HITMAN

BLOOD MONEY

MATURE 17+	
M	
CONTENT RATED BY **ESRB**	

Io-Interactive

eidos

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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, including games played on the PlayStation 2 console, 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 symptoms 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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.
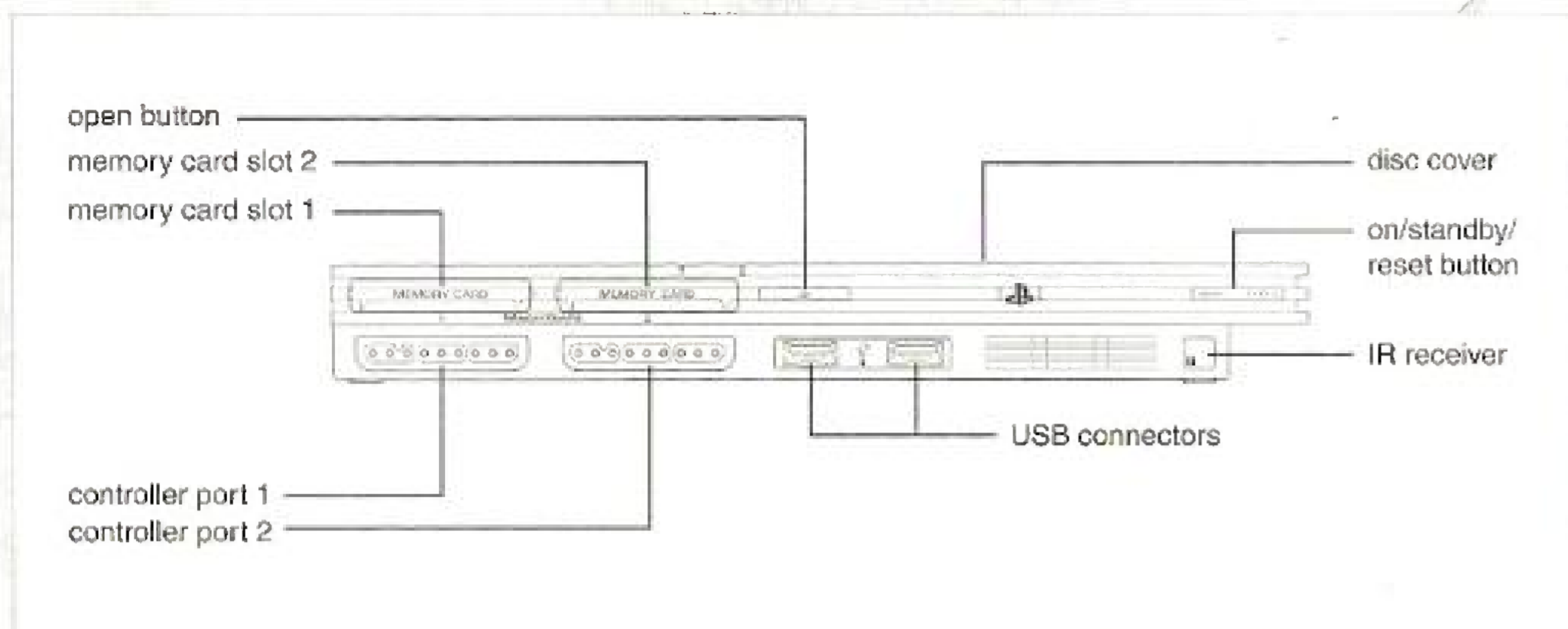
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

GETTING STARTED

open button
memory card slot 2
memory card slot 1

disc cover

on/standby/
reset button

IR receiver

USB connectors

controller port 1
controller port 2

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the HITMAN BLOOD MONEY™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 before powering on the system. At least 2200KB of free space on the memory card is required to save game data.

This game supports saving and loading of game data in MEMORY CARD slot 1 only. You can load saved game data from the same memory card or from any memory card containing previously saved HITMAN BLOOD MONEY™ games.

CONTROLLER

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button

R2 button
R1 button

directional
buttons

left analog stick
(L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick
(R3 button when pushed down)

△ button
○ button
✕ button
☐ button
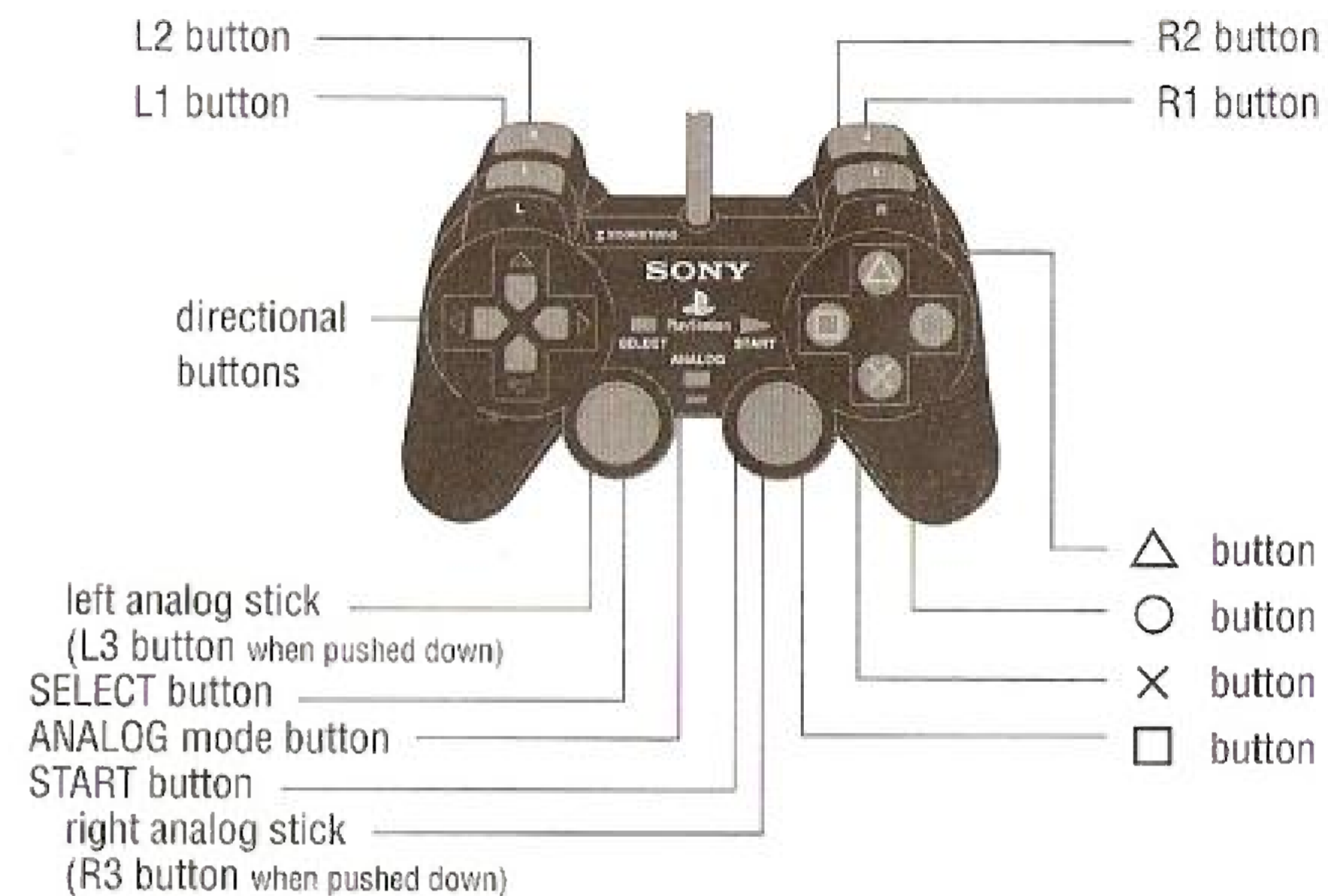
Connect the DUALSHOCK®2 analog controller to controller port 1 before starting play. When the vibration function is On, the controller will vibrate in response to game events. You can reconfigure the controls and toggle the vibration function ON/OFF in Options mode.

Note: All controls used in this manual are the default controls.

