



You eventually come to another elevator. Enter it and ride up to the first floor of Lee Hong's mansion.



The mansion is empty—nobody's home. Turn left after exiting the elevator and pass through the double doors ahead.



Turn right past the doors and head up the stairs to reach the mansion's second floor.



Turn right when you reach the mansion's second level, and move through the double doors ahead to reach Lee Hong's office.

Orthmeyer's Keycard rests atop Lee Hong's desk. You can collect this secret item only during this mission—it doesn't appear during Mission 11. (You can also replay this mission to grab the item.)

To find out what Orthmeyer's Keycard is used for, please refer to this guide's "Secrets" section.



MISSION 10: THE SEAFOOD MASSACRE

You've managed to successfully thwart the Red Dragons and the Blue Lotuses from negotiating a truce so far, but now the police are stepping in to help bring an end to the hostilities. Negotiators from both Triads are scheduled to meet with the Chief of Police at the Cheung Chau Fish Restaurant, in the hopes that a costly gang war can be avoided. Your goal in this mission is to frame the Red Dragon Negotiator for the killings of both the Blue Lotus Negotiator and the Chief of Police.

Mission Objectives

- >>> Assassinate the Red Dragon Negotiator
- >>> Conceal the Body of the Red Dragon Negotiator
- >>> Assassinate the Chief of Police
- >>> Assassinate the Blue Lotus Negotiator
- >>> Place Amulet at Murder Scene
- >>> Escape in the Car

Mission Information

The Chief of Police and the two Triad Negotiators make their way toward the restaurant as the mission begins. The restaurant is closed to the public, so kill the Red Dragon Negotiator before he reaches the establishment, take his clothes, and assume his identity to get in.

Hide the Red Dragon Negotiator's body in the sewers, or the police will find his corpse and know that the Red Dragons were not responsible for the murders that are next on your list. Furthermore, drop the Red Dragon Negotiator's Amulet at the scene of the double murder—when the police and the Blue Lotus Triad find the Amulet next to the bodies, they'll be convinced that the Red Dragon Triad is responsible for the killings.

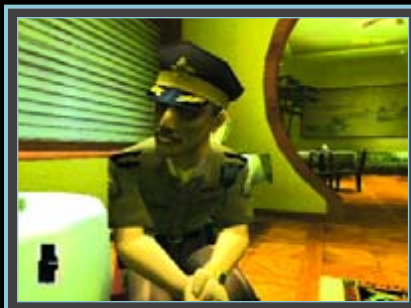
Targets



Red Dragon Negotiator



Blue Lotus Negotiator



Chief of Police

Enemies

None

Civilians



Pedestrian



Police

MISSION 10: THE SEAFOOD MASSACRE

Maps



Bartender



Restaurant Chef

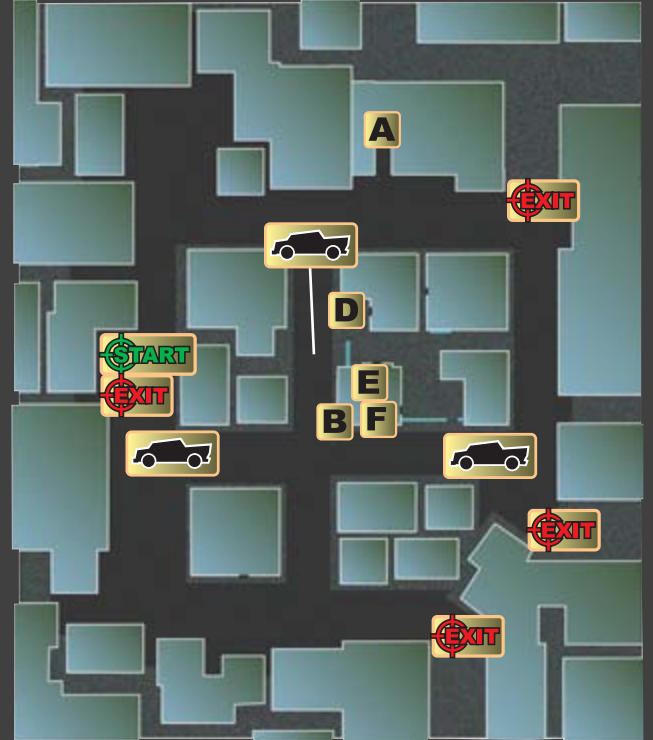
MAP LEGEND



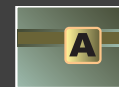
Points of Interest:

- | | |
|-----------------------------|---|
| 1 = Rat Poison | 4 = Serving Tray, Kitchen Knife, Kitchen Bell |
| 2 = Restaurant Gas Controls | 5 = Bartender (Toilet Key) |
| 3 = Chef Uniform | 6 = Bathroom Window |

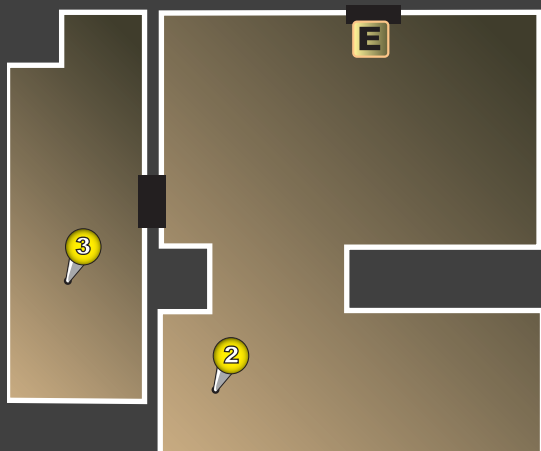
Streets >



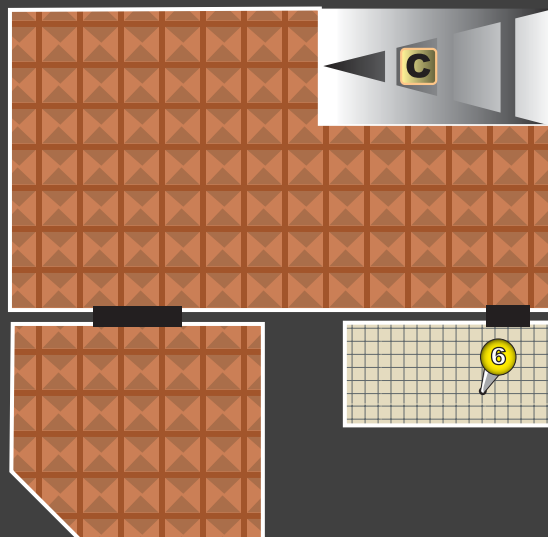
Sewers >



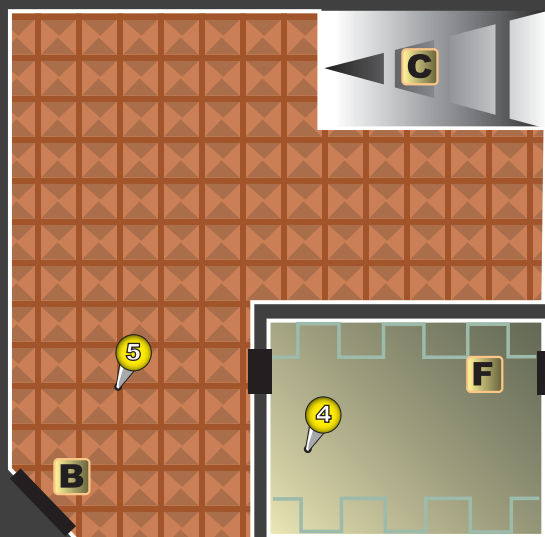
Restaurant Basement



Restaurant 2nd Floor



Restaurant 1st Floor



The Silent Assassin's Path



You begin the mission standing near your getaway car with a Sniper Suitcase in hand. Drop the Suitcase on the sidewalk near the car for now, then run north up the street.



Turn right onto the northern-most street, and hide in the dark, narrow alley. The Red Dragon Negotiator makes his way down the street alone in your direction. Bring up the in-game map and monitor his movements.

MISSION 10: THE SEAFOOD MASSACRE



The Red Dragon Negotiator stops in front of a wider alley to the east of you. He then walks into the alley to relieve himself. Run over to him as soon as he turns to enter the alley.



