Epilepsy Warning

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

ESRB Rating

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Handling Your Compact Disc

• *The PC compact disc is intended for use exclusively on IBM compatible systems with the minimum configurations specified on the system requirements of the game purchased.*

• *Avoid bending the disc. Do not touch, smudge or scratch its surface.*

• *Do not leave the disc in direct sunlight or near a radiator or other source of heat.*

• *Take occasional rest breaks during extended play.*

• *Always store the disc in its protective case.*

FEEL LIKE HITMAN'S GOT A CONTRACT ON YOU?

Call the EIDOS Interactive Hint Line

U.S.: 1-900-77EIDOS (773-4367)
Canada: 1-900-64EIDOS (643-4367)

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

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Please read the following section before calling technical support: Because of the millions of different hardware and software combinations possible with today's Personal Computers, you may still have to refer to your computer manufacturer or operating system publisher to properly configure their product to run with this game.

CONTACTING TECH SUPPORT

If you have technical questions about the game, our Support Department is here to help. Our web site contains up-to-date information on the most common difficulties with our products; this information is the same as that used by our support agents. If you are unable to find the information you need on our web site, please feel free to contact us via e-mail, fax, telephone or letter.

If you need to talk to someone immediately, call us at (415) 547-1244. We are available to take your calls Monday through Friday between 9:00 a.m. to 5:00 p.m., Pacific Standard Time. If possible, be at your computer when you call. The support representative will need specific information about your computer and may need you to access or change some of the files while you are on the telephone. If it is impossible for you to be at your computer, be sure to have the following information:

• *A listing of your computer's hardware and the settings from Device Manager, including what sound and video card your system has. (Contact your computer manufacturer if you aren't sure.)*

• *What version of Windows® you are using.*

• *What version of DirectX® is currently loaded on your computer.*

• *How the game is currently configured.*

NOTE: Our Technical Support agents do not have access to game hints, tips, strategies or codes.

HOW TO REACH US

World Wide Web:	*http://www.eidosinteractive.com/support/index.html*
Product Warranty Inquires:	*cs@eidos.com*
Email:	*techsupp@eidos.com*
Fax:	*(415) 547-1201 or (415) 537-0095*
Mail:	*Eidos Interactive Customer Support*
	651 Brannan Street, 4th floor
	San Francisco, CA 94107

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*For warranty support please contact our Customer Support department at (415) 547-1244. Our staff is available Monday through Friday, 9:00 a.m. to 5:00 p.m. Pacific Time. You're responsible for all toll charges. **Please note Customer Support Representatives will not provide game hints, strategies or codes.***

*Some screenshots in this manual may show pre-completion
screens that differ slightly from actual game screens.*

Installing Hitman: Codename 47

❧ *Installing Hitman: Codename 47 is easy. Insert the CD into your CD-ROM drive. After a few seconds, the Launch panel will appear.*

NOTE: In the event the Launch panel does not appear when you insert the CD:

Double-click on the My Computer icon, then double-click on the CD-ROM icon, and lastly double-click on the SETUP.EXE file to bring up the Launch panel OR:

1. *Click on the START button.*
2. *Choose RUN from the ensuing pop-up menu.*
3. *Type D:\Setup in the box provided (where D: designates your CD-ROM drive letter).*
4. *Click on the OK button to begin the install program.*

❧ *Click on the Install button to begin the installer. The Welcome panel will appear.*

❧ *Click on the Next button to proceed with the installation. The program will guide you through the remaining process via onscreen prompts.*

❧ *You will initially be prompted to select the path and directory to which you want to install the game on your hard drive.*

❧ *The default is C:\Program Files\Eidos Interactive\IO Interactive\Hitman: Codename 47. Click on the Next button to accept the default destination, or click on the Browse button to type in a new location in the box provided.*

❧ *Next, you will be prompted to confirm proceeding with the installation. Click on the Yes, I Am Ready to Install button. The installation will commence. The installer will check to see if your machine requires DirectShow to be installed. If it is determined that the DirectShow installation is required, the Install DirectShow Information panel will appear. Click on the Install DirectShow button to proceed with the installation.(You may also select to not install DirectShow, but you will not be able to view portions of the game.)*