CONTROLS of the PROFESSIONAL

BUTTON	ACTION
left analog stick	Move character; Zoom map; Highlight menu options
L3 button (push in, hold and release)	Throw item
right analog stick	Rotate camera; Pan across map
R3 button	Open/Close sniper scope; View Mode switch
directional buttons ↑/↓	Zoom sniper scope/binoculars; Scroll through actions/items; Highlight menu options
directional buttons ←/→	Scroll through maps/inventory
△ button	Drop item; Exit map; Exit legend; Cancel
□ button (tap) (hold/release)	Holster/Unholster weapon Open/Close inventory
○ button (tap) (hold/release)	Pick up item Pick up list
✕ button (tap) (hold)	Carry out action; Confirm View action list
L1 button	Crouch; Sneak
L2 button	Map
R1 button	Fire; Use weapon; Close combat
R2 button	Reload weapon
SELECT button	Objectives
START button	Pause

GETTING INTO the GAME

PROFILE MANAGEMENT

Before embarking on a career as a Hitman, you must first prepare a profile. The profile keeps a record of your progress and preferences, along with weaponry choices, funds and other equipment and items you acquire.

From the PROFILE MANAGER screen, choose CREATE PROFILE and enter a name for the profile. If you have a previously created profile, you can select this to resume the career. You can also delete profiles you no longer want.

DIFFICULTY

Once you've created a profile, you will then choose a difficulty level:

- **ROOKIE** — For the inexperienced, and those new to the world of the assassin. There are no limitations on how many saves you can make while attempting a mission.
- **NORMAL** — Suitable for those comfortable with contract killing. Each mission allows seven saves.
- **EXPERT** — For the practiced and experienced. Only three saves per mission are permitted.
- **PROFESSIONAL** — For the true professional only. No saves are permitted once a mission is in progress.

A MANUAL FOR THE PROFESSIONAL

This manual provides insight into the mind and practices of the professional Hitman. This manual refers to the Hitman as "the professional." It explores the complexities, skills and the intricacies with which "the professional" conducts his craft.

The professional techniques outlined in this manual vary in complexity, and are graded by difficulty to execute using the following ranking system:

HITMAN TECHNIQUES

BASIC ← → ADVANCED

1	2	3	4	5
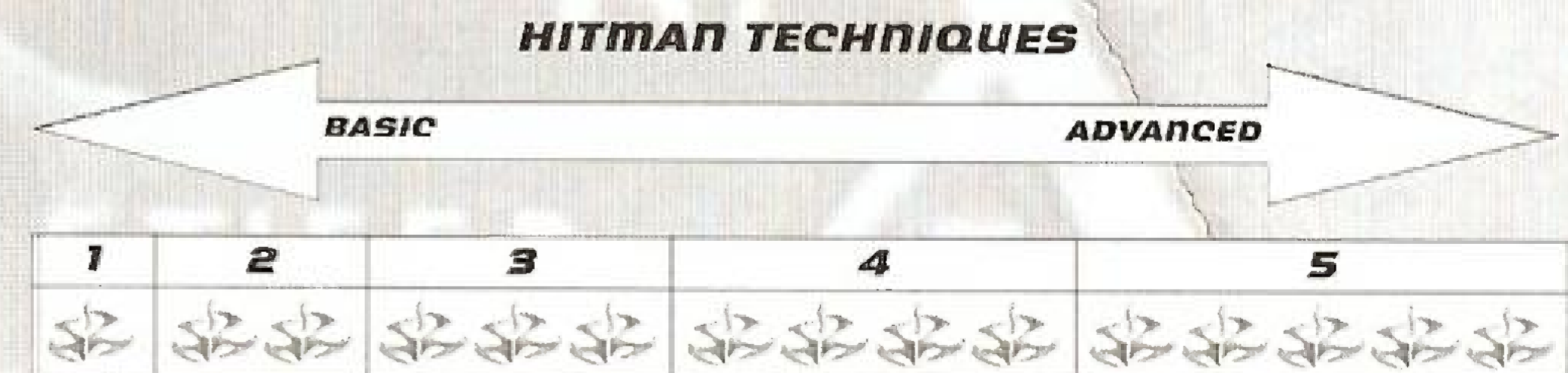
NOTORIETY

ANONYMITY, THE DISGUISE OF THE PROFESSIONAL

Longevity in the profession is dependent on transparency in the world. The professional seeks solace in a world where the only way to carry out this sort of work is with anonymity.

- The professional avoids the blood bath wherever possible, as this attracts the unwanted eyes of the law or multiple witnesses and an audit trail to his door.

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

- When the professional takes civilian lives, the invariable result is taped TV footage and witnesses at the scene of the crime. When this happens, the professional gains notoriety. As notoriety increases, the ease with which the professional can carry out his next contract decreases.

- For further insurance against discovery in areas covered by TV cameras, the professional can make sure to destroy all video-surveillance tapes.

- The professional can assess his successfulness and his notoriety following a contract through the media. If there have been witnesses, the newspaper is his best way of finding out. The professional should look out for newspapers while on location. These may detail previous targets and missions, and may even give a clue to the professional's identity.

UP CLOSE & PERSONAL

CLOSE COMBAT

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

HEAD USE

Use the left analog stick to position yourself in front of the victim, then press the R1 button to head butt your target.

THE PUNCH

While the victim is dazed, use the left analog stick to position yourself in front of your target, then press the R1 button to punch.

DISARMING

Use the left analog stick to position yourself in front of the armed victim, then press the R1 button to disarm the person.

Note: During the struggle, it's possible that the firearm will go off accidentally.

CONCEALING WEAPONS

Whenever possible, the professional carries out his work using tools that can be concealed on his person. He has a number of tools at his disposal that, when concealed, can go undetected in most public areas.
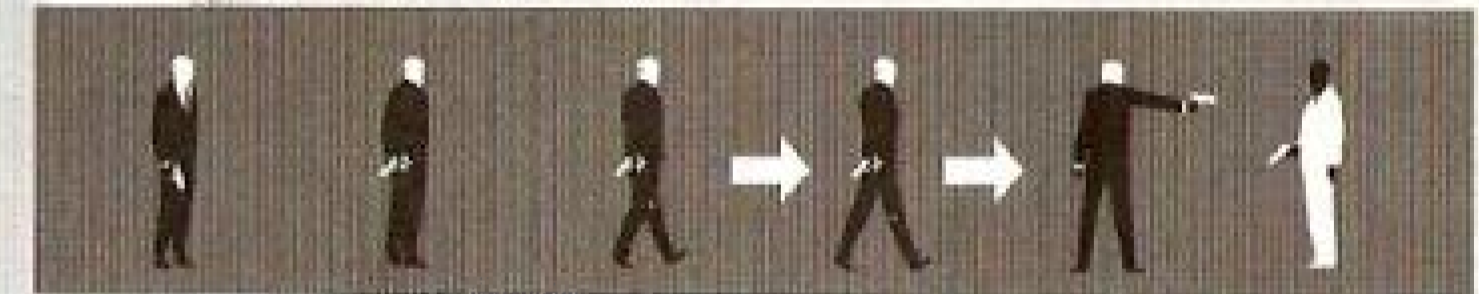
Use the left analog stick to walk toward the mark, hold the ⬤ button to access the inventory and then select a firearm. Press the R1 button to discharge the firearm, then tap the ⬤ button to holster and conceal it.

FIBER WIRE

The fiber wire is the most difficult of your weapons to use but the easiest to conceal. It is also the quietest and most efficient tool to use to avoid raising an alarm.
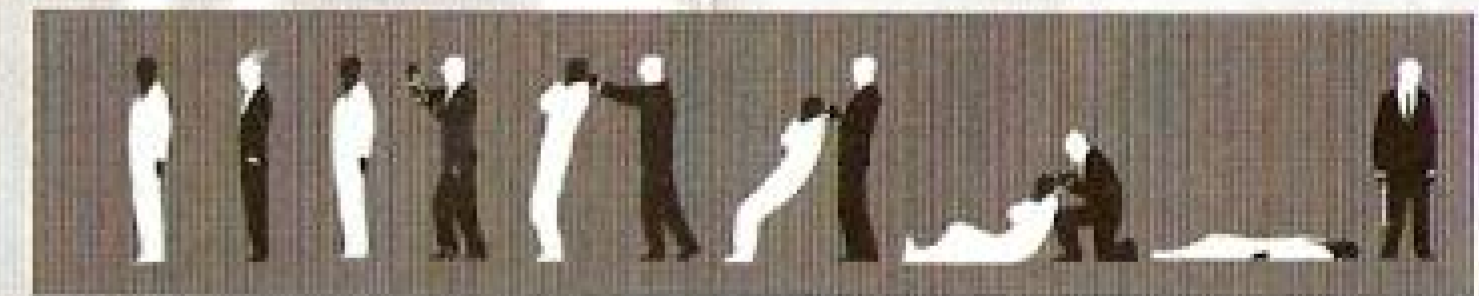
Select the fiber wire from inventory, then press and hold the R1 button to tighten the fiber wire and automatically enter sneak mode. Use the left analog stick to maneuver behind the mark, then release the R1 button to strangle the victim.

