



Wiki Guide PDF

Hitman: Absolution

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Checkpoints

Mother-effing Checkpoints -- how do they work?

Checkpoints in Hitman Absolution only record objectives completed, the items (and ammo) currently carried by 47, his disguise, and his starting location.

Nothing else is saved, due to the plasticity in the A.I. routes (targets speed up / slow down their paths as 47 is far / near a spot where they perform a specific task).

Use checkpoints to your advantage for completing challenges. Sneak to a checkpoint and "start" the mission closer to a target (for example, Death Factory's Testing Facility) or a spot where you can complete several challenges quickly without having to travel all the way across the map.

Note that checkpoints do not work if enemies are fully alerted to 47's presence.

Restart Checkpoint vs. Restart Mission

For the most part, player activated checkpoints are handy if you are running through the game and want to explore and test each level's limits before completing it on Hard, Expert or Purist.

The most hardcore Hitman players will have no need for checkpoints, as they've conditioned themselves to do the perfect run.

However, for the Absolution achievement, you may find that player activated checkpoints for Hard difficulty to be the way to go if you don't want to keep dying and retrying a particularly tough mission.

Walkthrough

There are 20 chapters in Hitman Absolution's campaign. Note for the Absolution trophy (where you complete the game on Hard, Expert or Purist), you need to start a New Game on those difficulties (and not a "New Game Plus").

- A Personal Contract
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Personal Contract

10G

Heavy Burden

Infiltrated the mansion and assassinated Diana Burnwood.

The first chapter, **A Personal Contract**, is a complete tutorial. The "Silent Assassin" rating may not be attainable here (not enough objectives to bring 47's score over the top), but if you complete enough challenges, and clear it without doing too much damage to your score, you will earn an Assassin Technique.

Evidence

Evidence - A Personal Contract	
Evidence	Location
	
↑ Evidence 1	Cliffside. On the shelf where 47 disables the security system.
	
↑ Evidence 2	Mansion Interior. On the coffee table by the stairs.

Challenges

Challenges - A Personal Contract	
Challenge	Conditions and Criteria
Chameleon	Collect the following Disguises (see Items): Gardener, Mansion Interior Guard, Mansion Exterior Guard, Chef
Evidence Collector	Collect the evidence in Cliffside and Mansion Ground Floor
Infiltrator	Complete the chapter without being spotted. Gardens, Greenhouse, Cliffside, Mansion Ground Floor
Suit Only	Complete the chapter without using a disguise. Gardens, Greenhouse, Cliffside, Mansion Ground Floor, Mansion Second Floor
Modern Art	Accidental kill in the Gardens. The large metal sculpture in the center where the two guards are talking can have its base stem shot to destabilize it, causing it to fall.
Geronimo	Guard sent flying out of a window (defenestration). Pull out the guard at the cliffside section, the one getting the good news about his "cancer" not being cancer. The new diagnosis does not protect him from terminal falls.
Extra Spice	Chef drugged. The sleeping pills are in the upstairs restroom; the pills may be poured into the stew the cook is preparing.
Damn Good Coffee	Head of Security drugged. The sleeping pills are in the upstairs restroom; the pills are poured into the coffee cup at the bar by the fireplace.
Play It Again	Accident kill using the piano's cover. For this, you may want the cook's disguise, and leave the two enemies by the kitchen alone, so they can finish their A.I. route. One of them goes to the piano.
The Price of Treason	Clear mission
Well Played	Knockout the Head of Security with sleeping pills, get the key card, and assassinate your target without causing further casualties (essentially a Silent Assassin run).

Items Found

Items - A Personal Contract	
Item	Location
Disguise - Chef	Find him in the kitchen
Disguise - Gardener	Refer to the tutorial, or any of the shady looking guys in big hats, sandals, and hippy t-shirts
Disguise - Mansion Exterior Guard	Guards in the green jumpsuits. You cannot take their disguises until the Instinct tutorial.
Disguise - Mansion Interior Guard	Guards in the slacks and white shirts. All the enemies in the scoring section have this disguise.
JAGD P22G	Handgun carried by the guards.

Axe	Found in the garden
Book	Found in the garden
Coffee Mug	At the cliffside
Brick	Found in the garden
Fire Poker	Fireplace, in the mansion.
Hammer	Found in the garden
Keycard	Dispose of the Head of Security
Filet Knife	In the Instinct tutorial section before the greenhouse.
Knife	Found in the kitchen
Sleeping Pills	Found in the second floor bathroom, mansion interior (scoring section)
Statue Bust	On the shelf outside the bathroom
Wrench	Where 47 first enters the mansion grounds, the tutorial guides you to one.

The King of Chinatown

50G

Kingslayer


Fulfilled Birdie's contract and eliminated the King of Chinatown.

The King of Chinatown is the game's first "open world" assassination, where 47 has a large open area and about a half dozen ways to murder his target.

As tutorial woman (it's not Diana - don't get your jimmies rustled, brah) states, most of the methods to kill the King are challenges (see below).

Take your time exploring and have fun seeing how the target's A.I. pathing "rubberbands" as 47 is near or far from the King. All this comes into play with some of the later chapters.

Evidence

Evidence - King of Chinatown	
Evidence	Location
	
↑ Evidence 1	In the pagoda, next to the coffee cup 47 can poison.

Challenges

Challenges - King of Chinatown	
Challenge	Conditions and Criteria
Chameleon	Collect the following Disguises (see Items): Chicago Police Officer, Market Vendor, Dealer, Chicago SWAT Officer
Evidence Collector	Collect the evidence.
Infiltrator	Complete the chapter without being spotted.
Suit Only	Complete the chapter without using a disguise.

Kaboom	Messy but effective. Kill the target with a remote explosive.
A Killing View	Target eliminated with a sniper rifle, from the dealer's apartment.
Controlled Detonation	Kill only the target. Use the remote explosive near the King's car to kill only him. The cop in the body dump will be unharmed.
Man Down	Kill the target by pushing him down a hole. The "hole" is the cargo floor opening near where the King eats his free poisoned sushi.
Drop Dead	Accidental kill by dropping the suspended cargo on the target. Do it where he stops to publicly urinate by the level exit.
Two for the Price of One	Get the Kazo TRG sniper rifle from the dealer's apartment and kill both the dealer and the King in one shot. You may need to be discovered to get the perfect lined up shot (just reload after the challenge is earned)
Clean Sweep	Evidence recovered. 47 remains undetected.
Don't Do Drugs	Poison the target's drugs. Use the Fugu Fish and poison the stash in the dealer's apartment.
Hot Coffee	Place Fugu Fish poison into the King's coffee at the pagoda.
Let's Do Lunch	Place Fugu Fish poison in the King's sushi, near where you can push him down the cargo hole.
Master Poisoner	Complete Hot Coffee, Don't Do Drugs and Let's Do Lunch
Quid Pro Quo	Clear mission
Veiled Death Part 1	Subdue/stealth kill any policeman, take his uniform then subdue/stealth kill the dealer while wearing the policeman's uniform. Works at his apartment or when the dealer goes to get his drugs in the stairwell.
Veiled Death Part 2	Poison/stealth kill the target wearing the dealer's disguise (needs confirmation on whether it has to happen in dealer's apartment)

Items Found

Items -	
Item	Location
Disguise - Dealer	The King's drug dealer can be found roaming between his apartment, the pagoda, and the back alley where he hides a second stash of drugs.
Disguise - Market Vendor	The various stall owners and food vendors have this disguise. There's a bag with the disguise near where the King eats his sushi.
Disguise - Chicago Policeman	There's more police in this stage than there are in all six Police Academy movies.
Disguise - Chicago SWAT Officer	These enemies only appear if 47 becomes a mass murderer. You can cause a ruckus, drag off a SWAT and take the disguise, then reload the checkpoint afterward.
Swiss 3000	Fictional handgun. The dealer may have this weapon, or you can find it by the illegal police stash near the King's sportscar.

Z&M Model 60	Fictional S&W Model 60 Revolver used by the fictional Chicago Police Department.
HX UMP	Fictional H&K UMP. Find it by the illegal police stash near the King's sportscar.
Kazo TRG	Sniper rifle found in the dealer's apartment.
Axe	Item found in one of the stalls.
Brick	A common junk item on the street.
Filet Knife	A cutting tool found in the stall next to the unused merchant disguise.
Gasoline Can	Found near one of the stalls.
Knife	Found in the stall next to the fugu fish.
Bottle	Empty bottles are plentiful.
Remote Explosive	Find it by the illegal police stash near the King's sportscar.
Fugu Fish	Find it in a stall near the pagoda; the stall has both a man and a women market vendor. The fugu fish is behind the woman market vendor (get it while her back is turned).

Terminus


10G
Chamber of Secrets
Located the hotel room 899.

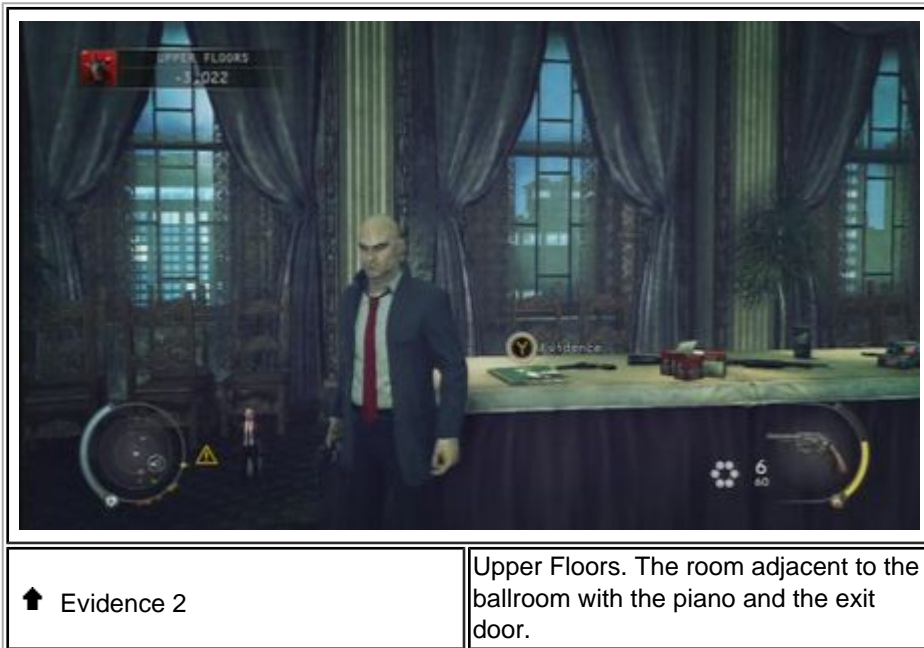
Terminus is the first "hard" chapter you will have. The blending will be much harder, and exploration a premium without a disguise.

Note that if you take a disguise, the Suit Only challenge is instantly negated until you restart the entire mission (or quit and level select back to the last area you completed).

As the "Silent Assassin" run (see above) demonstrates, the "best way" is actually the shortest way. As 47, the art is to adopt a minimalistic approach to assassination. The fewer the actions, the better off you will be in terms of remaining undetected.

Evidence

Evidence - Terminus	
Evidence	Location
	
↑ Evidence 1	Terminus Hotel. Check the hotel's frontdesk office. The evidence is on the table by the shotgun. A disguise may be prudent to infiltrate this heavily patrolled area.



Challenges

Challenges - Terminus	
Challenge	Conditions and Criteria
Chameleon	Collect the following Disguises (see Items): Electrician, Janitor, Hope Goon
Evidence Collector	Collect the evidence in Terminus Hotel and Upper Floors
Infiltrator	Complete the chapter without being spotted. Terminus Hotel and Upper Floors.
Suit Only	Complete the chapter without using a disguise. Terminus Hotel and Upper Floors.
Housekeeping	Eliminate 10 enemies and remain unseen. You can do this using the Upper Floor's restroom and a radio. Simply hide the bodies in the stall; you don't recover your points, but you can restart a checkpoint after completing a challenge.
Don't Disturb	Reach room 899 without pacifying or killing anyone.
Hall Pass	Visit all areas of the chapter without being spotted. You can try the janitor disguise, which conveys the same neutral status as 47's suit in the Upper Floors.
An Evening in Paradise	Find a movie reel and play it in the projector in Upper Floors. A movie reel can be found in the janitorial closet next to the restroom or in the ballroom.
Inside Path	Go up to the 8th floor from the 7th floor using a specific path. Lure the enemy by keycard stairs away and go through the window on 7F. Use the ledge on 8F to reach room 899. Playing the movie does draw away a lot of the enemies near the exit.
The Man From South Dakota	Clear mission

The Electrician Part 1	A tool of many uses. Use the screwdriver in an Electrician's garb to stealth kill someone and remain unseen.
The Electrician Part 2	They never knew what hit them. Use the screwdriver in an Electrician's garb. You must throw the screwdriver and kill five enemies and remain unseen. Only enemies, not tradesmen.

Items Found

Items - Terminus	
Item	Location
Disguise - Janitor	The custodians in the lower floor wear this. No janitors are in the upper floors, but this disguise is considered "neutral" in most areas on 7F.
Disguise - Electrician	The guys in the orange safety vests in the lower floor.
Disguise - Hope Goon	The enemies wear this disguise.
Worn Z&M Model 60	Revolver used by enemies.
Mustang Snub	47's substitute for his Silver Ballers.
Worn M590 12GA	Shotgun found in the hotel.
Fire Extinguisher	Plentiful in a hotel.
Iron	Found in the landlady's room
Gasoline Can	Found in the basement
Knife	Found in the basement
Movie Reel	Found in the closet by the restroom in the upper floors or the room near the banquet hall with the piano on 8F.
Measuring Tape	Found at the crime scene on 7F. Functions like fiber wire.
Plunger	In the restroom on 7F.
Radio	By the laundry chute on 7F
Scissors	In the projector room.
Screwdriver	Found in various spots. The toolbox near the elevator in the basement has one.
Statue Bust	On the floor in the landlady's room, between the Iron and the open window
Vase	Hallway in the upper floors
Keycard	Dropped by the maid who visits the janitor closet on 7F.
Bottle	Empty bottles are found on the street.
Brick	One is found in the back alley to the side of the hotel.
Wrench	A few exist, but one is found by the electrician's van on the street.

Run For Your Life

10G

Catch a Ride

Boarded the train and escaped the Chicago Police.


Run For Your Life may be considered a "visit" to the Hitman demo available on the Xbox 360 and PlayStation 3.

Escaping the burning hotel and the train platform were featured before, but this chapter is now a fully fleshed out mission (with multiple levels), so what you experienced in the demo is not 100% representative of what's in the full game.

This is why people use money to buy things. Nice things. Things they like. *BANG!!! Dig-dig-dig* 🤪

While difficult, this is one of the chapters that 47 can finish without being detected (Infiltrator challenge) and without taking a disguise (Suit Only challenge). Doing so however, will likely force you to skip collecting the evidence, since doing so exposes 47 unnecessarily to being spotted.

Evidence

Evidence - Run For Your Life	
Evidence	Location
	Library. The information desk around the statue has this evidence. A disguise may be needed to collect the item undetected.
↑ Evidence 1	



↑ Evidence 2

Shangri-La. Counter in the room with the two police interrogating the dooper on the sofa.



↑ Evidence 3

Train Station. On the information counter of the tenement where 47 starts off, before going through the door to the station platform. The police all around may mean you need a disguise to collect this undetected.

Challenges

Challenges - Run For Your Life	
Challenge	Conditions and Criteria
Chameleon	Collect the following Disguises (see Items): Chicago SWAT Officer, Chicago Policeman
Evidence Collector	Collect the evidence in Library, Shangri-La, and Train Station.
Infiltrator	Complete the chapter without being spotted. Burning Hotel, The Library, Rooftops, Shangri-La, Train Station

Suit Only	Complete the chapter without using a disguise. Burning Hotel, The Library, Rooftops, Shangri-La, Train Station
Picking on the New Guy	Use the rookie as a human shield.
Death from Above	Accidental kill with a library chandelier
Fields of Joy	Unseen for the whole chapter
Bong Hits	Take a Bong from Shangri-La, then melee an enemy with the item. Since the bong is breakable, find another bong and repeat the process.
Business is Booming	Open the safe in Shangri-La. The combination is on a Notebook in the same room as the safe, by the air vent.
In Stereo	Start the tape deck player in the disco room in Shangri-La.
The Tables Have Turned	Clear mission
Silence Please Part 1	he boy in blue met Little Boy Blue (Subdue a police officer and hide the body)
Silence Please Part 2	The boy in blue met Little Boy Blue (Subdue and hide 7 police officers - continuous; does not reset upon discovery)

Items Found

Items - Run For Your Life	
Item	Location
Disguise - Chicago SWAT	Either as back up, or from the preset ones at the Train Station.
Disguise - Chicago Policeman	Uniforms everywhere, and not enough body dumps to place the corpses.
Z&M Model 60	Revolver used by the CPD.
Aries 24-7	Automatic pistol used by the CPD
HX UMP	PDW used by the SWAT units
Police M590 12GA	Shotgun used by SWAT. One is also found at the start of the Train Station, by the counter with the evidence.
Bong	A pot used for inhaling marijuana. Found in Shangri-La in limited quantities.
Power Cord	An extension cord, found in the Library near where 47 drops down. Functions as a strangle cord.
Folding Knife	47 defaults with this.
Hammer	One of many junk objects in the chapter.(many located in the library)
Knife	Found in Shangri-La
Metal Pipe	Found under a firehose reel in the train station part after leaving the elevator and in a room beside the swat team.
Notebook & Remote Explosives	Item with a safe combination. The safe contains the Remote Explosives. Found in Shangri-La
Radio	Plays a noise that attracts enemies. Found in the safe room in Shangri-la.
Scissors	One of many junk objects in the chapter.

Statue Bust	Found in the Library
Screwdriver	One of many junk objects in the chapter.
Vase	Library
Wrench	The Burning Hotel (on the rooftop) has one.
Bottle	One of many junk objects in the chapter.

Hunter and Hunted

10G


Forepost

Neutralized all of Wade's men in Chinatown.

Hunter and Hunted is another long chapter; the most difficult part would be to make it through the first area (Courtyard) and the fifth part Convenience Store without using a disguise since enemies are abundant and routes to the exit are constricted.

All the other zones (especially The Vixen Club) are fairly easy to complete. The final area, Chinese New Years, revisits The King of Chinatown map but with different targets and a slightly different layout.

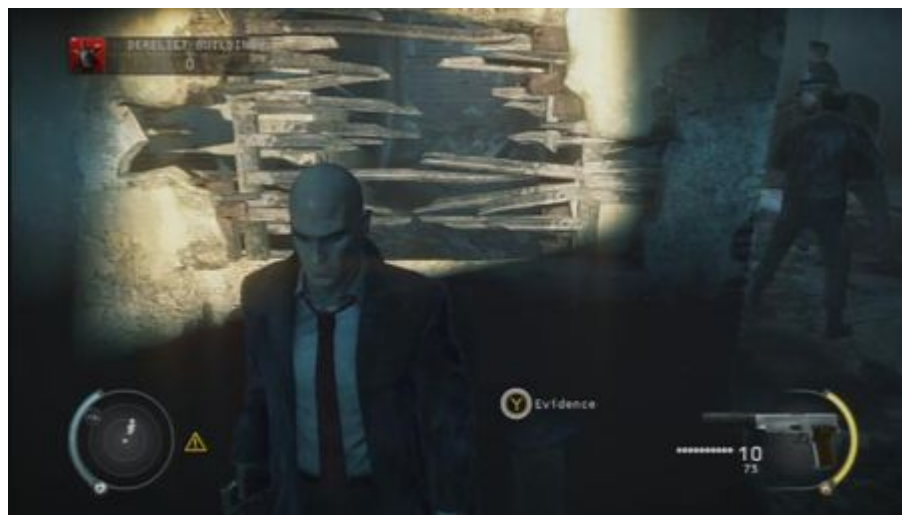
Evidence

Evidence - Hunter and Hunted	
Evidence	Location
	
↑ Evidence 1	Courtyard. On the hood of the police cruiser with the shotgun. You need either a disguise, or a massacre to collect this.



↑ Evidence 2



Vixen Club. In the office above the club's spot where the cover charge girl and the bouncer are.



↑ Evidence 3

Derelict Building. Where 47 drops down after dumping Amanda's corpse to distract the cops.



