



Introduction

Agent 47 lives which can only mean other people are going to die. Hitman Blood Money continues the series with more fiber wire choking, guns blazing and "accidents" than ever before. Should you drop this piano on your mark or simply stab them with a poison needle. The choice is yours.

With such freedom can come enormous confusion. How will you ever know what the ideal route through a level is? IGN's Guide to Hitman Blood Money will give you strategies for obtaining the coveted Silent Assassin rating on every level, along with information on how to find and unlock every weapon and upgrade available. It's all here just waiting for the enterprising assassin.

Look inside the guide for:

- [Basics](#): If you could go to basic training for being an assassin, this would be it.
- [Walkthrough](#): Intel and strategy for gaining the Silent Assassin rating on each level.
- [Secrets](#): Achievement Points and more.

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Basics

Silent Assassin

Silent Assassin is the best rating you can get at the end of the level. In order to do so, you'll have to complete all objectives, leave no witnesses, kill only your targets, and make the bare minimum in terms of noise. This may seem like an impossible task. Read the walkthrough to learn one way of doing this for each level.

Close Combat Kills

If you want to get the Silent Assassin rating, practice using the Fiber Wire and the Syringes. These close combat kills are silent so they won't raise any sort of alarm. Use the Sedative on non-targets and the Poison or Fiber Wire on your marks.



Costume Changes

Despite the bald head and barcode in plain sight, changing costumes will completely hide you from suspicion. Certain costumes will be required to gain access to specific areas. Look to see who is walking through the area you'd like to enter and then steal their clothes after you sedate them to gain access.

Use the Environment

Make sure you spend some time exploring every environment of the level before attempting to make your kills. Playing on Normal first to learn the routes of targets will help, but you'll also find traps that you can set, power boxes to disable, and various hidden weapons that you can make use of. You'll be able to get through every level bringing along only your standard equipment and no guns if you know your way around.

There's No Such Thing as an Accident

Literally! If you leave traps and create some "accidents," you won't be credited with the kill. A well placed bomb or a poisoned bit of food will kill people without letting on to your presence. Without a witness to see what you did, you won't be penalized. If a falling object lands on a citizen, you can still get the Silent Assassin rating. The same isn't true for poisoned foods, but poisonous accidents are great ways to remove yourself from the scene of the crime before anything bad goes down.



Notoriety

When you complete a level, you'll get a summary of how well you did. If you had many witnesses to your deeds, your rating will drop. Likewise, if you kill any innocent citizens your rating will go down. This should encourage you to play as a stealthily as possible, but if it doesn't the new Notoriety count will. If you run through a level with your guns blazing, the many dead bodies and witnesses you leave behind will build a reputation that you won't like. Your Notoriety will stay with you unless you pay off some officials with bribes at the end of the level. If your notoriety gets high enough, people will recognize you immediately and start shooting even if you haven't done anything yet. This can obviously make things quite difficult. Whenever you are given the opportunity, pay the bribes and keep your Notoriety at 0.

Managing Your Money

You'll be awarded cash for completing your missions. The first thing you should do is bribe officials to lower your Notoriety. After that, you can spend your money upgrading equipment. Start with the Silverballers, Misc. Equipment, and Sniper Rifle. These three sets of equipment are the most important to your missions and will be used the most. After upgrading equipment and bribing officials, you can buy Intel from the Mission Briefing menu at the beginning of each mission. Don't bother. We've got it all written out for you in the walkthrough section.

Equipment






Custom Weapons and Upgrades

Agent 47 has certain custom weapons at his disposal from the start of the game. These weapons can be upgraded as the game progresses and you earn money. While the upgrades can make the job easier and more fun, you can beat every level with just your standard equipment if you try hard enough. Read below to learn more about the custom weapons at your disposal.

Silverballer

Your standard pistol is quiet and deadly, especially after you upgrade it. This weapon is easily concealed making it perfect for sneaking in to kill unsuspecting targets. You won't want to use this against a mob, so make sure you don't raise any alarms while it is equipped.

	Upgrade	Cost	Description
	Low Velocity Ammo	50k	<ul style="list-style-type: none">• More Silent• Less Recoil• Excludes Other Ammo
	Silencer Type 1	50k	<ul style="list-style-type: none">• Medium Silenced• Excludes Silencer Type2• Excludes Long Slide
	Extra Ammo	75k	<ul style="list-style-type: none">• 2 Extra Clips• Expands All Clips
	Laser Sight	75k	<ul style="list-style-type: none">• Laser Aim• Medium Precise
	Rail Mount	75k	<ul style="list-style-type: none">• For Scopes
	Magnum Ammo	100k	<ul style="list-style-type: none">• Penetrates Doors• More Recoil• Excludes Other Ammo
	Dual Action	100k	<ul style="list-style-type: none">• Two Guns• Twice The Fun• More Recoil
	Long Slide	100k	<ul style="list-style-type: none">• Better Precision• Less Recoil• Excludes Silencer

	Upgrade	Cost	Description
	Red Dot Sight	150k	<ul style="list-style-type: none"> • Small Zoom • High Precision • Requires Rail Mount • Excludes Scope
	Large Clip	150k	<ul style="list-style-type: none"> • More Bullets • Double Capacity
	Silencer Type 2	200k	<ul style="list-style-type: none"> • Max Silenced • Excludes Silencer Type1 • Excludes Long Slide
	Full Auto Fire	200k	<ul style="list-style-type: none"> • High Rate of Fire • Requires Large Clip • More Recoil
	Scope Type 1	200k	<ul style="list-style-type: none"> • Medium Zoom • Extreme Precision • Requires Rail Mount • Excludes Red Dot Sight

SP12 Shotgun



The Shotgun is large and in charge. Perfect for crowd control but as loud as they come, you should only use this weapon if you're going on a murderous rampage. The shotgun has no long range accuracy. Use it when the police come swarming.

	Upgrade	Cost	Description
	Flechette Ammo	50k	<ul style="list-style-type: none"> • More Silent • Less Recoil • Excludes Other Ammo
	Butt Stock	50k	<ul style="list-style-type: none"> • Medium Silenced • More Precise • Less Recoil
	Extra Ammo	75k	<ul style="list-style-type: none"> • 2 Extra Rounds • Expands All Rounds
	Reload Boost	75k	<ul style="list-style-type: none"> • Mounted Shells • Fast Reload Time

	Upgrade	Cost	Description
	12 Gauge Slugs	75k	<ul style="list-style-type: none"> • 12 Gauge Slugs • Max Damage • Excludes Other Ammo
	Rail Mount	100k	<ul style="list-style-type: none"> • For Red Dot Sight
	Short Barrel	100k	<ul style="list-style-type: none"> • More Damage • Less Precise • Excludes Silencer
	Laser Sight	150k	<ul style="list-style-type: none"> • Laser Aim • Medium Precise
	Magazine	150k	<ul style="list-style-type: none"> • 4 Extra Slugs • High Rate of Fire
	Red Dot Sight	200k	<ul style="list-style-type: none"> • Max Precision • Requires Railmount
	Silencer Type 1	200k	<ul style="list-style-type: none"> • Medium Silenced • Excludes Short Barrel

SMG Tactical




The submachine gun is concealable, allowing you to take it into missions unnoticed. It has a high rate of fire and more power than your pistol, but it will also draw a crowd until you get a silencer for it. If you find yourself blowing your cover repeatedly, try taking this along as a safety measure.





	Upgrade	Cost	Description
	Butt Stock	50k	<ul style="list-style-type: none"> • Less Recoil • More Precise
	Low Velocity Ammo	50k	<ul style="list-style-type: none"> • Less Sound • Less Recoil • Excludes Other Ammo

	Upgrade	Cost	Description
	Butt Stock	50k	<ul style="list-style-type: none"> • Less Recoil • More Precise
	Laser Sight	75k	<ul style="list-style-type: none"> • 2 Extra Clips • Expands All Clips
	Rail Mount	75k	<ul style="list-style-type: none"> • For Red Dot Sight
	Magnum Ammo	75k	<ul style="list-style-type: none"> • Penetrates Doors • More Recoil • Excludes Other Ammo
	Rapid Fire	100k	<ul style="list-style-type: none"> • Extreme Rate of Fire • More Recoil
	Short Barrel	100k	<ul style="list-style-type: none"> • More Damage • Less Precise
	Silencer Type 1	100k	<ul style="list-style-type: none"> • Medium Silent • Less Damage • Excludes Silencer Type2
	Laser Sight	150k	<ul style="list-style-type: none"> • Laser Aim • Medium Precise
	Double Clip	150k	<ul style="list-style-type: none"> • Fast Reload
	Silencer Type 2	200k	<ul style="list-style-type: none"> • Max Silenced • Less Damage • Excludes Silencer Type1
	Red Dot Sight	200k	<ul style="list-style-type: none"> • Small Zoom • High Precision • Requires Rail Mount

M4 Assault Rifle





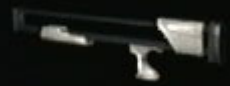
The assault rifle isn't concealable and will be dropped off in a secure box for you to find during your mission so that you don't immediately blow your cover. This gun is more powerful than your SMG and is better for crowd control, but you won't last long trying to stay undercover while carrying around a giant gun.

	Upgrade	Cost	Description
	R.I.S Handguard	50k	<ul style="list-style-type: none"> • Special Handguard • Required to Upgrade
	Low Velocity Ammo	50k	<ul style="list-style-type: none"> • Less Recoil • More Silent • Excludes Other Ammo
	Butt Stock	50k	<ul style="list-style-type: none"> • Lightweight Buttstock • Less Recoil • More Precise
	Extra Ammo	75k	<ul style="list-style-type: none"> • 2 Extra Clips • Expands All Clips
	Laser Sight	75k	<ul style="list-style-type: none"> • Laser Aim • Medium Precise
	Rail Mount	75k	<ul style="list-style-type: none"> • To Mount Scopes
	Armor Piercing Ammo	100k	<ul style="list-style-type: none"> • Penetrates Doors • More Damage • Excludes Other Ammo
	Silencer Type 1	100k	<ul style="list-style-type: none"> • Medium Silenced • Excludes Silencer Type2
	Pistol Grip	100k	<ul style="list-style-type: none"> • Extra Support • More Steady • Requires RIS Handguard
	Double Clip	150k	<ul style="list-style-type: none"> • Two Clips • Less Reload Time • Excludes Drum Magazine

	Upgrade	Cost	Description
	Red Dot Sight	150k	<ul style="list-style-type: none"> • Small Zoom • High Precision • Requires Railmount • Excludes Scope
	Silencer Type 2	200k	<ul style="list-style-type: none"> • Max Silenced • Excludes Silencer Type1
	Drum Magazine	200k	<ul style="list-style-type: none"> • 100 Rounds • Large Recoil • Excludes Double Clip
	Scope Type 1	200k	<ul style="list-style-type: none"> • Standard Scope • Extreme Precision • Requires Railmount • Excludes Red Dot Sight

W2000 Sniper



Upgrade your sniper rifle as soon as possible to ensure that it can be used when you need it. The sniper rifle is excellent for taking out long range targets. After you have a silencer and the foil padded suitcase (Misc Equipment), you can carry this weapon into a level and set up camp to wait for your target.

	Upgrade	Cost	Description
	Low Velocity Ammo	50k	<ul style="list-style-type: none"> • Less Sound • Less Recoil • Excludes Other Ammo
	Double Capacity Clip	50k	<ul style="list-style-type: none"> • High Rate of Fire • Excludes Bolt Action
	Extra Ammo	75k	<ul style="list-style-type: none"> • 1 Extra Clip • Expands All Clips
	Scope Type 1	75k	<ul style="list-style-type: none"> • Medium Zoom • High Precision • Excludes Other Scopes
	Lightweight Frame	75k	<ul style="list-style-type: none"> • Lightweight Parts

	Upgrade	Cost	Description
	Silencer Type 1	100k	<ul style="list-style-type: none"> • Medium Silenced • Less Damage • Excludes Silencer Type2
	Armor Piercing Ammo	100k	<ul style="list-style-type: none"> • Penetrates Doors • More Recoil • Excludes Other Ammo
	Extra Ammo	150k	<ul style="list-style-type: none"> • 2 Extra Clips • Expands All Clips
	Carbon-Fiber Barrel	150k	<ul style="list-style-type: none"> • Less Recoil • High Precision
	Bolt Action	150k	<ul style="list-style-type: none"> • High Precision • Requires Light Frame • Excludes Clip
	Silencer Type 2	200k	<ul style="list-style-type: none"> • Max Silenced • Less Damage • Excludes Silencer Type1
	Scope Type 2	200k	<ul style="list-style-type: none"> • Max Zoom • Extremely Precise • Excludes Other Scopes

Misc. Equipment

Purchase upgrades for your Misc. Equipment first, especially if you plan on playing as a Silent Assassin. The upgrades purchased here are invaluable for secrecy, defense, and setting traps. You'll always take these items into a stage once you have purchased and equipped them.

	Upgrade	Cost	Description
	Pain Killers	50k	<ul style="list-style-type: none"> • Small Health Boost
	7x50 Zoom Binoculars	50k	<ul style="list-style-type: none"> • Incremental Zoom • Better Vision • Distance Counter

	Upgrade	Cost	Description
	Improved Lockpick	75k	<ul style="list-style-type: none"> • 25% Faster Lockpicking
	Kevlar Vest	75k	<ul style="list-style-type: none"> • Absorbs 15% Damage • Lost at New Outfit
	Enhanced Detonator	75k	<ul style="list-style-type: none"> • Long Range Detonator
	Adrenaline	100k	<ul style="list-style-type: none"> • A Health Boost
	Flak Vest	100k	<ul style="list-style-type: none"> • Absorbs 35% Damage • Lost at New Outfit
	Extra Mine	100k	<ul style="list-style-type: none"> • One Extra RU-AP Mine
	Cratt Schultz Lockpick	150k	<ul style="list-style-type: none"> • 50% Faster Lockpicking
	Foil Padded Suitcase	150k	<ul style="list-style-type: none"> • Non Detectable • For Custom Sniper Rifle
	Flexible Flak Vest	200k	<ul style="list-style-type: none"> • Absorbs 35% Damage • Fits All Outfits

Found Weapons

If you find a firearm in one of the levels, either on the ground or on a dead body, and carry it out as you exit, you'll have the option of taking that weapon into a hit with you in the future. Just picking it up isn't enough, you'll actually have to have it on you when you finish a level to keep it. Melee weapons can't be brought back in if you carry them out, but you can still make great use of them.

Weapon	Description
12-Gauge Shotgun	Grab this noisy and slow shotgun from the guards in Till Death Do Us Part.
Air Rifle	Found in A New Life, the Air Rifle can be loaded with tranquilizer darts.
Baseball Bat	Hit a home run with this wooden tool.
Bull .480	A pistol with average power.
Cane Sword	A sword concealed inside of a cane.
Custom 1911	A powerful assassin style pistol.
Desert Eagle	A noisy but incredibly powerful pistol.
Dragunov SVD	A sniper rifle comparable to your own. Look for it where assassins are found.
Elephant Rifle	Found in Till Death Do Us Part, this rifle has immense stopping power.
Fire Extinguisher	These make good clubs to knock people out.
FN-2000	This big assault rifle can be found on the Mississippi.
Hammer	Pound skulls instead of nails with this tool.
Hedge Cutter	Find this in a new life to do some trimming of intestines.
Kazo TRG	Another sniper rifle that can be used if you don't want to take your custom.
Kitchen Knife	Found in almost every kitchen for your stabbing needs.
M14	A military rifle found in Amendment XXV.
Meat Cleaver	Look for this on the Mississippi.
MP5	A powerful and common submachine gun.
MP7	A small submachine gun great for spraying and then running.
MP9	An easily concealed, lower powered submachine gun.
Nail Gun	Carpenters use this tool for reasons other than what you'll be doing with it.
SAF	Take this submachine gun along for concealable stopping power.
Screwdriver	A makeshift shiv for close combat.
SG552	A strong assault rifle great for clearing out a room.
Shovel	A shovel to the head will kill any unsuspecting target.
Six Shooter	A pistol found all over the Till Death Do Us Part stage.
SLP. 40	A favorite pistol of police.
Snub Nose	A low accuracy pistol that can be found on the riverboat.
Steyr TMP	A tiny submachine gun. You're better off with your custom weapon.
Stiletto	Assassins like to use this knife for quick stabbing.
Stun Gun	This non-lethal weapon is found on orderlies in medic wings.
WWI Pistol	This weapon can be picked up during the Curtains Down mission at the coat check and is better used as a decoy than as a weapon.

Walkthrough

Death of a Showman

This level is a tutorial. Regardless of which difficulty you are playing on, you'll be taken step-by-step through the stage by the game itself. Still, we've included a walkthrough of this area for those who need a little extra help.

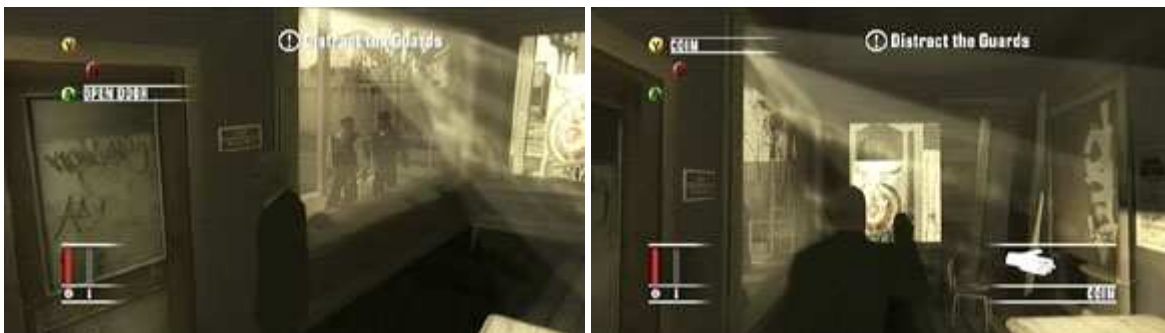
The stage begins with you on a dock. Your first task is to find a way onto the Pier. Walk along the dock until you find a broken fence and some rubble to climb up. Walk towards it to automatically climb up. Walk along the Pier until you find the Main Gate. During this time, you'll be given intel on your target.



At the gate, wait for the guard to come over and question you in a rude manner. Agent 47 slams his face into the fence to deal with your first guard. You can now check your inventory and see the photo that you are supposed to show your target before killing him. Go to your left and enter the Gift Shop as marked above the door.



Several guards can be seen talking outside of the window. Enter your inventory and equip the Coin. Follow the instructions to toss it out of the window towards the target. The noise it makes will distract the guards long enough for you to sneak out of the door and run across the open area to the next indoor region.



Inside of the Theater, a gangster can be seen torturing a poor soul. Sneak up behind the gangster and kill him with your Fiber Wire. Pick up the SLP .40 Pistol from his lifeless body. To your right is a red trellis that can be climbed by walking into it. At the top, jump across the balcony and walk into the next room.



Pick the lock on the door in front of you and shoot the two gangsters waiting in the next room. Drag their bodies to the two bins and dispose of them. Next, you are told to hide in the closet. You can pick up the knife on the closet door if you want to use it, or just hide inside. When the chemist enters the room, exit the closet and kill him with your weapon of choice. Take his clothes and keycard before leaving.



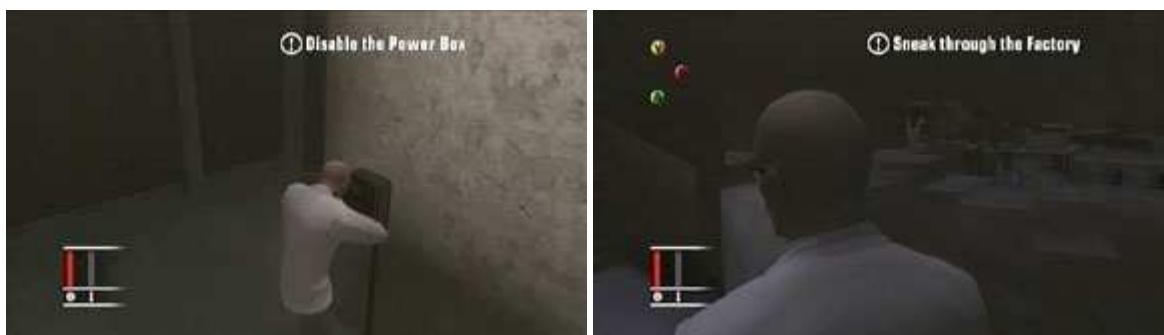
Walk along the raised walkway until you can enter a side room on your left. Inside you'll find a gun and a green crate. Take the gun to stock up on ammunition and then place your gun inside the crate. Pick up the green crate and carry it to the gangster guarding the next door.



After you've been frisked and the gun hasn't been found, walk through the door into the next room and extract your gun. Drop down into the elevator shaft and use your Fiber Wire on the guard below.



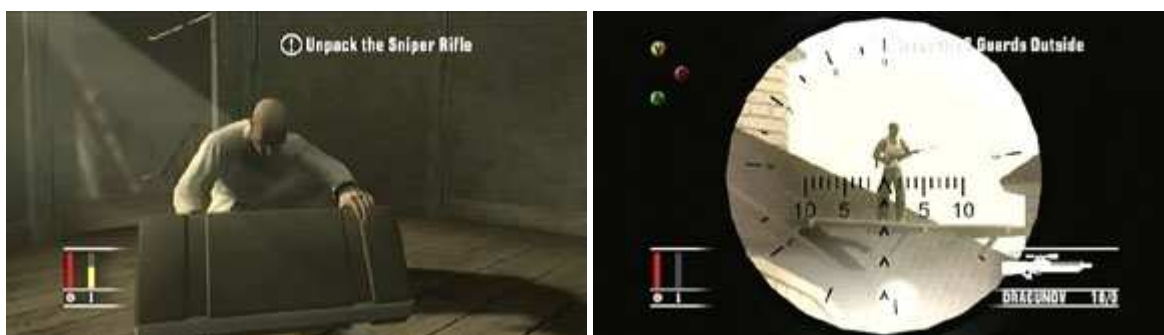
Drop down into the elevator itself and walk out into the hall. Disable the power box on your right to darken the next room and sneak past around the outer rim.