Sneak up behind the Red Dragon Negotiator while he's urinating into the sewer. Use the Fiber Wire to silently strangle him to death.

Before anyone notices you, quickly dump the Red Dragon Negotiator's lifeless body into the sewer. Do this by moving to the side of the sewer as you drag the body over the opening. Drop the corpse when it's dangling over the edge, then climb down the ladder.

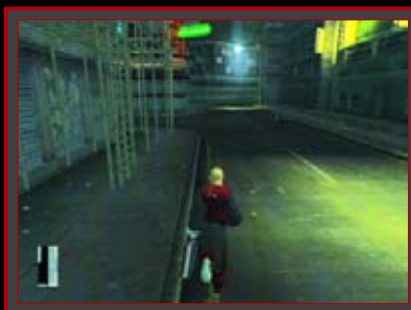


Collect the Red Dragon Triad Amulet and the SG220 .S pistol from the dead Red Dragon Negotiator, then change into his clothing. Climb back up the ladder to return to the surface as the Red Dragon Negotiator.



Scaffold Sniper

Now that you've disposed of the Red Dragon Negotiator, your next task is to eliminate the Blue Lotus Negotiator and the Chief of Police, who are already discussing matters on the second floor of the restaurant. Start by running back to the getaway car and picking up the Sniper Suitcase.



With the Sniper Suitcase in hand, run directly south down the street past the getaway car. Turn left onto the southern-most street and look for scaffolding on the side of a building.



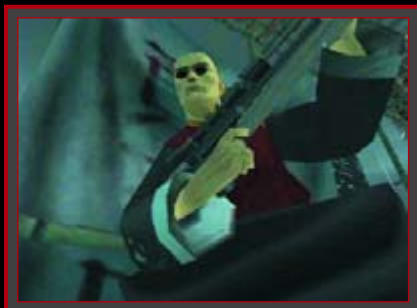
When no one's around to notice you, climb up the first and second ladders of the scaffolding. From here, sneak around the building's corner to avoid being spotted by the pedestrians and police officers below.



Continue to sneak as you move along the scaffolding. Head for a large tarp blowing in the wind, which you can use as cover from prying eyes. Crouch down with the tarp to your right, then check to make sure nobody's walking down the sidewalk below you.

CAUTION

People who pass directly below the scaffolding can see you, as the scaffolding's floor is not solid. Crouch and don't move until the people below you are gone.

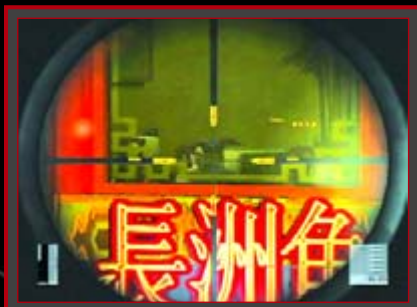


When an opportunity presents itself, open the Sniper Suitcase and assemble the W2000 Sniper Rifle. Immediately crouch down again, then take aim at the windows above the restaurant's large, neon sign.

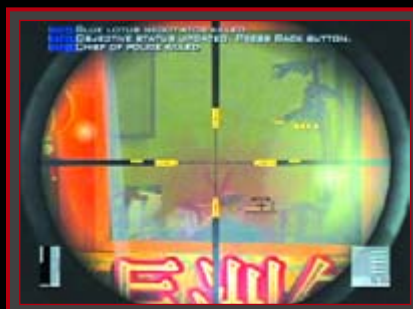
Continue to crouch as you zoom all the way in on the Blue Lotus Negotiator and the Chief of Police sitting at a table. If you're patient, you can kill both of them with a single shot. Keep the crosshairs lined up with the back of the Blue Lotus Negotiator's head and wait.



Notice that the Chief of Police occasionally leans back in his chair to look out the window. When he does this, his head momentarily lines up with the Blue Lotus Negotiator's, creating a golden opportunity for you to kill both targets with one well-aimed bullet.



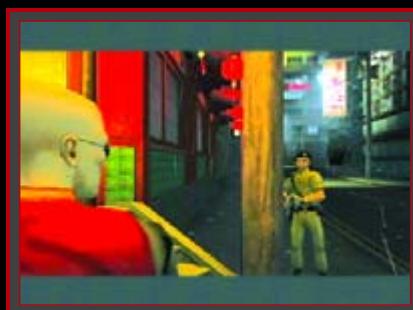
Get ready to fire when you see the Chief of Police lean back in his chair. Wait for a few seconds as he looks out the window, then fire as he leans forward again and their two heads line up.



You may need to practice this shot before you're able to do it, but it's easy to make when you know what to look for. Stealth, patience, and position are all key factors for making this double-hit shot.



Check to make sure nobody's around, then quickly pack up the Sniper Suitcase. Sneak back around the side of the building and climb down the scaffolding without being spotted.



Walk toward the restaurant's front entrance. An officer who's standing guard here takes all of your weapons (except for the Fiber Wire) before allowing you to pass.

TIP

You can stash your weapons if you'd prefer to finish the mission with them in your possession. Simply find a nice, quiet area to drop them off before entering the restaurant.

Walk into the restaurant, up the steps to the second floor, and over to the bodies of the Chief of Police and the Blue Lotus Negotiator. Place the Red Dragon Triad Amulet on the table near the dead men to complete the objective.



MISSION 10: THE SEAFOOD MASSACRE

CAUTION

Don't try to grab the weapons from the bodies of the Chief of Police or the Blue Lotus Negotiator. The police have a sniper watching carefully from the tall building across the street, and he'll open fire if you make any suspicious moves. You can play through the mission again to collect these weapons.

Now you've got to make your escape. Since you haven't raised an alarm or suspicion up to this point, you can simply walk back downstairs and exit the restaurant through the front door.



Continue walking until you reach the getaway car. (Run when you're almost there.)

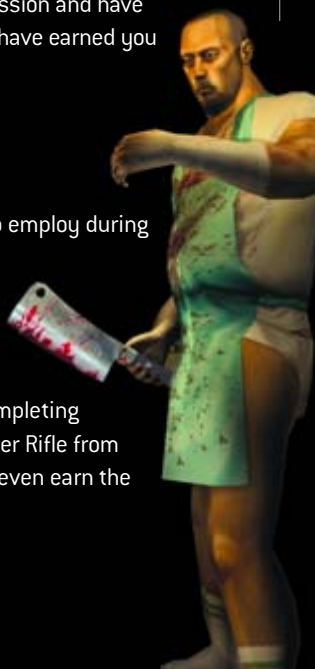
Nice job—you've successfully completed the mission and have obtained the Silent Assassin rating. Your efforts have earned you the powerful GK 17 Dual pistols.

Optional Tactics

Here are some optional tactics you may want to employ during this mission.

Poisoning the Tea

There's an entirely different way to go about completing this mission; it takes longer than using the Sniper Rifle from the scaffolding, but it's also less risky. You can even earn the Silent Assassin rating if you follow each step.



Start by dropping the Sniper Suitcase near the getaway car—you won't need it for this operation. Run east through the nearby alley to quickly reach the restaurant before the police arrive.

Run across the street and through the gap in the wooden fence ahead, then turn right and head down some steps to reach the door to the restaurant's basement. Quickly check the map to make sure no pedestrians are passing by before picking the door's lock.



Enter the basement and check the closet to find a spare chef's uniform. Change into the chef's uniform, then hurry outside.



NOTE

The chef and the bartender who work at the restaurant will not be fooled by your new disguise. Your cover will be blown if they catch a glimpse of you. Remain completely out of their sight while wearing the chef's uniform.

Run through the gap in the wooden fence, then turn right and sprint north up the street. Stop when you get to the cross street and watch as the Red Dragon Negotiator enters the alley to the north.





Follow the Red Dragon Negotiator into the alley, then use the Fiber Wire to strangle him. Drag his corpse into the sewer and leave him there for now.



Go to the restaurant's basement, but before you enter, check the open sewer to the door's north to find some Rat Poison. Pick up the Rat Poison and climb to the surface.



The two police officers who guard the basement door don't bother you thanks to your chef's disguise. Walk past them, down the steps and into the basement.