<p>↑ Evidence 4</p>	<p>Convenience Store. The cashier's counter, by the register.</p>
	
<p>↑ Evidence 5</p>	<p>Loading Area. In the corner office.</p>
	
<p>↑ Evidence 6</p>	<p>Chinese New Year. In the alley where the challenge X Marks the Spot can be completed. Check the spot where the cargo pallet will crash down. The evidence is there.</p>

Challenges

Challenges - Hunter and Hunted	
Challenge	Conditions and Criteria
Chameleon	Collect the following Disguises (see Items): Strip Club Bouncer, Store Clerk, Chicago Police Officer, Chipmunk Costume
Evidence Collector	Collect the evidence in Courtyard, The Vixen Club, Derelict Store, Convenience Store, Loading Area, Chinese New Year

Infiltrator	Complete the chapter without being spotted. Courtyard, The Vixen Club, Dressing Rooms, Derelict Store, Convenience Store, Loading Area, Chinese New Year
Suit Only	Complete the chapter without using a disguise. Courtyard, The Vixen Club, Dressing Rooms, Derelict Store, Convenience Store, Loading Area, Chinese New Year
Private Dance	Kill target. Hide the body. Escape the Vixen Club unseen. Shooting Dom with the silenced JAGD P22G after his lap dance is best. You need a keycard and the silenced JAGD for this.
Dominated	Garrote target. Hide the body. Escape the Vixen Club unseen. Killing Dom in the bathroom is probably one of the better methods, although you can try and get away with it in the private booths area.
Schadenfreude	Use the disco ball to crush Dom in the Vixen Club. The damaged ball can be dislodged using the switch past the keycard door where the bachelor party is being held in the private corner booth.
Fire Sale	Turn off the sprinklers and start the fireworks in the Convenience Store.
Two Rights Make a Right	Save the market vendor before he is killed by the target in the alley.
Moment of Bliss	Electrocute the target by rewiring the loose power cable. Throw the switch only when the target is urinating.
Fire Him	Sabotage the fuel pump in the fireworks area and the target dies after an elapsed time.
X Marks the Spot	Kill the henchman who urinates by dropping the hanging cargo load in the alley where the target kills the market vendor. Eventually, another target will go to where 47 started this section; there is a second cargo load there.
Lieutenant Bad	Eliminated by proxy. Steal Birdie's file and the corrupt cop will kill your target for you in the police impound.
Cleaning Up in Chinatown	Lieutenant Bad, Fire Him, X Marks the Spot, Moment of Bliss all cleared
Damage Control	Clear mission
Swordplay Part 1	Stealth kill one of Wade's henchmen using the katana. The katana is found from the stall run by the market vendor who is shot by the target in the alley.
Swordplay Part 2	Stealth kill all of Wade's henchmen using the katana. The katana is found from the stall run by the market vendor who is shot by the target in the alley.
Swordplay Part 3	Stealth kill all of Wade's henchmen using the katana while wearing the Chipmunk costume. The katana is found from the stall run by the market vendor who is shot by the target in the alley. The chipmunk costume is found on street level; from the top of the stairs of the police impound, turn left. The disguise is in that "empty" room.

Items Found

Items - Hunter and Hunted	
Item	Location

Disguise - Store Clerk	The market vendors are the "clerks" here.
Disguise - Chicago Policemen	The enemies in this level.
Disguise - Chipmunk Costume	Chinese New Year map. The chipmunk costume is found on street level; from the top of the stairs of the police impound, turn left. The disguise is in that "empty" room.
Disguise - Strip Club Bouncer	Vixen Club and Dressing Rooms. The enemies in those levels.
Silenced JAGD P22G	There are two of these handguns in the Vixen Club.
HX UMP	Used by the Chicago PD
Police M590 12GA	Shotgun used by police; one is found by a police cruiser in Courtyard.
Bottle	Empty bottles abound.
Knife	The stalls in the Convenience Store and Chinese New Year maps have some here and there.
Cleaver	The stalls in the Convenience Store and Chinese New Year maps have some here and there.
Fire Extinguisher	The item which almost never gets used in interior settings.
Gasoline Can	A junk item found in the Courtyard.
Katana	Chinese New Year. The katana is found from the stall run by the market vendor who is shot by the target in the alley.
Keycard	Various NPCs drop keycards when subdued or slain in the Vixen Club; there is one keycard left out in the open, and that's the security office about the cover charge / coat check girl at the club.
Metal Pipe	Found here and there in the Courtyard.
Birdie's File	Found in the police impound in Chinese New Year
Rat Poison	A stall in Chinese New Year has this item. Used to poison another dish of sushi eaten by the target who smokes.
Sledgehammer	Found in Derelict Building
Remote Explosives	The illegal police impound in the basement, where 47 finds Birdie's file.

Rosewood

10G

All Bark and No Bite

Neutralized Wade.

Rosewood is really "1½" levels since 47 has a linear path in Victoria's Ward, much to do in the Orphanage Halls, and a straight path to cack Wade in Central Heating.

About the only thing you should be aware of is that the placement of the four fuses changes depending if you are on an Enhanced difficulty (Easy and Normal) or a Professional difficulty (Hard, Expert, and Purist).

Fuse Locations - Normal and Easy

1 - 1F storeroom at the bottom of the stairs nearest the stopped lift. It is the storeroom next to the chapel with the shotgun.

2 - 2F infirmary near the tortured guard

3 - On the back counter of the 1F supervisor's station. This is the large cubicle in the commons room between the chapel and the nursery; an Aries Charging Ram revolver is placed on this station's front counter.

4 - In the 1F chemistry lab / medicine room.

Fuse Locations - Hard, Expert, and Purist

1 - This fuse was moved to the frontdesk of the orphanage, in plain sight of the henchmen in front of the elevator maintenance door. A disguise is needed ... or you can point-shoot your way to mass murder.

2 - 2nd floor infirmary (same room but different spot).

3 - This fuse was moved to the 1F nursery. It is the room with the ball pit for one of the chapter's challenges.

4 - In the same 1F chemistry lab / medicine room, but moved closer to the enemies talking about the big score.

Evidence

Evidence - Rosewood	
Evidence	Location



↑ Evidence 1

Orphanage. On the desk near where the elevators are. A disguise or a massacre may be needed to acquire this item.



↑ Evidence 2

Central Heating. On some containers by the second set of enemies in the hallway. Luring them away and taking them down is possible.

Challenges

Challenges - Rosewood	
Challenge	Conditions and Criteria
Chameleon	Collect the following Disguises (see Items): Henchman, Rosewood Security Guard
Evidence Collector	Collect the evidence in Orphanage Halls and Central Heating
Infiltrator	Complete the chapter without being spotted. Victoria's Ward, Orphanage Halls, Central Heating
Suit Only	Complete the chapter without using a disguise. Victoria's Ward, Orphanage Halls, Central Heating

Good Samaritan	Save the imprisoned guard by taking out his torturers.
Out of Fuse	Collect all four fuses without being spotted
Playing with Balls	Hide enemy bodies in the 1F ball pen in the Orphanage's nursery.
Face Off	Kill Wade without being spotted. 47 entering point-shoot mode counts as being spotted.
The Mercenary	Clear mission
Subtle Injection Part 1	Find the syringe in the infirmary or medicine room and throw the item like a knife for condition. Must be three kills in one quick string (no checkpoint restarts or too much time passed); note that a blood pool is created when someone is stealth-killed in this manner.
Subtle Injection Part 2	Find the syringe in the infirmary or medicine room and throw the item like a knife for condition. Must be four kills in one quick string (no checkpoint restarts or too much time passed); note that a blood pool is created when someone is stealth-killed in this manner.
Subtle Injection Part 3	Find the syringe in the infirmary or medicine room and throw the item like a knife for condition. Must be five kills in one quick string (no checkpoint restarts or too much time passed); note that a blood pool is created when someone is stealth-killed in this manner.

Items Found

Items - Rosewood	
Item	Location
Disguise - Henchman	Wade's <i>Joker-esque</i> henchmen wear these stupid disguises.
Disguise - Rosewood Security	The rent-a-cop being tortured in Orphanage Halls has this disguise. Wearing it, 47 will be attacked immediately by other enemies.
SA .44 Auto	After killing Wade, he will drop this weapon.
Aries 24-7	The handguns carried by enemies in this chapter.
Aries Charging Ram	A powerful revolver firing +P ammunition. Used by some enemies in this chapter, but one can be found on the long counter of the Orphanage's information desk on the first floor.
Zug TMP	PDWs used by enemies in this chapter.
M590 12GA	Shotgun found in the Orphanage's chapel and by any back-up enemies who spawn to an alert.
Book	Several of these are placed around the Orphanage level.
Bottle	Central Heating has an abundance of discarded bottles.
Fire Axe	Found in the Orphanage hallways.
Fire Extinguisher	Found in the Orphanage.
Gasoline Can	Found in the Orphanage and Central Heating.
Knife	Found in Central Heating

Toy Robot	An item in the Oprhanage.
Syringe	The infirmaries of the Orphanage has some.
Fuse	Large fuses used to power potent devices.

Welcome to Hope

10G


The Bartender Always Knows

Questioned the bartender about Lenny's whereabouts.

Welcome to Hope is a short stage. Kane from the *Kane and Lynch* series is your ticket to finishing this level as a "silent assassin". Sabotage the jukebox and then use Instinct Mode to route a path through the fighting enemies.

Completing this level without a scratch and without going into a fight will unlock quite a few challenges.

Evidence

Evidence - Welcome to Hope	
Evidence	Location
	
↑ Evidence 1	In the office of the Great Balls of Fire

Challenges

Challenges - Welcome to Hope	
Challenge	Conditions and Criteria
Chameleon	Collect the following Disguises (see Items): Hope Police Officer, Truck Driver, Hope Bouncer
Evidence Collector	Collect the evidence
Infiltrator	Complete the chapter without being spotted.
Suit Only	Complete the chapter without using a disguise.
Chew the Fat	Get to the Bartender without starting a barfight.
Clear the Air	Start a bar fight, get to the bartender, but do not participate in the barfight.

Ali	Knock out all the bouncers in the bar. You can do this during the barfight.
Duck and Cover	Do not get hit in the barfight. Completing Clear the Air will meet this challenge.
Just Passing Through	Clear mission

Items Found

Items - Welcome to Hope	
Item	Location
Disguise - Truck Driver	The red shirt enemies in this chapter.
Disguise - Hope Police Officer	The policemen in desert tan.
Disguise - Hope Bar Bouncer	The guys with the roadie t-shirts.
JAGD P22G	Handgun used by the Hope Police Department
Worn Z&M Model 60	Some enemies use this weapon.
Mustang Snub	Some enemies use this weapon.
HX UMP	Kane (from <i>Kane and Lynch</i>) has this weapon. Have 47 take him out by the jukebox to collect this item.
Police M590 12GA	Found in the bar office with the evidence.
Bottle (Steak Sauce)	The red bottle is steak sauce (or ketchup) and found in the back of the bar on the tables across from the bartender.
Baseball Bat	The restroom has a stall with this item.
Bill Spike	On the counter top of the bar.
Keycard	The left staircase has this item which allows access to the bar's security office.
Metal Pipe	Found in the bar
Glass	On one of the pool tables in the back, there is a mug of beer that 47 can take. Doing so starts a barfight, if none is in progress already.
Plunger	In the bathroom
Tomahawk	On the dart board next to the bartender's counter.
Bottle	Empty beer bottles are found in abundance
Hula Girl	A toy doll found in the front of the bar, where the bouncers stop 47 from proceeding further.

Birdies Gift

10G
Signature Weapons
Recovered the Silverballers.

Birdie's Gift is a short chapter. Lynch from the series *Kane and Lynch* is on the firing range, but he will not play a part in completing the level.

The fastest way is to ambush and subdue the gunshop owner by entering the vent at the indoor shooting range (the duck range) to enter the range office. Once 47 has the notebook, open the safe (in the same range office, grab the key, get the Silverballers and leave.


The shooting contest is mostly about your patience in earning Instinct (from shooting the targets, not using point-shooting, failing, then starting the contest in earnest).

Shooting Contest Scoring

- Headshots add 20, 10, or 1 point, depending on how far off your shot was from center.
- Chest shots add 7 to 5 points, depending on how close to center your shots was.
- Limb shots add 3 points.

IGN is sure you can do the rest of the math.

Evidence

Evidence - Birdies Gift	
Evidence	Location
	
↑ Evidence 1	The evidence is in the secret survival bunker on the gun range.

Challenges

Challenges - Birdies Gift	
Challenge	Conditions and Criteria
Chameleon	Collect the following Disguises (see Items): Hope Policeman
Evidence Collector	Collect the evidence
Infiltrator	Complete the chapter without being spotted.
Suit Only	Complete the chapter without using a disguise.
Depends on the Girl	Lose the shooting contest
Bullseye	Win the shooting contest by scoring over 471 points
Assassins Signature	Win the shooting contest by scoring over 471 points using 47's Silverballers
Ultramax	Win the shooting contest by scoring over 471 points using the Ultramax weapon.
It Wouldn't Be Stealing	Do not enter the contest, collect the Silverballers and clear the mission
Shiver Me Timbers	Fire the cannon on the gun range by shooting the fuse.
Duck Hunting	Destroy 10 duck targets in the indoor gun range.
Choosing Weapons	Clear mission
Up Your Arsenal Part 1	Stick to your guns. All of time.
Up Your Arsenal Part 2	Stick to your guns. All of time.
Up Your Arsenal Part 3	Use all the guns in the level to win the contest. (Needs to be confirmed)

Items Found

Items - Birdies Gift	
Item	Location
Disguise - Hope Policeman	The cops in the store are prime targets. You may have to massacre a few people to get the disguise.
Worn Z&M Model 60	Used by a few enemies here.
SA .44 Auto	47 uses Wade's weapon for protection by default.
Silver Baller	47's weapons are the main goal of clearing this level.
Swiss 3000	Check the gun store's shelves
Ultramax	Get the keycard and enter the secret survival bunker on the gun range for this item.
Pink Aries Charging Ram	The cowgirl who challenges 47 to a shooting contest has this item. There is also another one lying around in the restricted offices of the owner.
HX AP-15	Check the gun store's shelves
HX UMP	Check the gun store's shelves

M590 12GA	Lynch (from <i>Kane and Lynch</i>) has this weapon on the gun range. Have 47 take him out to collect the item.
Kazo TRG	The sniper rifle is in the gun range trench that stretches out from the bunker entrance.
Gasoline Can	Many are found in the secret survival bunker.
Baseball Bat	Found in the gun store
Keycard	On the back counter of the store's cashier area.
Metal Pipe	Found around the range and in the store.
Key	The safe in the owner's range office has this item, which opens the case to 47's Silverballers.
Notebook	Item with the safe combination holding the Silverball case Key. One is carried by the store owner, the other is in the survival bunker.
Radio	Found in the store

Shaving Lenny

10G

Like Stealing Candy From a Baby


Circumvented Lenny's crew and secured the target.

Shaving Lenny, one of the levels played by Conan O'Brien, has a nice wide open-area approach in Streets of Hope, then narrows down quickly into a confined space in the Barbershop.

Take note that the more equipment 47 carries over from a previous zone, the better off he will be in the next one. In this case, take along a remote explosive (the poor replacement for his Russian plastique mines) so you can kill the target without a disguise and without being spotted.

It's a good thing 47 didn't use a Richard alias in any of his games. Otherwise the "spotted" jokes would be 😄

Evidence

Evidence - Shaving Lenny	
Evidence	Location
	
↑ Evidence 1	Streets of Hope. In the mechanic / car garage's second floor. On a table by the clerks' desks.



Challenges

Challenges - Shaving Lenny	
Challenge	Conditions and Criteria
Chameleon	Collect the following Disguises (see Items): Barber, Hope Plumber, Hope Police Officer, Mechanic
Evidence Collector	Collect the evidence in Streets of Hope and Barbershop.
Infiltrator	Complete the chapter without being spotted. Streets of Hope and Barbershop.
Suit Only	Complete the chapter without using a disguise. Streets of Hope and Barbershop.
Oil is Thicker Than Blood.	Streets of Hope. Kill the target who hangs out on the porch in front of the scrap yard by pushing him into the vat of oil.
Get the Mechanic	Streets of Hope. Kill the target who walks through the scrap yard by crushing him underneath a raised car. 47 needs to take out the nearby NPCs so only the target will be lured under the car for crushing.
Kill Me, I'm the Cook	Any level. Use a stove to kill a target. The best candidate is the one who hangs out in the room above the convenience store. To detonate a stove, turn on the gas, then shoot the stovetop with a firearm.
Pump It Up	Streets of Hope. Accidental kill with the gas pump at the mechanics' shop. Sabotage the fuel pump in front of mechanic shop then wait for the target who goes from the Convenience Store to the garage to get in position. Shooting the spilled gasoline with a firearm will be enough to set off a catastrophic series of explosions.
Shocking	Streets of Hope. Accidental kill with electricity. Sabotage the power cable by the transformer near the scrapyard's metal gate leading to the level's exit and throwing the timed switch as the target nears the gate.

Gotta Go	Barbershop. Accidental kill with electricity while the target urinates. Use the nearby wrench to loosen the wire, then power on the fusebox next to the wire. The execution will be automatically done.
Well Done	Barbershop. Accidental kill with fire. You want to take the Hope Policeman garb at the entry to the building's larder/cellar. Once you do, you can move to the storeroom undetected, take the lighter fluid (red bottle) and replace the bottle of hot suace (yellow bottle) in the larder/cellar. Don't loosen the wires for the "Gotta Go" challenge, or the cook (Mason) will kill himself before the goon who grabs the hot sauce bottle comes back.
Shave and a Haircut	Pacify Lenny in a barber's garb.
Accidents Happen	Clear Get the Mechanic, Kill Me I'm the Cook, Pump It Up, Shocking, Gotta Go, Well Done (all six) challenges.
The Weakest Link	Clear mission.
Safety Distance Part 1	Snipe a target (Tyler) from the garage balcony into the convenience store's 2nd floor to kill target Take the plumber's garb and dispose of the target who comes up to the garage's balcony so you can snipe the convenience store target in peace.
Safety Distance Part 2	Snipe a target (Landon) from the convenience store's second floor to kill the target in the mechanic's garage second story balcony.
Safety Distance Part 3	Snipe a target (Gavin) from the donut shop's second floor to snipe at the target on the scrapyard's entrance porch.

Items Found

Items - Shaving Lenny	
Item	Location
Disguise - Mechanic	The mechanics who work in the garage. A white bag with this disguise is found at the keycard locked room at the entrance of the scrapyard.
Disguise - Hope Plumber	The one plumber who goes between his truck and the second story bathroom in the mechanic garage.
Disguise - Barber	Barbershop. The costume is in a white bag in the barbershop.
Disguise - Hope Policeman	The enemies in the chapter.
Z&M Model 60	Revolvers used by police.
HX UMP	Weapons used by police back-up; 47 needs to commit mass murder to spawn those enemies.
M590 12GA	Shotgun found in the room above the convenience store.
Ilyon R700	Sniper rifle found in the room above the donut shop. Not silenced.
Axe	Found near the keycard locked door at the scrapyard entrance.
Baseball Bat	Found in the Barbershop.

Bill Spike	Found in the donut shop's first floor.
Bottle	Abundantly everywhere
Brick	Found in the Streets of Hope.
Crowbar	On a set of two oil drums and a crate near the electrified fence.
Dog's Bone	Found in the scrapyard
Hammer	Found in the garage
Knife	Found in both levels.
Metal Pipe	Junk found around the levels
Notebook	unknown
Lighter Fuel	Found in the larder at the Barbershop. Swapped with the Hot Sauce.
Sleeping Pills	Found in the top floor of the Barbershop
Police Baton	Found in the donut shop's first floor.
Radio	Convenience store in Streets of Hope
Remote Explosive	Room above the convenience store.
Screwdriver	Various spots.
Sledgehammer	In the middle of the scrapyard, leaning on a crate
Wrench	Various spots
Gasoline Can	Various spots
Keycard	Mechanic garage, first floor. The bigger garage has the keycard on one side, resting atop a toolcart.

End of the Road

10G

Not Worth It

Left Lenny alive in the desert.

Note Lenny will do nothing to 47 in **End of the Road**. The only reason to kill Lenny is to claim the Swiss Derringer from his filthy wimp carcass.

\$90!! That's what the cost of the limited edition of the Hitman Absolution is in the United States.

Items Found

Items - End of the Road	
Item	Location
Swiss Derringer	Kill Lenny and take it from his crippled wimp carcass.
Aries Charging Ram	From Wade's car.
STG 58	From Wade's car.
M590 12GA	From Wade's car.
Ilyon R700	From Wade's car.
Bong	There is a grave marked with a cow's skull. The bong is there.
Dog's Bone	Several locations: Lenny's grave, the dog carcass, and the grave with the bong.
Fire Poker	Detonate the dynamite in the wrecked stagecoach, the poker spawns amidst the debris
Tomahawk	Embedded in the twisted tree that Lenny goes to after he leaves wrecked stagecoach.
Wrench	Put the car behind 47. Put Lenny's grave ahead of you. There is a small pile of rocks just past Lenny's grave (proably off-center to the left a bit) that has this item.


Dexter Industries

10G
Step Into the Light
Made it through the mines.

Dexter Industries will be the one chapter where you will have to resort to a disguise in the section "Descent" to get by undetected, unless you don't mind committing mass murder (and lower your score by over 28,000 points).

You can complete Descent with a disguise and no detection, then quit the mission and "level select" Descent again and play it without the disguise, and selectively kill enemies so you can exit the level with 47 wearing just his suit and finish the final part of the chapter.

Evidence

Evidence - Dexter Industries	
Evidence	Location
	
↑ Evidence 1	Dead End. In the final building with the exit, check the communications console for the evidence.



↑ Evidence 2

Old Mill. On top of the gaming console.



↑ Evidence 3

Descent. In the room before the player-used checkpoint. Two guards will be discussing deployment in the mines.



↑ Evidence 4

Factory Compound. The information desk in the giant lobby.

