

7 February 2007

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[Hitman: Contracts Cheats, Hints and Unlockables](#)

When you kill for money, there are no rules.

The third title in the Hitman series brings Agent 47 back in action. Memories of his past contracts haunt the sedated mind of the hitman and open up paths for new exciting and at the same time dangerous contracts. The dark portrayed targets with psychopathic behaviors create the illusion that 47 is actually a hero of humanity and by his actions, tons of sufferings have been prevented. This is an addition to the series that not only engages new comers in a most captivating quest to finish off the crime syndicate and take out the most important figure, crime lord Lee Hong. The game also brings back memories of the two other titles in the series Hitman: Codename 47 and Hitman 2: Silent Assassin. It almost makes you want to replay those as well. The locations here include Budapest, Romania, Siberia, Paris, the United Kingdom, Rotterdam and Hong Kong. The darkest title in the series prepares the road for Hitman: Blood Money beautifully. Seeing the huge amount of targets for you to eliminate, not even counting the casual victims, you may need a hand at enhancing 47's skills. That's what cheats are for. And here's what needs to be done. Locate the file hitmancontracts.ini in the game files' folder and open it using Notepad. Add the following lines: **ENABLECONSOLE 1** **ENABLECHEATS 1** Save the change and exit. Now, during gameplay you can press at any time SHIFT + ESC to enter the much craved for codes: God 1/0 – Enables/disables God Mode Giveall - Gives all weapons and items Infammo - Gives Infinite Ammo for all guns Nailgun 1/0 – Enables/disables Nail gun Invisible 1/0 - Makes you invisible/visible to enemies **Level Selection:** For you to be able to select a level, you need to open the HitmanContracts Configuration Settings file and change the following: **DefaultScene=AllLevelsLogos.gmsTo** **DefaultScene=AllLevelslevelmenu.gms** All you have to do next is to save the file and get back in the game to receive your personal level selection menu. **Unlockable Weapons** Just as always, each map comes with its own set of weapons to be unlocked. You'll have to complete each of them and achieve the Silent Assassin rating to get them though. And here is the list for that: Mission 1 - CZ 2000 Dual Pistols Mission 2 - Micro Uzi Dual Submachine Guns Mission 3 - Silverballer Silenced Dual Pistols Mission 4 - Magnum 500 Dual Pistols Mission 5 - Sawed-Off Shotgun Dual Mission 6 - M4 Carbine Silenced Assault Rifle Mission 7 - SG220 .S Dual Pistols Mission 8 - MP5 Silenced Submachine Gun Mission 9 - AK 74 Silenced Assault Rifle Mission 10 - GK 17 Dual Pistols Mission 11 - Micro Uzi Silenced Dual Submachine Guns Mission 12 - PGM Silenced Sniper Rifle **Unlockable: Mini Gun and Dual Gold Desert Eagles** I bet you haven't noticed it, but in a basement room in Mission 1: Asylum Aftermath there is a locked door (northern section of the map, turn right in the small room with the red sensor flashing on the ceiling and see the door to the west). Well, behind this door there's a patient holding a sweet Mini Gun. The keycard that unlocks the door is found in Mission 9: The Wang Fou Incident. The name of the key is Orthmeyer's Keycard and you can get it from Lee Hong's desk in his office on the second floor of his mansion. Once you find the keycard, finish the mission and save your progress. Quit to the main menu and replay the first mission. Pass through the west door and dispose of the patient to collect the Mini Gun. If you head on forward, after that you'll also come across a Gold Desert Eagle Guns. **Hint: How to Come Back to Life** As your health bar reaches zero the game enters a black and white death sequence. If you are able to get four consecutive head shots on four different enemies during this sequence, you will receive a small amount of health and return to the game. **Hint: Master Key** In Mission 7: Traditions of the Trade in Budapest while you are on the third floor you will eventually see a vacuum boy. When he opens a door to vacuum the room, go to the door and pick up the master key. You should

now have access to most doors as this is the Master Key.**Hint: Getting the M60 Early**In Mission 6: Deadly Cargo is your first chance to get the M60. If you don't get it here, you will have to wait until the 10th mission. Make your way to where the SWAT sniper is (on the building overlooking the ship). After the SWAT team attacks the ship, a helicopter will begin circling the area. If you shoot down the gunner, he falls to the ground while still holding his precious M60. Make sure you assassinate the target first and kill the gunner while the helicopter is over a land area that you can reach. Enjoy your early loot!