



Hitman: Contracts

PC, Playstation 2, X-Box

Developer: **IO Interactive A/S**

Publisher: **Eidos**

Rated: **"M" for Mature**

Strategy Guide & Walkthrough

written by [JPaterson](#)

INTRODUCTION

Death is his business, and business is good.

Agent 47 returns for his third outing in *Hitman: Contracts*.

As the game opens, Agent 47 stumbles into his apartment, bleeding to death. As he lies on his deathbed, he reminisces about past missions he's done, people he's killed, places he's visited. The game takes place as a series of flashbacks, without ever leaving 47's apartment. The beginning half of the game takes place in various locales, while the second half contains remade missions from the first Hitman game, which are some of your "best" missions to remember.

To complete the game, the Hitman must use stealth. This strategy guide will cover all the basics of the games, as well as walk you through each mission, telling you how to complete each mission while using the utmost of stealth, which will result in you achieving the coveted Silent Assassin rating.

In order to install and play *Hitman: Contracts* (PC version), you will need the following system requirements (these are the minimum required):

Operating System	Windows 98SE/2000/XP
Processor	Pentium III 800MHz or Athlon equivalent
RAM	Windows 98SE – 128MB Windows 2000/XP – 256MB
Sound Card	100% DirectX 8 compatible sound card
CD-ROM	4X CD-ROM drive or higher
Video Card	100% DirectX 8.0 compatible 32MB Direct3D card with TnL support
Hard Drive Space	2GB (2000MB)
Input Devices	100% DirectX 8.0 compatible keyboard and mouse

If you would like more information about *Hitman: Contracts*, be sure to check out the official website at <http://www.hitmancontracts.com/>.

CONTROLS

These are the default controls. You can change them to whatever you wish through the game options.

<u>Control</u>	<u>What it does</u>
W	Move forward
S	Move backward
A	Strafe to the left
D	Strafe to the right
E	Perform action (open, pickup, etc.)
Left Mouse Button (LMB)	Fire weapon/zoom in map
Right Mouse Button (RMB)	Open inventory/zoom out map/close sniper scope
G	Drop weapon/item
Q	Draw/holster weapon
M	Bring up map
Left CTRL	Crouch/Sneak
Left SHIFT	Hold to run
Spacebar Toggle	Crouch/Sneak
Caps Lock	Press to run all the time
R	Reload weapon
B	Bring up mission briefing
Z	Lean to the left
C	Lean to the right
Mouse Wheel	Zoom in/out, Scroll up/down, Scroll maps
F1	Toggle 1st/3rd person perspective
F12	Take screenshot
ESC	Bring up options menu/pause game
1	Equip melee weapon (knife, etc.)
2	Equip Pistol
3	Equip Submachine gun
4	Equip Rifle
5	Equip Binoculars
6	Equip Night Vision Goggles
7	Equip Lockpick

MISSION 1 - ASYLUM AFTERMATH

Escape from the sanitarium

SWAT

Watch out for the SWAT police. Their gear includes body armour, high caliber weapons and GPS trackers that enable SWAT-Command to track each SWAT member.

Sanitarium Personnel

Remember that the sanitarium personnel are still looking for you. They use stunguns, so take them down from a distance.

Map

Check your map for points of interest (yellow exclamation marks).

No further details – you are on your own.

As the mission begins, you are standing in a large white room, with a dead man and the red Hitman logo plastered on the floor. Walk to the dead man and search his corpse by pressing the action key, and you will be able to retrieve the *Car Key*. Walk through the only door.

You are in a small room with three dead clones. They each have weapons and some ammo. There is nothing of interest in this room, so go through the next door.

You will be in a hallway that gently curves to the right. There are several clones littered throughout this hallway, each with weapons and ammo. Make your way around the circumference of the hall, and you will spot a door. Go through it.

If you finished the original *Hitman: Codename 47*, you'll recognize this room; it's the laser machine that scanned the barcode on the back of the clone's heads. There are three doors in this room. The door to your right is locked and cannot be opened. The open door to your left leads to a gate that's locked, and a small metal door. Go through the metal door.

You'll be in a room with a metal catwalk. There is a patient wandering around, but you don't have to worry about him, or any of the other patients. Walk forward into the room, onto the catwalk, and follow it to the right, to another door. Walk through it.

This room is pretty pointless. There are a few clone corpses and some patients. The clones have weapons, but you won't need them. Run down the short hall to the door at the far end and go through.