Challenges

Challenges - Dexter Industries	
Challenge	Conditions and Criteria
Chameleon	Collect the following Disguises (see Items): Arms Dealer, Factory Guard, Truck Driver, Chipmunk Costume
Evidence Collector	Collect the evidence in Dead End, Old Mill, Descent, Factory Compound
Infiltrator	Complete the chapter without being spotted. Dead End, Old Mill, Descent, Factory Compound
Suit Only	Complete the chapter without using a disguise. Dead End, Old Mill, Descent, Factory Compound
Sore Loser	Eliminate the guards playing the videogame and destroy the game console (shoot the TV below it).
Cliffhanger	Send a guard flying by yanking them out the window (defenestration).
New Toys	Use a Proximity Mine to kill five enemies (all at once or piecemeal).
Seal the Deal	Enter the lobby unseen
Packing Heat	Enter the storage rooms in Dead End and Factory Compound. A keycard is required. One can be found in one of the shacks in Dead End, but there is one in each of the other levels.
Infiltration	Clear mission
Under the Bridge Part 1	Factory Compound. Snipe an enemy at the bridge with no suspicion or alarm raised using the Kazo TRG
Under the Bridge Part 2	Factory Compound. Snipe three enemies at the bridge with no suspicion or alarm raised using the Kazo TRG and within 10 seconds.
Under the Bridge Part 3	Factory Compound. Snipe three enemies (do it again) at the bridge with no suspicion or alarm raised using the Kazo TRG

Items Found

Items - Dexter Industries	
Item	Location
Disguise - Factory Guard	The enemies who wear desert tan body armor and BDUs
Disguise - Truck Driver	The red shirt enemies at the Factory Compound
Disguise - Chipmunk Costume	The second storeroom locked by the keycard lock in the Factory Compound map.
Disguise - Arms Dealer	Unique disguise at the Factory Compound map. The NPC is by the red sports car.
Aries 24-7	Handgun used by enemies.
STG 58 Elite	Assault rifle used by enemies.

AH 74U	Submachinegun used by enemies
Kazo TRG	Sniper rifle found at the mouth of the mine exit in Factory Compound and in the rooftop room of the factory building.
Hammer	Junk object found in various spots.
Bottle	Found in abundance.
Wrench	Found here and there.
Proximity Mine (type 1)	This proximity mine is the deployable ones from the storage rooms and Descent.
Proximity Mine (type 2)	This mine is on display in the lobby of the Factory Compound. It is a live piece of ordinance.
Gasoline Can	Found here and there
Axe	Embedded in a stump at the start of Dead End
Dummy Arm	Found in a storage room. Check both.
Key Card	Found Dead End, Old Mill and Factory Compound
Knife	unknown
Metal Pipe	Junk item found here and there.
Radio	On a table in Descent
Remote Explosive	Factory Compound. In a room accessible from the roof where a single guard patrols
Screwdriver	Item found here and there.

Death Factory

10G


A Heavy Blow

Assassinated all the facility leaders.

Death Factory is another chapter that requires 47 to don a disguise to pass through it without being detected; this applies chiefly to the final level, R&D (or the Silo).

Again, you can use level select to zip back to this part of the chapter and complete it without using a disguise to satisfy the Suit Only challenge.

Evidence

Evidence - Death Factory	
Evidence	Location
	Test Facility. The lab floor where Dr. Green starts the landmine process. There is a medical cabinet to your right when you look out over the test range. Place the medkit behind 47 and walk forward; the evidence will be to your left.
↑ Evidence 1	



↑ Evidence 2

Decontamination. On the table where the three guards are watching the fight.



↑ Evidence 3

Silo. The very bottom; behind one of the medical trays/carts there's evidence that can be picked up.

Challenges

Challenges - Death Factory	
Challenge	Conditions and Criteria
Chameleon	Collect the following Disguises (see Items): Factory Guard, Researcher, Scientist
Evidence Collector	Collect the evidence in Test Facility, Decontamination, R&D
Infiltrator	Complete the chapter without being spotted. Test Facility, Decontamination, R&D
Suit Only	Complete the chapter without using a disguise. Test Facility, Decontamination, R&D

Good Test Results	Test Facility. Activate the minefield test prematurely to kill Dr. Green when he goes down into the test area. It's recommended to get the checkpoint in the back, steal a uniform (the factory guard disguise is better) or time the enemy movement so Green is in the killzone before you hit the switch in the control room.
The Abyss Gazes Back	Test Facility. Destroy the glass floor of the main test chamber to cause Dr. Green to fall to his death. Remote mines are in the locked room on the bottom floor in the corridor where the STG 58 was, but three shots from a silenced Silver Baller will break the glass floor as well.
The Common Good	Test Facility. Sabotage the prox mine Dr. Green examines with a proximity sensor disabler. One of the best indirect methods to kill target and escape.
Scientific Thoroughness	Clear the Good Test Results, Abyss Gazes Back, and Common Good challenges.
Happy Birthday	Decon. Carl's colleagues eliminated, Carl is left alive. This will negate the Infiltrator challenge. Take out the cake stripper, then have 47 hide in the cake. Use the automatic point shoot when all five men are in the room. Place enough shots to kill all four guards but leave Carl the scientist alive. You may reload a checkpoint after this is completed.
In the Right Space	Silo. Locate the "Test Chamber" room where explosives are used in a vacuum. The best costume for this is a scientist garb (to bypass the guards). Use the bomb chamber's opacity to hide from view and lure the panel scientist away with the robot arm in the corner. When Valentine steps into the chamber, close it and kill him.
The Shock Doctrine	Silo. Dr. Valentine (the black scientist) can be electrocuted in the taser/shock test-lab labeled the "Special Weapons" room. The safety code is in the lab down the stairs from the taser room; the panel to operate the mega-taser when Valentine is the PC facing the firing area; Valentine will always "turn off" the machine (even if it was off already) before stepping into the test floor, so 47 needs to manually turn it back on to fry him.
Eureka	Silo. Swap the fuel for hair restorer in R&D. The fuel is in the darkened Chemical Lab that is below the active (lit up) Chem Lab between Special Weapons and Test Chamber labs. Simply place the fluid in the green fluid beaker and watch the Doc set himself on fire.
Doctor in the House	Clear the In the Right Space, Shock Doctrine, Eureka challenges.
Strap Him In	Silo. Dr. Ashford has a solitary examination room under the stairs which lead to bottom of the silo. When Ashford sits in the chair, hit the control panel and chew him up. You may need a scientist or guard disguise to get this close without sounding an alarm.
Unseen	Silo. Kill Dr. Ashford when the steam in the silo is obscuring everyone's view. Dispose of his body after killing him, and remain undetected.
Experimenting	Complete the Strap Him In and Unseen challenges

Research and Hiding	Pacify seven researchers (guys in blue Dexter Industries uniforms) and hide them in a closet or enclosed dump. 47 must remain unseen at all times (meaning any suspicion will negate the counter). Restarting from a checkpoint also resets the counter to zero. The subdual technique is not the problem but being detected is. If you are curious, the syringe's melee attack counts as a "knock out" for this challenge (even though you are credited with a silent kill), so if you grab a syringe, you can go back up the silo's upper area (Valentine's workshops) to knock out the researchers and the guards who remain.
Ground Zero	Clear mission
Reap What You Sow Part 1	Dump a yellow scientist body into the pig swill in the back of the test chamber. 47 must remain undetected for this to count and Dr. Green also counts for this condition.
Reap What You Sow Part 2	Dump five yellow scientist bodies into the pig swill in the back of the test chamber. 47 must remain undetected for this to count and Dr. Green also counts for this condition.

Items Found

Items - Death Factory	
Item	Location
Disguise - Scientist	The NPCs in the yellow RACAL suits
Disguise - Researcher	The NPCs in the blue smocks
Disguise - Factory Guard	The guys with guns.
AH 74U	Submachine gun used by enemies.
STG 58	One assault rifle is leaning against a box with ammo in Test Facility in the hallway leading to the remote explosives.
STG 58 Elite	Assault rifle used by enemies.
Bong	The party room for Carl in Decon.
Book	Check the conference room in R&D
Bottle	Party room in Decon
Coffee Mug	Conference room in R&D
Dummy Arm	R&D
Proximity Detector	Test facility. Item used to assassinate a target.
Fire Extinguisher	Plentiful.
Hammer	Found here and there.
Gasoline Can	Found here and there.
Keycard	Found in the security room at the start of Test Facility. Other keycards are found later, but you only need one.
Knife	Party room in Decon
Folding Knife	Shelving at the bottom of the Testing Facility, to the left of the elevator.
Proximity Mine	In the Testing Facility
Fire Paste	R&D chemical labs
Safety Code	R&D Special Weapons labs

Stolen Files	In the Testing Facility security chamber. Needed to enter the facility, so you won't miss it.
Plunger	Decon lockerroom.
Radio	Decon party room.
Remote Explosive	In the locked room of the Testing Facility.
Screwdriver	Found here and there.
Syringe	R&D. Bottom of the silo, on a medical tray near Dr. Ashgrove's solitary lab.
Wrench	Found here and there.

Fight Night

10G

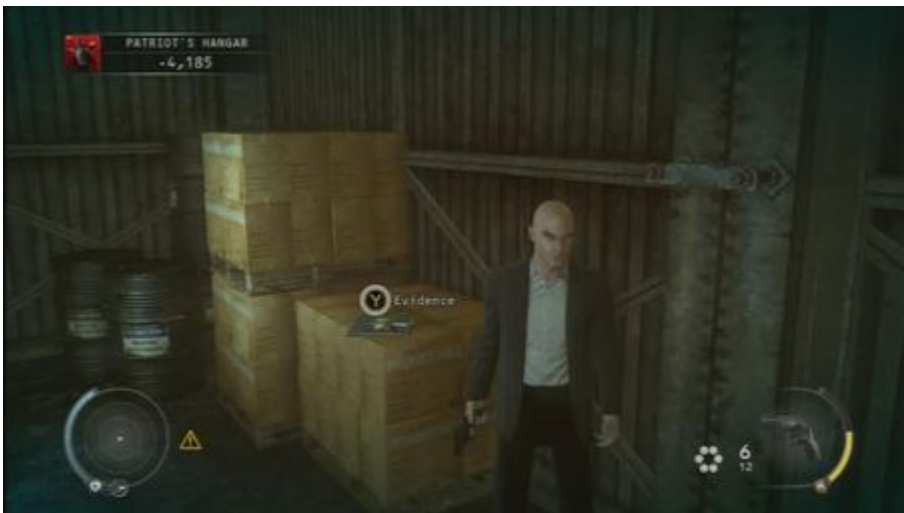
Faith Can Move Mountains

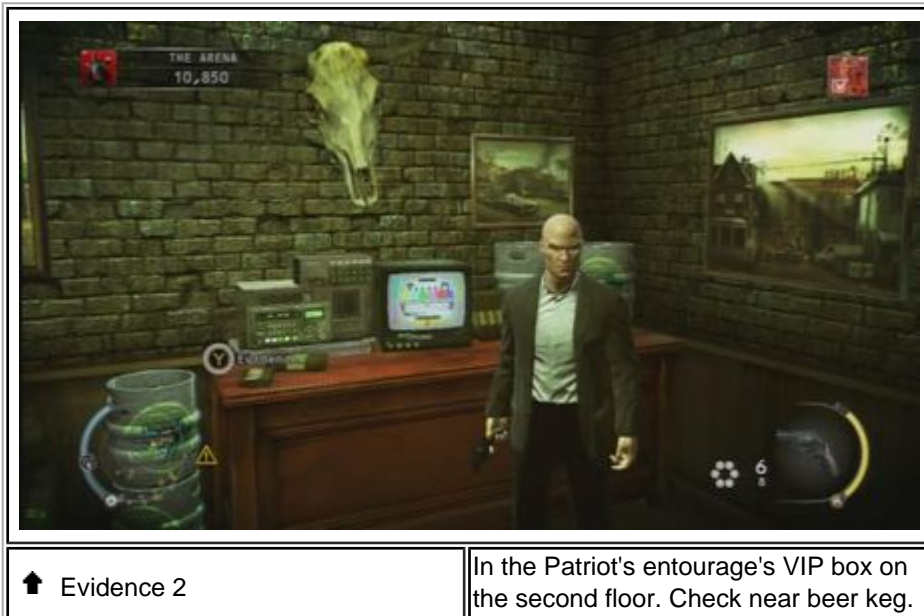
Neutralized Sanchez with your bare hands.

The achievement requires 47 go through the front entrance with the Patriot's costume. Win the QTE (Quick Time Events) against Sanchez to satisfy this condition.

Fight Night is a short chapter. The best part is 47 can take the Patriot's costume and use the back entrance to exploit the game. With the Patriot's disguise, 47 can roam the second floor without arousing any suspicion, with the exception of the keycard-locked weapons room.

Evidence

Evidence - Fight Night	
Evidence	Location
	
↑ Evidence 1	Patriot's Hangar. In the corner of the hangar, where the guard is leaning against one of the boxes. A remote explosive is nearby.



Challenges

Challenges - Fight Night	
Challenge	Conditions and Criteria
Chameleon	Collect the following Disguises (see Items): Factory Guard, The Patriot, Patriot's Entourage
Evidence Collector	Collect the evidence in Patriot's Hangar and The Arena
Infiltrator	Complete the chapter without being spotted. Patriot's Hangar and The Arena
Suit Only	Complete the chapter without using a disguise. Patriot's Hangar and The Arena
Lost and Found	Find the keycard. It's in the small maze of boxes near the corner of the hangar where the evidence is.
A Real Patriot	Take the Patriot's disguise, hide his body, and enter the arena unseen.
Blood Sport	Enter the cage and fight Sanchez as the Patriot
Untouchable	Enter the cage and fight Sanchez as the Patriot without missing a single Quick Time Event.
Light Rig	Kill the target by lowering the lighting boom from the third level of the arena.
Wing Man	Kill the target with a sniper rifle and remain undetected as the shooter. No other persons can die from the shot.
My Enemy	Kill target with an explosive.
Technical Knockout	Clear Light Rig, Wing Man, and My Enemy challenges.
How the Might Fell	Clear mission

Items Found

Items - Fight Night	
Item	Location

Disguise - Patriot's Entourage	The Patriot's support team can be lured by using the generator behind the Patriot's camper.
Disguise - Factory Guard	The enemies in the chapter.
Disguise - The Patriot	Lure the Patriot after stealing his teddybear from the chair near where he trains. When his entourage goes looking for the bear, use a lure to single him out.
STG 58 Elite	Enemy assault rifles
Zug TMP	In the Arena, check the second level for a room with weapons. The keycard is required.
Worn M590 12Ga	In the Arena, check the second level for a room with weapons. The keycard is required.
Ilyon R700	In the Arena, check the second level for a room with weapons. The keycard is required.
Knife	In the Hangar, Outside the Patriot's trailer.
Baseball Bat	In the Hangar, leaning against the chair closest to the picket fence with the pink flamingos
Bottle	Plentifully available.
C4 Brick	In the Arena, check the second level for a room with weapons. The keycard is required.
Cleaver	At the foodstand to the right when entering the arena.
Crowbar	In the Arena. On a cardboard box in the middle of the room beyond the leftmost bar.
Hammer	Found here and there.
Gasoline Can	Found in the hangar on an oil drum located behind the Patriot's trailer, and to the west of the guard standing near the Factory Guard disguise
Keycard	Found in the hangar, in the maze of boxes near the corner where the evidence is found.
Morning Star	In the Arena, check the second level for a room with weapons. The keycard is required.
Metal Pipe	Junk item scattered here and there.
Teddy	On the chair near where the Patriot trains.
Radio	On the table where the Patriot's camper is parked.
Remote Explosive	In the Arena, check the second level for a room with weapons. The keycard is required. Or in the Hangar, on the floor next to the Factory Guard disguise
Screwdriver	In the arena.
Wrench	One is found in the hangar.

Attack of the Saints

10G
The Killing Fields
Neutralized all the Saints.


Attack of the Saints will have you completing the level in a bathrobe (the screenshots used for the evidence locations is for public decency) to complete the Suit Only challenge.

Regardless if you accomplish the Black Widower challenge or not, make sure to bring along a remote explosive from the Parking zone; you may find it handy to have around.

As for grabbing one of the Radonic sisters over the counter in Reception, it's been tried on Hard difficulty, and it works. Do not, however, try entering the front desk area on Expert, or 47 will be discovered immediately.

IGN's video guide will have more details - except the part where there were **8** Saints in the initial trailer and for some freakin' reason there are only 7 targets.

Evidence

Evidence - Attack of the Saints	
Evidence	Location
	
↑ Evidence 1	Parking. In the parking lot by the blue SUV.



↑ Evidence 2

Reception. On the containers near the gasoline pumps.



↑ Evidence 3

Cornfield. Near the camper where Jacqueline Moore steps out of the cornfield and into the clearing. Like other evidence, it's on some Agency containers.

Challenges

Challenges - Attack of the Saints	
Challenge	Conditions and Criteria
Chameleon	Collect the following Disguises (see Items): Scarecrow, Agency Soldier, Agent 47's Suit
Evidence Collector	Collect the evidence in Parking Lot, Reception, Cornfield
Infiltrator	Complete the chapter without being spotted. Parking Lot, Reception, Cornfield
Suit Only	Complete the chapter without using a disguise. Parking Lot, Reception, Cornfield

Intervene	Save the two civilians in Parking Lot and Reception by killing their Agency captors.
Black Widow	Parking Lot. Kill the target by poisoning the coffee with rat poison. The rat poison is in the corner of the motel's first floor. The drink to poison is on the far bar on the mini-golf course.
Electro Cute	Cornfield. Electrocute the target by re-wiring the power cable and turning on the generator.
Skirt Chaser	Black Widow and Electro Cute challenges done.
Scarecrow	Cornfield. Dress as the Scarecrow, then kill 10 enemies without being spotted.
A Calm Before the Storm	Clear mission
Angel of Death Part 1	Kill two targets with one accident. The two Radonic sisters in Reception can be killed with a single gasoline station explosion.
Angel of Death Part 2	unknown
Angel of Death Part 3	unknown

Items Found

Items - Attack of the Saints	
Item	Location
Disguise - Agent 47's Suit	In the white bag where 47 starts.
Disguise - Scarecrow	Cornfield. The first shack directly across from where 47 starts.
Disguise - Agency Soldier	Enemies in this chapter
Agency Jagd P22G	One or two enemies carry one. One of them is in the Parking Lot.
The Absolver	LaSandra Dixon carries this. Collect it from the target.
Agency ARZ 160	Enemy firearms
Agency Dynamics CPW	Each of the subordinate Saints carry one.
Agency SPS 12	Found in preset areas. One is in Parking, where the civilian is executed.
Agency Tanto Knife	Parking area where civilian is executed.
Axe	Found near the Scarecrow shack.
Baseball Bat	Inside Reception.
Bill Spike	Counter of Reception.
Brick	Found in various places.
Cleaver	In the BBQ area (Reception)
Crowbar	The small outdoor disposal area in Reception
Dog's Bone	A shed near LaSandra's position in Cornfield.
Fire Extinguisher	Several locations.

Golf Club	Mini-golf course.
Hula Girl	One of the bars in Parking.
Iron	Room where 47's starts in.
Gasoline Can	Parking and Reception.
Metal Pipe	Various spots.
Rat Poison	Corner of the motel's first floor, on a cleaning cart.
Radio	In the Reception's BBQ area.
Remote Explosive	The Agency set-up area behind the big tour bus in Parking
Wrench	Several spots
Bottle	Numerous.

Excess Trivia

In the "Attack of the Saints" trailer, there are eight Saints visible (the thumbnail is also visible on the mission select screen). However, during this chapter, 47 only fights seven Saints.

See also: The Saints

Skurkys Law

10G

Jailbird


Infiltrated the courthouse and accessed the jail.

Skurky's Law is another chapter where to access the Holding Cells area (from the Courthouse), 47 needs a disguise (especially on Hard). The judge or Tin Foil Hat Man disguises are best for accessing the Courtroom exit without being spotted.

If you wish to get to the Holding Cells without a disguise, you need to make a run for it into the evidence room (the door next to the keycard locked door). Access the ventilation grate and hide until the alert passes.

From there on out, the rest of the levels are simply sneaking and timing your movements to avoid guard patrols.

Evidence

Evidence - Skurkys Law	
Evidence	Location
	
↑ Evidence 1	Courthouse. In the security room behind the front desk.



↑ Evidence 2

Holding Cell. On the table in the room with the exit.



↑ Evidence 3

Prison. In the dark storage room past the security gate, but before the fight pit.

Challenges

Challenges - Skurkys Law	
Challenge	Conditions and Criteria
Chameleon	Collect the following Disguises (see Items): Court Security Guard, Court Usher, Tin Foil Hat Man, Judge, Hope Police Officer
Evidence Collector	Collect the evidence in Courthouse, Holding Cells, Prison
Infiltrator	Complete the chapter without being spotted. Courthouse, Holding Cells, Prison
Suit Only	Complete the chapter without using a disguise. Courthouse, Holding Cells, Prison

Obstruction	Turn off the video evidence in the courtroom. You will have to wait for the video to start first (about 3 minutes after the stage starts). There are two video stations - one in the courtroom's 2F and one in the judge's private chambers.
No Collateral Damage	Clear the mission with no casualties. Subdual is okay (as long as you don't have 47 break necks).
Take the Fall	Take the Tin Foil Hat Man disguise and get the judge to sentence 47 to jail. Enter the Holding Cells and walk to your cell.
Take Office	Take the judge's disguise and enter the Holding Cells.
One Man Riot	Find the glass shiv in the evidence room in Courtroom, then stealth kill 10 enemies. Do not throw the weapon, or the counter may reset.
So Close Yet So Far	Clear mission
Judgment Day Part 1	While dressed as the judge, you must subdue the court usher in the library, and dump his body in the closet undetected.
Judgment Day Part 2	Same as part 1, only now you have to subdue 3 ushers and dump their body unseen.
Judgment Day Part 3	Once you have a acquired the judge's uniform, exit through the window and go to the side entrance. Head for the bathroom and kill the tinfoil-hat man with the gavel.