❧ *The installer will check to see if your machine requires DirectX 7.0 to be installed. If it is determined that the DirectX 7.0 installation is required, the Install DirectX Information panel will appear. Click on the Install DirectX button to proceed with the installation. (You may also elect to not install DirectX, but you will not be able to play the game.)*

❧ **If you are experiencing difficulties installing Hitman: Codename 47, please consult the Troubleshooting and Performance Issues section of the ReadMe File.**

Un-Installing Hitman: Codename 47

If you need to un-install Hitman: Codename 47, you may do any of the following:

❧ *Insert the CD into the CD-ROM drive to activate the AutoPlay feature. This will bring up the Launch panel. Click on the Un-install button and follow the prompts.*

❧ *Click on the Start button from the Windows 95/98 taskbar. Choose Programs from the pop-up menu. Drag your mouse to the right and click on Hitman: Codename 47 from the list. Click on Uninstall Shield from the ensuing pop-up menu and follow the onscreen instructions. The game should now be removed from your computer.*

❧ *Go to the Control Panel and choose Add/Remove Programs. Click on Hitman: Codename 47, select the Add/Remove button, and follow the onscreen prompts. If you are experiencing difficulties un-installing Hitman: Codename 47, please consult the Troubleshooting and Performance Issues section of the ReadMe File.*

Who Are We, and Where Do We Come From?

Religion offers very simple answers - science offers new possibilities. Did we indeed rise out of that primeval goo by coincidence, or are we the result of divine intervention? If you take the religious stand, Man was made at the end of a week's hard work, and God was pretty tired.

Imperfections, flaws, weaknesses, vulnerability - that's the price we pay for being the last item on the assembly line. No matter which version is right - if you can improve on this prototype, that not even evolution has perfected yet, by means of science - create a sharper original instead of this sloppy copy, this mortal coil - why not?

Ask yourself - what's worth living for? A lot. What's worth dying for, then? Not a lot. So if you had the choice, it wouldn't be that hard, would it? It would be worth killing for, wouldn't it?

Life is a blessing, but death can be a friend - there's always a price to pay. In nature there's neither good or bad, right or wrong - there are consequences.

Not so long ago, a few able scientists were willing to assume the cape of the creator, delve deep into this creational abyss to find the secrets, to stretch the known boundaries, to create life - they could not foresee the consequences...

Hong Kong, China

*Terminating the Red Dragon triad
leader Lee Hong will be nearly
impossible. Hong resides inside an
enormous complex, complete with bar,
restaurant, shop, brothel, helipad, park
and possibly even more. A small army
guards the place...and the Hong Kong police are on his payroll.*

*The only way to get to him would be by instigating a war between the two
large triads Red Dragon and Blue Lotus and then somehow contriving
to remove Hong's police protection.*

Killing Lee Hong will take a detailed plan and a lot of preparation.
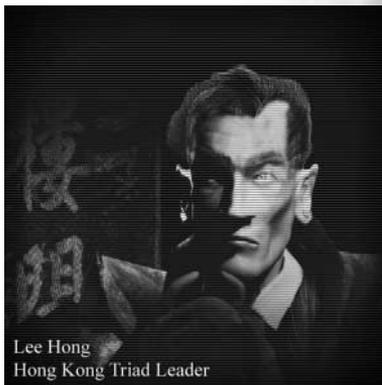
Lee Hong
Hong Kong Triad Leader

*Somewhere in the Colombian rainforest a drug lord is preparing his
next shipment of mortal merchandise. His camp is hidden away in the
jungle and the only road leading in is extremely well guarded. It's
actually impossible to gain access to the camp by road. But there must
be another way in to the camp.*

*Our sparse information about the camp has led us to conclude that it
holds a laboratory, a mansion and an airstrip.*

Pablo Belisario Ochoa
Columbian Druglord

Budapest, Hungary

At the Thermal Bath Hotel in Budapest, a peace summit is being held. All the leaders of the great nations are gathered for the event. The old hotel is swarming with security and press.

Frantz Fuchs
International Terrorist

The Austrian Terrorist Franz Fuchs is planning a hideous attack on the peace summit. He has developed a very dangerous chemical mixture and constructed a bomb with it. Somehow he has managed to get the bomb through security. The bomb is now at the hotel. If we alarm the authorities we will give away our source for this information.

