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[Hitman: Blood Money Cheats and Unlockables](#)

47 is back and he's got competition!

The hitman is back in business. He's still anonymous, smart and dread deadly. But competition came into the scene and a total war was unleashed. Obviously, only the best man (better said hitman) will be left standing and this must be you. Earn rewards on how professionally you've completed your tasks. While the money is good in this line of business, you're bound to soon find out that most of it goes to purchase new requisition weapons and custom weapon parts. The essential thing about this job is to leave no trace. Make sure you dispose of any incriminating evidence at the crime scene as well as give a good thought to how you get rid of a body. Hide these in freezers, crates, garbage bins or laundry trolleys. There can be no witness around either, keep that in mind. Once your face gets in the newspapers away goes your mysterious identity and everybody will give you the nasty look. Come, my friends! Let's work for the higher bidder. And if by any chance you go into any trouble, there's a list of things you can do to ease up your bombastic life. All you need to do to enjoy this little help (why do they call it cheating? It's only a boost for you to get in touch with your superiority a little earlier than the game normally allows you to...) is to locate the file `hitmanbloodmoney.ini` and make a backup. Once you made the backup and stored it safely, feel free to open it up using Notepad and at the bottom of the file add the string `EnableCheats`. Save (as a .ini file) and close it. Now once you're in the game you can just press the C key to enter the cheat menu.

Codes:
Show OSD 1 or 0 - HUD toggle
Invisible Mode 1 or 0 - Toggle AI Sense Player
God Mode 1 or 0 - Agent 47 takes no damage
InfAmmo - Infinite ammo
InfClip - Set magazine capacity to limitless
Test Cloth - Randomly changes player clothing to random skin in set stage
Complete Level - Clears current mission
Time Multiplier - Time compression/expansion
Teleport - Random player spawn
Beam here - Spawn player at selected area on map
Unlockable Real Ending Turns up that 47 doesn't necessarily die at the end of the game (on Requiem). Go back and forth during the credits with your mouse until a little surprise comes up. More killing is needed. Quickly eliminate all the witnesses in this hidden level. Note that all the guards in the main chapel carry weapons so you should probably take them out first. Well, enjoy your different ending!

Unlockable Weapon List
 Ever wondered what fiery goodies can be found on the different level maps? Here's a list of them and the place to look for.
 A vintage year - snub nosed, SAF SMG, TMP, and the Shotgun
 Curtains down - MP5, SLP.40 pistol
 Flatline - SLP.40 Pistol, TMP
 A new life - SLP.40 Pistol, Bull.480, Air rifle
 The murder of crows - Desert Eagle, SLP.40 Pistol, SLP.40S, MP9, SG552, KAZO TRG
 You better watch out - SLP.40 Pistol, TMP
 Death on the Mississippi - Desert Eagle, Snub nosed, Bull.480, shotgun, FN-2000
 Till death do us part - Six shooter, shotgun, elephant rifle (check the wall)
 A house of cards - SLP.40 pistol, SLP.40 S, TMP
 A dance with the devil - Desert Eagle, SLP.40 pistol, MP7, MP5, FN-2000, Dragunov Sniper (check the top floor desk)
 Amendment XXV - Desert Eagle, SLP.40 Pistol, MP5, Custom 1911, M14
 Requiem - SLP.40 pistol, MP7, Custom 1911