Items Found

Items - Skurkys Law	
Item	Location
Disguise - Judge	The lone judge in the courtroom.
Disguise - Court Security Guard	The uniformed security in the courtroom
Disguise - Court Usher	The orange vested clerks in the courtroom
Disguise - Hope Police Officer	Police in the prison and holding cells
Disguise - Tin Foil Hat Man	The crazy defendant
Zug TMP	The evidence room next to the exit in the Courtroom
Z&M Model 60	Revolver used by police
STG 58 Elite	Assault rifle used by back up units
M590 12Ga	Found in the Courtroom level in two rooms. Also inside the evidence room by the courtroom exit.
STG 58	In the Prison safe. Safe code required from rescuing prisoner at the start of the Prison; otherwise safe remains locked.
Baseball Bat	In cell before the Prison exit.
Book	Courtroom 2F office room by library
Dummy Arm	The evidence room next to the exit in the Courtroom
Fire Extinguisher	Various places.
Wrench	Various places.
Glass Shiv	The evidence room next to the exit in the Courtroom

Golf Club	In the judge's quarters
Hammer	Various places.
Gavel	Subdue or kill the judge for item.
Keycard	In the keycard locked room with the policeman. You can lure out the policeman, and then follow him through the opened door to the security room and the keycard.
Knife	At the bottom of the stairs just before the room with the evidence in the level, Holding Cell.
Police Baton	unknown
Sledge Hammer	In Prison. Corner of hallway before the fight pit.
Radio	In the courtroom room opposite the keycard locked door.
Screwdriver	By the prison control booth
Statue Bust	Courtroom
Tomahawk	On a shelf in the storage room with a court security guard outfit out by the parking lot.
Vase	Courtroom

Operation Sledgehammer

10G
Hour of Reckoning
Caught up with Skurky.

Operation Sledgehammer is a chapter that requires 47 to use a disguise in Hope Fair (the final section) to pass through undetected (unless you want to spend 3 hours pacifying all the guards one by one). All the other levels are smooth and straight-forward, disguise or no disguise.

Evidence

Evidence - Operation Sledgehammer	
Evidence	Location
	
↑ Evidence 1	In the cubicle directly across the aisle from the one cubicle where the Silverballers are held as evidence.
	

<p>↑ Evidence 2</p>	<p>At the Agency blockade in front of the county jail, there is a container next to a van with evidence.</p>
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<p>↑ Evidence 3</p>	<p>On a container in the "last" room with Agency Heavy Troopers in Burn. Note that on Hard and Extreme, there are extra Heavy Troopers near the exit, so this description is valid chiefly for Normal.</p>
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<p>↑ Evidence 4</p>	<p>On a container at the Agency HQ outside the main street's brewery (which 47 can blow up with gunfire or explosives). Note if the brewery is destroyed, the evidence may occasionally be buried in rubble.</p>
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Challenges

Challenges - Operation Sledgehammer	
Challenge	Conditions and Criteria

Chameleon	Collect the following Disguises (see Items): Hope Police Officer, Agency Grunt, Agency Heavy Trooper
Evidence Collector	Collect the evidence in County Jail, Outgunned, Burn, Hope Fair
Infiltrator	Complete the chapter without being spotted. County Jail, Outgunned, Burn, Hope Fair, Outskirts
Suit Only	Complete the chapter without using a disguise. County Jail, Outgunned, Burn, Hope Fair, Outskirts
Vigilante	Knock out policemen with subdues.
Misty Eyes	Eliminate enemies in haze without being spotted.
Heavy Armor	Take an Agency Heavy Trooper as a human shield and kill four enemies.
A Cleansing Fire	Clear mission
Surgical Precision Part 1	Eliminate 3 enemies without arousing an alert (headshots). Easily done with point-shooting enemies in the head. Try the four enemies who are watching the tanker truck burn.
Surgical Precision Part 2	Eliminate 5 enemies without arousing an alert (headshots). Point-shooting enemies will help you with this challenge.
Surgical Precision Part 3	Eliminate 7 enemies without arousing an alert (headshots). You will need to point-shoot enemies for this one.

Items Found

Items - Operation Sledgehammer	
Item	Location
Disguise - Agency Grunt	The guys with the 31 on the back of there shirts in Outgunned.
Disguise - Agency Heavy Trooper	The big blue and black armor wearing troopers.
Disguise - Hope Police Officer	Cops. In Hope, South Dakota.
Z&M Model 60	Revolver used by the Hope police department
Silver Baller	47's custom handguns, both need to be recovered before the mission can be cleared.
JAGD P22G	The Agency Heavy Trooper who is in the tavern at the start of Hope Fair has this handgun when he is subdued or slain.
Aries 24-7	not found
Agency ARZ 160	Assault rifles are used by the various enemies.
STG 58	Two are found in the County Jail's offices during 47's escape.
Agency Dynamics CPW	In Outgunned, three of these weapons are scattered over the map. Two are by some Agency equipment vans, and a third is in the corner of the street across from the exit.

Black Kazo TRG	In Hope Fair, the sniper perch has a sniper rifle near the equipment boxes.
Agency Tanto Knife	Various spots.
Bottle	Numerous occurrences.
Brick	Several here and there.
Hammer	Try the starting area in Burn
Cleaver	At the Hope Fair, a few stalls have this.
Gasoline Can	A few places here and there.
Knife	Hope Fair utensil.
Proximity Mine	Hope Fair's sniper perch at the bar.
Plunger	unknown
Metal Pipe	unknown
Police Baton	Country Jail. Check the desk in the cubicle where 47 finds his Silverballers.
Power Cord	County Jail. At the spot where the second cop is talking on the phone.
Remote Explosive	Sniper perch in Hope Fair. Check the area near the back door.
Screwdriver	On a shelf in Burn.

One of a Kind

10G

True Form

Visited the tailor, Tommy, and acquired 47's new ensemble.

One of a Kind is a short cinematic chapter. 47 will not kill Tommy the tailor.

Evidence and Items Found

Evidence	Location
Evidence 1	Basement of the shop. Check the desk with the typewriter.



Items - One of a Kind

Item	Location
Disguise - Bird Costume	White bag near the basement safe
Disguise - Hot Sauce Factory Chef	Basement mannequin
Disguise - Ice Cream Truck Driver	Basement mannequin
Disguise - Sewer Worker	Basement mannequin
Book	In the shop
Fire Extinguisher	In the shop
Iron	In the shop
Measuring Tape	Basement
Metal Pipe	Basement
Scissors	Basement
Statue Bust	Basement

Blackwater Park

10G


Destroying Something Beautiful
Assassinated Layla, Dexter's assistant.

Blackwater Park is basically an expanded version of Terminus, but with more hostile territory (most of the grounds and all of the Penthouse). Additionally, to clear the first level without being spotted (also called Blackwater Park), 47 needs to use a disguise to access the exit (the Custodian, Plumber, or Blackwater Manager).

The only disguises that help in the Penthouse are the black suited security or the Strike Team uniform (there are 3 or 4 of them in the whole map, making them easy to avoid). All the other disguises from the grounds will not work.

There is also a secret bonus movie here, but it can only be viewed if 47 follows Layla Stockton (played by the infamous Tracy Lords) into the Panic Room *after* she enters it (naturally, unseen, but after the movie plays, 47 will be immediately spotted by Layla). Neutralizing the target this way satisfies the Skin Trade challenge.

Evidence

Evidence - Blackwater Park	
Evidence	Location
	
↑ Evidence 1	Blackwater Park Grounds. The security office next to the flooded garage entrance.



↑ Evidence 2

Penthouse. One of the corners in the Cetacean skeleton room has evidence on the sofa.

Challenges

Challenges - Blackwater Park	
Challenge	Conditions and Criteria
Chameleon	Collect the following Disguises (see Items): Blackwater Bodyguard, Blackwater Custodian, Plumber, Samurai Costume, Blackwater Receptionist, Blackwater Manager, Blackwater Park Interior Guard, Blackwater Park Exterior Guard, Blackwater Tactical Team
Evidence Collector	Collect the evidence in Blackwater Park and The Penthouse
Infiltrator	Complete the chapter without being spotted. Blackwater Park and The Penthouse
Suit Only	Complete the chapter without using a disguise. Blackwater Park and The Penthouse
Crash Course	Find the movie in the condo and start it in the projector room. There are two movie reels in the adjacent rooms.
Laundry Day	Hide bodies using the laundry chute
Horn of Plenty	Complete Savage Sushi, Straight to the Heart, Bones, Fired Up, Mockingbird, Skin Trade challenges.
You Can Manage	Use the Blackwater Manager disguise (the red bellhop suit) to meet Dexter's security manager (the woman) and enter the lift to Penthouse
I Got My Eyes on You	Use the security woman's eyes to unlock the elevator retinal scanner and use the lift.
Hack N Backslash	Override retinal scanner, enter lift to Penthouse. The override terminal is in the security office on the ground floor.
Mile High Club	Clear the You Can Manage, I Got My Eyes On You, Hack n Backslash challenges.

Whaling	Enemies harpooned in Penthouse. The harpoon gun cannot be aimed, only fired by the switch on the weapon.
Cetacea	Five enemies crushed by whale skeleton in Penthouse. The switch is on the upper floor in the same room.
Hallelujah	Five enemies dumped over the edge of the building (or sent flying).
Savage Sushi	Target poisoned. The poison is in the laser-protected weapons room near Lenny's bedroom. The sushi is on the tray in the long dining table room.
Straight to the Heart	Target harpooned. You may need to distract her by turning on the Dexter Factory diorama. The harpoon gun cannot be aimed, only fired by the switch on the weapon.
Bones	Target crushed by whale skeleton in Penthouse. The switch is on the upper floor in the same room.
Fired Up	Target incinerated. Use the gasoline can from the outdoor stove outside Lenny's bedroom to kill the target. Throw the gas can into the working fireplace when Layla stands near the fire.
Mockingbird	Target sniped off the building with a Kazo TRG. The sniper rifle is in Lenny's bedroom. The window will let you fire on Layla.
Skin Trade	Follow Layla into the panic room (she must enter first). A cut-scene will follow; when you have control again, killing the target satisfies this challenge.
Blue Collar	Use the Plumber's disguise, kill the target, and clear the mission while remaining unspotted.
Hit Him Where It Hurts	Clear mission
Ronin Part 1	Use a katana while in a Samurai Armor disguise and stealth kill enemies.
Ronin Part 2	Use a katana while in a Samurai Armor disguise and stealth kill 7 enemies.
Ronin Part 3	Throw a katana at target while in a Samurai Armor disguise.

Items Found

Items - Blackwater Park	
Item	Location
Disguise - Blackwater Bodyguard	Penthouse enemy; the female versions cannot have their disguises taken by 47
Disguise - Blackwater Custodian	The blue overall janitors.
Disguise - Plumber	The red shirted plumber guy in the cap. Only one of him on the ground floor.
Disguise - Samurai Armor	Samurai armor in the penthouse
Disguise - Blackwater Receptionist	Green bellhop
Disguise - Blackwater Manager	Red bellhop. Disguise used for You Can Manage challenge

Disguise - Blackwater Park Interior Guard	Blue uniformed rent-a-cops
Disguise - Blackwater Park Exterior Guard	Dark blue raincoat wearing rent-a-cops
Disguise - Blackwater Tactical Team	SWAT armor enemies.
Police M590 12GA	Penthouse weapons room, or from the security room in Blackwater Park's ground floor.
AH 74U	Penthouse weapons displays
Ultramax	Penthouse weapons displays
HX UMP	Penthouse weapons displays or from back up units on the ground level.
HX AP-15	Penthouse weapons displays and the security detail in the penthouse
SPS12	Penthouse weapons displays
JAGD P22G	From enemies in the chapter.
Layla's JAGD P22G	From Layla Stockton (Tracy Lords)
Black Kazo TRG	From Lenny's room.
Proximity Mine	Penthouse weapons displays
Mace	Penthouse weapons displays
War Hammer	Penthouse weapons displays
Keycard	In Lenny's room, from Layla and a few other guards in the Penthouse
Baseball Bat	Lenny's room
Battle Axe	Penthouse weapons displays
Bong	Lenny's room
Bottle	Lenny's room
Coffee Mug	From the room with the evidence on the ground floor.
Fire Extinguisher	In the hotel.
Fire Poker	Penthouse
Gasoline Can	Blackwater grounds
Katana	Penthouse weapons displays
Knife	Shelf in the basement
Morning Star	Penthouse weapons displays
U'wa Tribe Poison	Penthouse weapons displays; the laser room.
Radio	In Lenny's room
Screwdriver	Various spots
Statue Bust	Penthouse
Wrench	Various spots
Movie Reel	Blackwater grounds
Tomahawk	Penthouse weapons displays

Countdown

10G

The Final Countdown


Assassinated Blake Dexter.

Countdown is a difficult chapter only because 47 has 4 minutes (and some loose change) to complete it before time runs out, and the whole chapter is failed.

The key is to know the route and to avoid being spotted at all (which fails the mission when Dexter detonates his explosives to kill 47).

The evidence is one of those difficult tasks; using the player activated checkpoint at the start of the second rooftop is highly recommended (esp. on a Professional difficulty).

Evidence

Evidence - Countdown	
Evidence	Location
	
↑ Evidence 1	The evidence is in the keycard locked room. The keycard is in the storeroom you reach by going past the minefield or by Blending past the guards. The locked keycard room is in the second area of the rooftop and has the rest of the items.

Challenges

Challenges - Countdown	
Challenge	Conditions and Criteria
Chameleon	Collect the following Disguises (see Items): Blackwater Tactical Team
Evidence Collector	Collect all the evidence
Infiltrator	Complete the chapter without being spotted.
Suit Only	Complete the chapter without using a disguise.
All Roads Lead to Dexter	Take all three paths to Dexter: through the minefield, through the air vent (to or from the minefield, it doesn't seem to matter), and trough the front door of the storeroom (Blend past the guards)

Stay on Target	Clear the mission in 3 minutes or less (there needs to be more than 1 minute and spare change remaining on the timer).
Hazardous	One accident. Two kills. This challenge is difficult to do without a checkpoint, since 47 starts with no items nearby he can throw to lure two enemies under the suspended cargo. Consider starting from the checkpoint at the top of the stairs and luring enough enemies under the hanging cargo.
Axed	Take the fire axe from the evidence room and stealth kill five enemies.
It's Personal	Target is strangled. Take the "back" route past the minefields to get behind Dexter.
Face to Face	Clear mission
Take Em Down Part 1	Commit 3 headshots.
Take Em Down Part 2	Dump 6 bodies over the ledge.
Take Em Down Part 3	10 unseen kills.

Items Found

Items - Countdown	
Item	Location
Disguise - Blackwater Tactical Team	The only enemies in the chapter
Dexter's Ultramax	Kill Dexter and take his weapon.
HX AP-15	All peon enemies use this weapon
Brick	Near helipad in a barrow on the back side of the helicopter
Coffee Mug	Storeroom with the keycard
Crowbar	In a corner of the minefield. Shoot trough the 2 lantern cables to reach the item
Fire Axe	Evidence room
Hammer	Storeroom with the keycard or evidence room
Metal Pipe	In front of the first straight minefield behind the crates on the left
Plunger	Room with the evidence. The locker may make it hard to take the item.
Screwdriver	On the rooftop by the player checkpoint
Sledgehammer	In the storeroom with the keycard
TNT	not found
Keycard	In the storeroom leading to Blake Dexter's helipad

Absolution

50G

Absolution

You completed Hitman: Absolution on any professional difficulty

Completing all the chapters (from a New Game, not a New Game Plus) on Hard, Expert or Purist, will satisfy the above condition.

10G

A Personal Contract

Eliminated Benjamin Travis and completed Diana's contract.

Absolution is the final chapter, and like the last few chapters, require 47 to don a disguise to Blend undetected.

The first level, Cemetery Entrance", requires the disguise to complete undetected, but the other areas can be done easily without a disguise.

Note that bringing a proximity mine and a remote explosive to the final area (Crematorium) is highly recommended.

Evidence

Evidence - Absolution	
Evidence	Location
	
	<p>↑ Evidence 1</p> <p>Cemetary Entrance. At the crossroads, the evidence sits atop one of the low walls.</p>



↑ Evidence 2

Burnwood Family Tomb. At the Agency camp in the clearing with the explosives. Look for the PC on one of the containers for the evidence beside it.



↑ Evidence 3

Crematorium. Atop the container with the Agency SPS 12 by the stairs to the Timed Explosive you use to kill Benjamin Travis. Watch out for the laser tripmine on the container as you approach it (you can see it in the screenshot)

Challenges

Challenges - Absolution	
Challenge	Conditions and Criteria
Chameleon	Collect the following Disguises (see Items): Agency Grunt, Agency Technician, Agency Heavy Trooper
Evidence Collector	Collect the evidence in Cemetary Entrance, Burnwood Family Tomb, Crematorium

Infiltrator	Complete the chapter without being spotted. Cemetary Entrance, Burnwood Family Tomb, Crematorium
Suit Only	Complete the chapter without using a disguise. Cemetary Entrance, Burnwood Family Tomb, Crematorium
Wolf in Sheep's Clothing	Get the Agency Technician's disguise (there's a white bag with it in the rear of the Burnwood Family Tomb area), kill the target Jade, hide her body, and do it all without being spotted.
Heart of Stone	Kill the target by sabotaging the coffin suspended by the crane.
Crossed Out	Kill the target by caving in the cemetary tunnel with an explosion.
Numb	Complete the Heart of Stone and Crossed Out challenges
Arm's Length Principle	Use a remote explosive or proximity mine and kill a Praetorian.
Predator	Garrote three Praetorians without being spotted.
It Ain't Over Until	Clear mission
The Higher Ground Part 1	Get three headshots without arousing an alert or too much supicion with the sniper rifle.
The Higher Ground Part 2	Get five headshots with the sniper rifle, and done in 10 seconds.
The Higher Ground Part 3	Get seven headshots without arousing an alert with the sniper rifle.

Items Found

Items - Absolution	
Item	Location
Disguise - Agency Grunt	The enemies in black and yellow
Disguise - Agency Heavy Tooper	The enemies in black armor
Disguise - Agency Technician	The one enemy in a blue RACAL suit
Agency Swiss 3000	Only two enemies drop this weapon - a grunt in the Burnwood Family Tomb and Jade.
Agency ARZ 160	Enemies use this weapon
Agency SPS12	Enemies use this weapon
Kazo TRG	47 starts with this weapon.
Book	Cemetary Entrance. Look for piles of rubble near a gap in the low wall at the near side of the map
Brick	Found around the area
Vase	The starting tomb
Dog Bone	Found around the area
Gasoline Can	Found around the area
Remote Explosive	From an Agency stash in the Burnwood Family Tomb
Scissors	Burnwood Family Tomb. At the Agency camp
Screwdriver	Burnwood Family Tomb. At the Agency camp

Proximity Mine	From an Agency stash in the Burnwood Family Tomb
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Challenges

Completing **Challenges** will boost your Score. This helps in earning Assassin Techniques.

- Personal Contract Challenges
- The King of Chinatown Challenges
- Terminus Challenges
- Run For Your Life Challenges
- Hunter and Hunted Challenges
- Rosewood Challenges
- Welcome to Hope Challenges
- Birdies Gift Challenges
- Shaving Lenny Challenges
- End of the Road Challenges
- Dexter Industries Challenges
- Death Factory Challenges
- Fight Night Challenges
- Attack of the Saints Challenges
- Skurkys Law Challenges
- Operation Sledgehammer Challenges
- One of a Kind Challenges
- Blackwater Park Challenges
- Countdown Challenges
- Absolution Challenges

Personal Contract Challenges

Challenges for **A Personal Contract**.

Challenges - A Personal Contract	
Challenge	Conditions and Criteria
Chameleon	Collect the following Disguises (see Items): Gardener, Mansion Interior Guard, Mansion Exterior Guard, Chef
Evidence Collector	Collect the evidence in Cliffside and Mansion Ground Floor
Infiltrator	Complete the chapter without being spotted. Gardens, Greenhouse, Cliffside, Mansion Ground Floor
Suit Only	Complete the chapter without using a disguise. Gardens, Greenhouse, Cliffside, Mansion Ground Floor, Mansion Second Floor
Modern Art	Accidental kill in the Gardens. The large metal sculpture in the center where the two guards are talking can have its base stem shot to destabilize it, causing it to fall.
Geronimo	Guard sent flying out of a window (defenestration). Pull out the guard at the cliffside section, the one getting the good news about his "cancer" not being cancer. The new diagnosis does not protect him from terminal falls.
Extra Spice	Chef drugged. The sleeping pills are in the upstairs restroom; the pills may be poured into the stew the cook is preparing.
Damn Good Coffee	Head of Security drugged. The sleeping pills are in the upstairs restroom; the pills are poured into the coffee cup at the bar by the fireplace.
Play It Again	Accident kill using the piano's cover. For this, you may want the cook's disguise, and leave the two enemies by the kitchen alone, so they can finish their A.I. route. One of them goes to the piano.
The Price of Treason	Clear mission
Well Played	Knockout the Head of Security with sleeping pills, get the key card, and assassinate your target without causing further casualties (essentially a Silent Assassin run).

