


PC **DVD**
ROM

HITMAN™

ABSOLUTION

 Io-Interactive.



SQUARE ENIX®

IMPORTANT HEALTH WARNING ABOUT PLAYING VIDEO GAMES

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 who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause 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 should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.



GAMMA EYES ONLY



ICA-XAD47 GAMMA EYES ONLY

1.



Items can be used as weapons (e.g. fire pokers), 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, press **B** to pick it up, press **W**, **A**, **S** and **D** to drag it, and press **E** to dump it when near a suitable hiding place.

To adopt a disguise, press **T** when next to a body or clothing bundle (you can use your 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 the paths of enemies, blend in when disguised, initiate Point Shooting and more.

To enter Instinct Mode hold **CTRL** (note that 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 holding **CTRL** when prompted (Instinct hints can be disabled in the Options menu).



MENTAL APTITUDE

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

2. Subject exhibits heightened levels of intuition [REDACTED] 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.

SIGNED: 

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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 customise 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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Square Enix warrants to the original purchaser of this product that the recording media on which the game is recorded will under normal use and conditions be free from material defects in materials and workmanship for a period of 90 days from the date of purchase.

Returns within a 90 day period: Warranty claims should be made to your retailer from where you bought the game. Return the game to your retailer along with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the game. At its option, the retailer will either repair or replace the game. Any replacement game will be warranted for the remainder of the original warranty period or 30 days from receipt, whichever is longer. If for any reason the game cannot be repaired or replaced, you will be entitled to receive your direct (but no other) damages incurred in reasonable reliance but only up to the amount of the price you paid for the game. The forgoing (repair, replacement or limited damages) is your exclusive remedy.

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EPILEPSY WARNING

Please read before using this video game or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights or patterns, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor (particularly since experience of any of these symptoms could lead to injury from falling down or striking nearby objects). Parents should ask their children about the above symptoms - children and teenagers may be more likely than adults to experience these seizures.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen.
Sit a good distance away from the monitor, as far away as the length of the cable allows.
- Preferably play the video game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

WARNING: AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain television screens and monitors. Some televisions, especially front- or rear-projection types and plasma screens, can be damaged if any video games are played on them. Static images or pictures presented during the normal course of playing a game (or from putting the game on hold or pausing) may cause permanent picture-tube damage, and may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when the games are not being played. Always consult your television screen or monitor manual or otherwise the manufacturer to check if video games can be played safely.

SQUARE ENIX SUPPORT CENTRE

If you are having a technical problem with Hitman Absolution, please visit the Square Enix Support Centre website at <http://support.eu.square-enix.com/>, where answers to the most frequently asked questions are available. Should these not answer your query, details of telephone and web chat support are also provided. Please note phone and web chat support are available Monday – Friday, 9am – 6pm, UK time.

The Square Enix Support Centre does not provide game tips or data. Please be aware that the Square Enix Support Centre may not be able to answer certain questions.

CUSTOMER SUPPORT TECHNICAL HELPLINE:

0870 6000 182 (NATIONAL RATE, UK CUSTOMERS ONLY)

Available Monday – Friday, 9am – 6pm, UK time.

For queries regarding the replacement of discs or manuals (after the 90 day warranty period) or other non-technical and non-gameplay queries, please contact customer services as detailed above. In the event that you need to return your game to us, please send any correspondence including details of the problem encountered to the address below:

Square Enix Ltd, Customer Support, Wimbledon Bridge House, 1 Hartfield Road, London, SW19 3RU, UK



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