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

ELEVATOR

The professional often looks for secluded areas away from TV cameras and civilian witnesses to eliminate a guard or mark. Elevators provide an excellent space in which to do this.

While in an elevator, access the roof hatch by pressing the ⊗ button. Equip the fiber wire from inventory, and then look toward the open hatch. While a victim is visible below, press the ⊗ button to strangle and pull the mark up and out of the elevator.

KNIVES

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

Select the knife from inventory. Press and hold the L1 button to enter sneak mode, and sneak toward the mark. When you're behind the victim, press the R1 button to silently slit the mark's throat.

To throw a knife, use the right analog stick to aim at the victim, press and hold the L3 button, then release the L3 button to kill your mark.
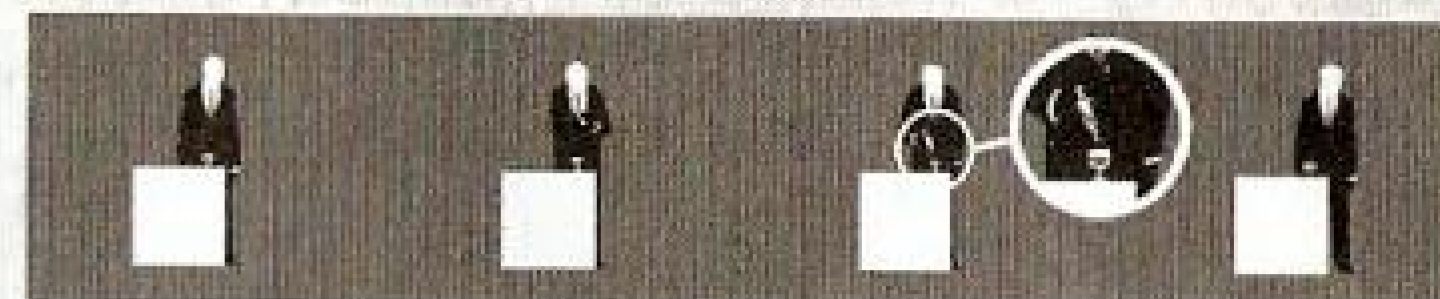
SYRINGES

The professional uses two types of syringes. The sedative syringe (non lethal) is an effective means of sedating guards and civilians obstructing your path. This reduces your notoriety by limiting the amount of civilian casualties. Use the poison syringe (lethal) either to eliminate a mark directly or to administer poison to food and drink, allowing you to terminate the mark from a safe distance.

Select a syringe type from inventory, and then use the L1 button and left analog stick to sneak up behind the victim. Once behind the mark, press the R1 button to inject poison into the victim's neck.

POISON

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

Stand in front of the food or beverage, open the inventory and select the required syringe. Use the right analog stick to aim the crosshair at the food or beverage, and press the R1 button to poison the item.

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

HUMAN SHIELD

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

Equip a firearm from inventory, then approach the victim from behind and press the ⊗ button to grab the mark and use him as a human shield.

Press the R2 button to reload the firearm while holding a human shield.

When out of danger, press the ⊗ button again to knock the human shield unconscious, or press the △ button to push the human shield to the floor once his usefulness is over.

JUMPER

The professional can use the veil of suicide when offered a huge height and a target. Walk up behind the mark.

When you're close enough, press the **R1** button to push the mark over a ledge or railing.
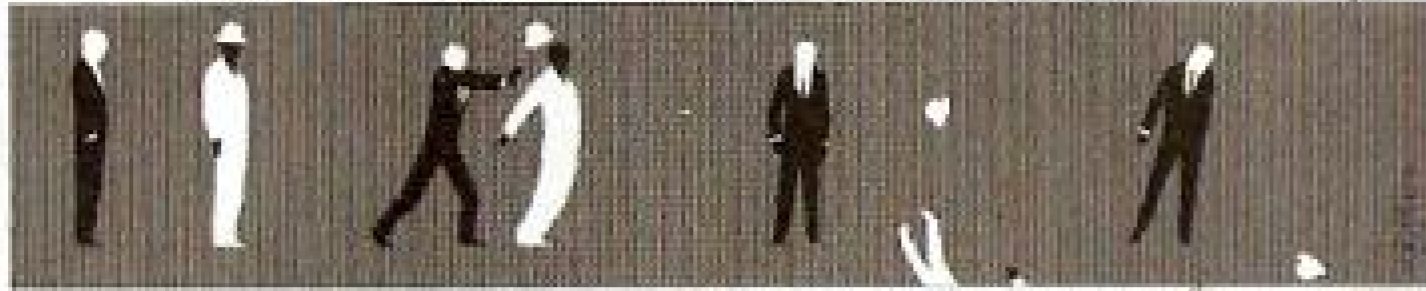
AGILITY

TRAVERSING THE ENVIRONMENT

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

CLIMBING & SCALING

JUMPING WALLS

Using the left analog stick, first approach the wall, then push forward toward it to automatically jump it.

JUMPING BALCONIES
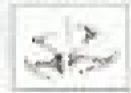
Using the left analog stick, approach the balcony, then push forward toward the edge to automatically jump across it.

CLIMBING THROUGH WINDOWS

Using the left analog stick, approach the open window, then push forward toward it to automatically climb through.

WALKING A LEDGE

Approach the ledge, then push toward it to automatically climb onto it.

CLIMBING DRAIN PIPES

Approach the drainpipe, then push toward it to automatically climb onto it. Push the left analog stick ⬆/⬇ to ascend/descend.
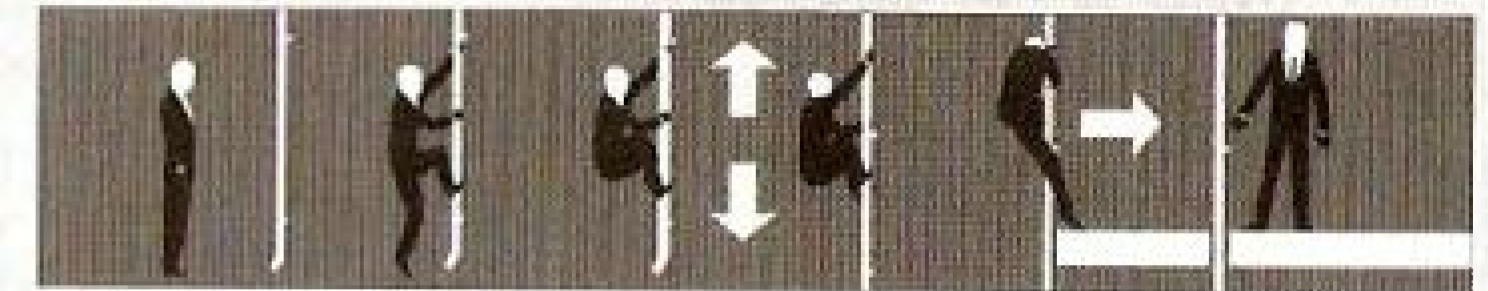
CLIMBING LADDERS

Approach the ladder, then push toward it to automatically climb onto it. Push the left analog stick ⬆/⬇ to ascend/descend.