The King of Chinatown Challenges

Challenges for King of Chinatown.

Challenges - King of Chinatown	
Challenge	Conditions and Criteria
Chameleon	Collect the following Disguises (see Items): Chicago Police Officer, Market Vendor, Dealer, Chicago SWAT Officer
Evidence Collector	Collect the evidence.
Infiltrator	Complete the chapter without being spotted.
Suit Only	Complete the chapter without using a disguise.
Kaboom	Messy but effective. Kill the target with a remote explosive.
A Killing View	Target eliminated with a sniper rifle, from the dealer's apartment.
Controlled Detonation	Kill only the target. Use the remote explosive near the King's car to kill only him. The cop in the body dump will be unharmed.
Man Down	Kill the target by pushing him down a hole. The "hole" is the cargo floor opening near where the King eats his free poisoned sushi.
Drop Dead	Accidental kill by dropping the suspended cargo on the target. Do it where he stops to publicly urinate by the level exit.
Two for the Price of One	Get the Kazo TRG sniper rifle from the dealer's apartment and kill both the dealer and the King in one shot. You may need to be discovered to get the perfect lined up shot (just reload after the challenge is earned)
Clean Sweep	Evidence recovered. 47 remains undetected.
Don't Do Drugs	Poison the target's drugs. Use the Fugu Fish and poison the stash in the dealer's apartment.
Hot Coffee	Place Fugu Fish poison into the King's coffee at the pagoda.
Let's Do Lunch	Place Fugu Fish poison in the King's sushi, near where you can push him down the cargo hole.
Master Poisoner	Complete Hot Coffee, Don't Do Drugs and Let's Do Lunch
Quid Pro Quo	Clear mission
Veiled Death Part 1	Eliminate the target and dealer with a stealth-based point-shoot in the dealer's apartment while wearing a policeman's uniform.
Veiled Death Part 2	Eliminate the target in the dealer's disguise near where the King urinates by the exit.

Terminus Challenges

Challenges for Terminus.

Challenges - Terminus	
Challenge	Conditions and Criteria
Chameleon	Collect the following Disguises (see Items): Electrician, Janitor, Hope Goon
Evidence Collector	Collect the evidence in Terminus Hotel and Upper Floors
Infiltrator	Complete the chapter without being spotted. Terminus Hotel and Upper Floors.
Suit Only	Complete the chapter without using a disguise. Terminus Hotel and Upper Floors.
Housekeeping	Eliminate 10 enemies and remain unseen. You can do this using the Upper Floor's restroom and a radio. Simply hide the bodies in the stall; you don't recover your points, but you can restart a checkpoint after completing a challenge.
Don't Disturb	Reach room 899 without pacifying or killing anyone.
Hall Pass	Clear mission with the janitor disguise and without being spotted. You don't have to visit all areas of this chapter.
An Evening in Paradise	Find a movie reel and play it in the projector in Upper Floors. A movie reel can be found in the janitorial closet next to the restroom or in the ballroom.
Inside Path	Go up to the 8th floor from the 7th floor using a specific path. Lure the enemy by keycard stairs away and go through the window on 7F. Use the ledge on 8F to reach room 899. Playing the movie does draw away a lot of the enemies near the exit.
The Man From South Dakota	Clear mission
The Electrician Part 1	A tool of many uses. Use the screwdriver in an Electrician's garb to stealth kill someone and remain unseen.
The Electrician Part 2	They never knew what hit them. Use the screwdriver in an Electrician's garb to stealth kill five enemies and remain unseen.

Run For Your Life Challenges

Challenges for Run For Your Life.

Challenges - Run For Your Life	
Challenge	Conditions and Criteria
Chameleon	Collect the following Disguises (see Items): Chicago SWAT Officer, Chicago Policeman
Evidence Collector	Collect the evidence in Library, Shangri-La, and Train Station.
Infiltrator	Complete the chapter without being spotted. Burning Hotel, The Library, Rooftops, Shangri-La, Train Station
Suit Only	Complete the chapter without using a disguise. Burning Hotel, The Library, Rooftops, Shangri-La, Train Station
Picking on the New Guy	Use the rookie as a human shield.
Death from Above	Accidental kill with a library chandelier
Fields of Joy	Unseen for the whole chapter
Bong Hits	Take a Bong from Shangri-La, then melee an enemy with the item. Since the bong is breakable, find another bong and repeat the process.
Business is Booming	Open the safe in Shangri-La. The combination is on a Notebook in the same room as the safe, by the air vent.
In Stereo	Start the tape deck player in the disco room in Shangri-La.
The Tables Have Turned	Clear mission
Silence Please Part 1	he boy in blue met Little Boy Blue (Subdue a police officer and hide the body)
Silence Please Part 2	The boy in blue met Little Boy Blue (Subdue and hide 7 police officers - continuous; does not reset upon discovery)

Hunter and Hunted Challenges

Challenges for Hunter and Hunted.

Challenges - Hunter and Hunted	
Challenge	Conditions and Criteria
Chameleon	Collect the following Disguises (see Items): Strip Club Bouncer, Store Clerk, Chicago Police Officer, Chipmunk Costume
Evidence Collector	Collect the evidence in Courtyard, The Vixen Club, Derelict Store, Convenience Store, Loading Area, Chinese New Year
Infiltrator	Complete the chapter without being spotted. Courtyard, The Vixen Club, Dressing Rooms, Derelict Store, Convenience Store, Loading Area, Chinese New Year
Suit Only	Complete the chapter without using a disguise. Courtyard, The Vixen Club, Dressing Rooms, Derelict Store, Convenience Store, Loading Area, Chinese New Year
Private Dance	Kill target. Hide the body. Escape the Vixen Club unseen. Shooting Dom with the silenced JAGD P22G after his lap dance is best. You need a keycard and the silenced JAGD for this.
Dominated	Garrote target. Hide the body. Escape the Vixen Club unseen. Killing Dom in the bathroom is probably one of the better methods, although you can try and get away with it in the private booths area.
Schadenfreude	Use the disco ball to crush Dom in the Vixen Club. The damaged ball can be dislodged using the switch past the keycard door where the bachelor party is being held in the private corner booth.
Fire Sale	Turn off the sprinklers and start the fireworks in the Convenience Store.
Two Rights Make a Right	Save the market vendor before he is killed by the target in the alley.
Moment of Bliss	Electrocute the target by rewiring the loose power cable. Throw the switch only when the target is urinating.
Fire Him	Sabotage the fuel pump in the fireworks area and the target dies after an elapsed time.
X Marks the Spot	Kill the henchman who urinates by dropping the hanging cargo load in the alley where the target kills the market vendor. Eventually, another target will go to where 47 started this section; there is a second cargo load there.
Lieutenant Bad	Eliminated by proxy. Steal Birdie's file and the corrupt cop will kill your target for you in the police impound.
Cleaning Up in Chinatown	Lieutenant Bad, Fire Him, X Marks the Spot, Moment of Bliss all cleared

Damage Control	Clear mission
Swordplay Part 1	Stealth kill one of Wade's henchmen using the katana. The katana is found from the stall run by the market vendor who is shot by the target in the alley.
Swordplay Part 2	Stealth kill all of Wade's henchmen using the katana. The katana is found from the stall run by the market vendor who is shot by the target in the alley.
Swordplay Part 3	Stealth kill all of Wade's henchmen using the katana while wearing the Chipmunk costume. The katana is found from the stall run by the market vendor who is shot by the target in the alley. The chipmunk costume is found on street level; from the top of the stairs of the police impound, turn left. The disguise is in that "empty" room.

Rosewood Challenges

Challenges for Rosewood.

Challenges - Rosewood	
Challenge	Conditions and Criteria
Chameleon	Collect the following Disguises (see Items): Henchman, Rosewood Security Guard
Evidence Collector	Collect the evidence in Orphanage Halls and Central Heating
Infiltrator	Complete the chapter without being spotted. Victoria's Ward, Orphanage Halls, Central Heating
Suit Only	Complete the chapter without using a disguise. Victoria's Ward, Orphanage Halls, Central Heating
Good Samaritan	Save the imprisoned guard by taking out his torturers.
Out of Fuse	Collect all four fuses without being spotted
Playing with Balls	Hide enemy bodies in the 1F ball pen in the Orphanage's nursery.
Face Off	Kill Wade without being spotted. 47 entering point-shoot mode counts as being spotted.
The Mercenary	Clear mission
Subtle Injection Part 1	Find the syringe in the infirmary or medicine room and throw the item like a knife for condition. Must be three kills in one quick string (no checkpoint restarts or too much time passed); note that a blood pool is created when someone is stealth-killed in this manner.
Subtle Injection Part 2	Find the syringe in the infirmary or medicine room and throw the item like a knife for condition. Must be four kills in one quick string (no checkpoint restarts or too much time passed); note that a blood pool is created when someone is stealth-killed in this manner.
Subtle Injection Part 3	Find the syringe in the infirmary or medicine room and throw the item like a knife for condition. Must be five kills in one quick string (no checkpoint restarts or too much time passed); note that a blood pool is created when someone is stealth-killed in this manner.

Welcome to Hope Challenges

Challenges for Welcome to Hope.

Challenges - Welcome to Hope	
Challenge	Conditions and Criteria
Chameleon	Collect the following Disguises (see Items): Hope Police Officer, Truck Driver, Hope Bouncer
Evidence Collector	Collect the evidence
Infiltrator	Complete the chapter without being spotted.
Suit Only	Complete the chapter without using a disguise.
Chew the Fat	Get to the Bartender without starting a barfight.
Clear the Air	Start a bar fight, get to the bartender, but do not participate in the barfight.
Ali	Knock out all the bouncers in the bar. You can do this during the barfight.
Duck and Cover	Do not get hit in the barfight. Completing Clear the Air will meet this challenge.
Just Passing Through	Clear mission

Birdies Gift Challenges

Challenges for Birdie's Gift.

Challenges - Birdies Gift	
Challenge	Conditions and Criteria
Chameleon	Collect the following Disguises (see Items): Hope Policeman
Evidence Collector	Collect the evidence
Infiltrator	Complete the chapter without being spotted.
Suit Only	Complete the chapter without using a disguise.
Depends on the Girl	Lose the shooting contest
Bullseye	Win the shooting contest by scoring over 471 points
Assassins Signature	Win the shooting contest by scoring over 471 points using 47's Silverballers
Ultramax	Win the shooting contest by scoring over 471 points using the Ultramax weapon.
It Wouldn't Be Stealing	Do not enter the contest, collect the Silverballers and clear the mission
Shiver Me Timbers	Fire the cannon on the gun range by shooting the fuse.
Duck Hunting	Destroy 10 duck targets in the indoor gun range.
Choosing Weapons	Clear mission
Up Your Arsenal Part 1	Stick to your guns. All of time.
Up Your Arsenal Part 2	Stick to your guns. All of time.
Up Your Arsenal Part 3	Stick to your guns. All of time.

Shaving Lenny Challenges

Challenges for Shaving Lenny.

Challenges - Shaving Lenny	
Challenge	Conditions and Criteria
Chameleon	Collect the following Disguises (see Items): Barber, Hope Plumber, Hope Police Officer, Mechanic
Evidence Collector	Collect the evidence in Streets of Hope and Barbershop.
Infiltrator	Complete the chapter without being spotted. Streets of Hope and Barbershop.
Suit Only	Complete the chapter without using a disguise. Streets of Hope and Barbershop.
Oil is Thicker Than Blood.	Streets of Hope. Kill the target who hangs out on the porch in front of the scrap yard by pushing him into the vat of oil. You can restart and kill the same target again to complete this.
Get the Mechanic	Streets of Hope. Kill the target who walks through the scrap yard by crushing him underneath a raised car. 47 needs to take out the nearby NPCs so only the target will be lured under the car for crushing. You need to wear the mechanic disguise to complete this.
Kill Me, I'm the Cook	Any level. Use a stove to kill a target. The best candidate is the one who hangs out in the room above the convenience store. To detonate a stove, turn on the gas, then shoot the stove's top with a firearm.
Pump It Up	Streets of Hope. Accidental kill with the gas pump at the mechanics' shop. Sabotage the fuel pump in front of mechanic shop then wait for the target who goes from the Convenience Store to the garage to get in position. Shooting the spilled gasoline with a firearm will be enough to set off a catastrophic series of explosions.
Shocking	Streets of Hope. Accidental kill with electricity. Sabotage the power cable by the transformer near the scrapyards metal gate leading to the level's exit and throwing the timed switch as the target nears the gate.
Gotta Go	Barbershop. Accidental kill with electricity while the target urinates. Use the nearby wrench to loosen the wire, then power on the fusebox next to the wire. The execution will be automatically done.
Well Done	Barbershop. Accidental kill with fire. Your goal is to swap the yellow bottle (hot sauce) with the red bottle (fuel). The yellow bottle is inside the storage room downstairs. The red bottle is inside the storage behind the grill area. Don't loosen the wires for the "Gotta Go" challenge, or the cook (Mason) will kill himself before the goon who grabs the "hot sauce" bottle comes back.

Shave and a Haircut	Pacify Lenny in a barber's garb. Just simply walk up to him with the barber disguise and he will follow.
Accidents Happen	Clear Get the Mechanic, Kill Me I'm the Cook, Pump It Up, Shocking, Gotta Go, Well Done (all six) challenges.
The Weakest Link	Clear mission.
Safety Distance Part 1	Snipe a target (Tyler) from the garage balcony into the convenience store's 2nd floor to kill target Take the plumber's garb and dispose of the target who comes up to the garage's balcony so you can snipe the convenience store target in peace.
Safety Distance Part 2	Snipe a target (Landon) from the convenience store's second floor to kill the target in the mechanic's garage second story balcony.
Safety Distance Part 3	Snipe a target (Gavin) from the donut shop's second floor to snipe at the target on the scrapyards entrance porch.

Dexter Industries Challenges

Challenges for Dexter Industries.

Challenges - Dexter Industries	
Challenge	Conditions and Criteria
Chameleon	Collect the following Disguises (see Items): Arms Dealer, Factory Guard, Truck Driver, Chipmunk Costume
Evidence Collector	Collect the evidence in Dead End, Old Mill, Descent, Factory Compound
Infiltrator	Complete the chapter without being spotted. Dead End, Old Mill, Descent, Factory Compound
Suit Only	Complete the chapter without using a disguise. Dead End, Old Mill, Descent, Factory Compound
Sore Loser	Eliminate the guards playing the videogame and destroy the game console (shoot the TV below it).
Cliffhanger	Send a guard flying by yanking them out the window or push them off the cliff (defenestration).
New Toys	Use a Proximity Mine to kill five enemies (all at once or piecemeal).
Seal the Deal	Enter the lobby unseen
Packing Heat	Enter the storage rooms in Dead End and Factory Compound. A keycard is required. One can be found in one of the shacks in Dead End, but there is one in each of the other levels.
Infiltration	Clear mission
Under the Bridge Part 1	Factory Compound. Snipe an enemy at the bridge with no suspicion or alarm raised using the Kazo TRG
Under the Bridge Part 2	Factory Compound. Snipe three enemies at the bridge with no suspicion or alarm raised using the Kazo TRG and within 10 seconds.
Under the Bridge Part 3	Factory Compound. Snipe three enemies (do it again) at the bridge with no suspicion or alarm raised using the Kazo TRG

Death Factory Challenges

Challenges for Death Factory.

Challenges - Death Factory	
Challenge	Conditions and Criteria
Chameleon	Collect the following Disguises (see Items): Factory Guard, Researcher, Scientist
Evidence Collector	Collect the evidence in Test Facility, Decontamination, R&D
Infiltrator	Complete the chapter without being spotted. Test Facility, Decontamination, R&D
Suit Only	Complete the chapter without using a disguise. Test Facility, Decontamination, R&D
Good Test Results	Test Facility. Activate the minefield test prematurely to kill Dr. Green when he goes down into the test area. It's recommended to get the checkpoint in the back, steal a uniform (the factory guard disguise is better) or time the enemy movement so Green is in the killzone before you hit the switch in the control room.
The Abyss Gazes Back	Test Facility. Destroy the glass floor of the main test chamber to cause Dr. Green to fall to his death. Remote mines are in the locked room on the bottom floor in the corridor where the STG 58 was, but three shots from a silenced Silver Baller will break the glass floor as well.
The Common Good	Test Facility. Sabotage the prox mine Dr. Green examines with a proximity sensor disabler. One of the best indirect methods to kill target and escape.
Scientific Thoroughness	Clear the Good Test Results, Abyss Gazes Back, and Common Good challenges.
Happy Birthday	Decon. Carl's colleagues eliminated, Carl is left alive. This will negate the Infiltrator challenge. Take out the cake stripper, then have 47 hide in the cake. Use the automatic point shoot when all five men are in the room. Place enough shots to kill all four guards but leave Carl the scientist alive. You may reload a checkpoint after this is completed.
In the Right Space	Silo. Locate the "Test Chamber" room where explosives are used in a vacuum. The best costume for this is a scientist garb (to bypass the guards). Use the bomb chamber's opacity to hide from view and lure the panel scientist away with the robot arm in the corner. When Valentine steps into the chamber, close it and kill him.

The Shock Doctrine	Silo. Dr. Valentine (the black scientist) can be electrocuted in the taser/shock test-lab labeled the "Special Weapons" room. The safety code is in the lab down the stairs from the taser room; the panel to operate the mega-taser when Valentine is the PC facing the firing area; Valentine will always "turn off" the machine (even if it was off already) before stepping into the test floor, so 47 needs to manually turn it back on to fry him.
Eureka	Silo. Swap the fuel for hair restorer in R&D. The fuel is in the darkened Chemical Lab that is below the active (lit up) Chem Lab between Special Weapons and Test Chamber labs. Simply place the fluid in the green fluid beaker and watch the Doc set himself on fire.
Doctor in the House	Clear the In the Right Space, Shock Doctrine, Eureka challenges.
Strap Him In	Silo. Dr. Ashford has a solitary examination room under the stairs which lead to bottom of the silo. When Ashford sits in the chair, hit the control panel and chew him up. You may need a scientist or guard disguise to get this close without sounding an alarm.
Unseen	Silo. Kill Dr. Ashford when the steam in the silo is obscuring everyone's view. Dispose of his body after killing him, and remain undetected.
Experimenting	Complete the Strap Him In and Unseen challenges
Research and Hdings	Pacify seven researchers (guys in blue Dexter Industries uniforms) and hide them in a closet or enclosed dump. 47 must remain unseen at all times (meaning any suspicion will negate the counter). Restarting from a checkpoint also resets the counter to zero. The subdual technique is not the problem but being detected is. If you are curious, the syringe's melee attack counts as a "knock out" for this challenge (even though you are credited with a silent kill), so if you grab a syringe, you can go back up the silo's upper area (Valentine's workshops) to knock out the researchers and the guards who remain.
Ground Zero	Clear mission
Reap What You Sow Part 1	Dump a yellow scientist body into the pig swill in the back of the test chamber. 47 must remain undetected for this to count and Dr. Green also counts for this condition.
Reap What You Sow Part 2	Dump five yellow scientist bodies into the pig swill in the back of the test chamber. 47 must remain undetected for this to count and Dr. Green also counts for this condition.

Fight Night Challenges

Challenges for Fight Night.

Challenges - Fight Night	
Challenge	Conditions and Criteria
Chameleon	Collect the following Disguises (see Items): Factory Guard, The Patriot, Patriot's Entourage
Evidence Collector	Collect the evidence in Patriot's Hangar and The Arena
Infiltrator	Complete the chapter without being spotted. Patriot's Hangar and The Arena
Suit Only	Complete the chapter without using a disguise. Patriot's Hangar and The Arena
Lost and Found	Find the keycard. It's in the small maze of boxes near the corner of the hangar where the evidence is.
A Real Patriot	Take the Patriot's disguise, hide his body, and enter the arena unseen.
Blood Sport	Enter the cage and fight Sanchez as the Patriot
Untouchable	Enter the cage and fight Sanchez as the Patriot without missing a single Quick Time Event.
Light Rig	Kill the target by lowering the lighting boom from the third level of the arena.
Wing Man	Kill the target with a sniper rifle and remain undetected as the shooter. No other persons can die from the shot.
My Enemy	Kill target with an explosive.
Technical Knockout	Clear Light Rig, Wing Man, and My Enemy challenges.
How the Might Fell	Clear mission

Attack of the Saints Challenges

Challenges for Attack of the Saints.

