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✄ INSTALLATION INSTRUCTIONS

Quit all applications and close all windows on your desktop.

Place the Hitman: Contracts CD in your CD-ROM drive. Upon closing your drive the Hitman: Contracts installation menu will appear.

If AutoPlay is disabled the menu will not appear, to manually access the installation menu follow these simple instructions:

Double-click on the 'My Computer' icon on your desktop, and then double-click on the CD-ROM icon that appears in the newly opened window. Finally double-click 'autorun.exe' to open the installation menu.

From this point please follow the on-screen prompts to guide you through the installation process.

At the completion of Installation you will be presented with the options to:

Launch the game, quit without playing the game or read the Readme text file. Refer to the Readme file for updates, manual alterations and troubleshooting.

UNINSTALLING HITMAN: CONTRACTS

If you need to un-install Hitman: Contracts, you may do any of the following 3 things:

1) Insert the CD in to the CD-ROM drive to activate the AutoPlay feature. This will bring up the Launch Panel. Click on the Un-install option and follow the onscreen prompts.

2) Click on the START button from the Windows taskbar. Choose PROGRAMS from the pop-up menu. Locate the Hitman: Contracts shortcut menu within this group, click on the Un-install option and follow the onscreen prompts.

3) Go to the Control Panel and choose Add/Remove Programs. Click on Hitman: Contracts, select the Add/Remove button and follow the onscreen prompts. If you are experiencing difficulties un-installing Hitman: Contracts please consult the Troubleshooting and Performance Issues section of the ReadMe File.

GETTING STARTED

Menu controls:

On all menu screens you make a selection by moving the mouse cursor over the menu option you wish to choose then click the left mouse button to confirm your selection. Alternatively use the arrow (cursor) keys to highlight the menu option you wish to choose then press the ENTER key to confirm the selection. Note if there are more menu options than those visible on the screen, use the up and down buttons to scroll the menu up or down. If you wish to cancel and return to the previous menu then click on the BACK button or press the ESC key.

GAMEPLAY CONTROLS

DEFAULT CONTROL	FUNCTION
E	Action/Use
Right Mouse Button	Inventory/Exit sniper/Zoom map out
G	Drop
Q	Holster/unholster
1	Equip close combat weapon
2	Equip Pistol
3	Equip Submachinegun
4	Equip Rifle
5	Equip Binoculars
6	Equip Night Vision Goggles
7	Equip Lockpick
M	Map
Left Ctrl	Crouch/Sneak
Space	Toggle Crouch/Sneak
Left Shift	Run
Caps Lock	Toggle Run
Left Mouse Button	Fire/Zoom map in
R	Reload
F1	Toggle 1st and 3rd person camera mode
F12	Take Screenshot
Esc	Pause and Options menu
B	Mission briefing
Z and C	Lean left and right
Mouse wheel up and down	Zoom in/out
	Scroll up/down list
	Scroll through maps
WASD	Move forwards and backwards.
	Strafe left and right.
Mouse movement	Look up and down.
	Turn left and right.

✴ MAIN MENU

START

Highlight and select the START option on the MAIN MENU to start a new game.Before you start your new game you will have to decide on the difficulty level that you would like to play on.

SELECT DIFFICULTY

This menu allows you to select the required difficulty level (Normal, Expert or Professional).

There are a number of different factors that are influenced by the difficulty level you choose. Some of these factors include:

· The amount of damage Hitman can receive before dying.

· The amount of accuracy delivered on the map.

· The reaction speed and firing accuracy of guards and targets.

Each difficulty level comes with a permitted number of progress saves allowed during a mission.

Normal - 7 saves allowed per level.

Expert - 2 saves allowed per level.

Professional - 0 saves allowed during a level.

LOADING AND TRAINING

LOAD

If you have previously saved your game it is possible for it to be continued from the LOAD screen that is accessed through the MAIN MENU.

If HITMAN: CONTRACTS save game data is found on your hard disc then a list of your save games will be displayed. Highlight and select the required save game.

The game will now be restored at the exact point that it was previously saved.

TRAINING

The training area is designed to allow you to familiarize yourself with the controls and various abilities of Hitman in a non-hostile environment. It is highly recommended that you practice the techniques you will need before commencing your missions.

The training area also serves as a collection area for the weapons that are collected during missions. Each silhouette represents a weapon that can be collected or unlocked within the game.

⚙ OPTIONS

To open the options menu, select OPTIONS from the MAIN MENU; or press the (Esc) key to pause during a game and select "OPTIONS" from the menu.

Three sub-menus are available: Graphics, Sound and Controls Options.

(1) Graphics Options

These 2 menus allows the configuration of graphics and display choices.