Inside the basement, sabotage the gas controls to shut off the gas stove in the kitchen.



The restaurant's chef is irritated by the sudden lack of gas heat. How can he be expected to work under these conditions? He sets his knife down and reluctantly trudges to the basement to check on the gas controls.



Hurry into the basement's closet, pull out a Syringe, and stand near the closet door. Bring up the in-game map or look through the keyhole and wait for the chef to enter the basement.



The chef soon enters and walks over to the gas controls. Sneak out of the closet and silently move behind the chef, readying your Syringe as you go.



The chef is quick to spot you, so don't waste any time. Jab him with the Syringe as soon as you're within range, then collect the Chef's Key as he lies unconscious.



Exit the basement and walk east a short distance, then turn right and head south around the corner of the restaurant building. The Chef's Key you recently acquired lets you in through the restaurant's back door, which

leads into the kitchen. Since you're wearing the chef's uniform, you won't alert the nearby guards.



MISSION 10: THE SEAFOOD MASSACRE



A Serving Tray with three drinks sits on the kitchen counter. While standing near the Tray, drop the Rat Poison you found in the sewer into the drinks. They're intended for your targets upstairs.

CAUTION

Make sure the back door is closed before you poison the drinks, or the guards outside might see what you're up to.

Pick up the Serving Tray and switch on the in-game map. The bartender will not be fooled by your disguise, so wait until he moves from behind the bar and chats with the police officer sitting nearby.



TIP

If you're unable to view the bartender on the in-game map, watch through the serving window and wait until he moves out from behind the bar.



While the bartender is distracted, walk over to the serving window and set the Serving Tray down on the counter. Ring the nearby kitchen bell, and the bartender will deliver the poisoned drinks to the Blue Lotus Negotiator and the Chief of Police.



Be quick after you ring the kitchen bell—don't allow the bartender to see you, or your cover will be blown. Ring the bell, then bolt out the back door of the kitchen before the bartender has a chance to look at you.

NOTE

After you escape the Kitchen, the Blue Lotus Negotiator and the Chief of Police are as good as dead. You receive a message after a minute or two saying the poisoned tea has killed both targets.

The rest of the mission is routine. Return to the sewer where you left the Red Dragon Negotiator's corpse, then steal his clothing and Red Dragon Triad Amulet. Enter the restaurant and place the Amulet on the table, then walk to the getaway car to complete the mission with a Silent Assassin rating.



Bringing Weapons into the Restaurant

The guard at the front door of the restaurant always takes your weapons before allowing you to enter, but there's a sneaky way for you to bring firepower into the establishment. It's difficult to earn the Silent Assassin rating in this manner, but not impossible.



After killing the Red Dragon Negotiator in the alley with the Fiber Wire and assuming his identity, go back for the Sniper Suitcase, then walk to the sewer hole closest to the restaurant (where the Rat Poison is).



Climb down the ladder into the sewer. Drop all of your weapons (except the Fiber Wire), leaving them here for future use. Stash the Sniper Suitcase in the sewer as well before climbing back to the surface.

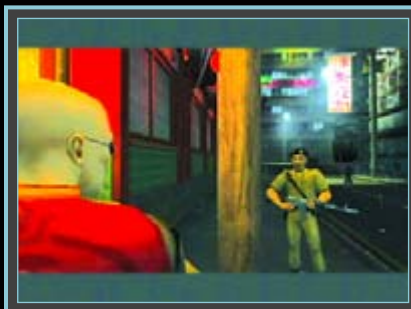


When you're out of the sewer, walk past the two police officers guarding the stairs to the basement, and head toward the pair of officers standing watch over the restaurant's back door (the one that leads into the kitchen).

Walk up the short flight of steps near the pair of police officers, then run around after you're past them. The idea is to get the two guards to turn around and look at you, so they are facing east and no longer watching the restaurant. This allows you to sneak in and out of the restaurant via the bathroom window on the second floor later on.



Walk down the street toward the restaurant's front entrance after you trick the pair of guards into facing east, away from the restaurant.



The front door guard searches you for weapons. He won't find anything, but humor him anyway.

Talk to the bartender when you enter the restaurant under the guise of the Red Dragon Negotiator. You tell him that you'd like to use the restroom, and he places the Toilet Key on the counter. Pick up the Toilet Key, which unlocks the bathroom on the second floor.



Walk upstairs and approach the Chief of Police and the Blue Lotus Negotiator. The Chief of Police is surprised by your appearance—he had been expecting the Red Dragons to send someone else. You inform him that you prefer to do business with clean hands, and excuse yourself to use the restroom.



Walk over to the restroom and open the door. Close the door behind you and then bring up the in-game map. Check the outside area to make sure the guards you distracted earlier are still facing away from the restaurant. (You can also observe them by positioning the camera to see out the window.) Then climb out the bathroom window.

MISSION 10: THE SEAFOOD MASSACRE



Crouch down as soon as you land on the scaffolding outside the bathroom. Sneak over to the nearby ladder and climb down to the ground below without making a sound.



When you're off the ladder, sneak past the pair of guards you distracted earlier.

Stick close to the restaurant as you sneak north toward a yellow van. Continue sneaking until you're standing between the van and the restaurant.

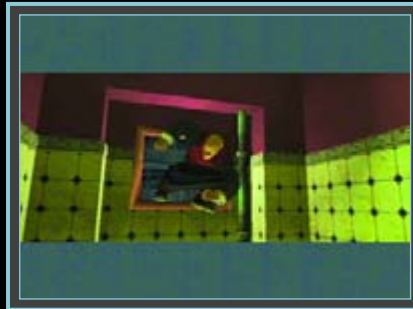


Begin walking just before you round the corner past the yellow van. You don't want to raise the suspicions of the two police officers who guard the stairs to the restaurant's basement, so keep your distance from them and walk normally.



Head for the sewer where you stashed your weapons a short time ago. Climb down the ladder and pick up all of your weapons. Conceal the weapons before picking up the Sniper Suitcase and returning to the surface.

Walk to the yellow van, then begin sneaking after you pass it. Sneak past the two guards again, and climb up the ladder to reach the bathroom window. Climb through the window to get back into the restaurant's bathroom.



What you do from this point onward is up to you. You're now inside the restaurant and very close to both of your targets. You've got all of your weapons at your disposal and you haven't yet raised an alert. Finish the job in your own unique style.



MISSION 11: LEE HONG ASSASSINATION

Your three previous assignments have set the stage for this daring mission. Lee Hong, the formerly untouchable leader of the Red Dragon Triad, is now within your grasp. Recent events have placed him on the defensive, and Hong can feel the noose tightening around his neck. Your client wants Lee Hong taken out now that he's vulnerable.

Your secondary objective is to locate Lee Hong's Jade Figurine. This item is a power symbol to the Red Dragon Triad, and you must obtain it or a new leader will rise to take Hong's place. Assassinate the target, then steal the Jade Figurine to ensure the downfall of the Red Dragon Triad.

Mission Objectives

- >>> Assassinate the Triad Leader
- >>> Obtain the Jade Figurine
- >>> Escape from the Area

Mission Information

This operation is set at the Wang Fou Restaurant, the same place where you killed the seven Blue Lotuses in the ninth mission. The restaurant is open to the public this time, and security has been increased. Lee Hong's mansion is no longer empty, either—it's now teeming with guards who have sworn to protect their beloved leader at all costs.

Infiltrating the restaurant isn't difficult—you can do so without a disguise. Getting close to Lee Hong is a far greater challenge, however. Recent happenings have placed the Triad leader on high alert.

Hong has hired a personal bodyguard—a huge man named Zun—who never leaves his master's side. Zun even tastes Hong's food in case it's been tampered with. Use disguises to maintain your cover as you move in for the kill.

The CIA has already sent an agent to locate and retrieve Hong's Jade Figurine, but the agent has failed to report in. Something terrible has probably happened to him, but if the agent is still alive, he may know where to find Hong's Jade Figurine.

Target



Lee Hong

Enemies



Bodyguard



Guard



Zun (Hong's Bodyguard)

MISSION 11: LEE HONG ASSASSINATION

Civilians



Bartender



Brothel Madam



CIA Agent



Mei Ling



Pedestrian



Restaurant Chef



Restaurant Patron

MAP LEGEND

Points of Interest:

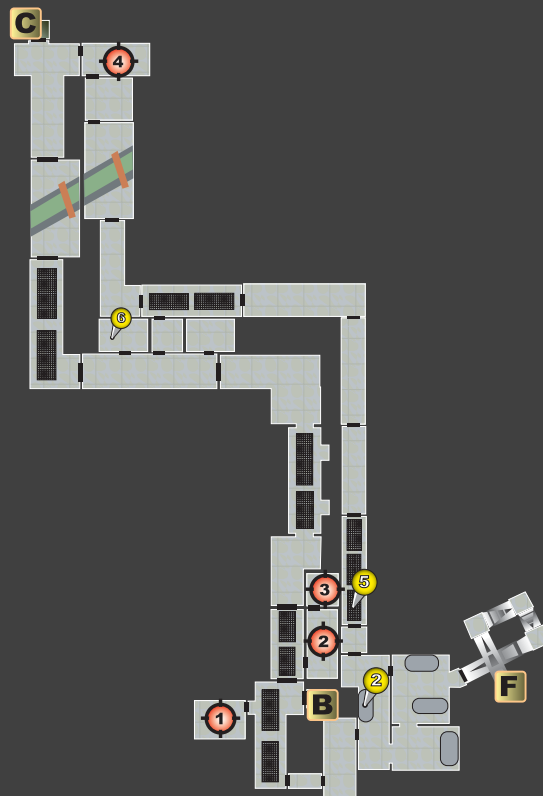
- | | |
|--|--|
| 1 = Bartender (Brothel Invite, Laxative) | 1 = Meat Cleaver, AK 74 Assault Rifle, Assault Rifle Ammo (6) |
| 2 = Chef Uniform, Bodyguard Outfit | 2 = Micro Uzi (4), Micro Uzi Silenced, AK 74 Assault Rifle (2), Assault Rifle Ammo (2), Sniper Suitcase, Sniper Rifle Ammo (5), Machine Gun Ammo (4) |
| 3 = Kitchen (Bowl of Soup) | 3 = AK 74 Assault Rifle (3), Machine Gun Ammo (8) |
| 4 = Private Table | 4 = M60 Machine Gun, AK 74 Assault Rifle, Assault Rifle Ammo (7), Submachine Gun Ammo (5) |
| 5 = Secret Passage | 5 = Micro Uzi Silenced Submachine Gun, Submachine Gun Ammo (12), Machine Gun Ammo |
| 6 = CIA Agent | 6 = Sniper Rifle Ammo (14) |
| 7 = Jade Figurine, Mansion Location | 7 = Machine Gun Ammo (7) |
| 8 = Jade Figurine, Brothel Location (Vial of Poison) | 8 = Enforcer Sniper Rifle |
| 9 = Mei Ling | |
| 10 = Mei Ling Escape Point | |

