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Hitman secret achievements guide

trophy/achievement list is in progress. We plan to expand the trophy/achievement list for Hawkeye Bay in the near future. HackersHow to open: Complete Nightcall. Comment: You can get this achievement/cup no matter how you complete the Nightcall mission at Hawke's Bay in CleaningHow to open: Eliminate Renard while Orson showers, from the roof of the panic room, and with a pillow. Comment: This trophy/achievement requires you to eliminate a goal in different ways, meaning you have to reset the task several times. More information can be found on our tour of the Hawke's Bay ring. To kill Renard while Orson takes a shower, hiding in the bathroom immediately after hacking into the computer. Orson waited to enter the bathroom and wait edited the big mirror in the bathroom for a fuzzy. After that, you can kill Reynard with, no garut. You can kill Reynard from the surface by, i.e. shoot through the glass part of the surface or by adding poison to the ventilation system. You can kill Reynard with a pillow when she and Orson go to sleep sneaking on her while she is asleep and holding a button to silently assassinate her. Sharp shock how to open: beach traction. Comment: The cup is very simple / achievement - you can open it immediately after the start of the task in the virtual area (on the beach). Go along the beach and reach the small destroyed cabin on the beach. Find a graphwood log. Use instinct to find it faster. Pick up the item - the game will unlock the cup for you.CompleteistHow to unlock: complete all nightcall challenges. Comment: Cup/achievement takes a long time. You need to complete several dozen challenges — some of which will require you to complete the task by following certain rules (i.e. fit only), exploring the map, finding interactive items, or eliminating goals in certain ways. Year 4 classic and classic 2 challenges (you get them before, i.e. complete other episodes on specific difficulty levels) are not counted here. Focus only on the challenges facing Hawkbay (38 out of 42). How to open: Complete Nightcall on master's difficulty. Comment: Master is the highest level of difficulty available in the game. Here, national figures have become more vigilant, and the battles of the last quarter become more challenging. Try to play the task taking place in Hawk eye Bay on the difficulty of the master after learning the map. Come PreparedHow to unlock: Locate the start site and use a pick-up agency to smuggle an item into Hawk Bay. Comment: Both options become available after reaching Level of mastery (rank). Try to complete Hawk Bay at least once by following the standard rules. Then, check if you can locate the start and use the option to smuggle items. Local KnowledgeHow to Unlock: Access Hook Bay Mastery Level 5. Comment: Reach new mastery levels (ranks) by completing the various challenges available in the mission taking place in Hawke's Bay. These challenges, i.e. eliminating targets in a certain way, require you to find useful elements in assassinations or start the task in different starting locations. You don't have to complete all the challenges to reach level 5. Focus on the ones that suit you the most. Killer 2 Miami Achievements Ex-Assassin 2 Base Game Page 2 Download Game Guide PDF, ePUB & iBooks free iOS killer precision app. Hitman 2 Guide is a comprehensive collection of tips and a detailed preview of this demanding action game. Thanks to our guide you will learn about all the variables of completing the mission, and what conditions must be met in order to receive the awards. Our guide to Hitman 2 will help you complete the game in 100%. The guide contains descriptions of all six story levels along with challenges that are an important part of his game. Each chapter of our tour contains descriptions of story missions, a list of challenges related to target assassination and discoveries, and information on the most important costumes and useful elements. The guide also contains a faq chapter with some tips - for beginners and those who don't remember much from the first game. The final chapter focuses on awards/achievements - available on XONE, PS4, and PCs. There, you can read their descriptions and learn how to unlock each of them. Hitman 2 is another game in the series focusing on the story of agent 47. As the best assassin in the world, you are ordered to assassinate targets in different parts of the world: USA, Colombia or Mumbai. With each mission, Agent 47 will have to kill more and more targets. You can do this using your plan or by using a hypothetical method to assassinate a particular target. The game gives you a lot of options: there are a lot of ways in which you can complete a particular task, and the number of challenges that are connected to the most interesting ways of accomplishing the goal will provide you hours of fun. Patrick YxU Homa (www.gamepressure.com) Color MarkersGuide uses the following color markers: bold - important information and notes. Bronze - main characters. Blue - items that you can pick up/use, fashion. Green - locations (their names are the same on the map), and useful hints. Difficulty levelsThe game offers three difficulty levels: casual - unlimited saves and autosaves; Professional - saves unlimited and autosaves; The way you won't be forced to run across the entire map to collect it). Master - you have only one save per mission; The characters have better hearing, some assassinations can soften clothes with blood, and you don't get any tips for story missions. Choose the easiest level only when you can't complete a particular task or when you do it for the first time - it's easier for you to explore and learn the map. Higher difficulty levels give you more points, and unlock challenges, prizes/achievements (those that require you to complete a task at the level of master difficulty). The refore, the need for a more effective and effective response to the crisis is a challenge for the international system. We also