At the end of the room, you'll find a toilet through two doors. Take out your gun as you enter and grab the sucker at the urinal to use as a human shield. Take him around the corner and shoot the three gangsters. When the room is clear, knock out the shield and climb the ladder at the far end of the room.



Unpack the Dragunov Sniper Rifle by picking it up and then equipping it in your inventory. Go to the window and use the rifle to take out the three guards outside. There is one on top of the far building, one patrolling the ground, and one up to your right near the carousel. Pack away your rifle and take it with you outside through the door to your left.



Climb down the pipe and walk across the outside area to the Office door. Grab the Syringe from the weapons case and climb the stairs. Wait hidden around the corner until the gangster stops talking to the receptionists and walks to the window. Sneak up behind him and shove him outside to his death.



While the secretary is talking to the Swing King, enter the office and use the Poison Syringe to make her soda deadly and hide in the closet until she takes a drink. You're now ready to approach your target. Do so by entering the office and you'll watch a cutscene of the confrontation. The Swing King grovels for mercy. Show none. We suggest using the bat on the wall.



Now that you've done your job, you need to escape. Climb out of the open window to the left of where you came in. Grab the mine and the detonator from the weapons dump outside and continue on towards the next room. Climb through the window and put the bomb on the winch. Get back a good distance and pull out the detonator and let it blast. The explosion will drop the chandelier onto the last gangsters. If any survive, kill them and then go down the stairs to look for the exit. Before you go, grab the TMP and Desert Eagle off of the tables to add to your collection.



A Vintage Year

Intel 1	The guided tour of the wine cellar might prove useful, especially when looking for potential death traps.
Intel 2	We've heard that Manuel likes to entertain friends and enjoy the merchandise in the wine cellar.
Intel 3	The entrance to the secret lab is hidden somewhere in the wine cellar.
Intel 4	The insides are guarded by highly trained guards.

Like all Hitman levels, there are numerous ways to make it through this stage. We prefer to keep things clean as a Silent Assassin, so that is how this, and other levels, will be explained in the walkthrough.

All you need to complete this stage is a VIP Guard outfit. To get one, run around to the right of the compound at the beginning and enter the door at the end of the path. Use the boxes to scale the wall and when you land you'll see your VIP Guard walking into the mansion. Sneak up behind him and jab a Sedative into his neck. There isn't a good place to hide this body, but no other guards patrol this area. Drag him off behind the table to get him out of plain sight.



Go through the door on the far side of this room and then take a left at the first door you come to. This should put you into the main entrance of the mansion. Go up the stairs and you'll see one guard posted at a door and another patrolling the hall. Wait until neither one is looking at you and pick the lock on one of the doors. If you're not in the room with your first target, work your way through the rooms until you find him. He'll usually be playing some music by a terrace. Use your Poison or Fiber Wire to dispatch him silently so that no alarms are raised.



Your first target is down, and the intel states that the son should be down in the basement wine cellar. Go down to the main entrance and face as if you just came in the door. Walk straight and go through the door under the stairs on the left. Go down the hall and through another door. Look on the far side of the plant on your left for another door. Go through that and down the stairs into the basement.



You're now in the drug factory. Walk through it until you find a fake wine cask that is actually a secret door leading to the wine cellar. Go through there and back out to the entrance. Wait for your second target to enter. You can use one of your remote mines to drop some barrels on him here, but that won't get you the Silent Assassin rating unless you're lucky. Instead, start following him as he leads an associate on a tour. The two will go back into the drug factory and the associate will wait there. While your target is coming back through the fake casket to the wine cellar, kill him with Fiber Wire or a Poison Syringe.



Now all you need to do is escape. The way out is through an elevator on the other side of the drug factory. Ride the lift down and run around to the other side to get onto the plane and escape.



Curtains Down

Intel 1	The content of toolboxes will not be searched when you are frisked.
Intel 2	There is a lift shaft from the backstage area to the stage. It is closely observed and only actors are permitted.
Intel 3	Lead Actors go to their private rooms to rehearse during breaks.
Intel 4	The large chandelier is attached with bolts to the floor of the attic.
Intel 5	Only actors are allowed on stage.
Intel 6	Light Technicians have keycard to Light Control Room.
Intel 7	There is a light rack above the stage that might prove useful.
Intel 8	The prop gun used for the execution in the opera is an exact replica of a real World War 1 pistol.

Your two targets for this level are Alvaro D'Alvade and Richard Delahunt. Unlike the previous stage, you won't have to

spend your time attempting to single them out for kills. We'll let traps do the talking on this level and walk away with clean hands.

Begin the stage by walking into the lobby and approaching the coat check. You have a ticket in your inventory, but won't be leaving with another costume. Instead, you'll find a Real WWI Pistol. With that in hand, walk into the bathroom to the right of the coat check when the worker enters. You'll want his costume, so go in and sedate him with a needle and take it. Dispose of his body in the nearby bin so that nobody raises an alarm.



Now that you have a Worker Suit, you can go anywhere in the level, except on stage where only actors are allowed. Go back out of the bathroom and walk to the other side of the coat check. Go through the door here and down the stairs. Go through the door there and take a right. Pick the lock at the end of the hall and descend another set of stairs.



Go straight in the back area around the first bend and past a group of carpenters. Take the door just after them on the left. Follow this path through several doors and up a staircase. You'll come out in a room with two doors. Take the one on the left and go through the bathroom to a hallway behind the stage. This is where the dressing rooms are and you'll be able to set up your first trap.



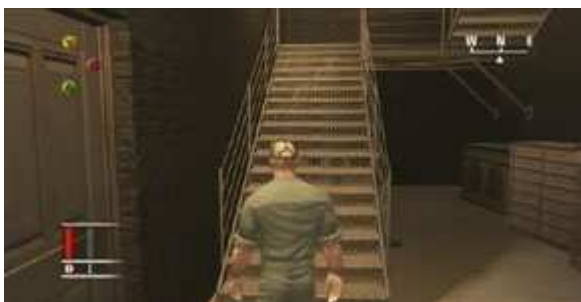
A man is guarding the dressing room of your target. There is a closer one on the right. wait until the guard gets up to go to the bathroom and then sneak inside. Hide in the closet and wait for the actor to come inside.



Waiting inside of the closet may take a while and presents a good opportunity for saving your game in case something goes awry. Eventually the actor will show up. He'll do a few lines and then leave his Prop WWI Pistol on the table as he goes to the bathroom. When he is gone, exit the closet and steal his prop gun. Replace it with the real gun you got at the coat check. Make sure nobody is looking and exit the room.



Out in the hall, go into the door across the hall just to the left. Climb the stairs all the way up into the lighting rafters. Here, you'll find a light technician setting things up. Wait until he goes in and out of the second room and then enter through the door. Before he comes back, plant a bomb on the top of the chandelier.



Your traps are now in place. You can climb down the ladder in the chandelier room or walk back to the entrance and view your setup from the theater floor. When the opera is being rehearsed, your real gun will go off and kill your first target. The second target will become alarmed and run down to the theater floor. When he gets below the chandelier, he'll trip. Quickly set off your bomb and drop the chandelier on his head. Waiting for the first target to get killed may take several minutes.



With both targets gone, quietly walk back to the entrance and go into the bathroom to retrieve your suit. Walk back to the doors you came in through to exit the level.