Maps

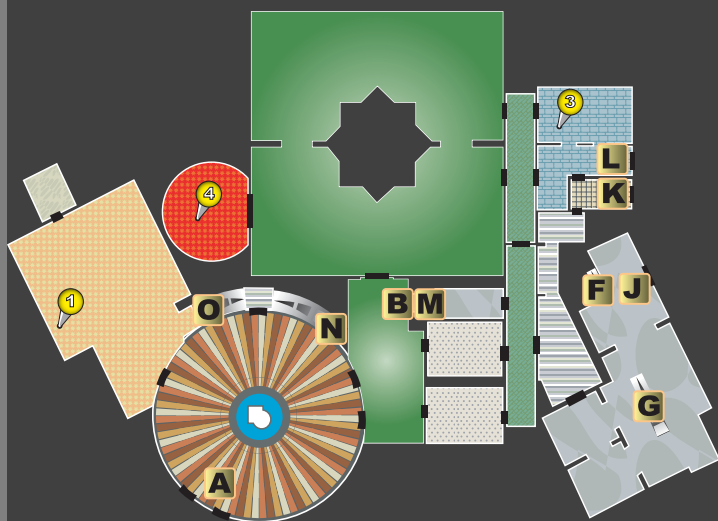
Outside ▾



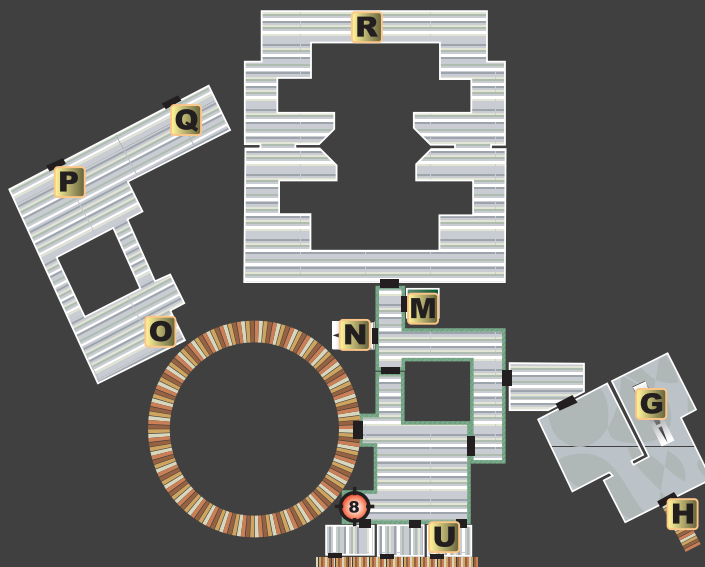
Restaurant Basement ▾



Restaurant 1st Floor ▾

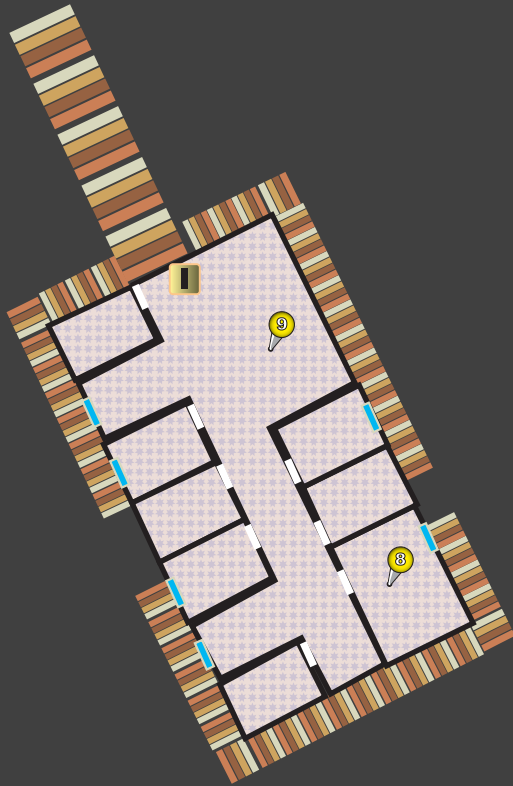


Restaurant 2nd Floor ▾

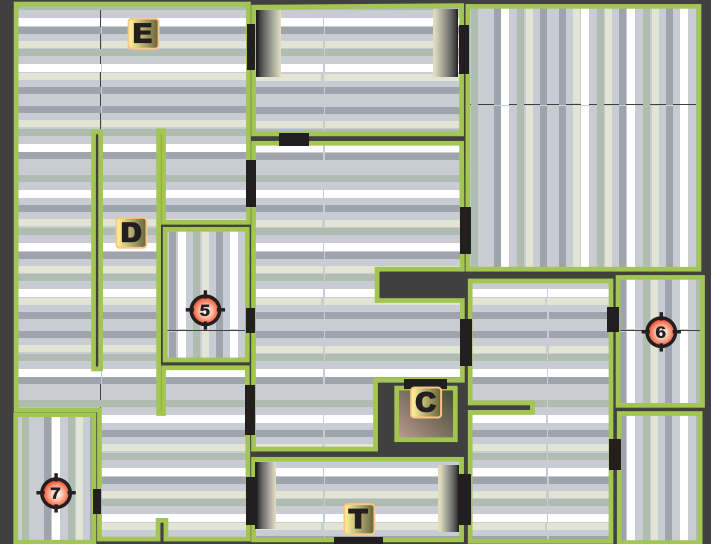


MISSION 11: LEE HONG ASSASSINATION

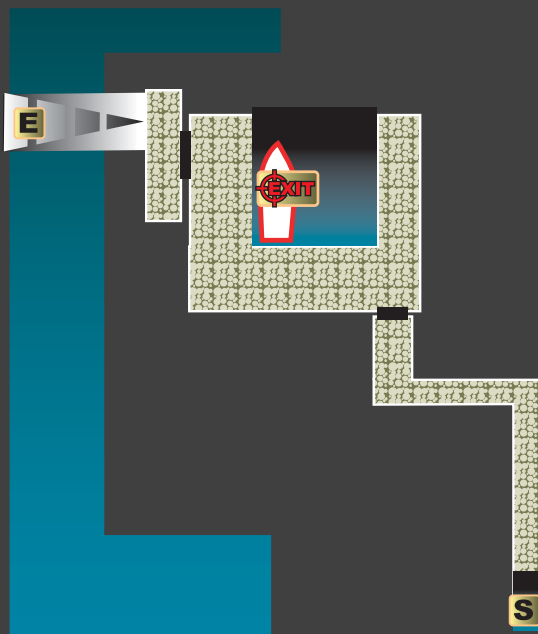
Brothel ▾



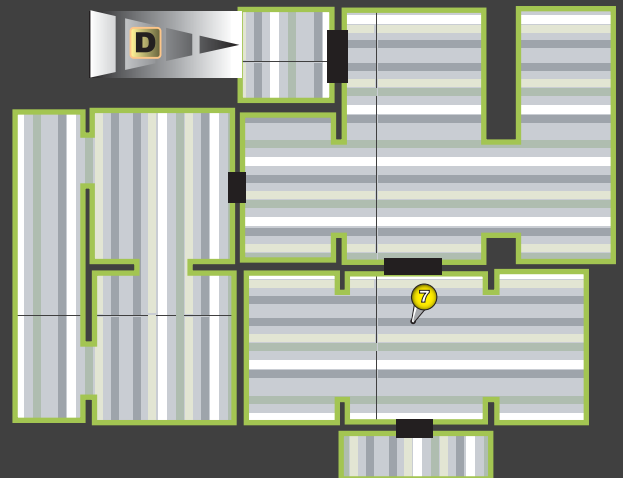
Mansion 1st Floor ▾



Mansion Basement ▾



Mansion 2nd Floor ▾



The Silent Assassin's Path

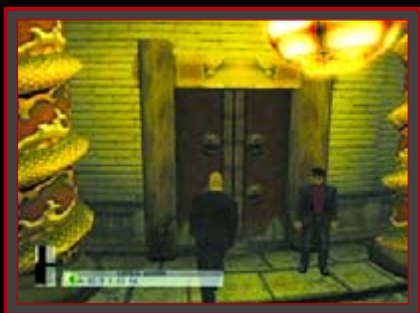


Sprint west down the street from the starting point. Bear right at the fork in the road.



Cross the street and run west along the sidewalk, heading toward the restaurant's front entrance.

Walk as you near the guarded front doors, then stroll into the restaurant.



You come to the restaurant's circular entry. Turn left and stride to the west set of double doors to reach the lounge.



Approach the bar and speak to the bartender. He tells you that a CIA agent is locked up in the restaurant's basement. The bartender also hints that the new girl at the brothel might have more information. He leaves the Brothel Invite on the countertop before hurrying off to use the restroom.



Collect the Brothel Invite, then step behind the bar. Nab the Laxative from the shelf on the wall, then backtrack out of the bar.



Stride across the restaurant's circular entry area and pass through one of the east double doors.



Enter one of the two restrooms through either doorway ahead. Cross the restroom and exit via its east door.



After exiting the restroom, make a sharp left and stroll down the hall. Enter the door to your left before you pass through the north set of double doors.

MISSION 11: LEE HONG ASSASSINATION



You come to a small storage room. Move around the pile of boxes ahead and step into the elevator behind them. Take the elevator to the restaurant's basement.

TIP



Remember how to get to this elevator; you use it several times during this mission.



Turn left and run south after you reach the basement. Enter the left door.

Enter the east door in the next small room to reach the laundry room. Two free disguises are on the floor: a chef's uniform and a bodyguard's suit. Change into the chef's uniform, then backtrack to the elevator.



Assassinating Lee Hong



Ride the elevator up to the first floor. Exit the storage room and turn left. Stride north up the hall and pass through the double doors ahead. Enter the hall's northernmost set of doors (the ones on your right) to reach the kitchen, which is marked with a Point of Interest icon on the map.



Inside the kitchen, one of the chefs tells you to take a bowl of soup to Mr. Hong. Move to the small bowl of soup on the table near the chefs.



Taint the soup with the Laxative you found behind the bar earlier. Don't worry about the two chefs—they don't notice when you pour the Laxative into the soup.

Retrace your steps out of the kitchen. Pass through the double doors across the hall to reach a large dining area. Proceed to the private table to the west, where Lee Hong and his bodyguard, Zun, are seated.



Approach the large man in the red robe and set down the bowl of soup next to him. The man is Zun, and he always tastes Hong's meals to make sure they haven't been poisoned.



Zun takes a gulp of soup. He nods his head to indicate that the soup is free of poison, but the Laxative soon takes effect. Zun hurries off to the restroom, leaving you alone with your target.



Move behind the seated Lee Hong so that he cannot see you. Pull out your Fiber Wire and strangle Hong to death.

Drag Lee Hong's corpse to the west side of the table so that his body isn't discovered by Zun upon his return from the restroom. Grab the Safe Combination from Hong's body, then walk to the elevator you recently used.



Locating the Jade Figurine



Return to the restaurant's basement. Turn right after exiting the elevator and pass through the north double doors.



Make a sharp right past the double doors and enter the door to the east.



The next room contains several weapons. Ignore them and pass through the room's east door, which is partially concealed by a hanging tarp.



You come to a secret passage shown on our map. Sprint north up the long corridor.



Follow the corridor until you spot a side door to your left. Enter the door to come to a tiny holding cell.



The map shows the adjacent cell to the west as a Point of Interest. A guard stands in the hall outside your current cell, so crouch and silently exit through the south door.



Sneak west, then enter the door on your right to reach the adjacent holding cell. Do not let the guard notice you.



The CIA agent is locked inside the holding cell. Free him and he tells you where to find the Jade Figurine.

MISSION 11: LEE HONG ASSASSINATION

NOTE

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The Jade Figurine's location varies. It's always hidden inside a safe, but there are four safes in the level: One's in Lee Hong's office, one's at the brothel, another is in the restaurant's basement, and one's on the restaurant's second floor. After you talk to the CIA agent, a new Point of Interest appears on the in-game map to indicate the location of the Jade Figurine.

Lee Hong's Mansion

Follow the steps outlined here to get the Jade Figurine if it's at Lee Hong's mansion.



Sneak out of the holding cell and behind the hallway guard. Use your Syringe to knock out the guard, then steal his clothing to disguise yourself.



Enter the nearby holding cell and pass through to return to the secret passage. Turn left and continue down the corridor.



Walk past the guard in the secret passage. Cross the sewage in the area beyond the guard using the narrow plank of wood.



You come to another weapons room with the powerful M60 machine gun. The M60 is the only machine gun in the game, and this room is the only spot where it appears.

TIP

9 780761 545187 5 1

Resist the urge to grab the M60—your cover will be blown by the first guard you encounter if you take it. Collect the weapon by replaying the mission later.



Exit the room through the west door and you come to another elevator. Step inside and ride up to the first floor of Lee Hong's mansion.



Walk northwest out of the elevator, heading for the guarded double doors. Pass through the double doors and into the next room.



Nearby stairs lead down to the mansion's basement. Stride past them, turn left, and walk down the short hallway.



Turn left at the end of the hallway and head upstairs to the mansion's second floor, to Lee Hong's office.



Move to the Point of Interest on this floor—Lee Hong's office safe. Open the safe and collect the Jade Figurine.



To escape, retrace your steps to the first floor. Head down the stairs to the mansion's basement.