The bomb could easily destroy the large building and leave the world without leadership.

Rotterdam, The Netherlands

At the harbor of Rotterdam the Russian gunrunner Arkadij Jegorov, aka "Boris," is planning his next deal. He's got a secret blueprint of a nuclear weapon and a couple of nuclear warheads. He's about to sell the blueprint to an unscrupulous dictator.

The deal is supposed to go through within the next weeks. In the meantime the gunrunner is dealing arms to the local gangs. The Agency knows that the police have been trying to find him but he is well hidden in the huge harbor area. To search all ships would be impossible. We're thinking of another way of tracing the ship.

Arkadij "Boris" Jegorov
Russian Gunrunner
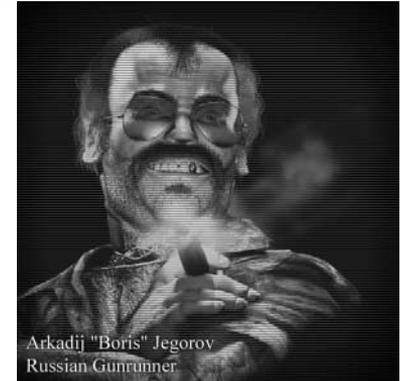
the beginning..

You wake up strapped to a fixation bed in a strange place. You do not wear anything but uncomfortable hospital underwear. With a loud noise, the straps loosen and you can move your limbs. Slowly you sit up. A freezing pain hits you as your bare feet touch the floor. Obey the voice...

NOTE:This description assumes you are using the default Numpad Key Configuration.

Lesson #1: Movement

1.1 Move around the cell using the arrow keys. You can try out the different camera settings by pressing / on the numerical keyboard. When you feel comfortable moving around, walk up the stairs to the next room.

1.2 The action readout (see onscreen display, page 26) should now read "close door." Press action (default: Enter) to close the door. Opening a door is an area-determined action, which means that it is available when you are near an object (in this case the door) on which you can preform an action.

Lesson #2: Dressing

You enter a shower room. On a bench in the far corner is a heap of clothes. In the far back of the room is another door.

2.1 Walk over to the heap and place the mouse pointer over it. The mouse will change to show a small blue box in the corner. Right-click and the text "change clothes" will appear near the mouse pointer. Left-click to pick up the clothes and put them on. You can also just press the action button (Enter). Right-click cancels the context menu.

2.2 Walk out the next door.

Lesson #3: Multiple Actions

You enter a room filled with ladders, platforms, trenches and weird obstacles. This room is designed to train you in moving in a complex scene. This is an obstacle course where you will learn how Hitman can move through complex scenes.

3.1 Move up close to the low brick wall enclosing you. By walking into the wall you should automatically climb the wall.

3.2 Walk over to the ladder. When you are facing the ladder, move forward and you will grab the ladder and climb up to the platform. Walk backwards to climb down.

3.3 Walk to the far end of the platform. By walking into the railing at the far end you will automatically jump to the opposite platform.

3.4 Walk to the ladder going down to the ground and climb down.

3.5 You are standing in front of a trench (a hole in the ground). Move toward the edge to jump down. Notice the slight "losing balance" movement when you reach the edge. This should warn you if you do not want to jump. Walk to the far end of the trench and climb up the ladder. Walk over to the door and go to the next room.

Lesson #4: Using the Elevator

You are back in the corridor, but on the other side of the iron bars. To your right is an elevator.

4.1 Right click on the silver button to the right of the elevator doors. The context menu shows "call elevator." The elevator will arrive shortly after.

4.2 Walk inside the elevator. The camera will cut to a fixed camera in the back ceiling of the elevator pointing out of the doors. The doors close. Right-click on the control panel to the right of the doors. Two choices are available in the context menu: "basement level 3" and "basement level 1." Select "basement level 3" to go down to the next training lesson.

Lesson #5: Weapons Training - Close Combat

The elevator stops and you walk through a corridor into a small room.
There is a figure standing in the middle of the room. It is a human-sized dummy.
Spread out on a table just inside the room is a variety of knives.
This lesson will teach you how to these deadly close-combat, short-range weapons.