SUBTERFUGE TECHNIQUES

DISGUISES & CONCEALMENT

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

DISGUISES

The professional seeks anonymity on a contract, acquiring disguises from rooms and changing areas, and opportunistically from the people wearing them.
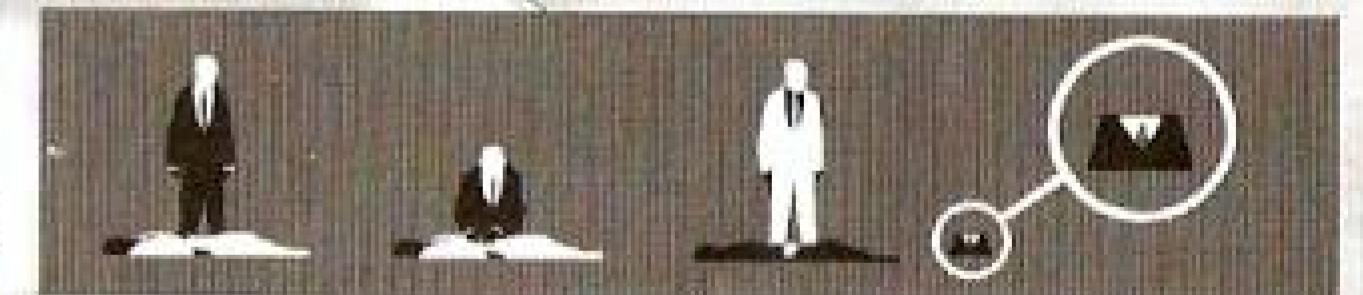
Disguises allow the professional to infiltrate and move undetected through areas of high security. Similarly, when dressed as a worker, the professional carries the tools of that profession and can use them as weapons without raising suspicion. For example, as a workman the professional will carry hammers and nail guns; as a gardener he will carry shears; and so on.

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

CONCEALING BODIES

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

Stand near a dead or unconscious body and press the ⊗ button to begin dragging it. Press the ▲ button to drop the body.

DISPOSING OF BODIES

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

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

INGRESSION

DOORS, LOCKS & SECURITY

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

SURVEILLANCE & COMMUNICATION TECHNIQUES

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

SURVEILLANCE

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

Using the left analog stick, approach the door. Press and hold the L1 button to crouch in front of it, then press the ⊗ button to look through the keyhole. Press the ⊗ button again to exit keyhole view.

COMMUNICATION

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

Walk up to the person and press the ⊗ button to initiate conversation.
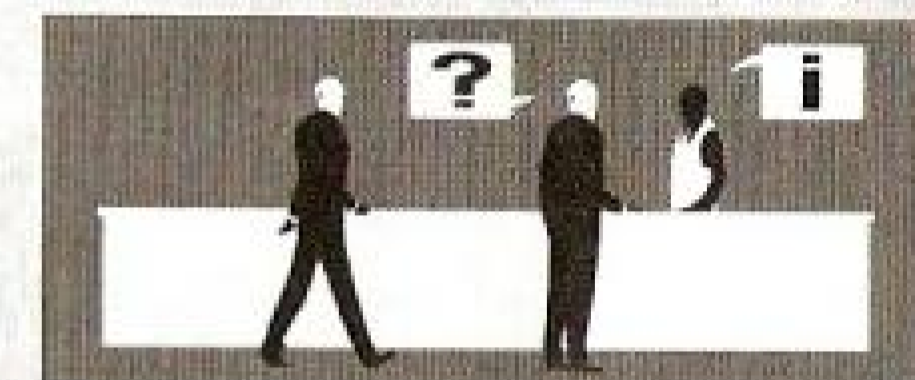
LOCK PICKS

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

Approach a locked door and press the ⊗ button to begin picking the lock.

KEY CARDS & READ/WRITE DEVICES

In areas of high security, the professional requires access key cards to gain access to the mark. You can steal key cards from rooms or security when on a contract.

Approach the locked door and press the ⊗ button to equip the key card and open the door.

BREAKING LOCKS

Things occasionally go wrong on a job and the professional needs to gain quick entry to an area without time to use a lock pick. When faced with no other option, you can gain access by shooting the door lock. (This only works on conventional door locks and not on key card areas.) This is the riskiest solution as the noise of shooting the lock may alert security or result in discovery of a damaged door.

Select a firearm from inventory, walk up to the door, and use the right analog stick to aim the crosshair at the lock. Press the **R1** button to fire and break open the lock.

HIDING IN THE CLOSET

Stand in front of the closet and press the ✕ button to enter it. Press the ✕ button when inside the closet to exit.

DISTRACTION

Using a range of distraction techniques, the professional gains extra time on a contract and access to high security areas.

COINS & THROWN ITEMS

The professional will often throw an item such as a coin into a guarded area to force security to investigate the created distraction. The professional often uses these techniques to lessen civilian and security casualties, or to enable an undetected passage into high security areas.

Select a coin from inventory (or equip another small item to throw) then push in and hold the **L3** button to prepare to throw. Use the right analog stick to aim the crosshair, then release the **L3** button to throw the item.

MANIPULATING LIGHT

The professional can use a firearm to shoot out lights and shut down power junction boxes to plunge an area into darkness, forcing security to investigate. The professional will manipulate light wherever possible to remain anonymous.

Stand in front of the switch or junction box and press the ✕ button to plunge the room or area into darkness. You can also destroy lights. Equip a firearm from inventory, use the right analog stick to aim the crosshair at the light source and press the **R1** button to fire a shot and destroy it.

TOOLS of the TRADE

Tools are the only things in the professional's life that can be truly relied on. The professional studies and masters each of his tools so that he can use the correct application on every contract — guaranteeing anonymity and minimum exposure in the field.

FIREARMS, SITUATIONAL & EQUIPMENT

PISTOLS & HANDGUNS

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

ASSAULT RIFLES

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

SUB-MACHINE GUNS

The sub-machine gun offers the professional a high rate of fire and lightweight maneuverability when in close proximity to the mark. The sub-machine gun is the least subtle choice when on a job and doesn't offer the accuracy or anonymity of a silenced weapon.

SHOTGUNS

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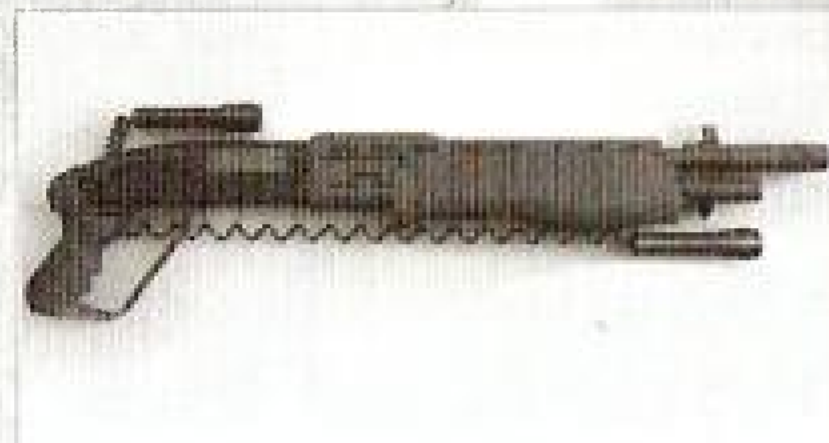
SNIPER RIFLES

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

The sniper rifle is the favorite weapon of the professional and when mastered is the deadliest ally.
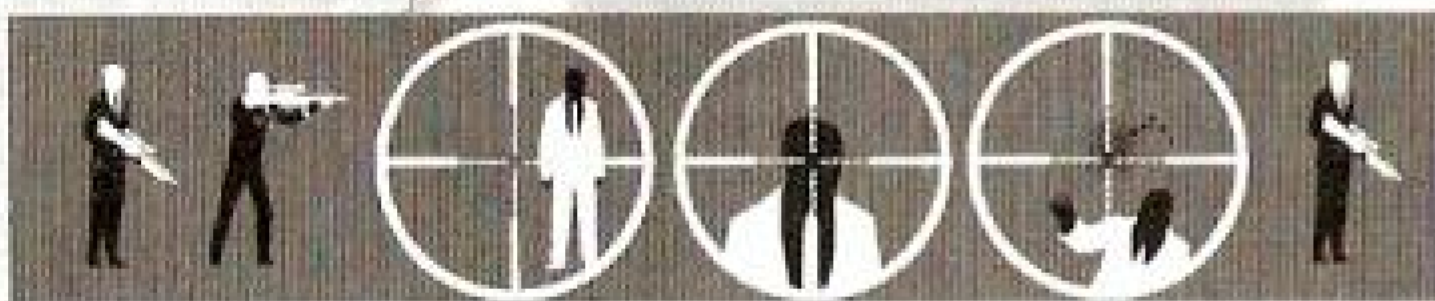
REMOTE BOMBS

The remote bomb is another useful tool which the professional can plant in a mark's room and then detonate from a safe distance.

