





ASSIFIE



## OVERVIEW

Target presents significant challenge extensive training and comprehensive knowledge of ICA operational protocols. While recent events regarding ICA-PF-54718/BURNWOOD (MISSION CODE: could present opportunities for emotional leverage, experience suggests more motivated, dangerous adversary. Operation without precedent

NOTES: See attached pages, taken from file ICA-XA047, for detailed information on target's abilities.

Move/Crouch/Run Camera/Shoulder switch Select weapon Holster Aim Shoot/Throw Reload Cover Instinct Interact/Activate Pick Up Item

Drop Item

Notebook

W, A, S or D/C/SHIFT
Move mouse/V
0-9
CAPS LOCK

Right mouse button Left mouse button R SPACE

E F G F1

Left CTRL

REPORT COMPILED BY:

DIRECTOR DEVLIN C. CEAR



To take a human shield, either approach target from behind with a single-handed weapon equipped and press X or hold X while at gunpoint to initiate a Fake Surrender (when prompted). Press Q to knock out your hostage when they're no longer needed.



# **COMBAT PROFICIENCY**

1. Subject displays resolute calm and utter ruthlessness

close-quarters combat.

Subject has no apparent moral qualms about inflicting collateral damage
 to achieve goals.

When handling weapons, subject displays unerring accuracy at all ranges. Faced with multiple targets, he employs logical strategy and skilled use of his environment.



To complete a silent close-combat kill, approach target from behind with an item or silenced weapon equipped and press Q.

To subdue a target, holster your weapon and approach them from behind, press **Q** and then repeatedly tap **Q** (press **W** at the prompt to kill the target).



To fire at multiple targets in quick succession hold CTRL to enter Instinct Mode and Press Q. Then hold the right mouse button to aim and use the left mouse button to "tag" them. Finally press Q to execute.

To steady your aim when shooting, hold SHIFT. Then press the left mouse button to, take the shot.

To snipe a target, hold the right mouse button to take aim, use the mouse wheel to zoom in, hold SHIFT to steady your aim and then press the left mouse button to take the shot.

To enter cover press SPACE. To leave cover, press SPACE again or walk away from it. If you use the "Locked Cover" mode, it will keep you snapped to the cover until you press SPACE to get out. To Vault over cover press FORWARD to face the object you are hiding behind and press E.

To move from cover to cover, face a new object and press E.

#### FINDING

Subject is the shining light of our combat training program. He shows no obvious weaknesses in either close- or ranged-combat scenarios and is equally formidable whether armed or unarmed.

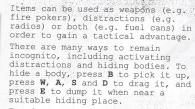




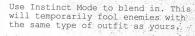
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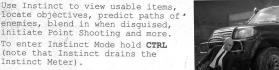


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To adopt a disguise, press **T** when next to a body or clothing bundle (you can use our instinct to further blend in.)





You can fill the Instinct Meter by completing objectives, activating distractions and taking out enemies using stealthy methods.

To learn more about your surroundings, you can also activate Instinct mode by tapping **CTRL** when prompted (Instinct hints can be disabled in the Options menu).



## MENTAL APTITUDE

Subject's unparalleled mental agility allows
 him to quickly adapt to his environment

2. Subject exhibits heightened levels of

serves him well in both strategic and combat scenarios.

### FINDINGS:

Many years of service has imbued subject with a well-developed "mental toolkit". He displays extreme ingenuity when placed in high-stress scenarios, an innate capability to remain under-the-radar and finely-honed instincts that furnish him with an unmatched insight into his tactical situation.





Attention Indicator



Instinct Meter

Health Meter Equipped disquise Remaining ammunition Equipped item/weapon

# **CONTRACTS:** Are you the world's ultimate assassin?

Carry out—and create your own—custom hits on any level in Contracts mode. Challenge friends or take on assassins throughout the world in regional competitions and earn money to upgrade weapons and buy disguises.

# PLAY-TO-CREATE: Creating your own hits

To create a hit, enter a checkpoint, mark your targets, make the kills and make your escape. You can target anyone on any available checkpoint and use any weapon, tool or disguise to customize the hit and shape the contract.

When saving, decide how others should complete your hit. Will you challenge them to mimic your methods or allow them some freedom of approach?

The race is on to find the world's ultimate assassin.

Good luck, agent-the clock is ticking!

REPORT COMPILED BY:

DIRECTOR DEVLIN C. CLARK

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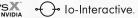
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GAMEWARE









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