

 XBOX 360

# HITMAN<sup>®</sup>

ABSOLUTION<sup>™</sup>

MATURE 17+  
  
CONTENT RATED BY  
ESRB

SQUARE ENIX<sup>®</sup>

**WARNING** Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. [www.xbox.com/support](http://www.xbox.com/support).

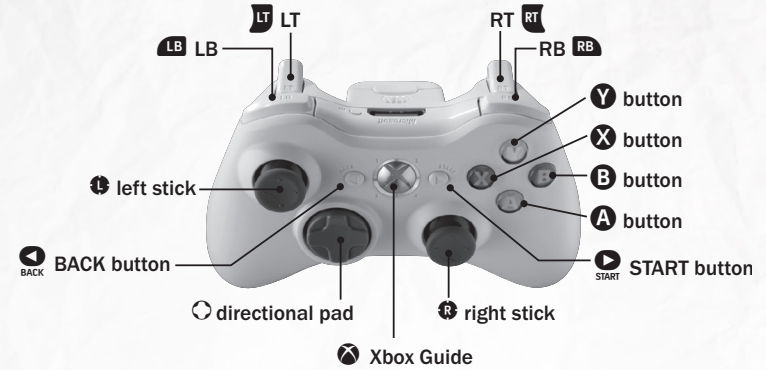
#### Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms— children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.



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## COMPLETE CONTROLS



## Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to [www.xbox.com/live](http://www.xbox.com/live) to learn more.

### CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member.

For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to [www.xbox.com/live/countries](http://www.xbox.com/live/countries).

### FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).





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NAME: ICA-XA047		D.O.B:	HAIR:	HEIGHT:
EYES:	NATIONALITY:	RANK:		
GENDER:	CHILDREN:	RELATIONSHIP:	SPONSOR:	
RECORD: A B C	REPORT REVISION NO. <input type="checkbox"/>			
CITIZENSHIPS:	FILE NO.:	INITIATIVE:		
DISTINGUISHING MARKS:	VAL:	AME:	FILE CLEARANCE:	

### OVERVIEW

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

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

- Move/Sneak/Run **L**/Click **R**/Hold **LB**
- Camera/Shoulder switch **R**/Click **L**
- Select weapon type **Q** **W** **A** **S**
- Holster weapon **D** **F**
- Aim Hold **LT**
- Shoot/Throw/Drop item **RT**
- Reload **RB**
- Cover **B**
- Instinct Hold **RB**
- Interact/Pick up item **Y**/Hold **Y**
- Activate item Hold **X**
- Notebook **BACK**

REPORT COMPILED BY:

DIRECTOR FOR DEVILIN C. CLARK

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1.



To complete a silent, close-combat kill, approach target from behind with an item or silenced weapon equipped and press **X**.  
To subdue a target, holster your weapon and approach them from behind, press **X** and then repeatedly tap **X** (press **V** at the prompt to kill target).

2.

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



3.



To fire at multiple targets in quick succession, hold **RB** to enter Instinct Mode and press **X**. Then hold **W** and move **Q** to highlight your targets and press **W** to "tag" them. Finally, press **X** to execute.

To steady your aim when shooting, hold **W** and gently squeeze **W**. Fully depress **RT** to take the shot.

To snipe a target, hold **W** to take aim, press **↑** to zoom in, gently squeeze **W** to steady your aim and then fully depress **W** to take the shot.

To enter cover, press **B**. To leave cover, press **B** again or move directly away from it. To vault over cover, move **Q** to face the object you're hiding behind and press **A**. To move from cover to cover, face the new object and press **A**.

### COMBAT PROFICIENCY

- Subject displays resolute calm and utter ruthlessness [REDACTED] when engaging in close-quarters combat.
- Subject has no apparent moral qualms about inflicting collateral damage [REDACTED] to achieve goals.
- [REDACTED] When handling weapons, subject displays unerring accuracy at all ranges. Faced with multiple targets, he employs logical strategy and skilled use of his environment.

### FINDINGS:

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.

SIGNED:

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1. Items can be used as weapons (e.g. crowbars), distractions (e.g. radios) or both (e.g. fuel cans) in order to gain a tactical advantage.

There are many ways to remain incognito, including activating distractions and hiding bodies. To hide a body, hold B to pick it up, move I to drag it, and press Y to dump it when near a suitable hiding place.

To adopt a disguise, hold A when next to a body or clothing bundle (you can use Instinct to further blend in).

Use Instinct Mode to blend in. This will temporarily fool enemies with the same type of outfit as yours.

2. Use Instinct to view usable items, locate objectives, predict paths of enemies, blend in when disguised, initiate Point Shooting and more. To enter Instinct Mode, hold RB (note that using Instinct drains the Instinct Meter).

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 RB when prompted (Instinct hints can be disabled in the Options menu).



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.

SIGNED:

MENTAL APTITUDE

- 1. Subject's unparalleled mental agility allows him to quickly adapt to his environment
2. Subject exhibits heightened levels of intuition
serves him well in both strategic and combat scenarios.



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Attention Indicator



Radar

Instinct Meter

Health Meter

Equipped disguise

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!

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REPORT COMPILED BY:

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**Square Enix, Inc., Customer Warranty, 999 N. Sepulveda Blvd., 3rd Floor, El Segundo, CA, 90245**

THE DEFECTIVE PRODUCT MUST BE POSTMARKED WITHIN NINETY (90) DAYS FROM THE DATE OF PURCHASE. PROOF OF PURCHASE IN THE FORM OF A DATED RECEIPT MUST BE INCLUDED TO OBTAIN WARRANTY SERVICE.

The shipping costs for sending the defective Product to SEI is a sole responsibility of the Customer. SEI will not be liable for any damage or loss that occurs during shipping. To minimize loss during shipping, you may opt to use a tracking method when shipping.

### CUSTOMER SUPPORT

If you have warranty questions, or require technical or customer support, please visit:

[www.square-enix.com/na/support](http://www.square-enix.com/na/support)

There you will be able to contact a representative live through our chat support system, view our hours of operation and review additional support details. You can also contact Customer Support at 310-846-0345. Please note that toll charges do apply when contacting us through phone support. For toll free service, please contact us through chat support or email.

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