Immediately after entering this room, look to your left to spot another door. Inside this door, you will be in a small hallway with three paths. Which door should we choose? The door on the right has a disturbed patient hacking another patient with a knife. Don't bother going in there, unless you want to see the slashing. The door on the left leads to a small operating room that has several *Syringes* laying on a table. Grab them if you want, then go through the door that was in the middle of the hall.

In the next room, you'll be facing a gate with a door to your left. The gate is pointless, so go through the door on the left to wind up in a long hall with a full-length mirror. The hall zigs to the left then zags to the right, and you'll come to a single door in the middle, at the very end of the hall. Go through it.

You're now in a fairly big room. Don't go to the door at the bottom of the stairs; it's locked and there's no way to open it. Instead, go through the only other door, which is almost directly across and to the right from where you entered.

You will be in a long hall. Ignore the door on your right. Run down the hall. The door at the direct end of the hall is locked, but you can pick the lock. Don't bother, though, because there is nothing there but several small rooms with nothing to pick up, not even ammo. You want the door to the right of that one. If you're not sure which door it is, look through the window, and you'll spot another clone's corpse. About this time, you should see a cutscene of SWAT members about to storm the sanitarium.

In this room, there are three lockers; two to the right, one to the left. The right ones hold nothing, but the left one holds some ammo. You can also grab a weapon and some ammo off the table. Head to the gate, and go through it. You'll now want to take the only exit available to you, the elevator. Inside the elevator, head to the second floor.

When you get off, you'll see a collection of corpses, as well as a dead SWAT member. Approach the SWAT member and change into his clothes. You can grab the *Spas-12 Shotgun* if you want; disguised as a SWAT, you won't arouse suspicion. Do a 180° turn, walk forward a little, and face the door with the green picture of a staircase. This is the route to your exit.

From this point on, it is important that you WALK whenever you are near other SWAT members. If you run, there is a good chance one of them will notice you, suspect you, check you out, and open fire on you. As your mother always said, it's better to be safe than sorry.

You are now in an operating theater, of sorts. Depending on how fast you've been moving since seeing the SWAT cutscene, a group of them may burst in through the left door, and start shooting at some patients on the upper level. Ignore the gunplay, and run directly across from where you entered to the next door. There is a camera here to help you distinguish which door to go through.

You will be in a large foray with stairs heading up and down. Don't go up. Have you ever seen a horror movie? You never go up! Take either the left or right staircase. At the bottom, you will see some SWAT guarding the corridor. If you walk slow enough, you will be able to get by them. Do so, and go through the wooden door to the right.

In this room, which is the reception area, you will be behind a metal barrier. Go through the next wooden door. There is a SWAT here who will patrol back and forth. Walk by him slowly, through the door, and you'll finally be outside.

Walk down the stairs, and head to your right. Behind the SWAT who are near the staircase, you will see a black car being guarded by yet another SWAT. Wait for the SWAT member to walk to the passenger side of the car, then walk up to the driver's door and choose the "Escape" action. You will get in the car. The Hitman accelerates, and crashes through the gate of the sanitarium.

Congratulations, you've just beat the first mission. With your Silent Assassin rating, you have unlocked the *CZ2000 Dual*.

CHEAT CODES

In order to use these cheat codes, you must edit a game initializing file. Editing game files can result in crashes, unpredictable play, or rendering your game useless, so be sure to backup the file before proceeding. I, the author of this guide, nor the website that hosts it, Cheat Happens, will be responsible for anything that happens to your game and/or computer as a result of editing initialization or configuration files.

Browse to the directory where you installed the game, and open the file "hitmancontracts.ini". Use a text program, like NotePad or WordPad. Scroll to the end of the file, and add the following lines at the bottom:

```
EnableCheats 1  
EnableConsole 1
```

When you start the game, you will now be able to use cheats. To use these cheats, press the tilde key (~) to bring up the console, type one of them, press [Enter], then close the console with the tilde key (~) again. You may also press **SHIFT + ESC** to display the full cheats menu (including commands that aren't cheats), which will allow you to cycle through them by pressing UP and DOWN.

Cheat	What it does
god 1	God mode on
god 0	God mode off
invisible	Become invisible (enemies won't see you)
giveall	Gives all weapons, equipment, and ammo
give some	Gives you most of the weapons and all ammo
end level	Complete level
infammo	Unlimited ammunition for all weapons

CREDITS

Strategy Guide written by JPaterson.

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