5.1 Walk over to the table and pick up one of the knives. Notice that the mouse pointer changes to the "precise" pointer. Put the knife in your pocket (select "--nothing--" from the inventory).

5.2 Select the knife from your inventory and walk over to the dummy in the middle of the room. Left-click to stab the dummy.

5.3 There is a front side and a back side of the dummy. Walk up close to the back side and attack. You now perform a "cut-throat" attack that will kill your enemy instantly and silent.

5.4 Walk back to the table. To the left of the knives is a garrotte, a piano wire with 2 handles attached at each end. It is the most deadly of the silent weapons, but it also requires the most skill to use. Pick it up.

5.5 Now walk to the backside of the dummy. It is colored white. When you want to strangle someone, be sure that you are absolutely silent, because you have to get within breathing distance of your target. Press + to enter Sneak mode.

5.6 Ready your piano wire by pressing the left mouse button and holding it down. When you release the button you will strangle your opponent if you are within range. When you feel comfortable with the use of the close combat weapons, go through the door to the next room.

Lesson #6: Weapons Training - Handguns

You walk through the door with a sign that reads "caution! shooting ranges."
Just inside the door is a table similar to the one in the previous room. On this table is a variety of guns, ranging from 9mm to .44 Magnum.

6.1 Walk over to the crates and pick up a Beretta 92. Notice that the mouse pointer changes to "precise." Also notice that the ammo-readout reads "clip: 15 / total: 15," meaning you have 15 bullets left in the clip and 15 bullets in total.

6.2 On the left table there are magazines with different ammunition. Pick up a 9mm ammo. You will notice that the ammunition is not loaded in the pistol, and the ammo-readout will show "clip: 13 / total: 26" which means that you have 13 bullets left in the clip and 26 bullets in total. Pick up some more clips.

6.3 Walk over to the shooting-range, point at the target and practice some shooting. Notice that when you empty a clip, you have a short delay while reloading a fresh one.

6.4 When you are out of ammo, put the gun in your pocket and walk back to the table. With "--nothing--" selected, pick up the Desert Eagle. This gun is a higher caliber. It uses magnum rounds and is slightly more inaccurate but has great stopping power. Notice the mouse pointer changes to "small spread."

Lesson #7: Weapons Training - Sub-Machine Guns

You enter a room resembling a staged city. Wall pieces with doors and windows make up a small city. On a table near the door is a variety of sub-machine guns.

7.1 Pick up a sub-machine gun and load it up with matching ammunition. Notice that the mouse pointer changes to the sub-machine gun-sight. Pick up extra ammunition.

7.2 Walk into the city. Watch out for targets appearing in doors and windows. Try to practice single shots and controlled bursts of 3-4 rounds. When you are comfortable shooting sub-machine guns, proceed through the elevator to the next room.

Lesson #8: Weapons Training - Rifles

You enter a large shooting range. On your right are several assault rifles and shotguns laid out on a table.

8.1 Pick up the Mossberg Persuader Shotgun. Shotgun shells come in boxes of 12 shots. Pick up some boxes. Notice the loading time is far longer for the shotgun because each shell must be loaded separately. Walk over to shooting range #1 and practice shooting.

8.2 Pick up the Kalashnikov AK-103 assault rifle and load it with one 7.62mm clip. Walk over to range #2, which is 20m. Practice single shots and controlled bursts of 3-4 rounds.

Lesson #9: Weapons Training - Sniper Rifle

Walk to the far end of the room, where you will find the assassin's most lethal weapon, the sniper rifle.

9.1 Pick up some extra ammo. Notice the sniper rifle is loaded with only one bullet. This is because it is a bolt action rifle. The one you will be using here has no clip, hence the long reload time.

9.2 Walk up to range #3 and press Fire. The view will change to Sniper mode. Use the mouse wheel to switch between 3 locked zoom distances.

Credit System

Hitman receives money (or credits) for each assignment completed. But before he receives his reward the Agency has to sneak in a cleaner to make sure there's nothing on the scene that links the hit to the Agency. This includes bribing witnesses and journalists.

As Hitman, the worst thing you can do is kill a policeman. The police are very hard to bribe and you risk that the officer's colleagues will recognize you later.