- Draw Distance: Drag the slider right to increase the visible distance.
- Object Detail: Drag the slider right to increase the level of detail on objects.
- Shadows: Enable or Disable character shadows.
- Weather Effects: Enable or Disable weather effects.
- Subtitles: Allows the selection of in-game subtitles.
- Blood and Gore: Toggles blood on and off
- Resolution: Sets the display resolution.
- Texture Resolution: Drag the slider right to increase the texture quality.
- Texture Filter: Either Bilinear (fastest) trilinear (slower) or Anisotropic (slowest).
- DXT Compression: Enable or Disable texture compression.
- Gamma Correction: Adjusts the brightness of the screen.
- Post Filter: Adjust the slider to change the level of special graphics effects applied in the game. You will need a modern graphics card in order to take advantage of the latest graphical effects available.

(2) Sound Options

This menu allows the configuration of sound and audio settings:

- Music: Adjust the slider to control the volume of the music.
- Speech: Adjust the slider control the volume of the spoken dialogue.
- Effects: Adjust the slider to control the volume of the in-game sound effects.
- 3D Sound Renderer: Either Directsound or Open AL
- EAX: Enable EAX 3D sound
- Number of voices: Sets the maximum number of voices played at one time.

(3) Control Setup

This menu allows the configuration of various control settings:

- Mouse Speed: Dragging the slider to the right will increase the overall mouse sensitivity.
- Invert up/down aim: Changing the up/down aim option will switch the movement control on the Y axis. If you find yourself looking down at the floor when you want to be looking up then it is suggested you try adjusting this setting.
- Horizontal Turn Sensitivity: This slider will adjust the speed with which Hitman turns. In order to turn faster, try a higher setting.

IN-GAME MENU

- Vertical Turn Sensitivity: This slider will adjust the speed with which Hitman looks up and down. Use a higher setting to make the response faster.
- Button Configuration: Here you can assign the different controls to keyboard or mouse. To change the mapping click on a command then press the new key or mouse button.

CREDITS

Select CREDITS from the MAIN MENU screen in order to display a list of the staff responsible for the making of HITMAN: CONTRACTS.

INGAME MENU

Press the Esc key at any time during play to pause the game and access the INGAME MENU. The following options are available from the IN-GAME MENU:

Press the Esc key at any time during play to pause the game and access the INGAME MENU. The following options are available from the IN-GAME MENU:

- SAVE:

As you progress through the game you will find yourself in situations where you would like to save your game.

To save a game:

(1) Press the Esc key to pause the game.

(2) Select SAVE GAME from the menu.

(3) Highlight CREATE NEW in order to create a new save game or highlight and select the save game you wish to overwrite.

(4) To resume a saved game, follow the steps in LOAD below.

Note: It is not possible to save your game whilst performing some complicated actions or during combat.

- LOAD:

Save games can be resumed from the LOAD option in the MAIN MENU or the LOAD GAME option in the IN-GAME MENU.

Highlight and select the required save game to load it.

The game should now be restored at the exact point it was saved.

IN-GAME MENU

· DELETE SAVE GAMES:

Save games can be deleted from the DELETE SAVE GAMES option in the IN-GAME MENU. Highlight and select the required save game for deletion.

· OPTIONS:

The options available within this level are the same as those found in the MAIN MENU.

· RESTART MISSION:

To restart the current mission, highlight and select this option.

· QUIT:

Highlight and select this option to quit the current game and return to the MAIN MENU.

· CONTINUE GAME:

Highlight and select this option to exit the IN-GAME MENU and resume the current game.

MISSION BRIEFING

When Hitman receives a mission from Agency then the details are always delivered through the mission briefing screens. All information valid to the mission is stored within this briefing and can be displayed at any point during a mission.

The following information is usually available from the Briefing Screen:

· Target profiles and descriptions.
· Any additional mission objectives.
· Background information on the mission scenario.
· Escape and exit points.

Once an objective has been met then it will be marked off as "completed".

WEAPON SELECT SCREEN

WEAPON SELECT SCREEN

Once a mission has been completed successfully it can be replayed with the weapons that have been successfully collected in previous missions. These weapons are selectable from the "WEAPON SELECT SCREEN".

(1) Equipment:

A list of the weapons and equipment that can be taken along for the mission ahead. Highlight the required item to equip and press the left mouse button (or ENTER) to add it to your inventory.

· When a weapon has been equipped it will be marked with a cross.

· To deselect a weapon select the weapon twice.

(2) Specifications:

There the specifications for the weapons are displayed. The information detailed here can include: ammo type, caliber, clip capacity length weight and storage.

(3) Weapon Display:

An image of the currently selected item is displayed at the top of the specifications box.

(4) Leaving the Weapon Select Screen.