included the differences between this level and the Master. In addition, the guide also includes alternative ways of completing missions. Challenges are additional content that varies each task in Hitman 2. Personally, I think this is the most interesting way to make the game last longer. They have different requirements, i.e. finding an item or Intel, eliminating side goals. However, their most important role is that they determine how you should eliminate your main goal. Many of these methods require dexterity. Kill your goals in different ways to receive lots of points and increase your mastery level. This also gives you the opportunity to unlock a lot of prizes/achievements. Mastery points allow you to unlock items and weapons that you can smuggle into the mission area. These items and weapons are also necessary to unlock some challenges. The game has some recurring challenges, ie each mission has a challenge in which you have to kill your target with headshot, by drowning them or to collect all the costumes. You don't have to finish a task to complete a specific challenge. Make save and download it whenever you complete the assassination challenge. Note - Challenges are only available when you play online! Summary grouping points to make other challenges easier to complete. You get points after each task. 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Explore the map and find people who can give you information, or items - they will allow you to start a plot that will make the assassination easier (and will give you extra points at the end of the task). Each mission has a few goals - you need to start it in a certain way. These missions give you clear directions regarding what you need to do, usually have interesting effects, ie collectmultiple targets in one place, move your target to get new weapons/items. Note - don't get any hints on the level of master difficulty! Instinct does not have any restrictions and makes the game much easier. Factor 47 can use a special skill called instinct. Hold down the button - this makes the screen darker. You're allowed. Enemies through the walls (and some of them will have points above their heads) - meaning that this person can be very suspicious of you when agent 47 in a particular area (or in a certain case - ie when you carry a weapon in your hand). See items - from weapons to small keys. It's a sign of gold. However, you can only see items that are not obstructed by other objects (i.e. you will not see beyond the wall of the building or inside a closed staircase; however, you will see a brick lying on the floor). Use instinct as much as possible, especially before performing an action. A deadly fight will win every hand-to-hand battle. Below you can find some tips: hand-to-hand fighting makes noise - expect reinforcements or a passer-by who will want to see a dead body. The only way to kill someone quietly is to strangle someone from You need two hits to end a battle with hands. After that, you will have to press a few other buttons. The beaten enemy becomes unconscious the enemy that has been beaten can get up - and it will happen when someone finds them. You can pretend to give in to an opponent who approaches you with a weapon (the game will teach you this option). Press the right button and let the enemy approach you - 47 will attack this enemy automatically when they approach it. When you are fighting with a guard, you need to finish this enemy off while they are on the ground - otherwise, this person will get up (hit that person again and they will get out). Eliminate enemies using fists or blunt weapons - their clothes will not get damaged. Firearms, explosives or sharp objects will damage clothing. Almost every item carried by agent 47 can be used as a weapon - be it a screwdriver, lever or pan. Hit an enemy with it or throw the item - sharp items are deadly, and sharp items will only knock an enemy. Throwing and attacking enemies with items also makes a bit of noise. Agent 47 is fast enough to hit two guards standing next to each other using a sharp weapon - one of the enemies will recognize your face. However, this person will be unconscious - hide the body well. Hide yourself and bodiesEE and cover your tracks to remain undiscovered: Hiding is important. You can avoid enemies by hiding behind any obstacle - the best way to do this is to stick to the wall. Enemies can still see you when the part of your head is sticking to them while you are hiding behind the wall. Accuracy is crucial here, unlike in a few other stealth games. You can hide in cabinets or chests. However, this can also be an objection to you when someone saw you hiding in one of these objects. You can also use chests and cabinets to hide bodies. Normally, you can fit two into one object (they will never be found; Other methods of hiding bodies: throw them in an inaccessible place - in the water or above the bars at the end of the map, or you can reprocess them (by feeding them to animals). Enemies that have been beaten in tall grass can also be hidden. 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Author: Patrick Yxu Homa and Jask Strange Hals gamepressure.com Translator: Matthias Sistius Saaka use the comments below to provide updates and corrections for this guide. Page 3 download game guide PDF, ePUB & iBooks free iOS deadly precision app. Hitman 2 Guide is a comprehensive collection of tips and a detailed preview of this demanding action game. Thanks to our guide you will learn about all the variables of completing the mission, and what conditions must be met in order to receive the awards. Our guide to Hitman 2 will help you complete the game in 100%. The guide contains descriptions of all six story levels along with challenges that are an important part of his game. Each chapter of our tour contains descriptions of story missions, a list of challenges related to target assassination and discoveries, and information on the most important costumes and useful elements. 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