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

RIGGING BOMBS

An explosive device placed on the fixing point of a chandelier not only eliminates the mark successfully, but is also initially perceived as an accident, ensuring your smooth exit from the scene. There are other ways a professional can choreograph a hit to be perceived as "accidental." See ENVIRONMENTALIST below for an example.
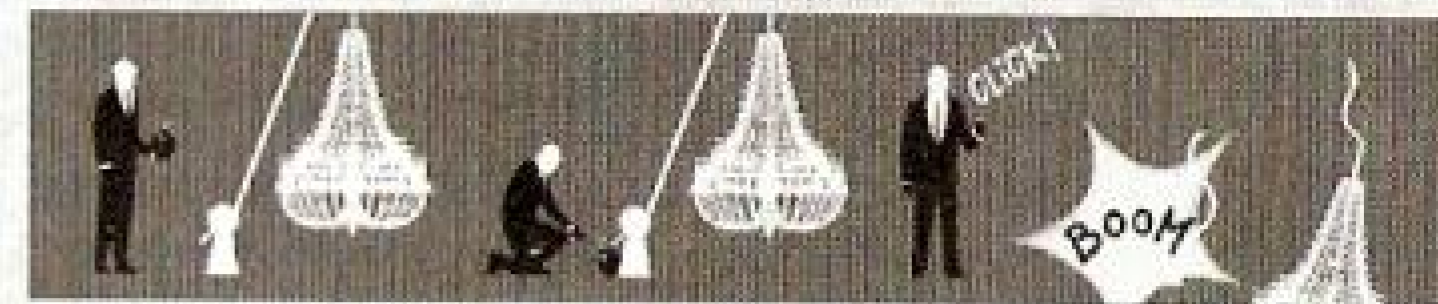
THE FALL

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

ENVIRONMENTALIST

The professional has an eye for ingenious ways of dressing a hit as an accident. For example, when in a kitchen, the professional notices the gas burner and its explosive potential. He weighs every opportunity and makes the hit look like a freak accident whenever possible.

BINOCULARS

The professional's best tool for surveillance work. Binoculars provide an excellent tool for surveying and spying on the mark's behavioral patterns from safe distances.

MISSION BRIEFING

The professional carries the mission briefing throughout the contract so that he can refer to objectives and mark information at will and leave nothing to chance.

MAPS

Detailed maps and intelligence are paramount to the success of a contract. The professional uses maps as his main navigational means. The map's attention to detail ensures that he never gets lost and that detailed intelligence on guards, security and the mark's location are always at his fingertips.

The professional can buy additional info and intel on more complicated jobs to ensure that everything goes smoothly. This additional data is always included on the map.
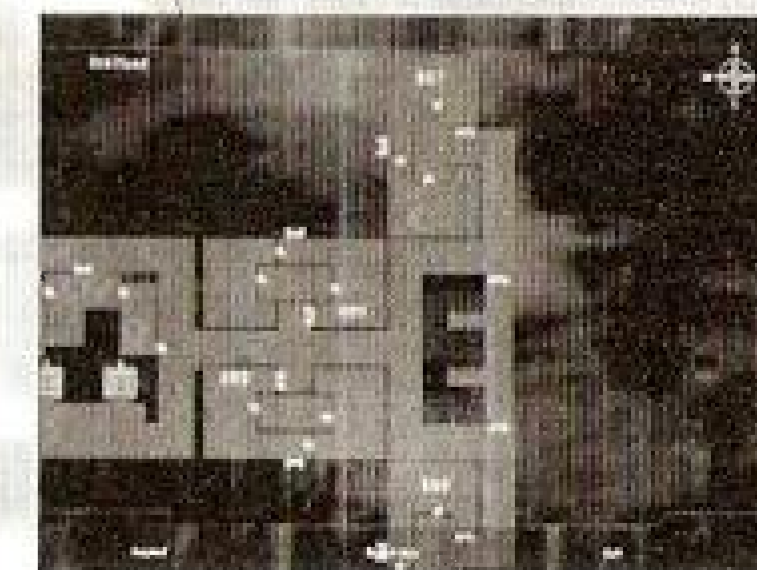
COMPENSATION

PAYMENT

The professional takes payment in unmarked bills, which he can easily transfer to an offshore bank account, avoiding detection. The professional is paid according to risk and the social or political prominence of the mark. The higher the profile and complexity, the higher the price. The professional often receives bonuses for executing a contract quickly, smoothly and without trace. The professional can earn additional cash by retrieving suitcases and money from safes on the scene.

Note: Replaying a mission can earn you more money; however, you will only receive the difference between the initial and new earnings.

SPENDING

The professional leads a frugal existence, preferring not to draw attention to himself with extravagant spending. The professional can choose to spend money on new tools, information and — when required — cleaning services on contracts that went badly with high civilian casualties.

INTELLIGENCE

Before beginning a contract, the professional can choose to purchase information aiding completion of mission objectives and concerning the mission as a whole. He can also purchase target location information (room location, behavior, next expected location) and access information (disguise requirements, location of off-limit areas, key-carded doors, frisk and search points, possible smuggle opportunities). The professional often tries to purchase structural information for the location in question.

PURCHASING AGENCY PICKUPS

The professional can purchase additional items to aid completion of the contract. These are placed and marked on the map as Agency pickups. The Agency may sometimes employ a contact to deliver valuable information.

WEAPONS & TOOLS

The professional often elects to purchase upgrades in the form of specialized weapons. These weapons are always untraceable, so they have to be ordered through a trusted fence before purchase. The professional chooses the highest-quality tools and weapons on the market:

- **ADVANCED LOCK PICKS:** Key card reader/re-router. Allows access to key-carded doors without the relevant key card; requires additional time.

- **ADVANCED BINOCULARS:** Incremental zoom, with better overall vision capabilities and digital distance counter.

- **ADRENALINE:** Restores partial health.

- **KEVLAR VEST:** Allows the professional to absorb some projectile hits.

- **PAINKILLERS:** Provide a small health boost.

CLEANING

The professional, performs all his own cleaning where possible, but occasionally is forced to hire external help if he has had to make an emergency exit when a contract has gone badly. He can take care of non-disposed-of bodies and use bribes to reduce notoriety.

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

RECOVERING SURVEILLANCE TAPES

The professional meticulously plans the contract ahead using information provided in the Agency's mission briefing. From the briefing the professional knows where TV cameras are located, but sometimes under pressure he is forced to perform an unplanned action that may be caught on camera. The professional always (circumstances allowing) carries out his own cleaning on an untidy contract. The professional locates the TV control room and removes all evidence.
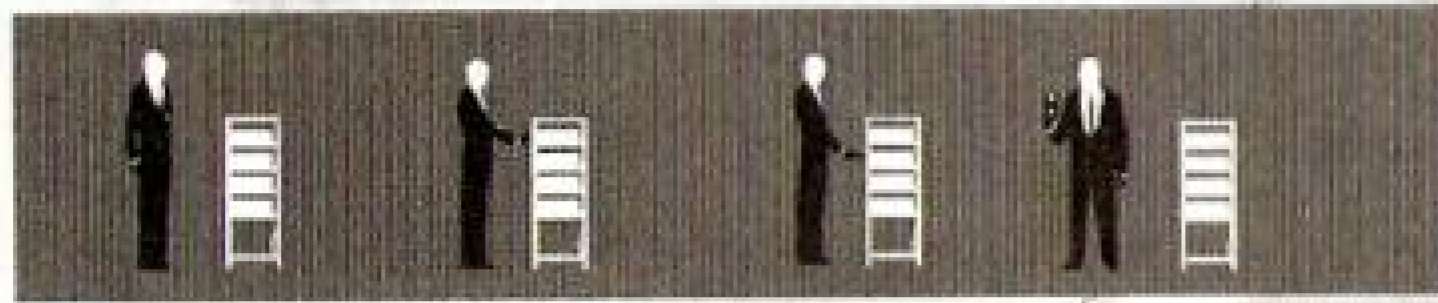
Stand in front of the recording unit and press the ✗ button to remove the tape.