Making as clean a hit as possible is essential and it is also rewarded with the availability of extra weapons and equipment.

If you get killed, you can pay 3000 credits to continue.

Money rewarded for mission success.

*Money spend on weapons end equipment.*

Unnecessary kills. Civilians and policemen cost a lot to clean up, so stick to your target.

If a messy hit becomes too expensive and you run out of money, you will be removed by the Agency.

Current Credit Status

Controls

Hitman is controlled with a combination of the keyboard and mouse/joystick. The controls are divided into game-action (moving, doing things), selecting inventory (OSD) and dialog.

strafe right — walk backwards

turn right

strafe left

turn left

run — walk forward
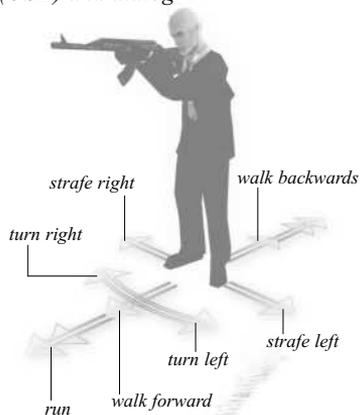
Movement
Hitman can move almost anywhere. He can climb stairs and ladders.

Sneaking
When Hitman sneaks, enemies cannot hear him.

Leaning
Hitman can peek around corners by leaning. Double tab the Lean button to make Hitman take an extra step (good for shooting around corners)

Shooting
When Hitman is holding a weapon, the mouse cursor changes to a crosshair of some sort (varying with the weapon). You can now point the crosshair at the target you want to shoot at.

Strangulation
Selecting the garotte (piano wire) makes Hitman a silent killer. Sneak up behind your victim, and press and hold Fire to ready the piano wire. Release to strangle.

Dragging Bodies
When you have killed a bad guy, you must get rid of his body. Other guards will start searching for a killer if they find a body, so hide it well. Right-click on the body to bring up the mouse menu. Select "drag body." When he is dragging bodies, Hitman is very vulnerable so make the killing close to the hiding place.

Changing Clothes
Hitman can take his victim's clothes or he can find clothes on the scene. When he has changed clothes, alarmed guards will only recognize him if he walks up close to them and stays there for a little while.

Sniper Mode
Selecting a sniper rifle forces the game into 1st person mode where you look through the scope. Use the mouse wheel to zoom. The same goes for the binoculars.

Default Configuration
Other settings are available on the Key Configuration screen. You can set Camera mode from a drop-down list with the choices: free, fixed-free and fixed locked.

Action	Numpad	WASD
Fire	*Left Mouse Button*	
Change Fire Mode	*End*	*Tab*
Reload Weapon	*Home*	*1*
Next Weapon/Item	*Pg Down*	*G*
Prev. Weapon/Items	*Pg Up*	*T*
Drop Selected Items	*-*	*F*
Conceal Weapon	*Ins*	*R*
Pointer Menu	*Rgt Mouse*	
Cancel Pointer Menu	*Rgt Mouse*	
Perform Action	*Enter*	*Space*
Walk	*Num 5*	*S*
Run	*Num 8*	*W*
Turn Left	*Num 4*	*A*
Turn Right	*Num 6*	*D*
Sidestep Left	*Num 1*	*Z*
Sidestep Right	*Num 3*	*C*
Walk Backward	*Num 2*	*X*
Lean Left	*Num 7*	*Q*
Lean Right	*Num 9*	*E*
Lean Extra Far	*Double tab the Lean button and hold it*	
Sneak Mode	*+*	*4*
Camera Mode	*/*	*3*
Equip Binoculars	***	*2*
Zoom Binoculars	*Pg Up/Pg Down or Mousewheel*	
Cancel Binoculars	*Rgt Mouse*	
Map	*M*	
Option Screen	*Esc*	
Mission Status	*F2*	
Ingame Laptop	*F1*	

Printable versions of the keyboard layouts are stored in the directory where you installed Hitman: Codename 47.