Once you are finished with this screen, use the right cursor key to proceed to the mission or the Escape key to return to the previous screen.

INVENTORY SCREEN:

This menu can be displayed at any time during a mission by pressing the right mouse button. This menu allows fast access to the weapons and item inventory. To use an item from the INVENTORY SCREEN highlight the required item using the mouse wheel or A and D keys and press the left mouse button to equip it. To discard or drop an item highlight the required item using the mouse wheel or A and D keys and press the G key.

Detailed information on both weapons and items is displayed at the bottom of the screen.

Note. Some items that are crucial to Hitmans progress can not be dropped or discarded.

DISPLAYS

ON SCREEN DISPLAY

1) Health Bar:

Shows Hitman's current health: Every time Hitman sustains damage the bar will decrease. When Hitmans health is very low the bar will turn red.

If the bar dips below 25% capacity it turns red to alert you to Hitman's predicament.

> Note. Damage is location based which means a shot to the head is almost certain to kill you while a shot in the arm will not.

2) The Threat Meter:

Displayed next to the Health Bar, the Threat Meter gives an indication of the danger Hitman faces. An increase in movement signifies an increase in danger. The meter can alert you to potential problems such as a failed disguise and Hitman being spotted in restricted access zones.

3) Action List:

This Action List displays a list of context sensitive choices. The complex interactions available within the game environment are all controlled through this menu. Options selected within this list will enable the manipulation of doors, victims, vehicles and items.

If there is only one choice on the list press the (E) key to perform that action. If there are two or more choices then hold down the (E) key and use the mouse wheel or W and S keys to highlight the option required. The selected action will be performed when the (E) key is released.

DISPLAYS

4) Weapon Display:

Displayed in the bottom right corner of the screen, the Weapons Display shows a graphical icon of the currently equipped weapon.

5) Ammo Display:

A graphical and numerical display of the current ammo level in both the clip that is held within the weapon and the total bullet count for all remaining clips.

6) Crosshairs:

The crosshair represents the exact point at which Hitman is aiming. The size of the crosshairs indicates the accuracy of any shots fired from the currently equipped weapon.

The larger the crosshairs the wider the grouping of any shots fired.

7) Information Box:

Any useful information and warning will be displayed in this portion of the screen.

STATISTICS

After a successful hit and the fulfillment of all mission objectives, a ratings screen is displayed to show performance levels. The statistics are presented as a mission and overall score and give a breakdown of the stealth and aggression levels used in the mission.

Note. It is possible to earn bonuses by completing missions with high level of professionalism.

TECHNIQUES

WEAPONRY AND TECHNIQUES

Disguises

Disguises and costume changes can be used to throw off pursuers and gain access to otherwise restricted areas. When wearing a disguise it is important that you perform natural actions for that character. Alert guards and soldiers will notice suspicious behaviour and inconsistent weapon usage.

Sneaking

The ability to successfully sneak through areas undetected is a very important skill to master. When moving in sneak mode Hitman's movement is completely silent. With patience and skill it is possible to sneak through almost any environment and to creep up behind any enemy. Before entering rooms that could potentially contain a threat it is always worth spying through the keyhole or checking your map for activity.

Close Combat and Silent Kills
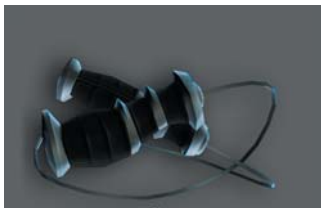
Hitmans most powerful weapons are also the most difficult to master. Close combat weapons allow Hitman to neutralize his targets without raising alarms or creating unwanted noise.

The close combat weapons are at the most effective when used from behind on an unsuspecting enemy. In order to get close enough to use the weapons successfully Hitman must use sneaking techniques. Once in the sweet spot directly behind an enemy the fully charged close combat weapons will deliver a fatal blow.

The close combat weapons can also be used in melee attacks but their effectiveness is much reduced.

WEAPONS

Pistols and Handguns

The pistols and handguns offer a wide range of power, capacity, and caliber. Easily concealed and once silenced, the pistol can be one of the most effective tools in Hitman's arsenal. When used akimbo, the pistols can pack a high level of firepower. Clip capacity and accuracy over distance are the main drawbacks for the handgun class.

Assault Rifles

The military designed assault rifles were designed with fire support and combat over distances of up to 300m in mind. The rifle is in its element when used outdoors and over distance. Single shot and burst fire are a necessity if accuracy is to be sustained.

Sub-Machine Guns (SMG)

Typically issued to commando forces in the military, the sub-machine guns are small, lightweight and often utilize pistol ammunition. Designed for use in close quarters, SMG's are often inaccurate but this is more than compensated for by the high rate of fire and maneuverability.