POST MISSION

Once the professional has successfully completed a mission, he will often need to address several expenses. These cover a number of different circumstances, for example the retrieval and replacement of items left at the scene, such as suits and custom weaponry.

It may also happen that potential witnesses have been left at the scene. These can both jeopardize your anonymity and make future contracts that much harder to complete efficiently.

Additionally, the unlawful killing of innocents and law enforcement officials will raise the profile of completed missions. This is also an expense to the professional; the Agency charges him for the killing of innocent civilians and officers in duty. Unnecessary publicity is bad for business and this contributes to the final Damage Control penalty, displayed post mission.

The professional can handle all expenses (both mandatory and optional) upon successful completion of the mission.

GAME CREDITS

IO-INTERACTIVE

Game Director
Rasmus Højengaard

Technical Producer
Martin Amor

Art Director
Tore Blystad

Gameplay Director
Peter Fleckenstein

Producer
Helle Marijnissen

Programmers
Jens Bo Albretsen
Brian Meidell Andersen
Marcell Baranyai
Carsten Brügmann
Zoltán Buzáth
Bo Cordes
Neil Coxhead
Theo Engell-Nielsen
Chris Gilbert
Martin Harring
Morten Heiberg
Michael Holm
Morten Suldrup Larsen
Péter Málnai
Peter Wraae Marino
Sandor Nyako
Stein Nygård
Lars Piester
Mads Osterby Olesen
Rasmus Sigsgaard
Jens Skinnerup
Hakon Steino
Jeroen Wagenaar

Artists
Jacob Andersen
Tobias Biehl
Marek Bogdan
Svend Christensen
Timothy Evison
Peter Fleckenstein
Thor Frølich
David Giraud
Allan Hansen
Bo Heidelberg
Tom Isaksen
Søren B. Jensen
Sascha Jungnickel
Jesper Vorsholt Jørgensen
Rasmus Kjær
Sebastian "Vlad" Lindoff
Oskar Lundqvist
Stephan Nilsson
Mads H. Peitersen
Anders Pedersen
Jesper Kieler Petersen
Alexander Pshenichniy
Birgitte Bay Overgaard
Thomas Storm
Gyorgyi Szakmar

Animators
Barbara Bernád
Frederik Budolph-Larsen
Jens Peter Kurup
Søren Lumholtz
Frederic Poirier
Martin Poulsen
Thomas P Theede

Gameplay Scripters
Jesper Donnis
Jonas Lind
Thomas Løfgren
Jacob Mikkelsen

Sound Designers
Ivan Brandt
Thomas "Tomzen" Dietl
Simon Holm
Michael Ziegler

Engine Programmers
Rune Brinckmeyer
Micky Kelager Christensen
Kasper Engelstoft
Károly Faragó
David Guldbrandsen
Karsten Hvidberg
Michael Bach Jensen
Asger Mangaard
Mircea Marghidanu
Allan Merrild
Morten Mikkelsen
Kasper Høy Nielsen
Martin Pollas
Jon Rocatis
Henning Semler
Gyula "Luppy" Szentirmay
Torsten Kjær Sørensen
Andreas Thomsen

Script Writer
Greg Nagan

Additional Programmers
Peter Andreasen
Jesper Christiansen
Henrik Edwards
Martin Gram
Martin Lütken
Michael Juel Nielsen

Additional Artists
Michael Bing
Alan Cameron Boyle
Morten Bramsen
Miklos Büte
Johan Flod
Henrik Hansen
Mads Prahm
Morten "Mazy" Hedegren
Michael Heilemann
Balázs von Kiss
Peter von Linstow
Roberto Marchesi
Peter Eide Paulsen
Rasmus Poulsen

Additional Animators
Anders Haldin
Gabor Horvath
Craig Kristensen
Martin Madsen
Doron Meir
Simon Sonnichsen
Kim Zoll

Additional Sound Designer
Peter Wendelboe Hansen

Additional Engine Programmers
Thomas Jakobsen
Ulf Johansen
Steffen Toksvig

Additional Script Writer
Morten Iversen

Music
Composed and Produced by Jesper Kyd (Score)
Performed by the Budapest Symphony Orchestra (Score)

QA
Petronela Cimpoesu
Hugh Grimley
Klavs Kofod
Janus Rau
Oliver Winding

Additional QA
Natasza Ashkanani
Christian Egense
Mikkel Havmand
Frederikke Hoff
Uffe Holm
Tatiana Højengaard
Marja Konttinen
Jakob Mygind
Thomas Møller
Kristian Rise
Jakob Rød

Management
Janos Flösser
Morten Borum

Support
Mette Agerbæk
Else Andersen
Michael Andersen
Ulla Andersen
Anni Greve Andersen
Fredrik Ax
Jakob Bondesen
Charlotte Delran
Chris Edgar
Peter Fischer
Cæcilie Heising
Thomas Howalt
Tantiana Højengaard
Niels Jørgensen
Søren Reinhold Jensen
Christoffer Kay

IO-INTERACTIVE (continued)

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

Voice Casting & Direction (US)
KBA Voice Production

Featuring the Voice Talents of
David Andriole
David Bateson
Barbara Bernád
Brian Beacock
Joan M. Bentsen
Michael Benyer
Nicole Black
Scott Bullock
Billy Cross
Christopher Curry
Vinny Curto
Mark Deakins
Christine Dunford
Wayne Duvall

Alfred Fair
Crispin Freeman
Jorge Garcia
Grant George
Jessica Gee
Bob Glouberman
Francois Eric Grodin
Nemi Fadlahllah
Jean Claude Flamant
Thor Frølich
Heather Halley
Danielle Hartnett
Stew Herrera
Tish Hicks
Stephani Hodge
Tray Hooper
Roger L. Jackson
Peter Jessop
Bill Jurney
Barry Gordon Mc. Kenna
Mark Klastorin
Celestino Lancia
Noah Lazarus
Micheal Lindsay
Deborah Marlowe
Jennifer Martin
Don Mathews
Vivienne McKee
Jim Meskinen
Ennis Morris
Bob Neches
Byrne Offutt

Jeremy C. Petreman
Carlos Reig Plaza
Billy Pope
Earth Miller Bernard Reeves
Sam Riegel
Daniel Riordan
Paul Rugg
Sam Sako
Pete Scherer
Karen Strassman
Mathew Stravitz
Miles Stroth
Jim Thornton
Trey Turner
Sal Viscuso
Wade Williams
Laura J.K. Wrang

Voice Recording Studio (US)
Studiopolis

Mocap Actors
Christopher (Jack) Corcoran,
Tina Robinson,
Bo Thomas, Jamie Treacher

Cellist
Helle Sørensen

Additional Artwork
Supplied by Mine Loader
Software Co., Ltd.

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Commercial Director
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Company Secretary
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Head of European Publishing
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Development Drirector
Darren Barnett

Executive Producer
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Assistant Producer
Adam Lay

Creative Development Director
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Head of Global Brand
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Brand Manager
Kathryn Clements

Head of Support Services
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Senior Localisation Manager
Monica Dalla Valle

Localisation Manager
Alex Bush

Creative Manager
Quinton Luck

Senior Designer
Jodie Brock

QA Manager
Marc Titheridge

QA Supervisor – Functionality
John Ree

QA Lead Technicians
David Haddon
Germaine Mendes
Shams Wahid

QA Technicians
Richard Acherki
Steve Addis
Linus Dominique
Allen Elliott
Steve Inman
Carl Perrin
William Wan

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**CEO & President,
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Marketing Specialist**
Ilana Budanitsky

**Channel Marketing
Project Manager**
Diane Eng

**Channel Marketing
Coordinator**
Rafal Dudziec

**Director of Marketing
Communications**
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**Creative Services
Project Manager**
Eileen Buenviaje

Media Specialist
Micheal Tran

Graphic Designer
James Song

Web Producer
Roderick Van Gelder

Web Designer
John Lerma

Operations Manager
Gregory Wu

Senior External Producer
Nick Goldsworthy

Associate Project Manager
Clayton Palma

QA/CS Manager
Mark Cartwright

Senior QA Technician
Stephen Cavoretto

Assistant Lead QA Technician
Richard Hartzell

Quality Assurance
Katie Bieringer,
Richard Campbell,
Nicholas Cooprider,
Ergin Dervisoglu,
Wil Dimas, Kip Ernst,
Stephanie Greer, John Hayes,
Mackenzie Hume,
Nick Jacobson,
Jason Johnson,
Aaron Keillor, Erik Kennedy,
Chester Lee, Jeff Lowe,
Joshua Pfeiffer

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Published by Conrad Music, A Division
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"White Noise" performed by The Vacation.
Written by Ben Tegal & Steve Tegal. Produced
by Tony Hoffer. Published by Chrysalis
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Taken from the album *Band From World War Zero*

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

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

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

Franz Schubert (1797): "AveMaria." The work is
in the Public Domain.