Enter the door at the bottom of the stairs to reach the basement. Approach the speedboat in front of you to finish the mission with a Silent Assassin rating and to unlock the Micro Uzi Silenced Dual submachine guns.



Brothel

Follow these steps to get the Jade Figurine if it's at the brothel.



Backtrack along the secret passage and return to the area of the basement where you found the chef's disguise. There's a bodyguard outfit in the same room. Change into the disguise.

After changing outfits, stride east and head up the long staircase to reach the restaurant's first floor.



CAUTION

A guard occasionally patrols the staircase. Keep your distance to maintain your cover.



Walk up the following staircase to reach the restaurant's second floor.



Walk to the left, around the stack of boxes, to keep distance between yourself and the bodyguard at the top of the steps. Exit the restaurant through the south set of double doors.



Outside, you stand on an elevated bridge connecting the restaurant to the brothel. Cross the bridge and walk into the brothel.

TIP

The Brothel Invite allows you to access the brothel while wearing your normal attire. (You don't need this item if you enter the establishment incognito.) After leaving the restaurant's barroom, turn left and speak to the pair of bodyguards near the north door. One of them leads you to the brothel after you show the Brothel Invite.

MISSION 11: LEE HONG ASSASSINATION



Go south until you notice a short hallway on your right. Walk down the hall and exit the brothel through the door at the other end.



You come to the brothel's wooden balcony. Turn left and sprint along the balcony. Enter the door on the opposite side.



A large safe is inside this small room. Open the safe and collect the Jade Figurine.

NOTE



The Vial of Poison that rests atop the safe can be used to taint Lee Hong's soup. Please refer to the "Optional Tactics" section below.

To escape, return to the brothel's balcony and retrace your steps to the restaurant's first floor.



Turn left and exit the restaurant through the east double doors.

Your path to the exit point is clear once you're out of the restaurant. Run east down the street toward the nearby exit point to finish the mission with a Silent Assassin rating and unlock the Micro Uzi Silenced Dual submachine guns.



You luck out if the Jade Figurine is inside one of the restaurant's safes. Retrace your steps if it's in the basement and collect the Jade Figurine from the small room on your way out.

If it's on the restaurant's second floor, backtrack to the basement's elevator, ride up to the second floor, nab the Jade Figurine, then proceed to the nearest exit point.

Optional Tactics

This mission offers a couple of interesting optional tactics: Poison Lee Hong's soup and rescue the girl at the brothel.

Poisoning the Soup

Poisoning Lee Hong's soup is one of your optional tactics. However, you can't earn the Silent Assassin rating with this approach.



Enter the restaurant's basement and change into the free bodyguard outfit.



Head to the brothel and into the room where the Jade Figurine is sometimes found. Collect the Vial of Poison from atop the safe and return to the restaurant's basement. (Do not open the safe!)



Change into the free chef's uniform, then take the elevator up to the kitchen on the first floor.



Poison the bowl of soup in the kitchen, then bring it to Lee Hong's private table. Serve the tainted soup to his bodyguard, Zun.



Zun is killed by the poisoned soup and drops to the floor, firing wildly at you with his pistol. Lee Hong bolts out of the restaurant to hide in his office on the second floor of his mansion.



This tactic is not advised because your cover is blown by the sound of Zun's gunshots. You must now battle through the remainder of the mission.

The Girl at the Brothel

Rescuing the girl at the brothel is your other optional tactic. However, achieving the Silent Assassin rating is difficult if you rescue the girl.



Enter the brothel under the guise of a bodyguard. Talk to the girl in the purple dress, then follow the girl into one of the private rooms.



The girl begs you to help her—she's being forced to work at the brothel against her will. You agree to help her escape in exchange for the combination to the safe that contains Lee Hong's Jade Figurine.

NOTE

The Safe Combination also can be found on Lee Hong's body.



Exit the room through the back door to reach the brothel's balcony. Turn left and run along the balcony until you come to a gap.

MISSION 11: LEE HONG ASSASSINATION



Jump across the gap in the balcony. Turn around and wait for the girl to jump across. She doesn't quite make it, so stand near the railing to pull her up.

NOTE

The girl will fall if you don't pull her onto the balcony—without giving you the Safe Combination.



Run along the balcony until you approach the brothel's main entrance. The nearby guards attack you if they see you with the girl. Sneak across the elevated bridge, hugging the right side to avoid detection.



Enter the double doors on the opposite side of the bridge to return to the restaurant's second floor. Sneak around the boxes to the left.



Sneak up behind the nearby guard and use your Syringe to knock him out.



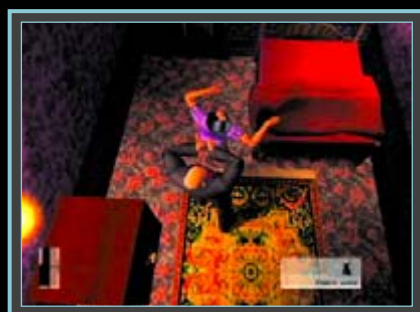
Crouch near the stairs to the first floor and wait for the patrolling guard below to head downstairs toward the basement.



Sneak downstairs to the first floor after the guard has moved to the basement. Exit the restaurant through the west double doors.



Outside, run toward the double doors to the west. The girl thanks you for saving her. She gives you the Safe Combination and a peck on the cheek, then hurries away.



That was very noble of you. However, there's an easier way to get the Safe Combination from the girl—kill her and pick it up. It's not as heroic as a daring rescue, but after all, you are a Hitman.... If you kill her, you still have to sneak out of the brothel, because the Madam is watching the door to her room to make sure you pay for services rendered.

MISSION 12: HUNTER AND HUNTED

Hunter and Hunted takes place at a derelict hotel in Paris. A large squad of police has tracked down and pinpointed you, and you must make a daring escape against all odds. With so much going against you, getting out of Paris alive is an impossible feat—unless your codename is Agent 47.

Inspector Albert Fournier is heading up the strike force against you. He has a personal vendetta against you, and you must kill him. While the inspector is your only target, getting at him won't be easy.

Mission Objectives

- >>> Assassinate Inspector Albert Fournier
- >>> Escape to DeGaulle Airport

Mission Information

Hunter and Hunted is the game's final mission—Agent 47's last daring escape. You begin the mission trapped on the third floor of a seedy hotel in Paris, surrounded by scores of police officers who have orders from Inspector Fournier to shoot you on sight. SWAT teams are moving to storm the building, so you've got to get out of there—and fast.

The power switch on the third floor controls the lights, and cutting the power is your best hope of escaping the hotel unseen. However, your first priority is to escape your tear gas-filled room undetected. Don't waste time collecting weapons from your room—get out of there!

Target



Inspector Albert Fournier

Enemies



Police



SWAT Police

Civilians



Innocent Bystanders



Paramedic

MISSION 12: HUNTER AND HUNTED

MAP LEGEND

Points of Interest:

1

= Police Officer

2

= Junkie's Room (Silverballer
Silenced Pistol, Pistol
Ammo, Syringe)

3

= Alley (Fournier Headshot Spot)