Flatline

Intel 1	Admission papers are required to check-in. Future patients often wait in the park outside.
Intel 2	Troublesome patients are often confined to the medical wing.
Intel 3	The brochure lists some interesting facilities such as a library, a gymnasium and a large spa area.
Intel 4	Therapists occasionally get contacted for private sessions.
Intel 5	Some guests hide stashes of alcohol in quiet places. Let's hope they don't get alcohol poisoning.
Intel 6	Weight lifting can be fatal.
Intel 7	Some guests cheat on the spa's strict diet by smuggling camping stoves into their rooms. Sounds dangerous!
Intel 8	Deceased patients are taken straight from the medical wing to the morgue.

Things start to get a little bit out of the ordinary in this stage. A CIA agent is being held in an alcohol treatment facility. The only way to leave the facility is sober or in a body bag. Since he is being kept drugged, you'll have to fake his death. To make matters worse, he has the names of several targets that you'll have to dispose of once you find him.

To get into the rehab facility, run up the path and then climb up the trellis on the left. You'll come up behind a man about to check himself in. Sneak up behind him and snatch his admission papers. Continue up the path and walk through the front door of the facility.



Inside, walk up to the receptionist and give her the admission papers. She'll welcome you to the grounds and ask you to change into patient robes. Do so in the changing room behind her and walk back out. You'll be scanned by the officer before being allowed in, so drop any weapons in this room and come back for them later.



Inside the facility, get a better suit so that you'll have access to more areas. Take a right and go up the first stair case you see on the right. Look for an open door at the top of the stairs and you'll find the Therapist's Suit. Put it on and go back downstairs.



Take a left at the bottom of the stairs and go straight until you come to a double door. Through it, enter the second door on your right. This is the security room. Take the Medic Wing Key Card and use it to go through the set of gates.



You're not technically supposed to be in the Medic Wing, so you'll need another costume change. Sneak up to the counter without letting the orderly see you. Two orderlies are waiting inside. One will walk around and then leave. When he does, hop through the open window over the counter and sedate the other orderly. Hide the body in the bin in the back of the room after you take his suit.



Grab the keys from the table that the orderly was sitting at and use it to enter the locked down area. Locate the cell where the CIA agent is held and unlock the door. Go inside and talk to him to learn the identity of the target. Use your Death Serum to fake his death and leave the area.



Get back into your Therapist Suit and go back to the rehab facility. You'll have one of three guys as your target, but you can kill the other two to gain some bonus money. We'll go through all three.



The easiest mark likes to lift weights. He is on the far end of the facility from the rehab center. You'll notice him lifting weights from time to time. Stand behind him while he does and drop the weights on him when he is done. Your second target can be killed more stealthily. Locate the globe near the entrance and wait until nobody is looking. Open it up and poison the bottle inside. After you're done, walk away. Beware of the guard posted in the hall. He can see you if he is stationed looking in your direction.



The final target likes to cook. Go up the other staircase (not the one you went up to get the Therapist Suit) and find room A. Enter it and go out into the balcony. Go back in through the other door and sabotage the stove there. You've now set the two traps you need to, so you can leave the facility. Walk back to your suit and put it on and calmly exit the building.



The CIA Agent is in the morgue, which happens to be the building right where you entered. Go back down the path and wait for your two traps to finish everyone off. Enter the building that is now on your left (on your right as the level began). You'll find the transported CIA Agent there. Use the revival serum to give him some life and then leave through the door with the exit sign to finish the stage.



A New Life

Intel 1	Garbage trucks can dispose of all kinds of waste.
Intel 2	The surveillance team have an unhealthy appetite for donuts.
Intel 3	Vinnie has complained about the neighbor's son taking pot shots into the garden with an airgun.
Intel 4	Vinnie lives close to a veterinary surgeon. Sometimes a vet needs to tranquilize wild animals.
Intel 5	Rumor has it that Vinnie's wife flirts with hired staff. But Vinnie trusts her completely.
Intel 6	Some field agents are too nosey in teenage girls' rooms.
Intel 7	A barbeque is being prepared for the party. Be careful with flammable liquids!
Intel 8	Vinnie just bought a very expensive and unusual necklace for his wife.

There are two objectives for this mission. The first is to take out your target. He is a man named Vinnie who is under the protection of the FBI for snitching. The second is to obtain some evidence he has hidden on film, though the location of that is unknown. If you read your intel, there is a small hint about a necklace that Vinnie's wife has. To get this mission completed with a Silent Assassin rating, you'll have to get the necklace off of Vinnie's wife without killing her.

There are several ways to go about completing this level. You can obtain the Air Rifle inside of the tree house at the far end of the block. This, combined with the tranquilizer darts inside the veterinary clinic across the street from your target's house will allow you to sedate anybody you want in the backyard where a barbeque is occurring. The trouble with this is that it is slow. We'll go through this level in a much faster way.

Start by walking up to the catering truck. You'll see a box of donuts in the back of it. Wait until nobody can see you and use the Sedative on the donuts. There are a lot of people that might see you do this including the caterer, an FBI agent, a jogger and a clown. Watch your back while you do this. Once you're done, walk away and watch what happens. The caterer will deliver the donuts to the van across the street, which happens to be an FBI surveillance truck. The sedative will do its job and knock out the men inside.



Once again, wait until nobody is looking and slip into the FBI van and get an FBI Agent Suit. While you're there, steal the Video Tape out of the VCR.



Now that you have an FBI Agent Suit, you can go wherever you please inside of the house. Walk through the front door and go straight through to the back. You need to sedate the wife which involves getting her alone. Taking the pool boy's clothes will allow you to get up into her room for a little something extra, but there is a faster way. Wait inside the indoor pool area and wait for her to walk by. Quickly sedate her and leave her here. Nobody will notice her body before you get

out of this stage. Make sure you take the film from her necklace.



Time to kill your target. He likes to watch TV in the entertainment room. He'll also walk upstairs and then back occasionally. Go outside again and look for an electrical box on the front of the house. Tear the wires (make sure nobody is looking) and then go inside through the front door. Take a left to go into the entertainment room.



The Agent who guards Vinnie at all times will leave to go fix the TV. While he is outside and Vinnie is waiting in his chair, strangle him with your Fiber Wire. With all objectives complete, run out the front door, collect your Suit from the van and go back to the gate where you started the level to exit.



The Murder of Crows

Intel 1	Walkie Talkies transmit everything - even background sound and music, which could reveal someone's location.
Intel 2	Clubs usually have a back entrance for the staff.
Intel 3	Bookstore walls are like paper - you can overhear what's going on next door.
Intel 4	Clubs in this area are known for having hat-dress codes and music themes.
Intel 5	Some private apartments have a useful view.
Intel 6	Pianos can kill - especially when they are dropped from the sky.
Intel 7	A guy dressed as a yellow bird checked in a hotel room a couple hours ago.

It might seem like a daunting task, but your job for this level is to kill three targets looking to assassinate the president in the middle of a Mardi Gras celebration. Luckily, the police have seen it fit to contain the celebration to the roads and leave the back alleys relatively empty. That is where you'll do the bulk of your damage.

You'll begin the level in a bar right near a guy in a bird suit. Wait for him to finish talking and then follow him as he goes through the streets. When he cuts through one of the back alleys, sneak up close to him and sedate him with your syringe. Take the Delivery Bird Suit and dump the body in a dumpster. Also, make sure you pick up the briefcase. Completing the level with this in your possession will give you a bonus cash award.



The delivery bird was heading towards the northwest corner of the level to go inside a bookstore there. With your disguise, you'll be able to walk right in and go up the stairs. Through the door you'll find your first target.