Challenges - Attack of the Saints	
Challenge	Conditions and Criteria
Chameleon	Collect the following Disguises (see Items): Scarecrow, Agency Soldier, Agent 47's Suit
Evidence Collector	Collect the evidence in Parking Lot, Reception, Cornfield
Infiltrator	Complete the chapter without being spotted. Parking Lot, Reception, Cornfield
Suit Only	Complete the chapter without using a disguise. Parking Lot, Reception, Cornfield
Intervene	Save the two civilians in Parking Lot and Reception by killing their Agency captors.
Black Widower	Parking Lot. Kill the target by poisoning the coffee with rat poison. The rat poison is in the corner of the motel's first floor. The drink to poison is on the far bar on the mini-golf course.
Electro Cute	Cornfield. Electrocute the target by re-wiring the power cable and turning on the generator.
Skirt Chaser	Black Widower and Electro Cute challenges done.
Scarecrow	Cornfield. Dress as the Scarecrow, then kill 10 enemies without being spotted.
A Calm Before the Storm	Clear mission
Angel of Death Part 1	Kill two targets with one accident. The two Radonic sisters in Reception can be killed with a single gasoline station explosion.
Angel of Death Part 2	unknown
Angel of Death Part 3	unknown

Skurkys Law Challenges

Challenges for Skurky's Law.

Challenges - Skurkys Law	
Challenge	Conditions and Criteria
Chameleon	Collect the following Disguises (see Items): Court Security Guard, Court Usher, Tin Foil Hat Man, Judge, Hope Police Officer
Evidence Collector	Collect the evidence in Courthouse, Holding Cells, Prison
Infiltrator	Complete the chapter without being spotted. Courthouse, Holding Cells, Prison
Suit Only	Complete the chapter without using a disguise. Courthouse, Holding Cells, Prison
Obstruction	Turn off the video evidence in the courtroom. You will have to wait for the video to start first (about 3 minutes after the stage starts). There are two video stations - one in the courtroom's 2F and one in the judge's private chambers.
No Collateral Damage	Clear the mission with no casualties. Subdual is okay (as long as you don't have 47 break necks).
Take the Fall	Take the Tin Foil Hat Man disguise and get the judge to sentence 47 to jail. Enter the Holding Cells and walk to your cell.
Take Office	Take the judge's disguise and enter the Holding Cells.
One Man Riot	Find the glass shiv in the evidence room in Courtroom, then stealth kill 10 enemies. Do not throw the weapon, or the counter may reset.
So Close Yet So Far	Clear mission
Judgment Day Part 1	Aquire the Jugde disguise and knock out and hide one Court Usher.
Judgment Day Part 2	Aquire the Judge disguise and knock out and hide 3 Court Ushers.
Judgment Day Part 3	Aquire the Judge disguise and gavel and kill the Tin Foil Hat Man with the gavel.

Operation Sledgehammer Challenges

Challenges for Operation Sledgehammer.

Challenges - Operation Sledgehammer	
Challenge	Conditions and Criteria
Chameleon	Collect the following Disguises (see Items): Hope Police Officer, Agency Grunt, Agency Heavy Trooper
Evidence Collector	Collect the evidence in County Jail, Outgunned, Burn, Hope Fair
Infiltrator	Complete the chapter without being spotted. County Jail, Outgunned, Burn, Hope Fair, Outskirts
Suit Only	Complete the chapter without using a disguise. County Jail, Outgunned, Burn, Hope Fair, Outskirts
Vigilante	Knock out policemen with subduals.
Misty Eyes	Eliminate enemies in haze without being spotted.
Heavy Armor	Take an Agency Heavy Trooper as a human shield and kill four enemies.
A Cleansing Fire	Clear mission
Surgical Precision Part 1	Eliminate 3 enemies without arousing an alert (headshots). Easily done with point-shooting enemies in the head. Try the four enemies who are watching the tanker truck burn.
Surgical Precision Part 2	Eliminate 5 enemies without arousing an alert (headshots). Point-shooting enemies will help you with this challenge.
Surgical Precision Part 3	Eliminate 7 enemies without arousing an alert (headshots). You will need to point-shoot enemies for this one.

Blackwater Park Challenges

Challenges for Blackwater Park.

Challenges - Blackwater Park	
Challenge	Conditions and Criteria
Chameleon	Collect the following Disguises (see Items): Blackwater Bodyguard, Blackwater Custodian, Plumber, Samurai Costume, Blackwater Receptionist, Blackwater Manager, Blackwater Park Interior Guard, Blackwater Park Exterior Guard, Blackwater Tactical Team
Evidence Collector	Collect the evidence in Blackwater Park and The Penthouse
Infiltrator	Complete the chapter without being spotted. Blackwater Park and The Penthouse
Suit Only	Complete the chapter without using a disguise. Blackwater Park and The Penthouse
Crash Course	Find the movie in the condo and start it in the projector room. There are two movie reels in the adjacent rooms.
Laundry Day	Hide bodies using the laundry chute
Horn of Plenty	Complete Savage Sushi, Straight to the Heart, Bones, Fired Up, Mockingbird, Skin Trade challenges.
You Can Manage	Use the Blackwater Manager disguise (the red bellhop suit) to meet Dexter's security manager (the woman) and enter the lift to Penthouse
I Got My Eyes on You	Use the security woman's eyes to unlock the elevator retinal scanner and use the lift.
Hack N Backslash	Override retinal scanner, enter lift to Penthouse. The override terminal is in the security office on the ground floor.
Mile High Club	Clear the You Can Manage, I Got My Eyes On You, Hack n Backslash challenges.
Whaling	Enemies harpooned in Penthouse. The harpoon gun cannot be aimed, only fired by the switch on the weapon.
Cetacea	Five enemies crushed by whale skeleton in Penthouse. The switch is on the upper floor in the same room.
Hallelujah	Five enemies dumped over the edge of the building (or sent flying).
Savage Sushi	Target poisoned. The poison is in the laser-protected weapons room near Lenny's bedroom. The sushi is on the tray in the long dining table room.
Straight to the Heart	Target harpooned. You may need to distract her by turning on the Dexter Factory diorama. The harpoon gun cannot be aimed, only fired by the switch on the weapon.
Bones	Target crushed by whale skeleton in Penthouse. The switch is on the upper floor in the same room.

Fired Up	Target incinerated. Use the gasoline can from the outdoor stove outside Lenny's bedroom to kill the target. Throw the gas can into the working fireplace when Layla stands near the fire.
Mockingbird	Target sniped off the building with a Kazo TRG. The sniper rifle is in Lenny's bedroom. The window will let you fire on Layla.
Skin Trade	Follow Layla into the panic room (she must enter first). A cut-scene will follow; when you have control again, killing the target satisfies this challenge.
Blue Collar	Use the Plumber's disguise, kill the target, and clear the mission while remaining unspotted.
Hit Him Where It Hurts	Clear mission
Ronin Part 1	Use a katana while in a Samurai Armor disguise and stealth kill enemies.
Ronin Part 2	Use a katana while in a Samurai Armor disguise and stealth kill 7 enemies.
Ronin Part 3	Kill your target with a katanawhile in a Samurai Armor disguise (And hide the body?).

Countdown Challenges

Challenges for Countdown.

Challenges - Countdown	
Challenge	Conditions and Criteria
Chameleon	Collect the following Disguises (see Items): Blackwater Tactical Team
Evidence Collector	Collect all the evidence
Infiltrator	Complete the chapter without being spotted.
Suit Only	Complete the chapter without using a disguise.
All Roads Lead to Dexter	Take all three paths to Dexter: through the minefield, through the air vent (to or from the minefield, it doesn't seem to matter), and through the front door of the storeroom (Blend past the guards)
Stay on Target	Clear the mission in 3 minutes or less (there needs to be more than 1 minute and spare change remaining on the timer).
Hazardous	One accident. Two kills. Crush two enemies with the construction palate on the lower roof. If you wait patiently, one of the guards patrolling near the building's edge will move to the guard underneath the palate.
Axed	Take the fire axe from the store room or the evidence room and stealth kill five enemies
It's Personal	Target is strangled. Take the "back" route past the minefields to get behind Dexter.
Face to Face	Clear mission
Take Em Down Part 1	Commit 3 headshots and remain undetected.
Take Em Down Part 2	Dump 6 bodies over the ledge.
Take Em Down Part 3	10 unseen kills.

Absolution Challenges

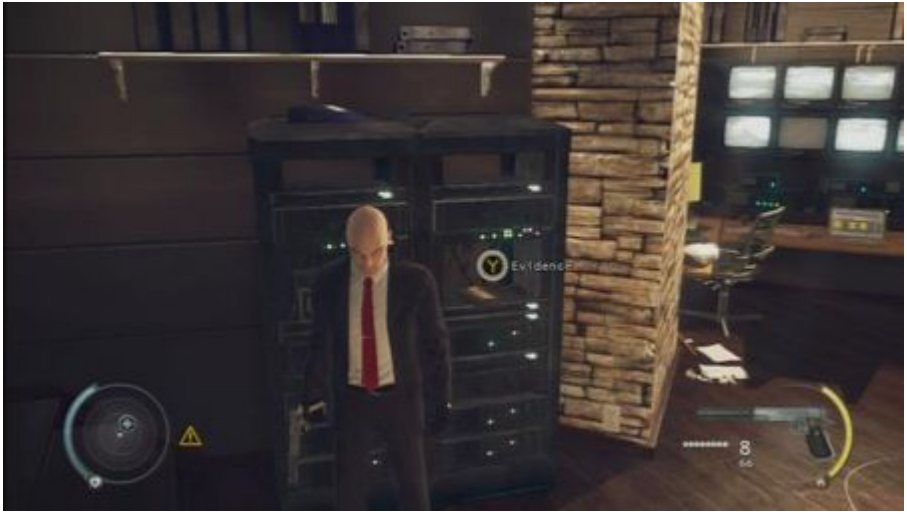

Challenges for Absolution.

Challenges - Absolution	
Challenge	Conditions and Criteria
Chameleon	Collect the following Disguises (see Items): Agency Grunt, Agency Technician, Agency Heavy Trooper
Evidence Collector	Collect the evidence in Cemetary Entrance, Burnwood Family Tomb, Crematorium
Infiltrator	Complete the chapter without being spotted. Cemetary Entrance, Burnwood Family Tomb, Crematorium
Suit Only	Complete the chapter without using a disguise. Cemetary Entrance, Burnwood Family Tomb, Crematorium
Wolf in Sheep's Clothing	Get the Agency Technician's disguise (there's a white bag with it in the rear of the Burnwood Family Tomb area), kill the target Jade, hide her body, and do it all without being spotted.
Heart of Stone	Kill the target by sabotaging the coffin suspended by the crane.
Crossed Out	Kill the target by caving in the cemetary tunnel with an explosion.
Numb	Complete the Heart of Stone and Crossed Out challenges
Arm's Length Principle	Use a remote explosive or proximity mine and kill a Praetorian.
Predator	Garrote three Praetorians without being spotted.
It Ain't Over Until	Clear mission
The Higher Ground Part 1	Get three headshots without arousing an alert or too much supicion with the sniper rifle.
The Higher Ground Part 2	Get five headshots with the sniper rifle, and done in 15 seconds.
The Higher Ground Part 3	Get seven headshots without arousing an alert with the sniper rifle.

Evidence


There is usually one piece of **Evidence** per area in a chapter except for the very short chapters (like End of the Road).

A Personal Contract Evidence


Evidence - A Personal Contract	
Evidence	Location
Evidence 1	Cliffside. On the shelf where 47 disables the security system.
	
Evidence 2	Mansion Interior. On the coffee table by the stairs.
	

The King of Chinatown Evidence

Evidence - King of Chinatown

Evidence	Location
Evidence 1	In the pagoda, next to the coffee cup 47 can poison.
	

Terminus Evidence

Evidence - Terminus	
Evidence	Location
Evidence 1	Terminus Hotel. Check the hotel's frontdesk office. The evidence is on the table by the shotgun. A disguise may be prudent to infiltrate this heavily patrolled area.
	
Evidence 2	Upper Floors. The room adjacent to the ballroom with the piano and the exit door.



Run For Your Life Evidence

Evidence - Run For Your Life	
Evidence	Location
Evidence 1	Library. The information desk around the statue has this evidence. A disguise may be needed to collect the item undetected.
Evidence 2	Shangri-La. Counter in the room with the two police interrogating the dooper on the sofa.



Evidence 3

Train Station. On the information counter of the tenement where 47 starts off, before going through the door to the station platform. The police all around may mean you need a disguise to collect this undetected.



Hunter and Hunted Evidence

Evidence - Hunter and Hunted	
Evidence	Location
Evidence 1	Courtyard. On the hood of the police cruiser with the shotgun. You need either a disguise, or a massacre to collect this.



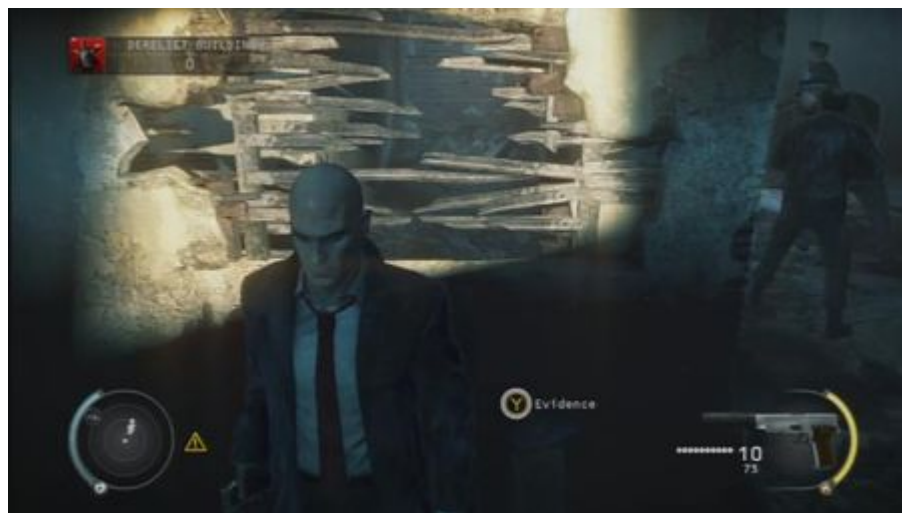
Evidence 2

Vixen Club. In the office above the club's spot where the cover charge girl and the bouncer are.



Evidence 3

Derelict Building. Where 47 drops down after dumping Amanda's corpse to distract the cops.



Evidence 4

Convenience Store. The cashier's counter, by the register.



Evidence 5

Loading Area. In the corner office.




Evidence 6

Chinese New Year. In the alley where the challenge X Marks the Spot can be completed. Check the spot where the cargo pallet will crash down. The evidence is there.



Rosewood Orphanage Evidence

Evidence - Rosewood	
Evidence	Location
Evidence 1	Orphanage. On the desk near where the elevators are. A disguise or a massacre may be needed to acquire this item.
	
Evidence 2	Central Heating. On some containers by the second set of enemies in the hallway. Luring them away and taking them down is possible.



Welcome to Hope Evidence


Evidence - Welcome to Hope	
Evidence	Location
Evidence 1	In the office of the Great Balls of Fire

Birdies Gift Evidence

Evidence - Birdies Gift	
Evidence	Location
Evidence 1	The evidence is in the secret survival bunker on the gun range.




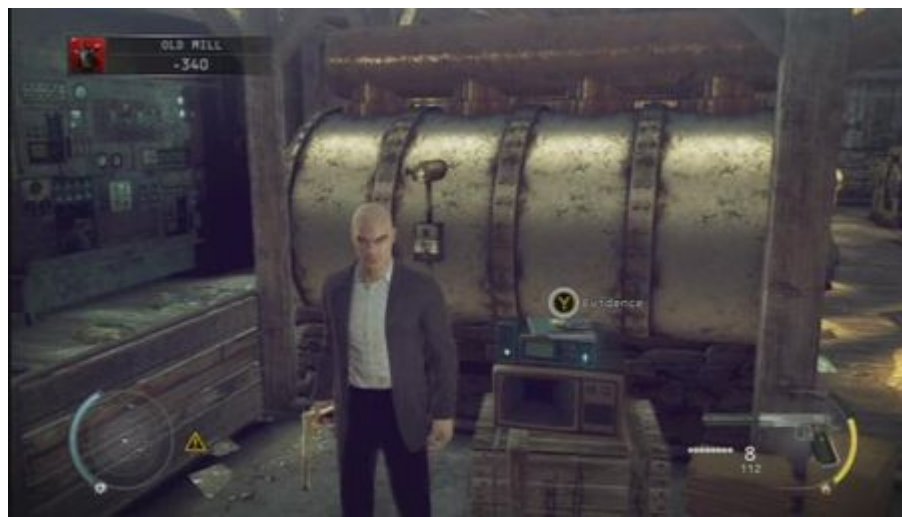
Shaving Lenny Evidence

Evidence - Shaving Lenny	
Evidence	Location
Evidence 1	Streets of Hope. In the mechanic / car garage's second floor. On a table by the clerks' desks.
	
Evidence 2	Barbershop. Atop the HDTV playing porn in the living room.



Dexter Industries Evidence

Evidence - Dexter Industries	
Evidence	Location
Evidence 1	Dead End. In the final building with the exit, check the communications console for the evidence.
	
Evidence 2	Old Mill. On top of the gaming console.



Evidence 3

Descent. In the room before the player-used checkpoint. Two guards will be discussing deployment in the mines.



Evidence 4

Factory Compound. The information desk in the giant lobby.




Death Factory Evidence

Evidence - Death Factory	
Evidence	Location
Evidence 1	Test Facility. The lab floor where Dr. Green starts the landmine process. There is a medical cabinet to your right when you look out over the test range. Place the medkit behind 47 and walk forward; the evidence will be to your left.
	
Evidence 2	Decontamination. On the table where the three guards are watching the fight.
	
Evidence 3	Silo. The very bottom; behind one of the medical trays/carts there's evidence that can be picked up.



Fight Night Evidence

Evidence - Fight Night	
Evidence	Location
Evidence 1	Patriot's Hangar. In the corner of the hangar, where the guard is leaning against one of the boxes. A remote explosive is nearby.
	
Evidence 2	In the Patriot's entourage's VIP box on the second floor. Check near beer keg.



Attack of the Saints Evidence

Evidence - Attack of the Saints	
Evidence	Location
Evidence 1	Parking. In the parking lot by the blue SUV.
Evidence 2	Reception. On the containers near the gasoline pumps.



Evidence 2	Cornfield. Near the camper where Jacqueline Moore steps out of the cornfield and into the clearing. Like other evidence, it's on some Agency containers.
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Skurky's Law Evidence

Evidence - Skurkys Law	
Evidence	Location
Evidence 1	Courthouse. In the security room behind the front desk.



Evidence 2

Holding Cell. On the table in the room with the exit.



Evidence 3

Prison. In the dark storage room past the security gate, but before the fight pit.



Operation Sledgehammer Evidence

Evidence - Operation Sledgehammer	
Evidence	Location
Evidence 1	In the cubicle directly across the aisle from the one cubicle where the Silverballers are held as evidence.
	
Evidence 2	At the Agency blockade in front of the county jail, there is a container next to a van with evidence.
	
Evidence 3	On a container in the "last" room with Agency Heavy Troopers in Burn. Note that on Hard and Extreme, there are extra Heavy Troopers near the exit, so this description is valid chiefly for Normal.



Evidence 4

On a container at the Agency HQ outside the main street's brewery (which 47 can blow up with gunfire or explosives). Note if the brewery is destroyed, the evidence may occasionally be buried in rubble.



One of a Kind Evidence

Evidence	Location
Evidence 1	Basement of the shop. Check the desk with the typewriter.




Blackwater Park Evidence

Evidence - Blackwater Park	
Evidence	Location
Evidence 1	Blackwater Park Grounds. The security office next to the flooded garage entrance.
	
Evidence 2	Penthouse. One of the corners in the Cetacean skeleton room has evidence on the sofa.



Countdown Evidence

Evidence - Countdown	
Evidence	Location
Evidence 1	The evidence is in the keycard locked room. The keycard is in the storeroom you reach by going past the minefield or by Blending past the guards. The locked keycard room is in the second area of the rooftop and has the rest of the items.
	

Absolution Evidence

Evidence - Absolution	
Evidence	Location
Evidence 1	Cemetary Entrance. At the crossroads, the evidence sits atop one of the low walls.



Evidence 2

Burnwood Family Tomb. At the Agency camp in the clearing with the explosives. Look for the PC on one of the containers for the evidence beside it.



Evidence 3

Crematorium. Atop the container with the Agency SPS 12 by the stairs to the Timed Explosive you use to kill Benjamin Travis. Watch out for the laser tripmine on the container as you approach it (you can see it in the screenshot)



Weapons

47 uses a variety of **Weapons** in his games.

- Fiber Wire
- Silver Baller

Collectible Weapons

The following weapons may be collected (or purchased with Contract dollars) for use in Contract Missions. This table doesn't include the regular weapons (knife, screwdriver, Ilyon R700, remote explosives, etc.) that 47 can find and use throughout the campaign missions.