4

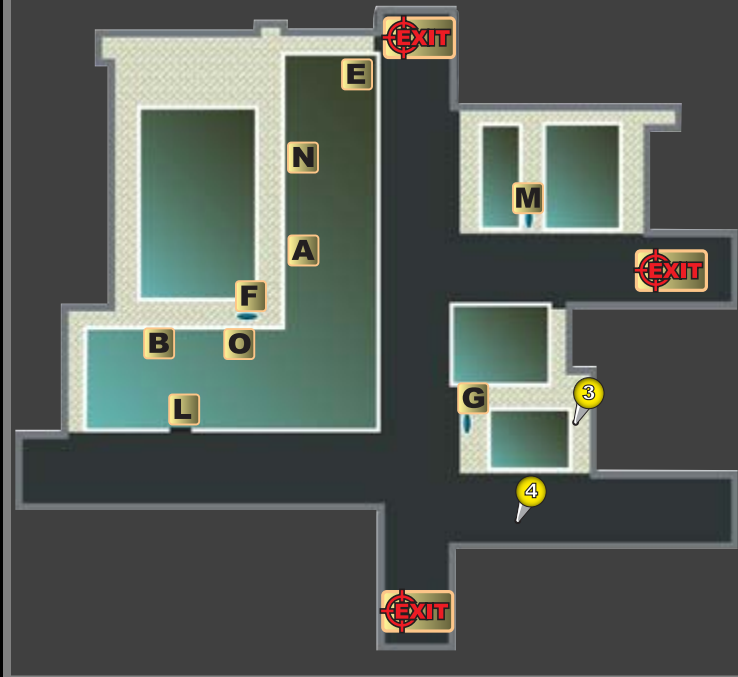
= Inspector Fournier

1

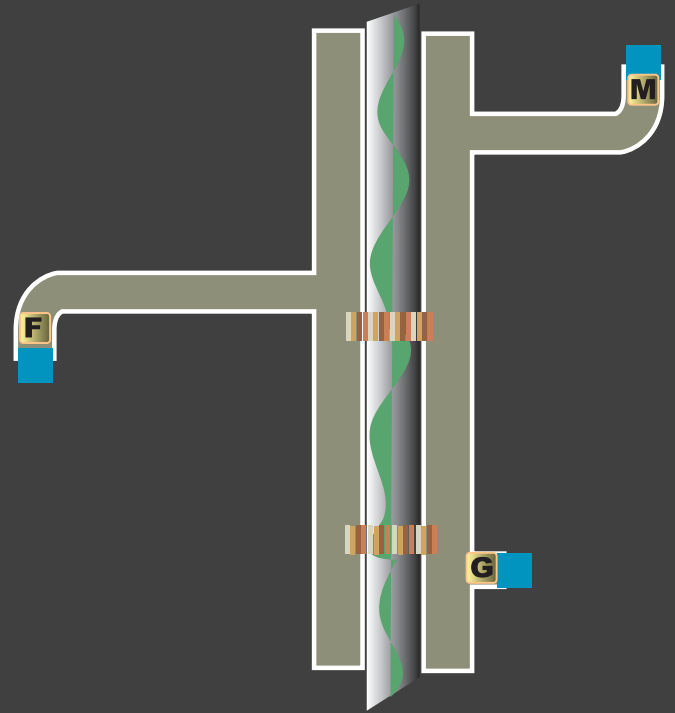
= Sniper Suitcase, Sniper Rifle
Ammo (2), .45 ACP Ammo (6)

Maps

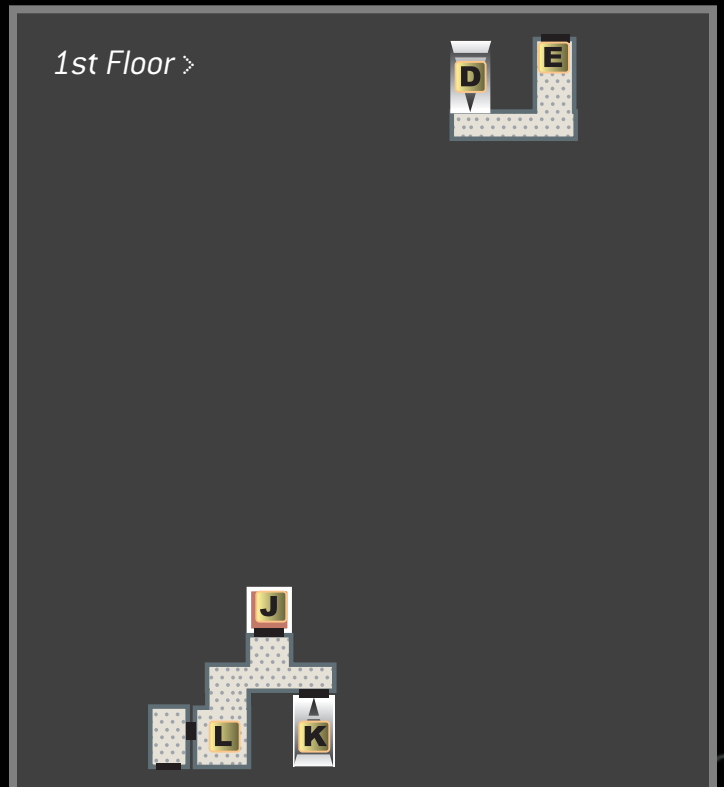
Streets



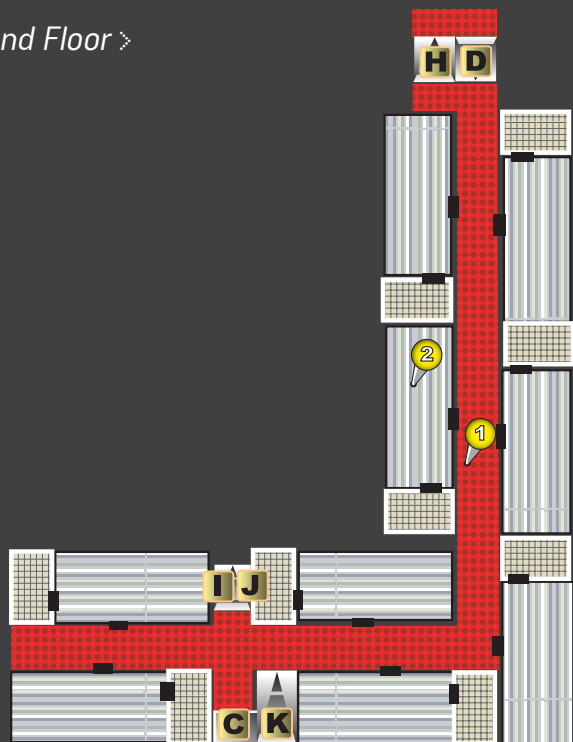
Sewers



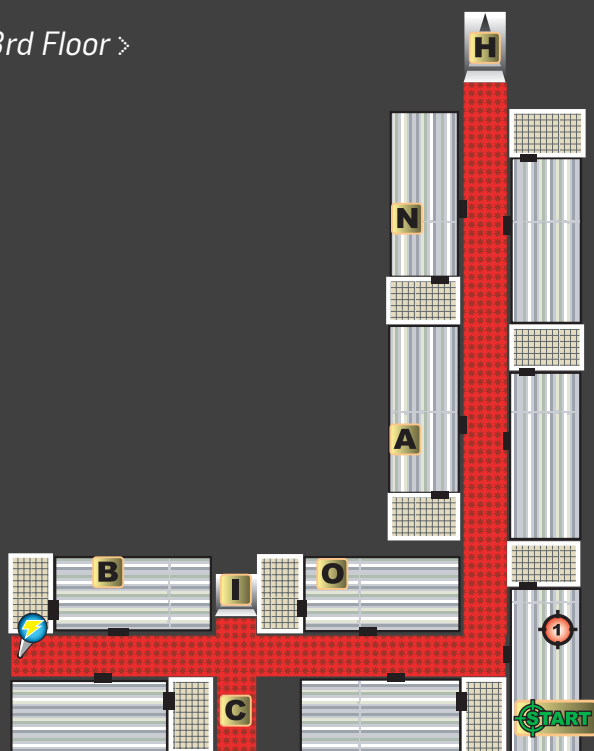
1st Floor



2nd Floor >



3rd Floor >



The Silent Assassin's Path



Getting out of your tear gas-filled room is your first priority. You must not be seen, and SWAT teams take position in the halls outside your room, so don't waste time collecting weapons.



Bolt through the door and sprint north up the hallway, heading for the door to the room across the hall.

Open the door and charge into the room before the SWAT team appears at the hall's north end and catches sight of you. (You want the police to think you're hiding inside your room. This buys you enough time to escape the hotel.)



TIP



Restart the mission if you're spotted by the police in the hall—earning the Silent Assassin ratings is more difficult when the police know you escaped from your hotel room.



Don't close the door behind you. Cut across the room and jump from the balcony to reach a nearby building's roof.

MISSION 12: HUNTER AND HUNTED



You haven't escaped the hotel yet. Run south, then west across the roof, following the building's edge.



Jump to the open window from the roof's southwest corner and climb into another room on the hotel's third floor.