Place your suitcase on the desk when you are told to. Wait until the guard bird leaves the room and your first target is seated in his chair. Strangle or poison him. Since he'll remain in his seat upright, this won't raise any suspicion when the guard bird comes back in. Take the briefcase and the radio and exit the bookstore.



If you don't want to carry the suitcase around for the rest of this stage, find a safe place to stash it. You won't want to leave it out in the open or somebody will pick it up and you'll never see it again. Next, use your radio to locate the next two targets. If you're playing on lower difficulty, you'll be able to locate them on your map now. If not, you'll have to use their radio chatter to locate them.

The female half of the assassin duo patrols the streets. Find her as she makes her rounds, dressed in a black bird suit, and wait for her to go back into an empty alleyway. When nobody is watching, strangle her with your Fiber Wire or shoot her with your silenced weapon. Dispose of her body in a dumpster just like you did with the first bird.



The male assassin isn't quite as easy as the female. He'll be in any one of three dance halls up on the third floor. Listen to the radio and he'll tell you where he is. Locate the establishment on your map and make your way through the crowds. You won't be allowed in through the front door. These places have strict costume regulations. Go through the alley to get behind the building and look for either a waiter taking a break or a party goer relieving himself. When one of these characters is alone, sedate them and hide the body in a dumpster. You're now free to walk in through the back door if you have a waiter suit or through the front door if you have the costume.



Walk back through the kitchen and up the stairs until you reach the third floor. Sneak up behind the assassin in the bird suit and kill him as quietly as possible. He has a nice sniper rifle that you might want to collect, but only if you're not trying for the Silent Assassin rating since carrying it through the streets will raise a bit of suspicion.



With your three targets eliminated, go back and find your suit and the briefcase that you stashed. The exit to the level is on the south end.

You Better Watch Out

Intel 1	Don't expect any presents this year - Santa drinks too much.
Intel 2	The bartender knows how to help improve performance in grottos!
Intel 3	Waiters often shower in the staff changing room.
Intel 4	Even small, annoying Dogs eat sausages.
Intel 5	The glass-bottomed outdoor jacuzzi looks down on the pier 70 feet below.
Intel 6	Among the high society, spiked drinks are all the rage.
Intel 7	Heavy light rigs are installed in the Photo Studio.
Intel 8	Lorne recently hired a former US Airforce helicopter pilot.

The targets for this level are a rich playboy who is the son of a senator and hasn't been behaving himself. You'll also be looking for the tape he was caught on killing a girl. That wouldn't be helpful if it was leaked out during the upcoming election. The final target is the scumbag who recorded the tape, who is also the owner of this mountain villa that the level takes place in.

You begin the stage on a dock. There are two entrances, one to your left and one to the right. There are also security cameras on each side, though you can avoid them if you go to the right. If you look up, you can see the bottom of a glass bottom jacuzzi. Shooting this out will take out the senator's son, but will most definitely draw attention to you in a negative way. Walk around to the right and look around the first corner before going on. Wait until the security camera is pointed to the left and then run past it on the right to avoid detection.



A security guard is waiting in the room up ahead. The path is blocked by a laser sensor. Wait until the guard gets up to purchase a soda and then sneak into the room. While he is looking away, turn towards the light switch and press the button to deactivate the laser trap. When it is down, quickly run back outside and through the now open hallway to get to an elevator.



Take the elevator up to the main floor and exit it to the right. Go through the door on the right and you'll see a guard sitting at a chair. Sedate him and take his uniform. Nobody will come into this room, so don't worry about stashing his body.



Now that you have a uniform, you're free to go anywhere in this level. Exit the room and go straight through the hall into the shower room. Go through the other door here and up the stairs to the party.



You'll be in the kitchen first. Find the sausage sitting on the counter. When nobody is in the room, poison it with your syringe and take it with you for later.



Find the bar and talk to the bartender. He'll give you some Aphrodisiac -- a little something extra for slipping into a drink. There should be a martini glass on the bar. Approach it and slip the Aphrodisiac into the drink.



Walk outside and find your first target hanging out in the jacuzzi. Killing him here will attract too much attention. Wait for a waiter to deliver your spiked drink to him. This may take a while. Once the drink is delivered, the playboy will get the hots for one of the girls he is hanging out with and the two of them will take off for a little privacy.



Follow the two lovebirds into the house and down the stairs to a private room. Open the door to break up their party and your mark will walk outside to a balcony. Now that you're all alone, push him over the edge.



Walk back up the stairs and look for the waterfall fountain. Walk through it and you'll come out in the other back hallway. Walk back towards the elevator and take it up to the top floor.



Walk straight out of the elevator and go through the double door with a heart above it. Take a left once you are through the door and go through the next door you see to find a security room. The video that you are looking for is on the table on the far side of this room. Wait until nobody is looking at you and snatch it off the table.



Go back into the room you were just in and find the balcony. Wait just inside the balcony doors for your target to come strolling through with his dog. Drop your poisoned sausage to ensure that the dog doesn't bark too much and draw attention to you. Sneak up behind the old man and push him over the edge.



You can travel back down to where you entered to exit, but that will require you to sneak past more cameras. Instead, go back to the elevator and take it up to the helipad. Drop any weapons you're carrying and walk down the hall. You'll be searched here for guns. When none are found, walk through the door and steal the helicopter to exit the stage.



Death on the Mississippi

Intel 1	The engine room is off limits to passengers - the furnace is a dangerous workplace.
Intel 2	Man over board - the wild waters of the river will cause certain death.
Intel 3	The captain's cake is being prepared in the galley in the rear of the 4th deck.
Intel 4	Only the 1st Class Pursers are allowed in the Gators Private area.
Intel 5	The lower class kitchen prepares food for both the tourists on board as well as the Gators on the top deck. Extra flavor could be added.
Intel 6	The boss has received some heavy duty hunting gear from a business alliance. The present is kept secure at the staff quarters.

This is your biggest hit yet. Along with the captain of the ship, you'll also have to take out six gang members. To do this all without any witnesses or causing a scene can be quite difficult. There are also some photos you'll need to retrieve along the way.

Start by going to the right side of the ship and walking to the back where you'll find some crates. Wait here for a sailor to come by. Sneak up behind him and sedate him. Drag his body back into the boxes so as not to draw any attention.



Walk back to where you started and locate the entrance to the Engine Room. Pick the lock when nobody is looking and walk down to the other end. Wait for one of the gang members to come and lean up against a railing nearby and then push him into the engine. One down, five to go.



Go out the rear exit of the engine room and walk up the stairs to the work quarters. Walk to the end of the hall and locate the stairs up to the passenger rooms. Another gang member is hanging out in this hall, but we'll leave him for later rather

than wait for him to get into position.



Walk down this hall and go up to the next deck. Here you'll find plenty of people having dinner and lounging about. Walk through this room and keep going until you are stopped and searched.



Go straight through the next double doors in the center of the room and take a right through the next door. Behind the closet in this room is a 1st Class Purser Suit. Put it on and go back out into the hall. Take the next door on the right and you'll find yourself in the kitchen. Pick up the cake and walk out the next door. After the door closes, you should be all alone. Poison the cake by dropping it on the ground and then taking out your Syringe.



Leave the cake on the ground for a moment and walk to the tip of the ship. Wait for another gang member to come around. Use your Fiber Wire on him and then dump the body overboard. Go back and collect your cake.



Go up to the top deck and walk through the front door. You'll be searched on your way in. Go to the back room and deliver the poisoned cake.