Safehouse Weapon	Location
Agency Kazo TRG	unknown
Agency Dynamics CPW	Attack of the Saints, Operation Sledgehammer
Agency HX UMP	unknown
Agency SPS 12	Attack of the Saints, Operation Sledgehammer, Absolution
Agency ARZ 160	Attack of the Saints, Operation Sledgehammer, Absolution
Agency JAGD P22G	Attack of the Saints, Operation Sledgehammer, Absolution
Silverballer	n/a
SA .44 Auto	Rosewood, Birdies Gift
Skurky's Mustang Snub	unknown
The Absolver	Attack of the Saints (w/ LaSandra Dixon's carcass)
Layla's JAGD P22G	Blackwater Park Penthouse (w/ Layla Stockton's carcass)
HX AP-15	Birdies Gift, Blackwater Park Penthouse
Travis' Swiss 3000	unknown
STG 58 Elite	Dexter Industries, Death Factory
Police M590 12GA	Run For Your Life, Hunter and Hunted
AH 74U	Dexter Industries, Death Factory
Zug TMP	Rosewood, Fight Night, Skurkys Law
Swiss Derringer	End of the Road (w/ Lenny's carcass)
Dexter's Ultramax	Countdown (w/ Dexter's carcass)

Fiber Wire

<p>47's method of killing is through a mono-filament Fiber Wire. This cuts into the victim's throat, severing the trachea and causing severe bruising and trauma.</p> <p>Death is administered through asphyxiation; this method will prevent the victim from sounding an audio alarm, as his/her vocal chords are constrained, and physical actions are retarded from the lack of oxygen.</p>	Fiber Wire	
	Classification	Hand Weapon
	Range	Melee
	Silenced?	Yes
	Recognized?	No
	Default?	Usually

Silver Baller

47's " Silver Baller pistols (sometimes "Silverballer") is his trademark custom .45 ACP handguns available since <i>Hitman 2: Silent Assassin</i> . The eight round pistol is open to a wide variety of modifications; so much so, that 47's Silverballers have undergone many after-market changes that are too numerous to mention in brief. The Silverballers are designed for clandestine assassination, and excel in short range, well placed shots.	Silver Baller	
	Classification	Side arm
	Range	Medium
	Silenced?	Optional
	Recognized?	Yes
	Default?	Usually

At medium range, the weapons do decent damage; 47's ability to wield two of the same weapons make him a deadly opponent in encounters with one or two hostiles.

Agency Kazo TRG

Agency Kazo TRG is a modifiable version of the Kazo TRG. It does not appear in the normal campaign and may need to be collected from Contracts Mode, or purchased.

Agency Dynamics CPW

The **Agency Dynamics CPW** is a silenced submachinegun first collected in Attack of the Saints but may be found in Operation Sledgehammer as well.

Agency HX UMP

Agency HX UMP is a modifiable version of the HX UMP. It does not appear in the normal campaign and may need to be collected from Contracts Mode, or purchased.

Agency SPS 12

The **Agency SPS 12** is a shotgun first collected in Attack of the Saints but may be found in Operation Sledgehammer and Absolution as well.

Agency ARZ 160

The **Agency ARZ 160** is an assault rifle first collected in Attack of the Saints but may be found in Operation Sledgehammer and Absolution as well.

Agency JAGD P22G

The **Agency JAGD P22G** is a handgun first collected in Attack of the Saints but may be found in Operation Sledgehammer and Absolution as well.

SA .44 Auto

SA .44 Auto is an automatic handgun taken from Wade at the end of Rosewood. 47 finds a spare in his car and carries it in Birdie's Gift.

The Absolver

The **Absolver** is claimed from LaSandra Dixon's corpse in Attack of the Saints.

HX AP-15

The **HX AP-15** is found in various levels. The gunstore in Birdie's Gift will have a few in plain sight if you don't want to search for one.

STG 58 Elite

The **STG 58 Elite** is found with the majority of the Factory Guards in Dexter Industries and Death Factory.

AH 74U

The AH-74U is found with the majority of the Factory Guards in Dexter Industries and Death Factory.

Swiss Derringer

The **Swiss Derringer** is a trophy from Lenny's corpse in End of the Road.

Other Weapons

Other Weapons are those which 47 may use when he finds them in a stage, but they cannot be placed in Contract Missions, or collected in the Safehouse as normal Weapons.

- **Weight** - Whether an object is considered "light" or "heavy" for purposes of 47's throwing range.
- **Recognized** - If the item is recognized as a weapon. Enemies can see through a disguise if 47 is "visibly armed".
- **Piercing** - If the item kills enemies when thrown. Piercing weapons will kill enemies when they impale the head.

Other Weapon	Weight	Recognized?	Piercing?
Agency Tanto Knife	Light	Yes	Yes
↑ Combat knife used by Agency paramilitary operatives.			
Axe	Heavy	Yes	Yes
↑ Generic wood chopping axe, common in rural areas.			
Baseball Bat	Light	Yes	Yes
↑ Wooden <i>Louisville slugger</i> .			
Battle Axe	Heavy	Yes	Yes
↑ Made for offensive combat.			
Bill Spike	Light	No	No
↑ Used for managing unpaid bills and orders.			
Bong	Light	No	No
↑ Fragile. A glass apparatus for inhaling controlled substances.			
Book	Light	No	No
↑ Hard cover book. Useful as an impromptu weapon, especially if you know of <i>Project Treadstone</i> .			
Bottle	Light	No	No
↑ Fragile. Empty bottle used as an impromptu weapon. Very common.			
Brick	Heavy	No	No
↑ Unused piece of heavy construction, or what <i>CSI</i> buffs love to have on hand when the star says, "Blunt force trauma to the head".			
Cleaver	Light	Yes	Yes
↑ A meat cleaver. Can have lethal results when thrown.			
Coffee Mug	Light	No	No
↑ Fragile. A ceramic mug. Carries enough momentum to cause a concussion.			
Crowbar	Light	Yes	No
↑ A sturdy piece of metal, used for jimmying open locked boxes in <i>Edonia</i> when the Master of Unlocking isn't around.			

Dog's Bone	Light	No	No
<p>↑ A natural chew toy for Fido. Sturdy enough to be used as a strangulation device or a forceful club.</p>			
Dummy Arm	Heavy	Yes	No
<p>↑ An articulated plastic and metal arm from a Dexter Industries lab dummy.</p>			
Filet Knife	Light	Yes	Yes
<p>↑ A thin knife used for filleting fish and other meats. Causes severe trauma when thrown by an expert assassin.</p>			
Fire Axe	Heavy	Yes	Yes
<p>↑ A two handed axe designed for firefighting. Very heavy. Very dangerous.</p>			
Fire Extinguisher	Light	No	No
<p>↑ Pressurized carbon dioxide foam in a metal tank. Can be used as an instrument to cause severe head injury.</p>			
Fire Poker	Light	Yes	Yes
<p>↑ A sharp metal rod used to <i>rustle jimmies</i> and aerate smouldering firelogs. When thrown, can cause injury or death.</p>			
Folding Knife	Light	Yes	Yes
<p>↑ A folding lock-back pocket knife that can impale or skewer enemies.</p>			
Gasoline Can	Heavy	No	No
<p>↑ A small canister of petrol. When shot or exploded to open flame, it will detonate much like a small explosive.</p>			
Gavel	Light	No	No
<p>↑ The gavel of a local magistrate in Hope, South Dakota. Usable as a small club in hand-to-hand.</p>			
Glass Shiv	Light	Yes	Yes
<p>↑ A makeshift dagger from a shard of broken glass and tape. Deadly in the right hands.</p>			
Golf Club	Light	No	No
<p>↑ A wooden club used for a pleasure sport. Has a variety of uses in terms of killing.</p>			
Hammer	Light	No	No
<p>↑ A ball and peen or claw hammer. When swung at the jaw or skull, may cause serious injury or death.</p>			
Hula Girl	Light	No	No
<p>↑ A spring loaded doll for novelty purposes.</p>			
Iron	Light	No	No
<p>↑ A laundry iron for smoothing out wrinkles in clothing. When used as a weapon, can cause severe cuts and bruises.</p>			
Katana	Heavy	Yes	Yes
<p>↑ According to the Samurai Cop, "<i>Katana means Japanese sword</i>". 🙄 Two handed weapon with an extremely sharp edge and point.</p>			
Knife	Light	Yes	Yes
<p>↑ A kitchen knife. Usable as a weapon in expert hands.</p>			

Mace	Heavy	Yes	No
↑ A weighted club made famous by European clergymen on the battlefield.			
Measuring Tape	n/a	No	No
↑ A replacement for the Fiber Wire.			
Metal Pipe	Heavy	Yes	No
↑ A sturdy piece of plumber's pipe, untouched by the Pipe Fairy of Silent Hill.			
Morning Star	Heavy	Yes	No
↑ A mace with spikes which pierce the skin to cause bleeding and trauma. Articulated versions are called "flails".			
Plunger	Light	No	No
↑ A bathroom plunger. Used as a short club.			
Police Baton	Light	Yes	No
↑ A baton of polished waxed wood. 47 will kill enemies with this up close.			
Power Cord	n/a	No	No
↑ A replacement for the Fiber Wire.			
Radio	Light	No	No
↑ Fragile. An electronic device which picks up UHF and VHF radio waves. When activated, the sounds will attract enemies. If thrown great distances, the item may break apart.			
Scissors	Light	No	Yes
↑ A pair of very sharp all-metal scissors.			
Screwdriver	Light	No	Yes
↑ An 8" inch tool for fastening screws. When uses as a weapon, causes injury and trauma by puncturing vital organs.			
Sledgehammer	Heavy	Yes	No
↑ A two handed weighted hammer for pile-driving. May be used to break chains where required.			
Statue Bust	Light	No	No
↑ Fragile. A plaster bust of some dead guy. Breaks on landing.			
Syringe	Light	Yes	Yes
↑ A syringe laced with powerful horse tranquilizer. Kills enemies even though the message is "enemy sedated".			
Tomahawk	Heavy	Yes	Yes
↑ Native American weapon of war, sometimes found in South Dakota. Curiosity shops have made replicas to sell to tourists.			
Toy Robot	Light	No	No
↑ A child's toy. Can be activated like the radio to make an audible lure.			
Vase	Light	No	No
↑ Fragile. A ceramic vase for holding flowers. Easily breaks on impact.			
War Hammer	Heavy	Yes	No
↑ Two handed hammer for medieval combat. Another such weapon used by European clergy from A.D. 900s to the 1400s.			

Wrench	Light	No	No
↑ A common spanning tool for tightening or loosening bolts in construction and vehicles.			

Disguises

The many **Disguises** in the game.

Disguise	Location
Agency Grunt	Operation Sledgehammer, Absolution
Agency Heavy Trooper	Operation Sledgehammer, Absolution
Agency Soldier	Operation Sledgehammer, Absolution
Agency Technician	Absolution (Burnwood Family Tomb)
Agent 47's Suit	Attack of the Saints (Parking)
Arms Dealer	Dexter Industries (Dead End)
Barber	Shaving Lenny (Barbershop)
Bird Costume	One of a Kind
Blackwater Bodyguard	Blackwater Park (Penthouse)
Blackwater Custodian	Blackwater Park (Grounds)
Blackwater Manager	Blackwater Park (Grounds)
Blackwater Park Exterior Guard	Blackwater Park (Grounds)
Blackwater Park Interior Guard	Blackwater Park (Grounds)
Blackwater Receptionist	Blackwater Park (Grounds)
Blackwater Tactical Team	Blackwater Park (Penthouse)
Chef	A Personal Contract
Chicago Police Officer	If you have difficulties finding this disguise, this game is not for you.
Chicago SWAT Officer	Run For Your Life; as Back Up for any stage in Chicago.
Chipmunk	Run For Your Life (Chinese New Year); Dexter Industries (Factory Compound)
Court Security Guard	Skurkys Law (Courthouse)
Court Usher	Skurkys Law (Courthouse)
Dealer	King of Chinatown
Electrician	Terminus Hotel
Factory Guard	Dexter Industries, Death Factory
Gardener	A Personal Contract
Henchman	Rosewood
Hope Bouncer	Welcome to Hope
Hope Goon	Terminus
Hope Plumber	Shaving Lenny (Streets of Hope)
Hope Police Officer	Welcome to Hope, Birdies Gift, Shaving Lenny

Hot Sauce Factory Chef	One of a Kind
Ice Cream Truck Driver	One of a Kind
Janitor	Terminus Hotel
Judge	Skurkys Law (Courthouse)
Mansion Exterior Guard	A Personal Contract
Mansion Interior Guard	A Personal Contract
Market Vendor	King of Chinatown, Run For Your Life
Mechanic	Shaving Lenny (Streets of Hope)
Patriot	Fight Night (Patriot's Hangar)
Patriot's Entourage	Fight Night
Plumber	Blackwater Park (Grounds)
Priest	Rosewood
Researcher	Death Factory
Robe	Attack of the Saints
Rosewood Security Guard	Rosewood
Samurai	Blackwater Park Penthouse
Scarecrow	Attack of the Saints (Cornfield)
Scientist	Death Factory
Sewer Worker	One of a Kind
Store Clerk	Hunter and Hunted (Convenience Store)
Strip Club Bouncer	Hunter and Hunted (The Vixen Club)
Tin Foil Hat Man	Skurkys Law (Courthouse)
Truck Driver	Welcome to Hope, Dexter Industries (Factory Compound)

Play Styles

30G

Jack of All Trades

You collected all 20 play styles

Play Style	Criteria
Needle Pumper	Conduct stealth kills with syringe.
Undertaker	Hiding pacified bodies in body dumps.
Piano Man	Commit fiberwire kills
Reaper Man	Accrue kills from point-shooting
Sandman	Commit choke-hold and subdues
Dynasty Warrior	Commit kills with the katana.
Dynamite Harry	Commit kills with remote explosives
Gunslinger	Commit kills with a revolver.
Bartender	Commit kills with drink bottles.
Champion	Commit kills with bare-handed combat.
Berserker	Commit kills with the fire axe.
Brutus	Stealth kill with a knife.
Viking	Commit kills with wood clubs (golf clubs)
Tank	Have 47 take damage from enemy attacks.
Pitcher	Commit sharp object throw-kills.
Spook	Eliminate enemies with a silenced handgun.
Jinx	Commit kills via accidental means.
Maestro	Commit kills with a sniper rifle
Glass Cannon	Commit kills with a shotgun
Bank Robber	Take hostages and get them killed by enemies.

Bank Robber

Glass Cannon

Spook

Assassin Techniques

Earning the target score in a chapter's level will unlock the next Assassin Technique. Note that there are considerably more than 30 levels where a player may earn a high score, to insure that all 30 techniques are unlockable.

Technique	Description
Level 1	
Weapon Handling 1	Weapon recoil is reduced.
Chameleon 1	Hiding in plain sight allows 47 to replenish his Instinct.
Instinctive Shot 1	Tagging in point-shoot consumes less Instinct over time.
Pain Suppression 1	Improves recovery time.
Dual Wielding Expertise 1	Accuracy improved for dual-wielded weapons.
Pure Instinct 1	More Instinct is earned from actions and items.
Hand-to-Hand 1	Reaction time in CQC combat improved.
Controlled Breathing 1	Stability for sniper rifles improved.
Iron Man 1	Sprinting speed increased by 2 percent
Throwing 1	Light objects (knives, bottles, etc.) enjoy increased throwing range.
Level 2	
Weapon Handling 2	Reloading for weapons is faster.
Chameleon 2	Instinct costs for blending is reduced.
Instinctive Shot 2	Tagging in point-shoot consumes even less Instinct over time.
Pain Suppression 2	Increases damage endurance (either HP amount increased, or damage reduced)
Dual Wielding Expertise 2	Rate of fire for dual-wielded weapons increased.
Pure Instinct 2	Maximum Instinct increased.
Hand-to-Hand 2	Reduces the time needed for 47 to subdue targets.
Controlled Breathing 2	47 can maintain a steady aim (hold breath by half-depressing the trigger) longer.
Iron Man 2	Sprinting speed increased by 4 percent.
Throwing 2	Heavy objects (bricks, gas cans, etc.) enjoy increased throwing range.
Level 3	
Weapon Handling 3	Recoil reduced more, reloading times also improved.
Chameleon 3	Instinct replenishes when hiding in plain sight and Blending costs reduced further.
Instinctive Shot 3	Tagging in point-shoot mode uses the least amount of Instinct allowed.

Pain Suppression 3	Further improvements to damage recovery time and life is increased.
Dual Wielding Expertise 3	Accuracy and rate of fire increased further for dual-wielded weapons.
Pure Instinct 3	Instinct gains and maximum Instinct amount are increased/improved.
Hand-to-Hand 3	Reaction time in CQC and subdual times improved further.
Controlled Breathing 3	Stability for the sniper rifle and "steady aim" times improved more.
Iron Man 3	Sprinting speed increased by 7 percent.
Throwing 3	All objects enjoy a further increase of throwing range.

Easter Eggs

Hitman Absolution has some developer-oriented **Easter Eggs** from IO Interactive.

Kane and Lynch Easter Egg

Kane and Lynch may be encountered by 47 in separate chapters, Welcome to Hope and Birdie's Gift. Although you can kill either character, the "doctrine" storyline likely has both parties mutually unaware of one another.

Another time Kane is spotted is during the Holding Cells section of the Courthouse mission. There is a vent that leads to the door to the next section. Crawl through the vent from the room before it and you can view him through the vent. Kane can be seen in a room writing a letter to his daughter.

It should be noted that the Kane and Lynch models are taken from their second game, *Kane and Lynch 2*. Perhaps Hope, South Dakota was a stop after their horrific adventures in Hong Kong?

Missing Saint

In the "All Saints" trailer for Hitman Absolution, there are clearly 8 Saints attacking 47's hotel.

You can, in fact, see the thumbnail in Attack of the Saints displaying a frame from the video.



However, the actual in game mission only features 7 targets (LaSandra Dixon, Jennifer Paxton, Heather McCarthy, Dijana Radonic, Agnija Radonic, Louisa Cain, and Jacqueline Moorhead). So, the question is: What happened to the 8th Saint?

Apparently, at timecode 00:52 in the ICA file video of the Saints, one of their team is shown to have been killed *before* the events of Hitman Absolution (so who the heck was in the "Attack of the Saints" video? ***It's a ghost!***).

The eighth Saint is known only as "Boo."

Lochness Monster

Lochness Monster in the tutorial mission: When you get inside the building where you need to make your way to Diana, head into the main room (Where the head of security and the grand piano are) and head to the second floor. Hit the button that rolls up the window curtains, then shoot the two seashell sculptures. Look out the window towards the lake and enjoy.

Blood Money Easter Eggs

On the level "One of a Kind", head through the door behind the counter. In the basement, if you go straight, you will find three mannequines each in unique disguises. However if you turn to the back left corner of the room, you will find another disguise: the Bird Costume from the Hitman Blood Money level "Murder of Crows". Also, if you look on the wall to the right of the three mannequines, you will see newspaper clippings from Blood Money levels.

Ice Cream Truck Easter Egg

In the level "End Of the Road", you will notice that there are five birds. Get them in the air by walking towards them. Then, when all the birds are airborne, shoot all them and you will receive a special surprise.

Old-time Western Easter Egg

In the level "End Of the Road", you will find a dog bone in the grave Lenny just dug. DO NOT disturb this bone. There are two other bones: 1. By the dead dog just to the right of the grave. 2. By the covered grave off in the distance to the left of the stage coach. Throw each of the bones into the grave with the other bone and enjoy the shenanigans!

Note that you may combine this Easter Egg and the Ice Cream Truck easter egg (see above).

Nuke Easter Egg

In the level "Dexter's Industries", where you enter the main building (Where all the mines are displayed), look up and you will see a large bomb. Shoot the bomb a few times to get a cutscene. (Note that this effectively ends 47's mission as a failure)

DLC

DLC stands for **D**ownloadable **C**ontent, and is digitally downloaded content saved to a system's hard drive. A broadband connection - and perhaps a paid subscription - is required for accessing DLC.

- Pre-Order Bonuses
- Hitman Sniper Challenge

DLC List

Suit and Gun Collection – \$5.99

The Suit & Gun Collection gives you all the tools you need to complete your missions in style. Get access to 4 disguises and 4 weapons and give yourself an edge. The Suit and Gun Collection includes 4 disguises: Deus Ex/Adam Jensen Suit, High Tech Suit, High Roller Suit, Public Enemy Suit and 4 weapons: Deus Ex handgun, Bartoli Custom Pistol, Bronson M1928 submachine gun and Krugermeier 2-2 Pistol.

Individual Items

Agency Jaged P22G - £0.65, .99¢

A modern and reliable top-tier pistol, the JAGD's high accuracy makes it the preferred choice of professionals who favor modular weapons.

Agency SPS 12 - £0.65, .99¢

A brutal semi-automatic shotgun that can be modified to fit a variety of tactical roles, making it a good choice for operations where discretion is unimportant.

Agency HX UMP - £0.65, .99¢

A powerful/ high-caliber tactical SMG. This weapon has an excellent combination of attribute and wide range of customization options to fit any tactical environment.

Bartoli Custom Pistol - £0.65, .99¢

Originally developed for competition shooting the modified for practical use, this pistol has excellent accuracy making it a strong choice for longer-ranged engagements.

Krugermeire 2-2 Gun - £0.65, .99¢

Favored by special forces, the integrated suppressor on this pistol renders it almost completely silent. Perfect for stealthy, short range shots.

Bronson M1928 Submachine Gun - £0.65, .99¢

A classic, dependable SMG, Chambered for heavy .45 round, and a low rate of fire; this weapon is remarkably controllable, and very deadly.

High Roller Disguise - £0.65, .99¢

Public Enemy Disguise - £0.65, .99¢

The traditionnal gentleman's version of Agent 47 preferred men's attire.