Artists: Daniel Perrett, Soprano. Praxedis Rütti,
Soprano. From the album Tudor4 7029
Ave maria. Zürcher Sängerknaben. Conductor:
Alphons von Aarburg. © 1995 Tudor Recording AG,
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"Slasher" Music and lyrics: Bo Heidelberg
& Kim G. Hansen Performed by Institute
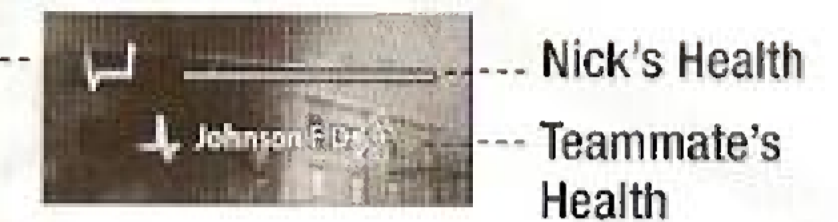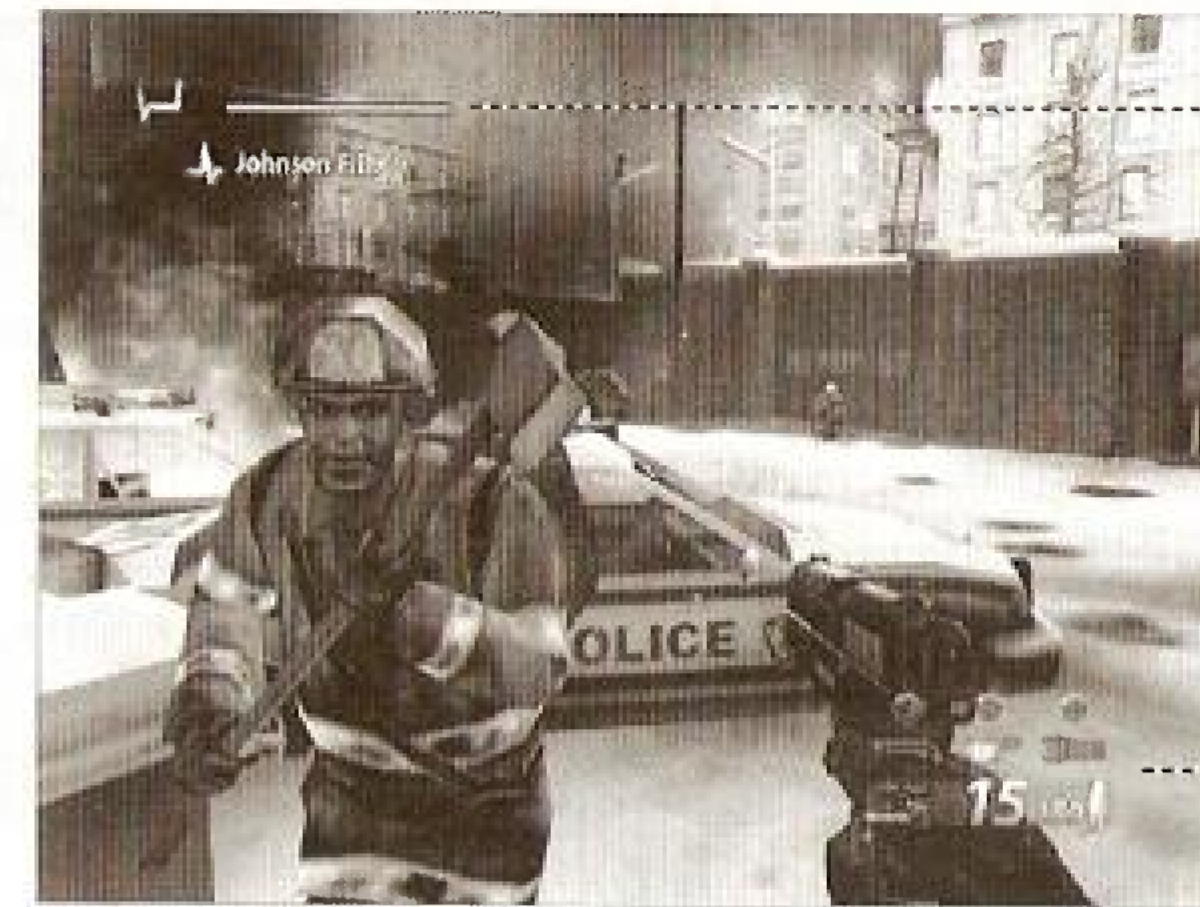for the Criminally Insane

URBAN CHAOS™: RIOT RESPONSE™
DEMO
IN-GAME CONTROLS

BUTTON	ACTION
left analog stick	Move character
L3 button (push in and hold)	Crouch
right analog stick	Look
R3 button (push in)	Zoom aim
directional buttons ⬆	Action order
directional buttons ⬇	Open orders (when teamed up)
directional buttons ⬅	"Follow me" order/Heal
directional buttons ➡	"Take cover" order/Don't heal
▲ button	Cycle available thrown weapons (hold for quick throw)
■ button	Cycle available firearms
● button	Cycle melee weapons (hold for quick use)
✕ button	Reload/Action/Skip cutscene
L1 button (hold)	Use Riot Shield
L2 button	Equip/Unequip Thermal Breather (when available)
R1 button	Fire selected weapons
R2 button	Use Secondary Fire mode (or Flashlight when using one-handed firearms)
SELECT button	View objectives
START button	Start/Pause game

THE GAMESCREEN

- Nick's Health
- Teammate's Health
- Thrown weapons
- Firearms
- Melee Weapons
- Total available
- Number of rounds/items available
- Currently selected weapon
- Flashlight On/Off

SCREEN DISPLAYS

HEALTH

This gives you an idea of how Nick's doing. If the bar's almost empty, you'd better find a paramedic.

AIMING/DIRECTION CURSOR
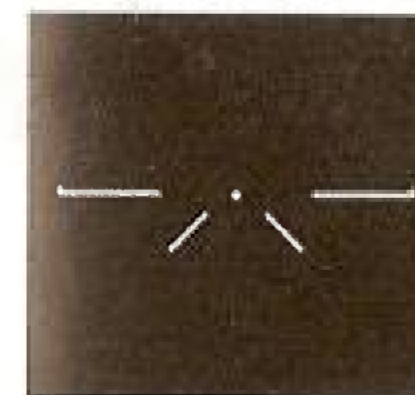
An aiming cursor is always present in the center of the screen. Its appearance depends on what weapon is currently selected. If the cursor is green, the target is friendly — so hold your fire.

Tip: If the cursor is red, you're hitting an enemy target.
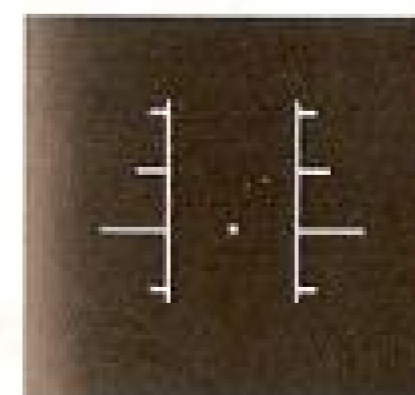
Use the right analog stick to change the direction Nick is aiming or looking in.

WEAPON AND AMMO

This overlay shows the weapon you've selected and how many rounds of ammunition are in its clip.