Main Screen

Start Game: *Takes you to the New Game screen, where you can enter a player name, continue a game or start a new one.*

Options: *Brings up a screen from which you can adjust video settings, sound and music volume, etc. These are detailed below.*

Quit Game: *Returns to Windows.*

New Game Screen

New: *Creates a new player. You are asked to enter a name. Select this name later if you want to continue a game.*

Delete: *Deletes a player.*

Cancel: *Returns to the Main Screen.*

OK: *Starts a game using the selected player.*

Option Screen

This screen can be reached from the Main screen and from any laptop by pressing the Options button.

Sound & Music: *Brings you to the Controls screen.*

Graphics: *Video card and visual settings.*

Mouse & Keyboard: *Mouse and keyboard configurations.*

Exit to Main: *Brings you back to the Main screen. This option is only available if you access the options during gameplay.*

OK: *Returns to the previous screen.*
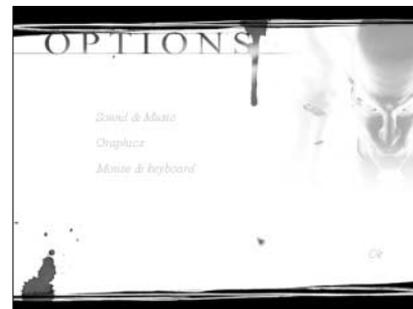
Sound & Music Options

Sound Effects Volume: *Sets the volume of sound effects. Turn it down to switch sound effects off.*

Music Volume: *Sets the volume of the music. Turn it down to switch music off*

Speech Volume: *Sets the volume of the ingame speech.*

Enable Speech: *Turns off spoken dialogs. Use this if the game runs poorly during dialogs.*
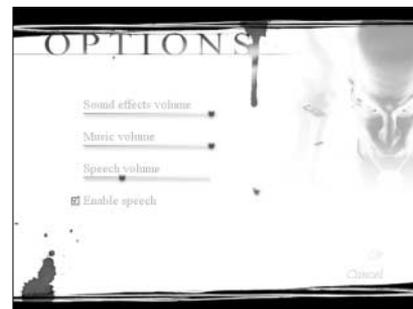
Graphics Options

Display Driver: *Choose between OpenGL/Direct3D and Glide (3dfx Voodoo specific API). Note that changing between Display drivers may impact performance and you might experience display glitches on some video cards.*

Resolution: *Sets the ingame resolution.*

ColorDepth: *Sets the amount of colors used. This setting impacts the 3d depth buffer (Z-Buffer).*

Shadows: *Sets the number of realtime calculated shadows used in the game.*

Texture/Palette Compression: *Sets the method by which textures are stored. Palette textures look nicer but take up more space on the video card. Your video card must support DXT to use Texture Compression.*
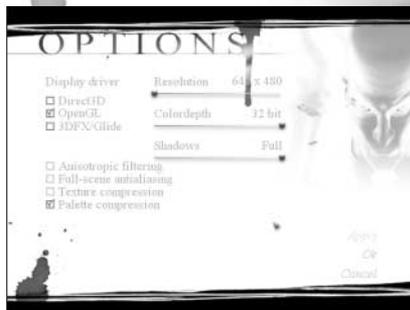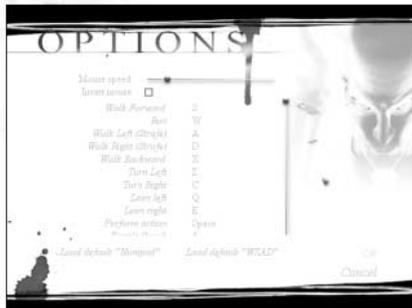
Anisotropic Filtering: *Affects MIP mapping. We recommend leaving it at its default setting.*

Full Scene AntiAliasing: *Smoothes the look of the screen. Your video hardware must support this feature in order for you to use it.*

Mouse & Keyboard Options

Mouse Speed: *Adjusts the speed of the mouse.*

Invert Mouse: *Inverts the mouse in the vertical direction, when using the mouse camera.*

Default Numpad: *Uses default key combination on the numpad.*

Default WASD: *Uses default key combination around w,a,s & d keys.*

Laptop Computer Screen

Hitman uses a laptop computer to communicate with the Agency that gives him assignments. The laptop is used before, during and after a mission. Basic functions are presented as buttons on the frame of the laptop. They are always present.