If you're playing on Normal or Expert difficulty, bring up the in-game map to see a SWAT team positioned in the hallway outside your room. (If you're playing on Professional difficulty, you have to take our word that they're there.) The police face away from your current room, and you have enough space to sneak out through the room's door.



Open the door without making a sound and sneak to the end of the hall, where a power switch is located. Activate the power switch to shut off the third floor's lights.

The lights cut out and it becomes almost impossible to see anything. The police officers turn to look about, but it's so dark they can't even see their own weapons.



Take advantage of the darkness by sneaking down the nearby stairs to reach the second floor. None of the SWAT police can see you while the lights are out, so you can sneak past them. Do not bump into anyone or make any sound.

TIP



To help you move through the darkness, turn up your TV's brightness rather than don the Night Vision Goggles—the goggles restrict your field of vision.

A Proper Disguise



You reach the second floor before the SWAT team can turn on the lights. Sneak as you move east down the second floor's hall.



Round the corner and notice the police officer standing farther down the hall with his back exposed. Sneak up behind the officer and knock him out with your Syringe.

Step to the door the police officer was standing near and pick its lock. Drag the policeman into the room after you open the door.



CAUTION

Be quick about knocking out the police officer, picking the lock, and entering the room. A SWAT team is about to begin storming each room on the second floor, starting from the hall's north end.



A junkie has overdosed in this room and is dead on his bed. Change into the police officer's uniform and pick up the Silverballer Silenced pistol from the floor near the junkie.

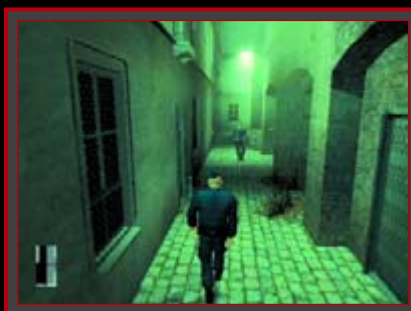
NOTE

You can collect the Junkie's Syringe if you like, but you don't need to.

Tuck away the handgun and walk out of the room in your new guise. Walk north up the hall and proceed down the steps ahead to reach the hotel's first floor.



There's nothing to do on the hotel's first floor, so proceed through the halls until you reach a door that leads outside.



Pass through the door and make a sharp left. Take your next left and stride south down the long alley.

CAUTION

A Police officer patrols these alleys. Avoid close contact with him to maintain your cover.



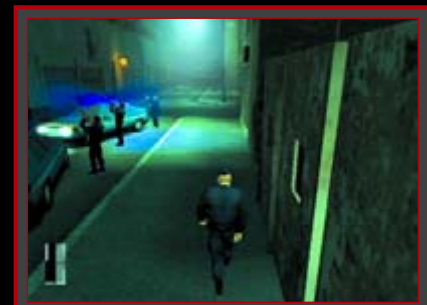
Turn right at the end of the alley and notice the sewer opening in the ground ahead. Make sure nobody's looking, then climb down the ladder to reach the sewers.

Assassinating Inspector Fournier



It's time to let Inspector Fournier know who he's messing with. Navigate the sewer tunnels, heading for the south-most ladder. Climb up the south-most ladder to return to the surface.

You're close to your target. Pass through the gap in the wooden fence to the south, then turn right and follow the sidewalk until you come to an alley on your right.



MISSION 12: HUNTER AND HUNTED



Stroll into the alley and walk east until you reach its opposite end. Then turn right and take a few steps south down the next alley.



Inspector Fournier crouches behind some of his men in the street to the south. His back is toward you, and none of his men can see you when you're standing in the alley as shown here.



Pull out the Silverballer Silenced pistol and take careful aim at the back of Inspector Fournier's head. Kill him with one clean headshot, then hide your pistol.



The nearby police officers see the inspector's head explode and begin searching the immediate area for you. Turn and walk north up the alley, heading for the nearby exit point.



You can walk past the police officers who guard the exit point and complete the mission without blowing your cover as long as they don't get a close look at you.

Great performance—you've handled the situation like a

professional and have overcome impossible odds to capture the Silent Assassin rating from the final mission. Your hard work has earned you the state-of-the-art PGM Silenced Sniper Rifle. Well done, 47.

Optional Tactics

After you kill Inspector Fournier, nearby police officers occasionally attack you. (Your disguise sometimes fails because the police uniform doesn't feature a mask to conceal your face.) You can avoid this and make your escape easier by dressing as the paramedic.



Rather than entering the sewers after you escape the hotel, continue west down the alley ahead.



Take your next left to enter another alley. You can see the paramedic standing at its opposite end.

Sneak down the alley and get close to the paramedic. Use a Syringe to knock him out, then steal his clothing to disguise yourself. Also collect his PM Key—this item allows you to escape in the ambulance at the town's north end later.



NOTE

Knocking out the Paramedic and maintaining your cover isn't easy, because he stands sideways at the end of the alley and police and bystanders surround him. However, your later escape is made less difficult if you're skilled enough to steal his outfit undetected.

Assassinate Inspector Fournier as described in the original strategy, then make your way to the north exit point. Escape in the ambulance to end the mission with a Silent Assassin rating.



SECRETS

Hitman: Contracts contains a number of cool secrets and hidden items for you to check out and collect. This section exposes every secret in the game.

Silent Assassin Weapons

These are the hidden weapons you unlock from each mission by achieving the Silent Assassin rating:

- >>> **Mission 1:** CZ 2000 Dual Pistols
- >>> **Mission 2:** Micro Uzi Dual Submachine Guns
- >>> **Mission 3:** Silverballer Silenced Dual Pistols
- >>> **Mission 4:** Magnum 500 Dual Pistols
- >>> **Mission 5:** Sawed-Off Shotgun Dual
- >>> **Mission 6:** M4 Carbine Silenced Assault Rifle
- >>> **Mission 7:** SG220 .S Dual Pistols
- >>> **Mission 8:** MP5 Silenced Submachine Gun
- >>> **Mission 9:** AK 74 Silenced Assault Rifle
- >>> **Mission 10:** GK 17 Dual Pistols
- >>> **Mission 11:** Micro Uzi Silenced Dual Submachine Guns
- >>> **Mission 12:** PGM Silenced Sniper Rifle

Obtaining the Mini Gun



The almighty Mini Gun only appears in the basement of the sanitarium in Mission 1: Asylum Aftermath. One of the patients in the basement carries the Mini Gun, but he's locked away behind a door you cannot open at first.



A special key opens the locked door. The item is called Orthmeyer's Keycard, and it's on Lee Hong's desk in his office on the second floor of his mansion. (The keycard appears only during Mission 9: The Wang Fou Incident.)

Collect Orthmeyer's Keycard and finish the mission. Save your progress and then quit to the main menu. Replay the first mission to unlock the basement door. (The door is in the map's north section. Turn right in the tiny room with the red flashing sensor on the ceiling, and pass through the west door.)



Knock out or kill the wandering patient, then pick up the Mini Gun. Your movements are mired while carrying this weapon, but it's absolutely lethal and comes fully loaded with 1,000 rounds of ammunition. Cut a path to the exit point and complete the mission with the Mini Gun on your person to unlock the weapon and store it in your Weapons Cache.

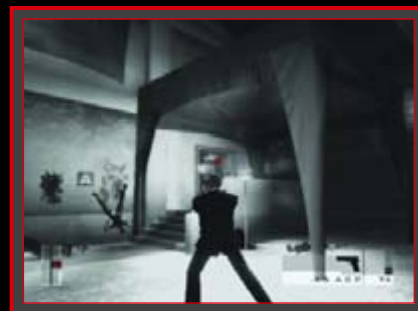


Returning to Life



You enter the black-and-white death sequence when your Health Bar is reduced to zero. You have only a few seconds of life left before you collapse to the ground, but there's a sneaky way to evade your impending demise.

You return to life if you manage to score four consecutive headshots on four different enemies during the death sequence. Your Health Bar is replenished by only a small margin when you return to life like this, so quickly move out of harm's way.



Open All Levels Cheat

Enter the following codes at the main menu to unlock every mission in the game.

- >>> **XBOX:** X, Y, B, ←, →, ↑, ↓, L, R
- >>> **PS2:** X, △, ●, ←, →, ↑, ↓, L2, R2