Note the on-screen buttons. Press the indicated button to equip that weapon type. Press the button again to toggle through other weapons of that type.

THE ✖ BUTTON

Whenever you approach something Nick can interact with, such as a door, an on-screen prompt appears. Press the Action button to carry out the command.

Note: The ✖ button returns to its normal function when you move away from a door or other interactive item.

DISPLAY ORDERS ICON

When you move the cursor over certain colleagues or items, a Display Orders icon appears.
• Press the directional button ⬇ to open the Order Panel.
• Use the directional buttons to select the order you want to issue.

PAUSE SCREEN

The Pause Screen provides access to game options.
• Press the ▶ button to view the Pause Screen.
• Use the directional buttons to highlight the following options and press the ✖ button to select:

RETURN TO GAME — Get back into the fray.

CONTINUE — Restart from the last checkpoint in the current mission.

RESTART MISSION — Return to the beginning of the mission.

OPTIONS — Open the Option Menu.

OBJECTIVES — View the Objectives screen.

QUIT — Return to the Main Menu without saving your progress.

OBJECTIVES MENU

The Objectives Menu lets you take a break from the action and check on your progress.
• Press the ▦ button to open the Objectives Menu.
• Press the directional buttons ⬆/⬇ to scroll through the list of objectives.
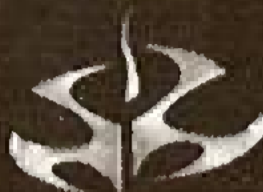• Press the △ button to return to the game.

Objectives are orders that must be completed in order to finish the mission. The Primary Objective is the key to completing the mission. Complete Special Objectives to win medals. Medals bring rewards as well as street cred.
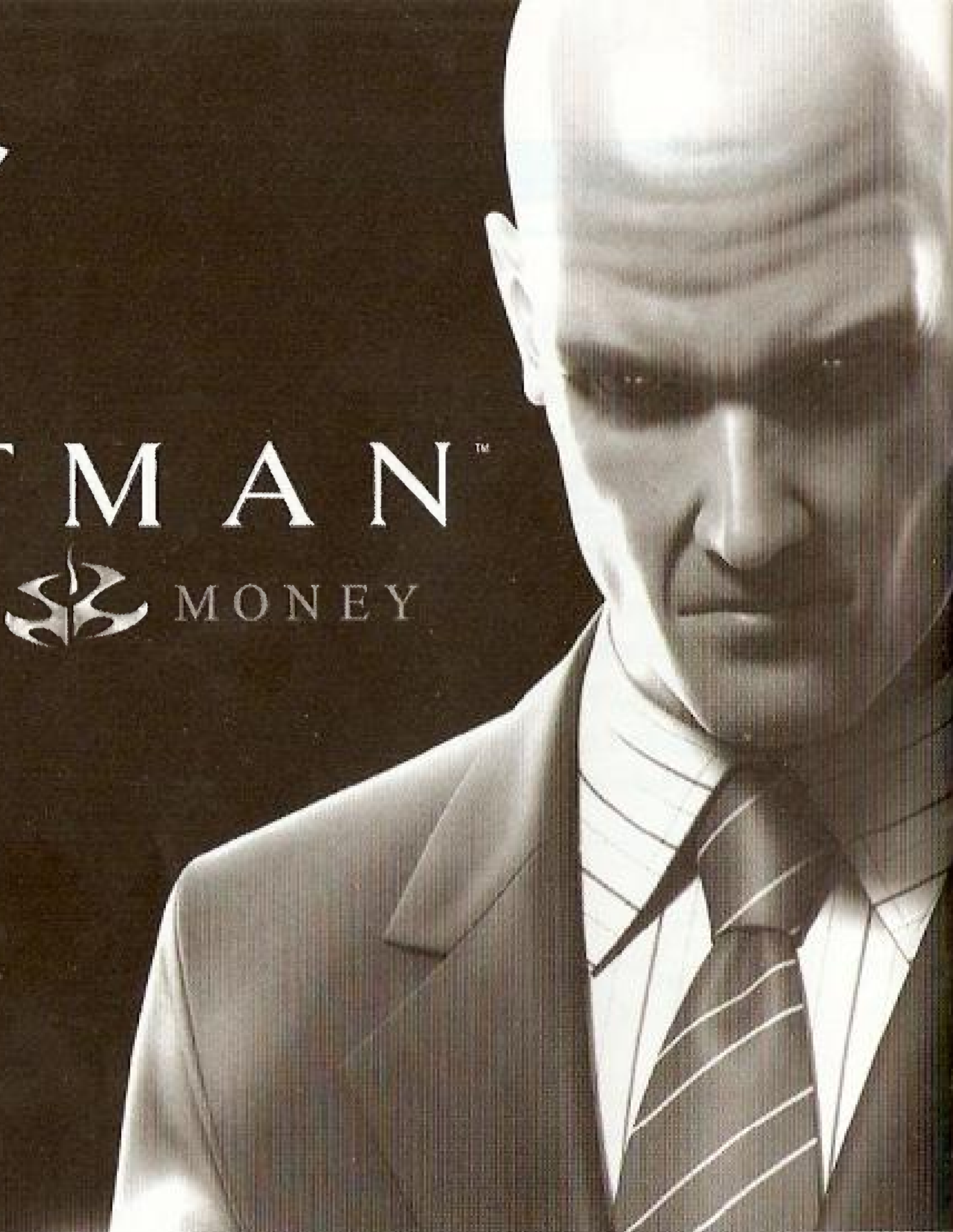
Tip: Weaponry and other upgrades are available to the best of the best. Emergency Missions are awarded for non-lethal capture of gang leaders.
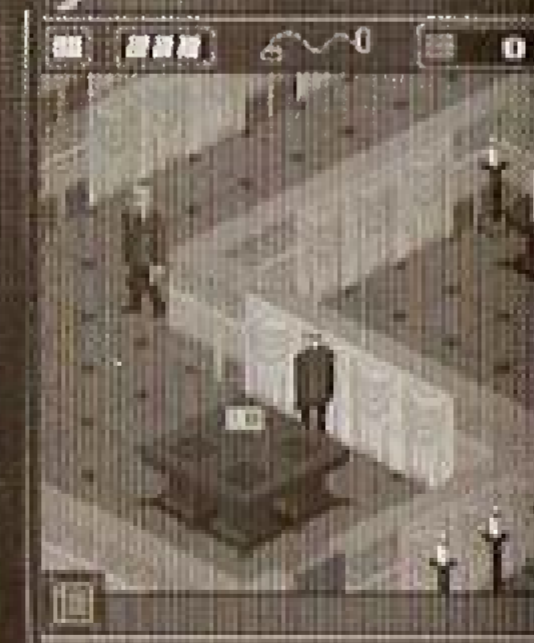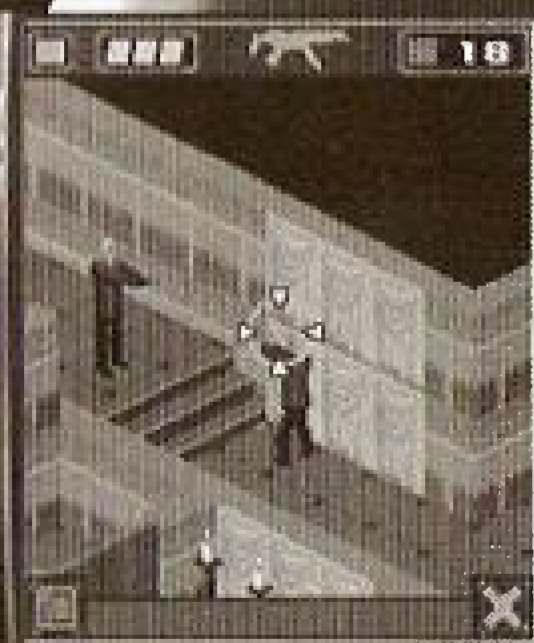
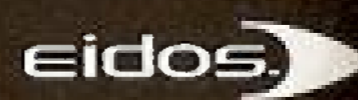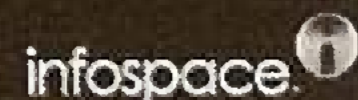*Register online at*
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