Credits: *Hitman's bank account is a measurement for his success. A less messier hit will cost less to clean up thus leaving more money (and maybe even extra weapons/equipment) for Hitman.*

Screen Buttons: *These buttons act as regular Windows buttons. OK always proceeds to the next screen (if there is one).*

Options: *Pressing this button brings you to the Options Screen (also available from the Main Screen).*

Credits   Option Screen   Exit   Screen Buttons

Exit: *Pressing this button shuts off the power from the laptop, bringing Hitman back to the game (if he uses the laptop in-game). If the Exit button (Esc) is pressed during the mission briefing the mission starts immediately. If you are restarting a level, pressing the Exit button will start the game with the same settings as last time you played.*

Assignment Briefing

Before each assignment, Hitman is contacted by the Agency and shown the details about the next job. The assignment briefing is a short and precise description of the objectives. The briefing is presented in 4 screens. You can press the arrows up/down on these screens to scroll the text.

1. Agency Message
A brief message from the Agency's controlling officer providing broad information on the upcoming assignment.

2. Mission
*Explanation of the upcoming assignment.
Press More Info to get a more thorough
explanation.*

3. Target
*Information on the person you have to
assassinate. Press More Info to get detailed
background information on the subject. In
most cases the Agency even provides video
footage of the target. (press View Footage).*

4. Location
*A map of the location is presented
to you. Study it carefully.
Press Pan to go into Pan
mode. Press Zoom to go into
Zoom mode. On some levels
the map is divided into several layers.
Click on the map titles to switch
between them.*

*The Green circle is Hitman's position
and direction. The Blue circle is
the place Hitman will be picked up
after the hit.*

*Various other icons may be presented
on the map. If Hitman receives a hint
of a location during a mission it will
also be visible on the map as an icon.*

Pan   Zoom

Maps

Rendezvous Point   Hitman

5. Equipment
*Now it's time to consider what hardware you want to bring to the scene.
To buy an item, left-click in the circle in front of the name. If you change your mind
just left-click again. For a more detailed view of the item, left-click on the name.
Weapons that require extra ammunition are displayed with a number to their right.
Click on the + and - to add or subtract ammunition. Ammunition is added in clips.*

*Hitman can only carry one large weapon (rifles and machine guns) and one sub-
machine gun (SMG), or 2 SMGs (one in hand and one in the jacket). If you select
two rifles, the first selected will become unselected. The selection of weapons
varies, due to the fact that in some areas it is hard to get untraceable weapons.
And some of the weapons are generally hard to come by, if you don't want the FBI
on your back.*

When you are all set press OK to begin.

Item Name

Buy Item

Ammo

Ammo Price

Details

Examine Item

Ammo Type

Ingame Laptop (F1)

Map (m): *The map shows Hitman's current position. Controls are the same as for the location screen in the briefing.*

Equipment: *Shows a list of all items Hitman is carrying. You can check them out in detail by clicking the info icon.*

Mission Status (F2): *Shows the status of the mission. Check this list to see if you have done everything right before exiting the mission (rendezvous point).*

Back: *Back to the game.*

Post Briefing

This screen is essentially a calculation of how well the job went. Expenses such as clean up and bribes are deducted from the reward. If you end up having negative credit (you are in debt to the Agency) your assignment fails, and the Agency will have you removed.You can read more about this under the Credit system chapter.

Onscreen Display (OSD)

The Onscreen display consists of a number of small displays:

Items Display

The Items Display shows the currently selected possessed item (guns/keys/bombs and so on). Left-clicking will activate the item/weapon.

When you activate the Inventory List (default mouse wheel up/down), the Items display shows a listing of the items/weapons in your possession. Use the mouse wheel to roll up and down to highlight the items/weapons. Left-clicking will select the item/weapon. Selecting Nothing will conceal small arms.

Health
Displays the amount of health Hitman has. Every time Hitman is hit by a bullet or a knife a wound is inflicted. When the health display reaches zero Hitman dies. 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.

Armor
Shows the state of the Kevlar vest Hitman is wearing. You can find additional Kevlar vests on some of the locations, but it is generally a good thing to buy before heavy missions.

Compass
Shows the direction Hitman is facing.