High Tech Disguise - £0.65, .99¢

The high tech version of the iconic black suit worn by Agent 47. This suit add 50% of additional armour.

Deus Ex DLC

Deus Ex 'Zenith' Handgun - £0.65, .99¢

Steiner-Bisley Zenith

The Zenith is a 10mm polymer framed semi-automatic modular pistol developed by Steiner-Bisley. It is fully ambidextrous, ergoonomic and carries a sound suppressor.

Deus Ex Disguise - £0.65, .99¢

Adam Jensen Suite

This highly advance Mech Suit provides bodily proctection that is seconf to none. Rumor has it that the company behind this revolutionary technology recently sued Dexter Industrries for trying to steal their design.

Patches and Updates

Patches and Updates for Hitman Absolution. Information is courtesy the "Eidos" (Square Enix) forums.

PC Patch 1.0.438.0

Square Enix, IO Interactive, and Nixxes are making a first patch (1.0.438.0) available for Hitman: Absolution on PC. To get the patch, simply start up the game, Steam will automatically update you to the latest version.

This patches provides the following improvements:

- *Players using the Russian language will no longer crash as soon as they use the sniper rifle.*
- *Various issues that have been seen on specific configurations that caused the game to not be able to start up at all have been addressed.*
- *Problems with the Sniper Challenge Unlocks not carrying over into Hitman: Absolution have been addressed. On first starting the patched game you will receive your unlocks.*
- *Note that North American users that have been provided the Sniper Challenge by Gamestop will need a separate unlock key in addition to this. Gamestop can provide these.*
- *Problems with negative level-scores have been fixed. Newly accomplished positive scores will be needed to erase your incorrectly remembered negative scores.*
- *A problem with keyboard and mouse controls where users would accidentally melee attack a person next to them when they intended to throw an item has been addressed.*
- *Legal and Intro movies can now be skipped immediately on startup after the game, on all launches but the very first on a machine.*
- *DirectX 10 hardware can now enable the simplest version of the Depth Of Field effect.*
- *Problems with audio occasionally being muted after ALT-TAB have been fixed.*
- *Various localization fixes.*
- *Miscellaneous other stability and general improvements based on crashes we have seen coming in.*

Note that the above is really just our first set of fixes. We are continuing to monitor things and expect to provide further patches in the future.

We hope this patch will help everyone enjoy Hitman: Absolution!

Pre-Order Bonuses

Various Pre-orders and limited edition sets of Hitman Absolution.

Hitman Absolution Professional Edition

The Professional Edition includes a premium hardcover art book with a foreword from Game Director Tore Blystad, and an exclusive behind-the-scenes “making of” video. All materials are packaged up in a clam-shell box.

The Professional Edition also includes advanced access to a range of in-game weapons: Jagd P22G pistol, HX UMP submachine gun and SPS 12 semi-automatic shotgun.

Hitman Absolution Tailored Edition

The Tailored Edition is only available in the UK retailer **Game**.

The High Tech Suit And The Bartoli Custom Pistol.

Vendor Pre-orders

Amazon - Bartoli Custom Pistol – An engineered precision weapon, complete with sight and silencer.

Best Buy - Bronson 1928M SMG – A classic submachine gun with high fire rate and deadly stopping power.

Gamestop - Sniper Rifle: Agency Kazo TRG – The modern agency rifle with upgradable scope and silencer.

Wal-mart - Krugermeier 2-2 Pistol – An accurate, reliable stealth weapon with a built-in silencer.

Further pre-order items will be announced in May. It is unknown if the pre-order items will be available as future DLC.

Hitman Sniper Challenge

Free downloadable mini-game for Hitman Absolution.

Click this link to see the video

<http://www.ign.com/videos/2012/05/10/news-hitman-absolution-free-downloadable-content>

Achievements / Trophies

Achievements and trophies are listed alphabetically for ease of indexing.

10G

A Heavy Blow

Assassinated all the facility leaders.

10G

A Personal Contract

Eliminated Benjamin Travis and completed Diana's contract.

20G

A Taste for the Game

You completed 10 challenges.

50G

Absolution

You completed Hitman: Absolution on any professional difficulty

10G

All Bark and No Bite

Neutralized Wade.

20G

Blood Money

You completed the Contract Basics Tutorial.

10G

Catch a Ride

Boarded the train and escaped the Chicago Police.

10G

Chamber of Secrets

Located the hotel room 899.

20G

Competitive Spirit

You created a contract competition.

20G

Contender

You participated in a contract competition.

20G

Damage Control

You contained a situation gone bad.

10G

Destroying Something Beautiful

Assassinated Layla, Dexter's assistant.

10G

Faith Can Move Mountains

Neutralized Sanchez with your bare hands.

20G

First Contract

You completed the Creating Contracts Tutorial.

10G

Forepost

Neutralized all of Wade's men in Chinatown.

150G

Grand Master

You completed 100 challenges

10G

Heavy Burden

Infiltrated the mansion and assassinated Diana Burnwood.

10G

Hour of Reckoning

Caught up with Skurky.

20G

Inconspicuous

You remained undetected throughout a checkpoint.

30G

Information is Power

You collected all evidence.

50G

It's All in the Wrist

You successfully performed a lethal throw

30G

Jack of All Trades

You collected all 20 play styles

10G

Jailbird

Infiltrated the courthouse and accessed the jail.

50G

Kingslayer

Fulfilled Birdie's contract and eliminated the King of Chinatown.

10G

Like Stealing Candy From a Baby

Circumvented Lenny's crew and secured the target.

10G

Not Worth It

Left Lenny alive in the desert.

20G

One of the Guys

You blended in and fooled someone

20G

One With the Shadows

You escaped the attention of an enemy.

20G

Partners in Crime

You played a contract made by a friend

50G

Reach for the Stars

You completed 50 challenges.

20G

Rocksteady

You executed a point shooting with at least 3 kills.

20G

Sandman

You subdued a person

20G

Self-improvement

You bought an upgrade for a weapon.

20G

Set for Life

You earned 1 million contracts dollars.

10G

Signature Weapons

Recovered the Silverballers.

20G

Silent Assassin

You achieved Silent Assassin

10G

Step Into the Light

Made it through the mines.

10G

The Bartender Always Knows

Questioned the bartender about Lenny's whereabouts.

10G

The Final Countdown

Assassinated Blake Dexter.

10G

The Killing Fields

Neutralized all the Saints.

20G

The Russian Hare

You performed 47 headshots using a sniper rifle

20G

Thumbs Up

You liked a contract.

10G

True Form

Visited the tailor, Tommy, and acquired 47's new ensemble.

20G

True Potential

You unlocked a technique.

20G

Under Wraps

You hid a body

20G

Whoops

You made a kill look like an accident

All achievement and trophy pages on IGN's wikis use a special template. Please visit the [Template Page](#) for the correct code and instructions on how to use them. Thank you.

Universe

The **Universe** of Hitman is very similar to ours, with the exception of developed human cloning and a shady international assassin agency doing various dirty business.

- Characters
- Locations

Frequently Asked Questions

How many Hitman games were there?

Including Hitman Absolution, five. They are:

- Hitman Codename 47 (PC only)
- Hitman 2: Silent Assassin (PC, Playstation 2, Xbox)
- Hitman: Contracts (PC, Playstation 2, Xbox)
- Hitman: Blood Money (PC, PlayStation 2, Xbox, Xbox 360)
- Hitman: Absolution (PC, Playstation 3, Xbox 360)

Characters

Several characters involved in the Hitman: Absolution.

- Agent 47
- Diana Burnwood
- Agent Smith
- Blake Dexter
- Lenny "The Limp" Dexter
- Benjamin Travis
- Victoria
- Wade

Agent 47

47



First Appearance	Hitman: Codename 47
Gender	Male
	Donor/Father: Prof. Dr. Otto Wolfgang Ort-Meyer
Relations	Donor: Lee Hong Donor: Franz Fuchs Donor: Pablo Belisario Ochoa Donor: Arkadij Jegorov
Preferred Weapons	Fiberwire Syringe Silver Ballers (.45 ACP)
Distinguishing Features	Barcode on the back of the head (Code: 640509-0401 47)
Portrayed by	Timothy Olyphant
Voice Actor(s)	David Bateson

47 is the titular protagonist of the Hitman series, and the character all players play as. His name stems from the fact that he is the "47th" clone from a secret cloning project which forms the plot of the first Hitman game, *Hitman: Codename 47*.

Agent 47 is a genetically-engineered assassin, created from the recombinant DNA of the world's five most dangerous criminals. His name comes from the last two digits of a bar code on the back of his head – (640509-0401**47**). Engineered from conception to be the perfect killer, 47's strength, speed, and intellect are above the human norm.

He has been the long-time number 1 operative of the ICA. However, in Absolution, the ICA, the only people he has solely trusted for years, have ordered him to execute his long-time agent handler and close friend-Diana Burnwood. After carrying out the mission, he goes rogue from the agency and as Diana's dying wish, 47 sets out to track down a girl named Victoria and keep her safe.

Diana Burnwood

Diana Burnwood



Aliases	n/a
First Appearance	Hitman: Codename 47
Other Appearances	Hitman 2: Silent Assassin Hitman 3: Contracts Hitman 4: Blood Money
Sex	Female
Nationality	Unknown, voice has British accent
Affiliation	ICA
Voice Actor(s)	n/a (US) n/a(JPN)

Diana is 47's handler, or person of contact. She represents the mysterious "agency", which serves to give 47 his assassination contracts. She usually communicates with 47 via by encrypted electronic methods. No carrier pigeons for her.

In *Absolution*, Diana is the target of 47's mission (via the Agency), and as her dying wish, 47 undertakes her goals as his own. It is currently unknown how Diana is connected to the girl she asks 47 to keep safe, Victoria.

Victoria

Victoria



Aliases	n/a
First Appearance	Hitman Absolution
Other Appearances	n/a
Gender	Female
Nationality	American
Affiliation	None
Voice Actor(s)	Isabelle Fuhrman(US) n/a(JPN)

Victoria is a new character in Absolution who 47 is trying to find and keep safe. While 47 is tracking her, she's also being hunted by Blake Dexter and his little group of thugs. Currently, very little is known about Victoria other than her apparent connection to Diana Burnwood, 47's old handler.

For a yet unknown reason, Blake Dexter wants to sell her off to his rival company Stallion Arms to "make a quick buck," as you might say. When 47 shows up at Rosewood Orphanage to obtain Victoria, Dexter's son Lenny and Dexter's henchman, Wade, arrive there too, trying to pull off their plan to kidnap Victoria. The reason she's connected to Diana is currently unknown.

Blake Dexter

Blake Dexter



Full Name	Blake Cornwallis Dexter
First Appearance	Hitman Absolution
Other Appearances	n/a
Gender	Male
Nationality	American
Affiliation	Founder/CEO of Dexter Industries
Voice Actor(s)	Keith Carradine (US) n/a(JPN)

Blake Dexter (full name: Blake Cornwallis Dexter) is one of two main antagonists in Absolution, the other being Benjamin Travis. Blake is the founder and CEO of the successful security systems manufacturing company known as Dexter Industries. His corporation rivals Stallion Arms (headed by Richard Strong). Strong is a former employee of Dexter Industries, and the main target in the DLC minigame known as Hitman: Sniper Challenge. It is stated in Dexter's ICA file that he was the client for Strong's assassination at 47's hands.

Although Blake is a man of 71 years old, he is extremely ruthless and calculative for his age. It is even stated in his ICA file that there have been several disappearances and murders connected to Dexter Industries in recent times of the Hitman world. His son, Lenny Dexter, may have participated in some criminal activities with him.

Since Blake is a well-known philanthropist, he has the power and money to get away with pretty much anything, thus the disappearances and murders connected to Dexter Industries. He is also managing the plot to kidnap Victoria and sell her off to Stallion Arms for money. His henchman, Wade, is amongst the small group of gunmen who are seen trying to kidnap Victoria in the "A Personal Contract" trailer.

Dexter is also the benefactor of Hope, South Dakota, where his son Lenny is a member of the Hope Cougars, a local gang that's highly involved with the plan to kidnap Victoria. He is also described as the toughest antagonist in the Hitman franchise so far.

Benjamin Travis

Benjamin Travis



Aliases	Ben Travis
First Appearance	Hitman Absolution
Other Appearances	n/a
Gender	Male
Nationality	American
Affiliation	ICA
Voice Actor(s)	n/a (US) n/a(JPN)

Benjamin Travis is a former US marine who was dishonorably discharged for doing several illegal military ops. The ICA found and started scouting in September 1995 and continued the scouting until December 1999. Even though he failed his psychological exam for the ICA, he started working for them in February 2001.

He got appointed to the ICA tech board in 2006 and was the "architect of several ICA programs and initiatives." He quickly rocketed in ranking of agent handlers: Gamma in July 07', Delta in January 08', and Tetra in December 08' just months after he was promoted to Delta rank. After this, his psych monitoring was stopped. He was later chosen to replace Diana Burnwood as 47's agent handler.

Travis was born on February 2, 1964, which makes him 9 months older than 47, who was created or "born" on September 5 that same year. Travis also started the ICA mercenary group known as the Saints (not to be confused with the 3rd Street Saints from the *Saints Row* series) that was sent out to eliminate 47. Unfortunately for Travis, The Saints were no match for 47, and he (47) killed 7 of the 8 and put their leader LaSandra Dixon in a coma.

Wade

Wade



Aliases	n/a
First Appearance	Hitman Absolution
Other Appearances	n/a
Sex	Male
Nationality	American
Affiliation	Freelance, Dexter Industries
Voice Actor(s)	n/a (US) n/a(JPN)

Wade is a man who is a close friend and employee of Blake Dexter and leads the group of gunmen who go to Rosewood Orphanage in Chicago to kidnap and sell Victoria to Stallion Arms, a well known weapons development company. There is not much else known about him at this time. Even the ICA doesn't know anything about him.

Lenny Dexter

Lenny Dexter



Aliases	Lenny "The Limp" Dexter, Lenny Isaac Dexter
First Appearance	Hitman Absolution
Other Appearances	n/a
Sex	Male
Nationality	American
Affiliation	Criminal, Hope Cougars Gang, Dexter Industries (owned by his father Blake Dexter)
Voice Actor(s)	n/a (US) n/a(JPN)

Lenny "The Limp" Dexter (full name: Leonardo Isaac Dexter) is a secondary antagonist in the game and the son of Blake Dexter, 1 of the 2 main antagonists in Absolution. He is the leader of the Hope Cougars in Hope, South Dakota.

As his nickname implies, he walks with a limp, although how he got the limp is unknown at the moment. He is basically second in command of his father's plan to kidnap Victoria.

In Chapter 9 of the game (because the levels are called chapters in Absolution), 47 has to kidnap Lenny and get him (Lenny) to "talk" about his father's plan. What happens to Lenny after that is currently unknown. Lenny is also amongst the group of gunmen led by Wade that goes to Rosewood Orphanage to kidnap Victoria.

Hope Cougars



The Hope Cougars are a local street gang from Hope, South Dakota who are involved in the plan to kidnap Victoria and sell her to Stallion Arms.

- Leonardo (Lenny "The Limp" Dexter) Isaac Dexter: Leader
- Tyler Colvin: mastermind of various schemes
- Landon Metcalf: Enforcer for the Cougars and the Dexter Family
- Gavin LeBlond: in charge of getting cars for the Cougars
- Mason McCready: Role-unknown

The Saints

The Saints	
all	
Aliases	n/a
First Appearance	Hitman Absolution
Other Appearances	n/a
Gender	Female
Nationality	varies
Affiliation	ICA
Voice Actor(s)	Vivica Fox, et al.

The Saints are an assassination hit squad sent to eliminate Agent 47 in Hitman Absolution. Their appearance as Catholic nuns or dominatrices are purely for cover purposes.

LaSandra Dixon

Lesandra Dixon



Aliases	n/a
First Appearance	Hitman Absolution
Other Appearances	n/a
Gender	Female
Nationality	American
Affiliation	ICA
Voice Actor(s)	Vivica Fox (US) n/a(JPN)

LaSandra Dixon is a new character who's introduced in Absolution. She is the assigned team captain for ICA initiative 424-codenamed "The Saints" who are sent to eliminate Agent 47.

The Saints were one of many ICA programs created by Benjamin Travis, 47's new, "Tetra rank" ICA agent handler.

When Dixon and the other Saints go to a motel in Waikiki to seek out and eliminate 47, they are practically destroyed by 47's superb skills.

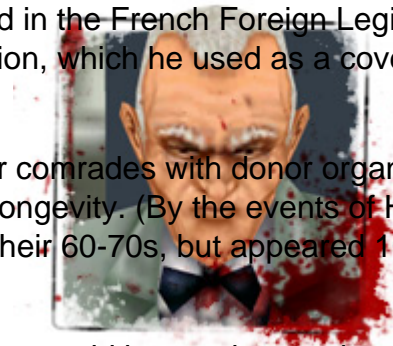
Dr. Otto Wolfgang Ort-Meyer

Prof. Dr. Otto Wolfgang Ort-MeyerProf. Dr. Otto Wolfgang Ort-Meyer is the creator of one of the five fathers of Agent 47, he is a discredited German scientist living in Romania, Ort-Meyer's radical theories were deemed insane by his peers. Dr. Ort-Meyer served in the French Foreign Legion with the other four fathers of 47, after leaving he ran a mental institution, which he used as a cover for genetic experiments.

In exchange for research funding, Ort-Meyer provided his former comrades with donor organs harvested from clone bodies, which significantly extended their longevity. (By the events of Hitman: Codename 47, each of Ort-Meyer's accomplices were well into their 60-70s, but appeared 10–20 years younger.)

Ort-Meyer believed that genetic recombination and human cloning could be used to produce a perfected version of the human species, superior in strength and mind and unburdened by conscience. His ultimate goal (unknown to his associates) was to create an army of flawless and unquestioningly obedient supermen.

When Ort-Meyer's associates become suspicious of his motives, he employed 47 to systematically eliminate each of them. However his plans backfire when 47 discovers the truth, 47 then manages to eradicate the last line of clones and Ort-Meyer's himself.

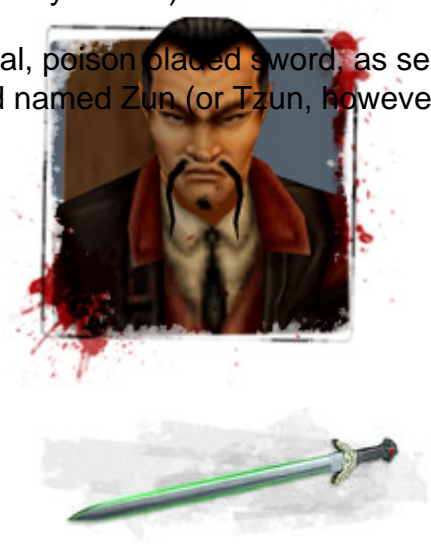


Aliases	Dr. Otto
First Appearance	Hitman: Codename 47
Other Appearances	Hitman 3: Contracts
See	47
Nationality	German
Affiliation	None
Voice Actor(s)	n/a (US) n/a(JPN)

Lee Hong

Lee Hong is the leader of the Red Dragon Triad. He is known as "The Man With No Conscience" (possibly because he poisoned his own uncle to take control of the syndicate).

He is one of the five fathers of Agent 47. He also wielded a special, poison bladed sword, as seen in the image above to the right. He also had a very large bodyguard named Zun (or Tzun, however you prefer to spell it).



Aliases	Lee Hong
First Appearance	Hitman: Codename 47
Other Appearances	Hitman 3: Contracts
Sex	Male
Nationality	Chinese
Affiliation	None
Voice Actor(s)	n/a (US) n/a(JPN)

Franz Fuchs

Franz Fuchs is an international terrorist specializing in explosives. He is known as one of the worlds most dangerous mercenaries.

He is one of the five fathers of agent 47. He also had a brother named Fritz who was killed alongside him by 47 in the first game.



Aliases	Franz Fuchs
First Appearance	Hitman: Codename 47
Other Appearances	Hitman 3: Contracts
Sex	Male
Nationality	German
Affiliation	None
Voice Actor(s)	n/a (US) n/a(JPN)

Pablo Belisario Ochoa

Pablo Belisario Ochoa is a Colombian drug lord, and one of the five fathers of Agent 47



Aliases	Ochoa
First Appearance	Hitman: Codename 47
Other Appearances	None
Sex	Male
Nationality	Colombian
Affiliation	None
Voice Actor(s)	n/a (US) n/a(JPN)

Arkadij Jegorov

Arkadij Jegorov is a international gun runner involved in the trade since the age of 15. He is one of the five fathers of Agent 47.

His name was changed to **Boris Ivanovich Deruzka** in **Hitman Contracts** remake of the mission. His brother, Sergei Zavorotko was the antagonist in the second game: Silent Assassin.



Aliases	Boris Deruzka
First Appearance	Hitman: Codename 47
Other Appearances	Hitman 3: Contracts
Sex	Male
Nationality	Russian
Affiliation	None
Voice Actor(s)	n/a (US) n/a(JPN)

Locations

Where are the locations?

Newspapers

Hitman Absolution seems to use the newspaper story format for presenting some story / inter-level elements as in Hitman Blood Money.