There are three more gang members that you'll have to kill on this deck. The one that frisked you should be taken out last when nobody else is around. You can easily take out the one patrolling the indoor portion by waiting until he goes to the bathroom and following him in.



The most difficult gang member on this deck is the one that comes out onto the balcony because there is another Purser who likes to walk around this area as well. Wait until you can get the Porter alone and sedate him. After that, simply sneak up behind the gang member and strangle him.



Before you leave this area, look in the room adjacent to where you dropped the cake off. The cake, incidentally, should have killed the captain by now. In this room you'll find a safe. Open it up to retrieve the photos you came for.



There is only one target left. This is the gang member that you walked past when you were down in cabin. Go back down to that deck and find the gang member. After a short while, he'll walk out onto the balcony. Follow him out and wait until the passenger standing here leaves and there are no other sailors around. When this moment comes, strangle the gang member and then throw his body overboard.



There isn't anything left that you need to do but leave. There is a nice assault rifle in a room on the worker's cabin deck that you might want to take with you. You'll also want to pick up your suit before heading to the exit back on the deck where you began.

Till Death Do Us Part

Intel 1	Guns and shooting in outdoor areas don't make Rednecks panic.
Intel 2	The water is home to alligators.
Intel 3	The Priest rings the Wedding Bell to announce the ceremony.
Intel 4	The Father's recently deceased brother is buried at the family graveyard.
Intel 5	The Groom can't keep himself away from the whipped cream on the wedding cake.

This is one of the shortest levels, provided you know what you are doing. The scene is a southern wedding. Your target is the groom and the father of the bride, but the bride herself is to be left untouched.

Start by walking off of the dock and locating a semi-burnt building. Step inside of it and wait for a severely drunk party-goer to stumble his way in after puking his dinner up. Sedate him and take his suit. This will get you in to the party. Drag his body into the corner and leave it.



Walk into the party and go to the left of the stairs. Walk into the bathroom and wait for the man using the toilet to leave. Pick the door facing back towards the front of the house. Wait for a guard to walk by and then run up behind him and sedate him. Take his guard suit and drag his body into the small closet.



Go outside and follow the bloated fellow in the white tux. This is the father and he is going to take a look at the family grave. Walk through the dock and wait as he looks at the pit. As he starts to walk back, give him a shove over the railing

into the water.



Work your way back into the main house. Enter through the main door into the big hall. Leave this room by going to your left and you'll find yourself in the kitchen with the wedding cake. When you're all alone, poison it.



The groom will go and take some of your poison for a snack, so you're free to leave. Walk back and retrieve your suit from the burned house. The exit to the stage is where you began.

A House of Cards

Intel 1	It would be wise to check in at the reception as one of the first things you do at the Casino.
Intel 2	Security is very tight in high profile casinos, so staff have keycards which only provide access to the floors they work on.
Intel 3	As requested, we have left an Agency Pickup in your hotel room, #701.
Intel 4	The casino has strict fire-safety procedures. Easily accessible fire alarms are located on the top floors.
Intel 5	It's important to find good vantage points. Room balconies may provide this.
Intel 6	The VIP lounge has been reserved all day by the Sheikh - only waiters are allowed in this area.
Intel 7	There is no cell phone coverage inside the casino to prevent cheating. Anyone receiving a call has to step outside.
Intel 8	The items used in the trade are carried around in an ordinary looking suitcase so they don't catch too much attention.

This mission takes place inside of a casino. That means tight security and little opportunity to take out your targets. There are three of them for this level, though only one of them will require any real work.

The mission begins outside. Walk into the casino and go up the stairs in the lobby. Enter the elevator on the left and climb up into the hatch. Wait here for a few minutes and your first target will come in. Strangle him from above with your Fiber Wire.



Take the Keycard for room 803 from the body of your first victim. Get down into the elevator pick up the payment briefcase. Switch over to the other elevator.



Once again, climb up into the hatch and wait. Your second target will soon show up for an elevator ride. Strangle him like you did the first. Take the Keycard from this target as well. Also, take his suit. Leave the Payment Briefcase here.



Go to room 707 as indicated on your newest Keycard. Inside, you'll find the DNA Briefcase. Pick it up and take it with you. Next, go up to the 8th floor to room 803 using the first Keycard you pilfered. Pull a fire alarm as you approach the room to make the guys guarding the door scatter. Locate the phone and hit redial. This will call your third target and force him to go outside to get better reception.



You can use a Sniper Rifle at this point to kill your final victim, but we shun guns whenever possible. Go back into the elevator with the DNA Briefcase and go to the casino floor. Walk through the casino towards the back along the east halls to avoid any security cameras.



In the back of the casino, you'll see a few guards ensuring nobody gets back into the private area. Allow them to search you and then go out through the back door. You'll find the last target all alone out here. Strangle him.



Now that all of your targets are gone, go back to the elevators and collect your suit and the Payment Briefcase to get some bonus cash. The exit to the casino is through a hall to your left as you enter the main floor.

A Dance With the Devil

Intel 1	Trailers arrived earlier with decorations for the parties.
Intel 2	Information about who is trying to kill you might be found on a laptop on the top floor.
Intel 3	Don't go for a swim in the shark tanks at the Hell Party.
Intel 4	Be careful playing with pyrotechnics - they could kill someone.
Intel 5	Bartenders are usually well informed.
Intel 6	Look out for the singer at the heaven party. Looks can be deceiving.
Intel 7	The devil is never to be trusted.
Intel 8	There is a food elevator which might be used to transport more than just food.

You'll be faced with some real threats in this level. Make sure you have the best protective gear and health restoration items possible before entering this level. You are given two initial targets, but more will come once you can complete one of your missions which is to figure out who is trying to assassinate you.

The level starts with you outside. Walk straight through the glass door and approach the security desk. A cutscene will play where Agent 47 tells the guard of a lost bag. Follow him into the back room while he looks for it and then sedate him. Take the guards uniform and leave him in the innermost room.



You were caught on a security camera as you entered the building. To take care of that, go back out the way you came and start going down the road into the garage. The security booth is on the right as you enter. Two guards are waiting here guarding the Security Tape that you need. Wait until both are looking the other way and then snatch it.



Walk down into the garage and head past the men guarding the elevators. In the far back section of this garage, behind a van, is a Heaven Costume Suit. Put it on and go back to the elevators. You'll only be allowed access to the elevator on the right that leads up to the Heaven Party. You'll be searched for weapons, so make sure you aren't carrying any.



When you get to the top floor, climb up into the hatch in the elevator and wait. Your first target will come to the elevator eventually. It might take a while. When he does enter the elevator, strangle him from above. Take his suitcase with a nice gun and his costume. Drop down into the elevator and enter the party.



Make sure there is a singer on stage and then go through a door to the right. Take another right and go into the hallway. Enter the door here and you'll find yourself in a large office. Check the computer to complete one of your objectives.