Action Display

Action Display

The action display is green and displays the default action. The action is instigated by pressing the Action key (default Enter). The action display is context controlled which means that it will change according to where Hitman is. If for example Hitman is close to an elevator the action display will read "Call Elevator." If Hitman is close to a door the action display will read "Open Door." Pressing the Action key will open the door or call the elevator.

Warning Display

The Warning display is red and displays warnings about things happening during the mission. Whenever a guard finds a dead body you will receive a warning. The warning display will also tell if your cover has been blown (if you have changed clothes).

Information Display

The Information display is blue and informs you every time something relevant happens during the mission.

Mouse Pointer

In the center (most of the time) of the screen is the mouse pointer. The mouse pointer changes according to the weapon or item Hitman is using.

No Weapon	No weapons selected
Precision	Pistols, knives & sniper rifles
Automatic	Sub-machine guns, rifles & large handguns
Blast	Shotguns & non-accurate weapons

Mouse Menu
When the mouse points at something that can be manipulated, a small blue square is present next to the pointer icon. Right-click to bring on the menu and use the mouse wheel (prev/next item if you don't have a wheel mouse) to highlight a choice.

Mouse menu choices

Pick up item: *Hitman picks up the item and puts in it his inventory.*

Change clothes: *If you have killed an enemy you can take his clothes and impersonate him to get to restricted areas unnoticed. Sometimes clothes are lying around, so you don't have to harm anyone (which makes for a cleaner kill).*

Drag: *Hitman drags the body of an enemy. This can be used to hide bodies in order to sneak in on your target.*

Close Combat

Close-combat weapons are small, lightweight, silent, and easily concealed. Their drawbacks are the fact that they are the most difficult ones to use because you need to get within arm's reach of the enemy. Sneaking is necessary to succeed with this type of weapon.

Handguns

Pistols and revolvers are small, relatively lightweight and easily concealed. You can kill at a greater distance than the close-combat weapons but the weapon makes a lot of noise unless it is silenced. Another great thing about the guns is that you can shoot two at a time if you happen to be trapped in a fierce firefight. You can carry up to 6 pistols concealed at a time.

Sub-Machine guns (SMG)

Sub-machine guns are medium-sized, concealed weapons. Their size prevents you from carrying more than 2 concealed at a time. They fire a lot more bullets that any of the other weapons (except the minigun), but they are not as precise.

The high rate of fire can be a drawback if you do not carry enough ammunition.

Rifles

Rifles are large weapons that shoots precisely on medium ranges. They are heavy and cannot be concealed. Assault rifles are fully automatic if you keep the Fire button pressed.
Shotguns have a much lower rate of fire and a short range but they are absolutely devastating at close range.
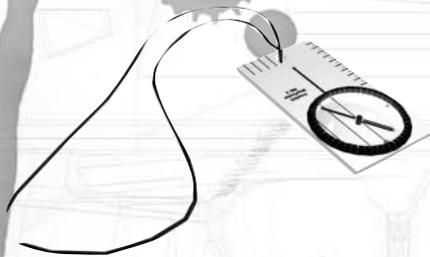
Sniper Rifles

The sniper rifle is the most accurate and dangerous weapon. Drawbacks are slow reload time and the inability to use it at close range.

Compass

A handy thing to bring along. Lets you know which direction you're facing.

Binoculars

Lets you spy on persons from a distance.

Kevlar Vest

Makes the first couple of hits (to the torso that is) easier to survive.

Special Items

The Agency will provide you with a range of special items like car bombs and tracking devices for use on certain missions.

IO INTERACTIVE

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	Centroid - Motion Capture
	MoCap Copenhagen - Motion Capture

Open Source Software

Hitman – Codename 47 was built using and including several Open Source products. We hereby would like to gratefully acknowledge the work contributed by the Open Source community, which has provided these indispensable tools.

Products included in this game:

Expat XML Parser Toolkit *(www.expat.org) released under the Mozilla Public Licence v1.1 – www.mozilla.org/mpl/mpl-1.1.html*

Freetype Font Engine *(www.freetype.org/) released under its own GPL-like license – www.freetype.org/license.txt*

Products used in the production of the game

Redhat Linux 6.2 - *www.redhat.com, www.linux.org*

Zope web application server - *www.zope.org*

Bugzilla bug tracking system - *www.mozilla.org/bugs*

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