WEAPONS

Shotguns

Devastatingly powerful at close range, the shotgun is defined by its characteristics of having a smooth bore and firing 'shot' from an explosive cartridge. Designed for close combat situations the shotgun is mainly used by law enforcement agencies and as a hunting weapon.

Machine Guns

Fully automatic, low-caliber and capable of rapid fire, the machine gun is designed to provide suppressing cover fire more than aim and accuracy.

Sniper Rifles

In the hands of trained professional, the sniper rifle is perhaps the most powerful of all projectile weapons. Offering precision and accuracy over long distances, the sniper rifle can be used to eliminate targets from a safe position.
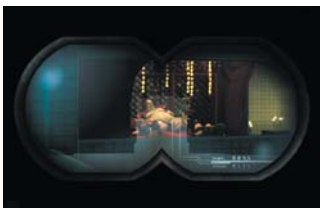
The W2000 Snipers Rifle is Hitman's rifle of choice and comes silenced and concealable within it's own briefcase.

> Note. Crouching whilst aiming will improve the accuracy and reduce the movement of the rifle in Hitman's hands.

EQUIPMENT

Binoculars

Excellent for surveillance and spying on targets from a distance.

Map

Hitman comes equipped with a map of his surroundings at all times. Planning your route can often prevent unwanted surprises and will often reveal hidden access points.

Night Vision Goggles

When worn in a dark environment the night vision goggles will amplify the light levels allowing navigation through darkened areas. Normally confined to military use the NVG will draw suspicion if noticed by guards or civilians.

HINTS AND TIPS

· Proper planning will always increase the chances of making a successful hit. Spend your time on surveillance and try changing your approach if your current plan isn't working.

· High caliber ammunition will penetrate doors and obstacles.

· Sound is a Hitman's friend. The sound of a loud music can often mask the sound of gunshots allowing the usage of firearms to go unnoticed.

· Pay attention to the Threat Meter when accessing areas that are out of bounds.

CREDITS

Io-Interactive
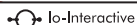
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Freetype
Ogg Vorbis
Zlib

Licensed Music sourced by
i10q

Uses Bink Video Technology.
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"Walking Dead"
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"Immortal" (Fallon / West)
Performed by Clutch
Published by Rykomusic Inc
(ASCAP) / Earl Music Co. (ASCAP)
Taken from the CD " Pure Rock
Fury" Atlantic 7567-83433-5
(2001)

"Put Your Head on my Shoulder"
Performed by Paul Anka.
Licensed courtesy of BMG UK &
Ireland Ltd.
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SAFETY INFORMATION

This instruction manual contains important safety and health information that you should read and understand before using this software.

EPILEPSY WARNING

Please read before using this video game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights or patterns, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor (particularly since experience of any of these symptoms could lead to injury from falling down or striking nearby objects). Parents should ask their children about the above symptoms - children and teenagers may be more likely than adults to experience these seizures.

PRECAUTIONS TO TAKE DURING USE

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

[WARNING: AVOID DAMAGE TO YOUR TELEVISION]

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

[Precautions]

When inserting this disc in the PC always place it with the required playback side facing down. When handling the disc, do not touch the surface. Hold it by the edge. Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use a cracked, warped or irregularly shaped disc, or one that has been repaired with adhesives, as it could lead to malfunction or damage to your PC.

NEED SOME HELP?

WEB SUPPORT AT WWW.EIDOS.COM

TECHNICAL HELPLINE: 0870 9000222

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

Eidos Ltd
Wimbledon Bridge House
1 Hartfield Road
Wimbledon
SW19 3RU

GAMEPLAY HINTLINE:
09065 558811*

OR FOR THE REPUBLIC OF IRELAND:
1580 933 113*

*please note that this call is more expensive than a normal call and at the time of publication is charged at £1.00 per minute in the UK and 1.90 Euro (call charges may vary for mobile phones and public phone boxes) in the ROI at all times. Callers must legally be aged 16 or over. This service is provided by Eidos Interactive Ltd, Wimbledon House, 1 Hartfield Road, Wimbledon, SW19 3RU.

The PEGI age rating system:
El sistema de clasificación por edad PEGI:
Il sistema di classificazione Pegi
Das PEGI Alterseinstufungssystem

Age Rating categories:
Les catégories de tranche d'âge:
Categorias de edad:
Categorie relative all'età:
Altersklassen:

3+ **7+** **12+** **16+** **18+**

www.pegi.info   www.pegi.info   www.pegi.info   www.pegi.info   www.pegi.info

Note: There are some local variations!
Note: Il peut y avoir quelques variations en fonction du pays!
Nota: ¡Variará en función del país!
Nota: Può variare a secondo del paese!
Achtung: Länderspezifische Unterschiede können vorkommen!

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