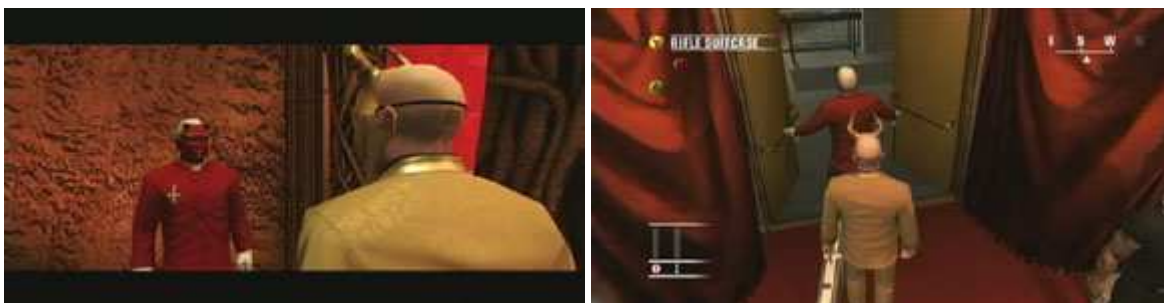


The files on the computer will give you two more targets. The first is the singer on stage. She is out to kill you. Had she been in this office when you entered, you would quickly have been killed without any opportunity to defend yourself. Wait near the door on the right side for her to come back into this room and kill her. She'll try to kill you if she sees you and usually does a pretty good job of it.



The two targets on this floor are now dead. It is time to go down to the hell party. Take your gun in the suitcase and go back to the elevator. If you didn't take the Desert Eagle off of the CIA Agent that you first killed, do so now and conceal it. Take the elevator down. While it is descending, climb up into the hatch. When the elevator gets to the garage, you'll find that you can hop over a ledge and be on top of the other elevator. This will prevent you from going through security screening again and allow you to keep your weapons. Drop down into the elevator and ride it to the Hell Party.

The first target at the Hell Party is the bartender who is dressed as the devil. When you approach him, a cutscene will play where he challenges you to a duel. Follow him back into the Torture Room.



The door will lock and you'll be in a shootout. It doesn't matter if you use your guns. Nobody will hear them in here. He likes to run around the outer edge. You'll find it easier to just locate him in the dark by looking for when your target reticule turns red. When it does, shoot. Stick behind the pillars when you aren't shooting to avoid his shots. When he dies, take his access card and leave the way you came in.



Your final target will be the easiest. She performs up on the stage in the main room. Walk around to the back and look for a switchboard that controls the pyrotechnics. When nobody is watching you, flip the controls around to create a fiery disaster.



You can sit around and wait for the show or simply leave. Ride the elevator back up to the garage. The exit is a van in the back area of the garage.

Amendment XXV

Intel 1	The guards here will open fire if weapons are detected by the metal detectors.
Intel 2	Any confiscated weapons at the museum entrance will be stored away by security.
Intel 3	The White House is surrounded by an iron gate - which varies in height.
Intel 4	Guards will respond if the laser alarm system in the Museum is triggered.
Intel 5	The 1st lady has a dog, which is regularly taken out for a walk in the backyard.
Intel 6	The oval office has been the setting for many historical meetings.
Intel 7	Carpenters working in the main building have put up scaffolds for renovation purposes.

This is the final level. Your two targets are the man orchestrating everything behind the scenes and the Vice President himself. Obviously, the security is going to be through the roof. Purchase the Misc. Equipment gun briefcase and fully upgrade your sniper rifle before entering this level. Take the sniper rifle with you.

The level will begin with you at the museum side of the White House. Enter through the main door and place your briefcase on the conveyor belt. With your great technology, nobody will realize that you are bringing a gun in as you walk through the metal detector. Pick up your briefcase on the other side.



Go straight towards the guards at the back of this room and hang a left into a bathroom. Wait until a museum employee comes in and then sedate him. Take his suit for a little added ability to sneak around.



Leave the bathroom and walk straight through the next door. Go out through the last door on the left and you'll find yourself outside. Sedate the guard here and take his suit. Drag his body back behind the bush and the machinery.



You will now be allowed past the two guards that were posted outside of the bathroom. Go through that door and take your first left. This is a security room. Take the Video Tape and Keycard when nobody is looking from the table. Also, without being seen, take the SLP. 40 from the crate of guns nearby. Conceal it and leave the way you came in.



Turn left and go all the way down this hall to the end. Use the Keycard to gain access to the next area. Follow the hall here until you come out into the next wing.



Walk to the door to on the right of the main entrance to circular room. You'll have to pick this lock. Do this when none of the guards are looking, but do it quickly or the Vice President will meet up with his wife and begin walking an annoying dog. Enter the room and kill the Vice President before he can go into the main room. Take his West Wing Keycard and

hide his body in the bin in the back of the room.



Leave the room where you took out the Vice President and go to the left. Go through the door at the end of this hall and enter the brown door that leads to a small staircase. Take it down and you'll find yourself outside.



There is a trellis to your left as you enter the courtyard. Climb it up to the roof and walk to the other end. You'll see a Secret Service Agent walk out and face the opposite direction. Sneak up on him with your pistol drawn and grab him as a human shield. Knock him out since you're out of sedatives. Take his suit and drag his body to the far side of the circular dome to block anybody who opens the door from seeing him.



Use the West Wing Keycard to re-enter the building. Use your map to locate the staircase and go down it to the first floor. Again, use your map to locate the Oval Office and enter it. You'll find your final target here, but you won't be able to kill him just yet.



Your target sets off an explosion, temporarily knocking you over and setting all of the sprinklers off. Follow him back up to the roof. Don't get too close to him or he'll kill you before you can react.



Back on the roof, get behind the small piece of cover to your left. Duck down and take out your Sniper Rifle. Target the maniac at the far end of the roof and pull the trigger before he can shoot you. Put away your Sniper Rifle.



You're now done with all of your objectives. The exit is where you entered the level, so you'll have to run back to the start. Don't forget to pick up your Suit from the bathroom. There is a small gate to the right of the metal detector that will allow you out without having to set any alarms off.

Secrets

Requiem

While the credits are rolling at your funeral, spin the left thumbstick in a circle until your life bar goes all the way up. You'll now be in a room full of enemies with your Silverballers. Kill everyone to unlock an Achievement (Xbox 360 only) and get a special end movie (all versions).

Achievement	Points	Requirement
Tier 2 Kruger Schmidt	5	Tier 2 of the Kruger Schmidt upgrade shop unlocked.
Tier 3 Kruger Schmidt	15	Tier 3 of the Kruger Schmidt upgrade shop unlocked.
Tier 4 Kruger Schmidt	20	Tier 4 of the Kruger Schmidt upgrade shop unlocked.
47 kills in a mission	20	A mission has been completed with precisely 47 kills.
Accidents do happen	20	A successful accident kill has been performed.
Notorious	20	47 is the world's most wanted. (100 Notoriety)
1st Mission Complete	25	"Death of a Show Man" completed on any difficulty.
Fully Customized M4	25	All custom M4 components purchased.
Fully Customized Silverballers	25	All custom Silverballer components purchased.
Fully Customized SMG Tactical	25	All custom SMG Tactical components purchased.
Fully Customized SP12 Shotgun	25	All custom Shotgun components purchased.
Fully Customized W2000 Sniper	25	All custom W2000 components purchased.
Rookie Mode Complete	25	Completed rookie difficulty.
Silent Assassin	25	A Silent Assassin rating has been awarded.
5 Normal Silent Assassins	25	5 Silent Assassin ratings awarded on the Normal difficulty.
5 Expert Silent Assassins	50	5 Silent Assassin ratings awarded on the Expert difficulty.
Redemption	50	You can't keep a good man down.
Normal Mode Complete	50	Completed normal difficulty.
High Roller	50	\$5,000,000 have been accumulated.
Special Rating	50	A Special Rating has been awarded.
Expert Mode Complete	75	Completed expert difficulty.
5 Professional Silent Assassins	100	5 Silent Assassin ratings awarded on the Professional difficulty.
All Firearms Collected	100	All firearms collected and displayed in Hideout.
Professional Mode Complete	150	Completed professional difficulty.