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[Hitman: Codename 47 Codes and Video Walkthrough \(PC\)](#)

The first title of the famous series needs some guidelines and cheats

Hitman: Codename 47 is the first game of the Hitman video game series. It was released in 2000 and is followed by Hitman 2: Silent Assassin in 2002. The Hitman, codenamed "47", wakes up strapped to a sparse bed in a padded room, in hospital garb. A disembodied voice over a loudspeaker releases him and subjects him to a series of obstacle courses where he is instructed in firearms and murder techniques. 47 is eventually led to a pair of guards, whom he murders in order to escape captivity. The story then picks up a year later, rejoining 47 as a professional assassin in the employ of the International Contract Agency (ICA). 47 is sent around the globe on a series of missions to eliminate four global criminal masterminds, all while trying to unravel the secret behind his origin. Unlike most shooters, where the player is thrust into a hostile world and must kill to survive, Hitman: Codename 47 generally takes place in neutral environments such as hotels, restaurants, or city streets and the impetus is on 47 to initiate the violence. However, unlike later [games](#) in the series, violence is mandatory and there are several levels where getting into a large-scale gunfight against dozens of guards is inevitable. This is particularly true concerning a level that takes place in the Colombian jungle where the player battles South American drug soldiers, a group of levels criticized by some players as being inconsistent with the "stealthy" tone of the game.

Codes Cheat CodesNote: This procedure involves editing a game file; create a backup copy of the file before proceeding. Use a text editor to edit the "hitman.ini" file in the "hitman" folder. Add the line "enableconsole 1" to the "enable console" section. While playing a game, press ~ , then enter one of the following codes at the console window to activate the corresponding cheat function:giveall - All items ip_debug 1 - Force Push (push the "Shift" and "F12" once enabled) god 1 - God mode infammo - Infinite ammunition invisible 1 - Invisibility

Debug Mode CheatsGo to the Hitman folder and open the file hitman.ini in notepad, then add enableconsole 1 to it, without the ; . Now in the game, press the tilde key (~) to bring down the console, and then enter ip_debug 1 to enter the Debug Mode. Now use the following:ip_debug 0 - Exit the debug mode K - Free camera mode J - Jump Shift + F12 - Kill the targeted enemy Y - Show all rooms in wire frame mode F - Teleport T - Wire frame graphics

Name CodesYou must create a profile with the following name:Kim Bo Kastekniv - All levels unlocked with all weapons available in the shop and lots of money.

PasswordsMatrix Mode ShootingOpen the console. Type "ip_timestepmultiplier x" where x is a POSITIVE integer.The default value for x is 1. (Normal Game Speed)You can set it to:0.01-0.3 - for Slow Matrix0.31-0.6 - for Matrix Walk0.61-0.99 - for Beginner's Slowmotion1.01-5.00 - for Blitz Mode (Ultra-Fast Gun Firing and Moving)ip_timestepmultiplier x - Faster or slower frame movements, x is a positive integer

SecretsExtra MoneySuccessfully complete all objectives in a mission, then press [F1] to display the mission status screen. Press [Esc] when the "Success" message is displayed to return to the game. Repeat these steps to collect the mission reward multiple times.

Slow motion.When you start any level in Hitman, switch 'Scroll Lock' on to walk around in slow motion. This is very effective if you are shooting at a lot of bad guys as your cursor will move as if you weren't in slow motion. To switch off, press 'Scroll Lock' again.Here's the video walkthrough of the old-school Hitman title: