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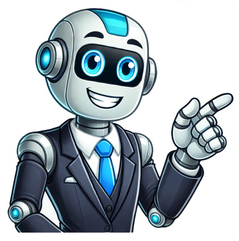

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Edit Preferences Home PC Games Hitman Absolution (PC) Delivery Instant Delivery Language To end the big Summer Sale of GOG.COM, popular video game Hitman: Absolution is now free to download on the online store. There are also 7 game demos that can be tried out today and over 3000 deals up to 95% off. For Hitman: Absolution, the game can be downloaded on the front page of the PC game platform and will be available until June 15, 1 PM UTC. Check out some demos like the tactical western Desperaods III, the action game Destroy All Humans!, and the reimagined System Shock. There are also several awesome discounts from different publishers like 11 bit studios, Activision, Daedalic, Devolver, and many more. The Summe Sale will also end on June 15. Source: Press Release Go to Top Hitman: Absolution follows the Original Assassin undertaking his most personal contract to date. Betrayed by the Agency and hunted by the police, Agent 47 finds himself pursuing redemption in a corrupt and twisted world. Key Features [...] (Image credit: Io Interactive) Hitman: Absolution can be yours for the low cost of nothing at all. GOG is giving away Agent 47's least popular outing, not counting the films, for the next three days. Hitman 3's announcement might have you searching for another murder fix to keep you going until January, and I suppose there are worse stealth games you could pick. Absolution's problem is that, somehow, Io Interactive temporarily forgot why people loved Blood Money. Instead of building on its best game, the developer focused on cinematics and a rubbish story, and worst of all it got rid of the open, sandboxy missions, cutting them up into separate areas, often with scripted events. On the rare occasions it actually gives you a proper open-ended mission, it does start to approach the quality of its predecessor, but those moments are far too few.   You may like Tom Francis gave it 66 in his Hitman: Absolution review, but Andy Kelly argues that it's not as bad as you remember. It's a bad Hitman game but a decent action-stealth affair, he reckons. It's definitely better if you're getting it for free.Keep up to date with the most important stories and the best deals, as picked by the PC Gamer team. Go to Top Hitman Absolution Free Download game setup in single direct link. It’s a complete action game with an engaging story and addictive gameplay.Hitman Absolution Free Download OverviewHitman Absolution is a stealth video game. This game is published by Square Enix. This is the fifth game in the Hitman game series. Hitman Absolution has amazing graphics. You will also experience stunning sound effects.Hitman Absolution takes place in a city of United States. and in a fictional city named Hope. The interesting thing in this game is that. The player can generate missions of his choice. and these missions will also be completed by other players. The main mode of the game is Instinct mode. and with the help of this mode player can guess the route of the enemy.Hitman Absolution has an interesting cinematic story. In this game, the player is a cold-blooded assassin. and this player is betrayed by those people in which he has true faith. The player is hunted by police from everywhere. The Player has a variety of weapons. and he can use them for a fight. The player is surrounded by bad schemes. and he has to begin a new journey to fight against these things. The Player wants to free himself from this dishonest world. You can also download The Long Gate Chronos Free DownloadHitman Absolution has outstanding gameplay and players will enjoy it a lot. You will see many characters in this game. This game has also a nice soundtrack. you can also download Red Faction Armageddon Free DownloadHitman Absolution Free Download FeaturesAlso, Published by Square Enix.Also, a Fifth game in the Hitman game series.Another, Amazing graphics and sound effects.Another, Player can create missions of his choice.The player can guess the route of the enemy.Interesting a cinematic story.Variety of weapons.Outstanding gameplay.Many characters and a nice soundtrack.IDM Downloading Link: IDM Internet Download Manager Free DownloadHitman Absolution Free Download System RequirementsMinimum system requirements for this game are given below.Operating System: Windows Vista, Windows 7, Windows 8 and 8.1 CPU: Dual-core CPURAM: 2 GBHard Disk: 10 GBAlso, Click the below button to start Hitman Absolution Free Download. It’s a full and complete game. Also, Just download and start playing it. We have provided a direct link full setup of the game. GOG is currently giving away free copies of Hitman: Absolution. Hitman: Absolution came out in 2012 and uses the GLACIER 2 Engine. Hitman: Absolution promises to deliver a cinematic experience in a living breathing world, where player choice is paramount. Experience unique disguise gameplay, improvised weapons and a myriad ways to take out a target. The game follows Agent 47, a cold-blooded assassin, who takes on his most dangerous contract to date. Betrayed by those he once trusted — and now hunted by the police — he suddenly finds himself at the center of a dark conspiracy and must embark on a personal journey through a corrupt and twisted world. Hitman: Absolution also introduces Contracts, a new online mode which allows gamers to create and share their own custom hit challenges within the game. They choose a level, targets, weapons and then set rules for completing the contract based on time, style and witnesses. As an asynchronous mode, players can compete against friends at any time, regardless of whether or not they are online. Upon accepting and successfully completing a contract, players will be rewarded in contract dollars which they can use to purchase weapons, disguises, upgrades, and techniques. Contracts is going to be free of charge for everybody who owns a copy of Hitman: Absolution. You can acquire your free copy from here. However, do note that there are some serve issues right now. Have fun! John is the founder and Editor in Chief at DSOGaming. He is a PC gaming fan and highly supports the modding and indie communities. Before creating DSOGaming, John worked on numerous gaming websites. While he is a die-hard PC gamer, his gaming roots can be found on consoles. John loved – and still does – the 16-bit consoles, and considers SNES to be one of the best consoles. Still, the PC platform won him over consoles. That was mainly due to 3DFX and its iconic dedicated 3D accelerator graphics card, Voodoo 2. John has also written a higher degree thesis on the “The Evolution of PC graphics cards.” Contact: Email This article is over 4 years old and may contain outdated information This article contains mild spoilers for IO Interactive’s Hitman “World of Assassination” trilogy. Hitman: Absolution had more than its fair share of sins: chunked and limited levels that barely gave you room to move, cutscenes that robbed you of the right to execute your target, a nuns-with-guns hit squad, enough lens flare to blind a yak, the list goes on. It barely felt like a Hitman game, and even now, its canon status is highly questionable. But perhaps it’s time to reappraise this oddball addition to the stealth genre’s standout series. I recently revisited Hitman: Absolution and gained a greater appreciation for what it tried to accomplish. For all its flaws, it laid the groundwork for IO Interactive’s “World of Assassination” Hitman trilogy, arguably the finest stealth games to date. Some of the changes, though misguided, were a bold attempt at taking the franchise beyond its roots. Hitman: Absolution’s most immediate sin is that it tries to turn series protagonist 47 into an action hero, pitting him against a range of larger-than-life villains whose presence dominates the plot. There’s an optional scene where 47 gets into a wrestling match with a character best described as Discount Danny Trejo. Before dispatching Discount Danny, the assassin — who operates based on anonymity — tears off his mask in front of the watching crowd. Why would he do something so ridiculous? Because it’s a grand cinematic moment, ignoring the fact that Hitman players had, for years, been crafting their own dramatic executions. When you do catch up with the other two recurring villains, there’s little satisfaction because control is wrenched out of your hands and their deaths are relegated to cutscenes. “The problem with Absolution is that its new custodians from the Kane and Lynch team seem to have fundamentally misunderstood what made Hitman great,” wrote VideoGamer’s Chris Schilling. It’s clear Kane and Lynch, another IO Interactive title, had some influence on Absolution, to the point where Lynch himself makes a cameo appearance. But for years, 47 had been painted as a near emotionless void, primarily so the players could pour themselves into him. So, even with the “correct” motivation, Hitman: Absolution’s attempt to suddenly make him a determined angel of vengeance fell flat. And don’t get me started on the Saints, Absolution’s nun assassins, who could have been ripped from a ‘70s grindhouse flick. It’s particularly telling that none of the plot threads left dangling at the end of Hitman: Absolution have been picked up by subsequent games. However, the idea of having persistent villains wasn’t just abandoned, as Travis Barbour, IO’s communications manager, noted in a recent interview. Instead, the World of Assassination trilogy takes the ideas introduced in Hitman: Absolution and executes them far more effectively. 47 is driven not by burning vengeance but a promise he made with an old friend and his attachment to the one person he truly trusts, an easier-to-swallow scenario. And the villains of the piece? They operate from behind the scenes, emerging only when you’ve flushed them out. They don’t lean over you gloating, while their creatine-chugging henchman stands on your neck. Would these developments have occurred if Absolution didn’t take things too far? Probably not. The recent Hitman trilogy also owes a lot to Absolution’s “instinct” system which, at the time, seemed utterly absurd. Dressing as a bodyguard would let you infiltrate other areas, but if another bodyguard saw you, they’d quickly figure out you were an impostor. The solution was to literally cover the side of your face with your hand or pull down your hat. Trained security professionals in a high-security area think nothing of a man walking along with his cap obscuring his face, apparently. It’s as jarring as it sounds and is the one thing that, even now, takes me right out of the game. But in retrospect, as daft as it seems, it’s still more logical than previous Hitman games where guards would become suspicious even though they’d have no reason to recognize you, barcode tattoo notwithstanding. 2016’s Hitman’s disguise system is, for all intents and purposes, built on that of Absolution. Instead of being recognized by everyone wearing the same disguise, only specific, clearly marked people are able to rumble you. Hitman: Absolution also spawned the Contracts system, a stroke of genius whereby players could challenge others to execute specific characters other than the main targets. It delivered a degree of freedom that hunting the scripted targets didn’t. It’s no surprise that Contracts survived into the World of Assassination trilogy, as it makes Hitman even more replayable — just as long as you don’t question why you’ve been asked to kill a hotel clerk with a 19th century dueling pistol. I’d like to say that Hitman: Absolution’s levels were a template for future Hitman games, but that would be a lie. Absolution sports a few semi-open levels, but even those are split into chunks. The rest are smaller levels that limit your stealth options and are seemingly designed to funnel you into a firefight. But it used to be much, much worse, as IO Interactive CEO Hakan Abrak explained in the NoClip documentary, The Fall & Rise of Hitman. “The game was originally much more linear and story-driven. It wasn’t the game Hitman fans were expecting,” he noted, stating that, when Absolution started development, games like Gears of War and Max Payne were in favor, which influenced Absolution’s direction. IO “crunched” hard to inject some openness back into the game, but it’s still not an easy sin to forgive. But the reaction to Absolution’s levels made it clear just what Hitman fans wanted: wide-open murder sandboxes with plenty of opportunities for creative play. IO Interactive learned its lesson, and while Hitman has fewer levels than earlier games, they’re so huge that you could pore over each one for weeks and still keep discovering new ways to dispatch your targets. It was a harsh lesson, and eight years later, Hitman 3 recovered its development costs in under a week. Ultimately, it’s time to absolve Hitman: Absolution of its sins and appreciate what it did accomplish. I don’t, for one second, regret diving back into it, and it was nowhere near the train wreck my brain had convinced me it was. Above all, it spawned many of the ideas that made 2016’s Hitman so superb, a critical stage in the evolution of the series. Without it, there would be no World of Assassination. It’s okay, Hitman: Absolution — I forgive you. I’m probably going to hell for killing those nuns, though. Post Tag: The Escapist is supported by our audience. When you purchase through links on our site, we may earn a small affiliate commission. Learn more about our Affiliate Policy While the recent iterations of the Hitman franchise have been praised as some of the best of the series, right before the episodic reboot was a more controversial entry. With the recent reveal of Hitman 3 at the PlayStation 5 event, players have the free chance to try a highly debated title from a generation back. Good Old Games is running a weekend promotion by giving away 2012's Hitman: Absolution for free. Players simply need to log into GOG via webpage or the GOG Galaxy 2.0 software and simply redeem the game. The is no mistaking that the free promotion for Hitman: Absolution is tied directly to the recently revealed Hitman 3. While Hitman 3 was revealed last night, developer IO Interactive confirmed that a third game of the reboot series was in development last year. Absolution was a game that sought to bring a deeper narrative focus to the Hitman world, trading the contract killings for the journey of Agent 47. It stands as a controversial entry of the franchise often ranking near the bottom of lists. It thus came as a welcomed surprise when 2016's Hitman surpassed expectations in the episodic format. While little was shown of Hitman 3, based on the trailer it seems that it's following the story-driven setting. Here's hoping that Hitman 3 continues the focus on the open-ended gameplay that made Hitman 2016 and its sequel Hitman 2 some of the best games of the generation. At least fans can be extremely happy that this reveal did not feature any nuns. So on that front, Hitman 3 is already starting off on the right foot. Hitman 3 will be available for the PlayStation 5 in January 2021. MORE: Hitman 3 Needs to Have Co-Op Source: GOG Created with Sketch. Created with Sketch. Created with Sketch. Created with Sketch. Created with Sketch. Created with Sketch. Created with Sketch. Created with Sketch. Created with Sketch. Created with Sketch. Created with Sketch. in library English & 8 more 19.991.99 Lowest price in the last 30 days before discount: 1.99 Check out now Add to cart Buy as a gift Check out now Add to cart Buy as a gift DRM FREE. No activation or online connection required to play. Description Hitman: Absolution follows the Original Assassin undertaking his most personal contract to date. Betrayed by the Agency and hunted by the police, Agent 47 finds himself pursuing redemption in a corrupt and twisted world. Features: Glacier 2™ technology: HITMAN: ABSOLUTION has been built from the g... {{ review.content.title }} Product details 2012, Io-Interactive, ... System requirements Windows 7 / 8 / 10, Processor: True dual core CPU (Intel, AMD), 2 GB RAM, NV8600 512 Mb RAM, or AMD... 12 hMain 19.5 h Main + Sides 37 h Completionist 16 h All Styles Game length provided by HowLongToBeatHitman: Absolution follows the Original Assassin undertaking his most personal contract to date. Betrayed by the Agency and hunted by the police, Agent 47 finds himself pursuing redemption in a corrupt and twisted world. Features:Glacier 2™ technology: HITMAN: ABSOLUTION has been built from the ground up, boasting a cinematic story, distinctive art direction and highly original game and sound design.Freedom of Choice: Stalk your prey, fight them head on or adapt as you go along. As Agent 47 the choice is yours thanks to highly evolved gameplay mechanics and a ground-breaking AI system.Experience a Living, Breathing World: In the world of Hitman: Absolution every moment can become a story as unique characters, rich dialogue and Hollywood standard performances combine to create a gameplay experience like no other.Disguises: As Agent 47, the identity of almost anyone you meet is yours for the taking. Immobilise your prey, steal their outfit and use your instinct to blend in and deceive your enemies.Instinct Mode: See the world through the eyes of Agent 47 and become the world’s deadliest assassin. Using Hitman: Absolution’s Instinct Mode you’ll predict enemy movement, discover new ways to kill and use high powered weaponry with deadly accuracy. Hitman: Absolution © 2000-2019 IO Interactive A/S. Published and developed by IO Interactive A/S. IO INTERACTIVE, the IOI logo, HITMAN and the HITMAN logos are trademarks or registered trademarks owned by or exclusively licensed to IO Interactive A/S. All other trademarks are the property of their respective owners. All rights reserved. Noone has rated this game yetNone of the verified owners have rated this gameThere is no rating for applied filtersN/AFilters: Not sure what to write? Go to Top Please enter your birth date to continue: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 January February March April May June July August September October November December 1900 1901 1902 1903 1904 1905 1906 1907 1908 1909 1910 1911 1912 1913 1914 1915 1916 1917 1918 1919 1920 1921 1922 1923 1924 1925 1926 1927 1928 1929 1930 1931 1932 1933 1934 1935 1936 1937 1938 1939 1940 1941 1942 1943 1944 1945 1946 1947 1948 1949 1950 1951 1952 1953 1954 1955 1956 1957 1958 1959 1960 1961 1962 1963 1964 1965 1966 1967 1968 1969 1970 1971 1972 1973 1974 1975 1976 1977 1978 1979 1980 1981 1982 1983 1984 1985 1986 1987 1988 1989 1990 1991 1992 1993 1994 1995 1996 1997 1998 1999 2000 2001 2002 2003 2004 2005 2006 2007 2008 2009 2010 2011 2012 2013 2014 2015 2016 2017 2018 2019 2020 2021 2022 2023 2024 2025 This data is for verification purposes only and will not be stored. Your preferences are configured to warn you about this kind of mature content. Edit Preferences Go to Top Go to Top With the announcement of Hitman 3 during the June PlayStation 5 showcase, now’s the perfect time to go back and play some of the older games in the series that you may have missed out on. Specifically, if you weren’t able to play Hitman: Absolution, for a limited time you can get the fifth entry in the series for free! In this guide, we’ll tell you how to get Hitman: Absolution for free while the offer lasts! As part of its summer sale event, GOG is giving away Hitman: Absolution for free until June 15, 2020. That’s right, you can go on Agent 47’s fifth adventure in the series with him at no cost! To claim your free Hitman copy, simply visit the GOG giveaway page and download it before 9 AM ET on June 15. Hitman: Absolution was developed by IO Interactive and published by Square Enix in 2012. In traditional Agent 47 fashion, players will travel around to various locations and will have to help Agent 47 complete a variety of assassinations in whatever way they’d like. Absolution is the fifth entry into the Hitman series and was the final game before the World of Assassinations trilogy officially kicked off. If you’re interested in learning more about Hitman: Absolution, we actually went hands-on with the game way back in 2012 at E3. In our preview, we said, “Much like previous Hitman games, once you’re out in the open, your life expectancy drops considerably. Our Agent 47 went down in a hail of gunfire, but not before the King of Chinatown died from a bullet to the head. Mission vaguely accomplished.” Earlier this month, IO Interactive announced that it would be developing the third and final installment in the trilogy for the PlayStation 5 and Xbox Series X. Hitman 3 is set to be a big game for Agent 47, with developers promising that he “will never be the same again.” There has not been an official release date announced, but we do know that it will be coming to next-gen in January 2021. Additionally, all of the locations from Hitman 1 and 2 will be imported to Hitman 3 for free.   Did you miss the official reveal trailer for Hitman 3? Don’t worry, you can check it out in the video below! If you find yourself downloading Hitman: Absolution for free this weekend and end up getting stuck in an area, we have a handful of guides from way back in the day that should help you out. Below, you’ll find a few of them linked for convenience’s sake. Do you plan on picking up Hitman: Absolution for free? Are you looking forward to Hitman 3 next year? Be sure to head on over to our Twitter or Facebook page and let us know! Share — copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt — remix, transform, and build upon the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution — You must give appropriate credit , provide a link to the license, and indicate if changes were made . You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrictions — You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation . No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. 2012 video gameHitman: AbsolutionDeveloper(s)IO Interactive[a]Publisher(s)Square Enix Europe[b]Director(s)Tore BlystadPeter FleckensteinProducer(s)Hakan B. AbrakDesigner(s)Lee VarleyArtist(s)Martin Vestergaard MadsenWriter(s)Greg NaganTore BlystadMichael VogtComposer(s)Peter PeterPeter KyedThomas Bartschi[c]SeriesHitmanEngineGlacier 2Platform(s)PlayStation 3WindowsXbox 360OS XPlayStation 4Xbox OneReleasePlayStation 3, Windows, Xbox 36020 November 2012OS X15 May 2014PlayStation 4, Xbox One11 January 2019Genre(s)StealthMode(s)Single-player Hitman: Absolution is a 2012 stealth video game developed by IO Interactive and published by Square Enix's European branch.[3] It is the fifth installment in the Hitman series and the sequel to 2006's Hitman: Blood Money. Before release, the developers stated that Absolution would be easier to play and more accessible, while still retaining hardcore aspects of the franchise.[4] The game was released on 20 November 2012 for Windows, PlayStation 3, and Xbox 360.[5] On 15 May 2014, Hitman: Absolution – Elite Edition was released for OS X by Feral Interactive;[6] it contains all previously released downloadable content, including Hitman: Sniper Challenge, a "making of" documentary, and a 72-page artbook.[6] On 11 January 2019, Warner Bros. Interactive Entertainment released enhanced versions of Absolution and Blood Money for the PlayStation 4 and Xbox One as part of the Hitman HD Enhanced Collection.[7] Absolution's single-player campaign follows genetically engineered contract killer Agent 47 and his efforts to protect a similarly genetically enhanced teenage girl from various parties who wish to use her potential as an assassin for their own ends, including a private military company, several criminal syndicates, and 47's own former employers, the International Contract Agency (ICA). For the first time in the series, the game featured an online component called "Contracts", which allowed players to create their own custom objectives for any of the missions in the base game and share them with others. The game was met with a polarized reception upon release, with most of the praise focusing on its graphics, environments and locations, as well as varied gameplay options. However, many critics and players disliked the game for its narrative, issues with the disguise system, and the game’s linear structure as opposed to the open ended nature of previous installments. As of March 2013, the game had sold over 3.6 million copies. Following Absolution's reception, the series received a soft reboot in 2016's Hitman, which despite being set in the same continuity as previous installments, returned to a more open-ended style of gameplay and featured a new storyline. In this gameplay screenshot, Agent 47 is disguised as a policeman. Disguises allow players to gain access to previously restricted areas. Hitman: Absolution is a stealth game in which the player assumes the role of a hitman named Agent 47. Presented from a third-person perspective, the gameplay centers around completing a number of objectives within a series of levels.[8][9] Objectives range from reaching the end of a level to eliminating specific individuals.[9] The player chooses how to complete each mission and is able to take multiple paths to reach targets and locations.[10] Players may use pistols, bottles or bricks, assault or sniper rifles, shotguns, fiber-wire, or steel pipes against enemies if opting for action-oriented approaches, or avoid adversaries altogether by using disguises, blending into the environment, and only attacking specific targets using a stealth-oriented approach.[11][12][13] Agent 47 also has an 'Instinct' ability that lets the player monitor enemies more easily.[10] There are environmental ways to kill or distract individuals; players can use poison to spike coffee, pull a switch to make a disco ball fall and break, cause a massive explosion at a gas station, pull levers to make scaffolding to fall down, instigate small or large fires, or even set off fireworks.[10][14] Players must complete a number of chapters in order to progress through the story. The player journeys to a wide variety of locations, including a mansion, library, strip club, gun store, wrestling arena, courthouse, and hotel before the finishing the game.[14] Absolution introduces an online option to the Hitman series, 'Contracts', where players can create their own missions for other players to participate in.[15] Players choose one of the areas from the game's story missions and decide which non-player characters (NPCs) are required to be eliminated, what weapon must be used to eliminate each target, what disguise is required, whether the body must be hidden or not and if the player is allowed to be spotted by the AI.[16] The online servers for "Contracts" were shut down in May 2018 due to IO Interactive encountering difficulties in complying with GDPR legislation.[17] Genetically-engineered assassin Agent 47 (David Bateson) receives a contract from his employers, the International Contract Agency (ICA), to kill his former handler Diana Burnwood (Marsha Thomason), who, for unknown reasons, betrayed the ICA, sabotaging their funding and publicizing their database. 47 confronts Diana at her Chicago estate and reluctantly shoots her. Before her apparent death, Diana reveals to 47 that she betrayed the ICA only in order to prevent a genetically-engineered teenage girl named Victoria (Isabelle Fuhrman) from becoming an assassin like 47. She requests that 47 keep Victoria safe and prevent her from being used for what she considers nefarious purposes. 47, in an attempt to grant Diana her dying wish, agrees to protect the girl. However, his new handler, Benjamin Travis (Powers Boothe), tasked with bringing Victoria back to the ICA at any cost, views 47’s refusal to turn the girl over as a betrayal to the agency and brands him as a traitor. After dropping Victoria off at the Redwood Orphanage, 47 meets the disgraced ICA informant Birdie (Steven Bauer), who asks him to assassinate a local crime boss known of the "King of Chinatown" (James Sie) in exchange for information. Agent 47’s famous silverballer pistols are also part of the exchange. After the hit, and in payment for the guns, Birdie tells 47 about a man named Blake Dexter (Keith Carradine), who is the head of what purports to be a home defense system against international terrorism. Dexter, Birdie relates, has taken a special interest in Victoria. 47 eventually sneaks into the air ducts near Dexter's room at the Terminus Hotel where he learns that Dexter and his girlfriend/secretary are planning to kidnap Victoria and sell her to the highest bidder. Before 47 can confront Dexter, he is knocked out by Dexter’s genetically engineered bodyguard, Sanchez, who is immune to 47’s piano wire. Framed for the murder of a maid by Dexter, who then sets fire to the hotel suite before fleeing, a groggy agent 47 runs from the flaming hotel, pursued by police. 47, though hard pressed, manages to slip past the authorities staking out a subway station, after which he kills one of Dexter's informants, a mobster named Dom Osmond (Jon Curry), at his strip club. He then learns that Dexter has hired a group of insidious mercenaries led by one Edward Wade (Larry Cedar) to ensure the capture of Victoria. Though 47 eventually intercepts and executes all of Wade's associates, Bill Dole (Nicolas Roye), Larry Clay (also James Sie), and Frank Owens (Jeffrey Johnson), Birdie is caught, and threatened by the monstrous Sanchez, betrays Victoria's location in exchange for his life. 47 successfully eliminates Wade’s assault team, and finally Wade himself, at the orphanage, but Dexter's son Lenny (Shane Stevens), managing to be in the right place at the right time, grabs Victoria and escapes. After obtaining Lenny's location from a bartender, 47 recovers his 'Silverballer' pistols from a gun store through Birdie's help and moves on to the town of Hope, South Dakota. Unbeknownst to 47, however, Birdie also makes overtures to the ICA and Detective Cosmo Faulkner of the Chicago PD, culminating in a number of attempts to kill 47 by the Agency throughout the game. Despite being firmly under the control of Dexter's PMC, 47 manages to eliminate Lenny's gang, the Hope Cougars, preventing them from selling Victoria to a rival weapons corporation. 47 kidnaps Lenny, drives him to the desert, and interrogates him for Victoria's location, before either killing or abandoning him. 47 subsequently infiltrates Dexter Industries' laboratory, kills lead members of the science division tasked with examining Victoria, and destroys their research. At an unlicensed cage fighting match being held on site, 47 kills Dexter's genetically enhanced bodyguard, Sanchez (Isaac C. Singleton Jr.). While recuperating, 47 is attacked by "The Saints" in a Hawaiian themed motel named Waikiki inn, Travis's personal hit squad, but manages to eliminate them. 47 tracks Victoria to a detention facility within the Hope Courthouse jail operated by corrupt sheriff and Dexter ally Clive Skurky (Jon Gries). However, 47 is captured and tortured. Dexter is summoned to a meeting with Travis, who seeks to buy Victoria back for $10 million. As 47 escapes from jail and goes after sheriff Skurky, the ICA invade the town. 47 evades the Agency and eventually corners Skurky in a Church, who reveals that Dexter and Travis will be meeting to sell Victoria at Blackwater Park, Chicago. 47 kills Skurky, infiltrates Blackwater, makes his way into Dexter's residence, and kills Dexter’s love interest and secretary, Layla Stockton (Traci Lords) before finally hunting Dexter himself to the top of the park. As Dexter's men rig the building to explode, 47 successfully prevents Dexter's escape via helicopter, mortally wounding him. After lamenting the loss of his son and money, Dexter is left to die alone. Several months later, Travis and the ICA exhume Diana's grave at the Burnwood crypt in Cornwall, suspecting she has faked her death. Working with Diana, 47 kills Travis' assistant Jade and his elite Praetorian Guards named after the real life Praetorian Guards of Rome before mortally wounding Travis himself. Travis rants at him for wasting Victoria's potential for the ICA, and asks whether Diana is really dead, to which 47 responds "You will never know" before finishing him off. Sometime later, 47 observes Diana and Victoria from a rooftop across Lake Michigan via sniper rifle, confirming that Diana faked her death with 47's help and is now looking after Victoria. The game ends with a message from Diana to Agent 47 welcoming him back to the ICA and thanking him, as his actions have helped purge the ICA of internal corruption. In the final scene, Detective Cosmo Faulkner (Jonathan Adams), who has been tracking 47 since the Terminus Hotel fire, is having trouble discovering 47's identity until Birdie appears and offers to help him, for a price. Though plans to continue the Hitman franchise were first announced in 2007,[18] it was not until May 2009 that Eidos confirmed the game was in development.[19] Certain plot details for the game were rumored in 2009, stating that the game's story would lead Agent 47 to a low point from which he would have to rebuild himself.[20] On 20 April 2011, Square Enix filed the trademark for the name Hitman: Absolution in Europe, leading sites to speculate that it would be the name of the fifth Hitman game.[21] On 6 May 2011, a teaser trailer was released, confirming the title Hitman: Absolution. The trailer briefly showed Agent 47 attaching a suppressor and a rattlesnake coiled around his signature Silverballer pistol.[22] It has been reported the game will be a "familiar and yet significantly different experience from other Hitman games."[23] On 9 October 2011, a full gameplay trailer entitled "Run for Your Life" was released.[24] Originally William Mapother had been cast as Agent 47, replacing original voice actor David Bateson. Bateson had not been notified of his replacement and only found out when the first trailer was released. However, following fan backlash, Bateson was rehired just six months before the game's release. Mapother's motion capture performance for Agent 47 is still included in the game.[25] In 2023, chief creative officer of IO, Christian Elverdam, said that Absolution "is fundamentally a really good stealth-action game" and that many of the lessons learned in creating it can be seen in the World of Assassination trilogy.[26] The Professional Edition of Hitman: Absolution features Professional Clamshell packaging for the game, a Hitman art book, making of DVD "Burning Hope" and the "Agency Gun Pack" DLC.[27] "Hitman: Sniper Challenge" redirects here and is not to be confused with Hitman: Sniper Assassin or Hitman: Sniper. Hitman: Sniper Challenge, a single sniping mission, was developed by IO Interactive, originally as a pre-order bonus, available to people who pre-order the game. The code would be supplied by retailers upon pre-order of the game, and could be collected from retailers before release as a download code before the game's release. At the time of pre-order, Sniper Challenge was redeemable via the PSN Store, Xbox Live Marketplace and PC. While the console version launched worldwide on 15 May 2012, the PC version wasn't released until 1 August 2012.[28][29] Square Enix announced special Hitman: Absolution pre-order bonuses for selected retailers.[30] For Steam purchased games, these downloadable content are available as well.[31] These items only work for Contract mode and not the single-player story mode. High Tech Suit and Bartoli Custom Pistol – The advanced High Tech suit provides Agent 47 with 50% increased armor paired with the Bartoli Custom, an engineered precision weapon, complete with sight and silencer. Public Enemy Suit and the Bronson M1928 submachine gun – The Original Assassin can dress in a stylish Public Enemy gangster suit armed with the Bronson M1928, an imaginary submachine gun with high fire rate and deadly stopping power. Agency Kazo TRG sniper rifle – This weapon is fully upgradeable with both scope and silencer. High Roller Suit and the Krugermeier 2-2 Pistol – The High Roller suit dresses Agent 47 in a fancy tuxedo discreetly outfitted with the Krugermeier, an accurate, reliable stealth weapon with a built-in silencer. Hitman: Absolution: Public Enemy Disguise – This disguise gives Agent 47 a 1930s gangster look. Hitman: Absolution: Deus Ex (Adam Jensen) Disguise – This "suit" makes Agent 47 look like Adam Jensen from Deus Ex: Human Revolution, complete with built-in sunglasses. This DLC also unlocks the Steiner-Bisley Zenith pistol from the same game. ReceptionAggregate scoreAggregatorScoreMetacritic(PC) 79/100[32](PS3) 83/100[33](X360) 79/100[34]Review scoresPublicationScore1Up.comA−[35]Destructoid8.5/10[9]Edge7/10[36]Eurogamer7/10[37]Game Informer8.75/10[38]GameSpot7.5/10[40]GamesRadar+[39]GameTrailers6.9/10[41]Giant Bomb[42]IGN9/10[43]Joystiq[44]PC Gamer (US)66/100[45]VideoGamer.com5/10[46]International Business Times5/10[47]The Daily Telegraph[48]VentureBeat7.5/10[49] Hitman: Absolution received "generally positive" reviews, according to review aggregator Metacritic.[32][33][34] Positive reviews came from GamesRadar+, calling it "one of the strongest entries in the series to date",[39] and Game Informer, who wrote that "devising a strategy, using the environment and disguises to your advantage, and leaving before anyone knows you're there are the hallmarks of a perfect hit, and Absolution proves Agent 47 is still gaming's premier hitman."[38] Edge gave it 7/10, saying "the game has taken a unique formula and diluted it".[36] VentureBeat gave it 7.5/10 saying "Absolution aims high but misses the mark."[49] Eurogamer gave it 7/10 saying "Agent 47 doesn't begin Hitman: Absolution with amnesia, but the six years that have passed since we last took control of him in Blood Money do seem to have dulled his creators' recollections of what made him so popular in the first place."[37] GameSpot gave it 7.5/10 saying "Hitman: Absolution's vivid world and enjoyable stealth-action gameplay overshadow its few notable inconsistencies."[40] IGN gave it 9/10 saying "It's nice to have a game that doesn't just encourage improvisation; it requires it."[43] Kotaku gave Absolution a positive review.[50] Giant Bomb gave it 4/5,[42] as did Joystiq.[44] Destructoid gave it 8.5/10.[9] 1Up.com gave the game an A− saying "Hitman Absolution didn't win me over with its story, but its gameplay maintains a standard of excellence and introduces a level of choice that deserves your attention."[35] The Daily Telegraph gave the game a 2/5 saying "Despite the fact that Absolution is a hugely disappointing entry into the canon, Hitman is still a fabulous series."[48] International Business Times gave the game a 5/10 saying "An unremarkable, derivative clone of a game that's barely a shadow of what Hitman used to be."[47] VideoGamer.com gave it 5/10 saying "The problem with Absolution is that its new custodians from the Kane and Lynch team seem to have fundamentally misunderstood what made Hitman great."[46] PC Gamer gave it 66% saying "A passable stealth game, but one that betrays almost everything that, until now, has made Hitman great."[45] GameTrailers gave it 6.9/10 saying "It's clear that a good deal of effort was put into crafting Hitman: Absolution's world. This makes its flaws all the more unfortunate."[41] The New Statesman gave no rating but said "If developers want to win back fans when they revisit established franchises maybe they should look to what made those games popular in the first place and by doing so maybe they'd avoid stepping on a rake or two."[51] The Irish Times gave no score but said "The move away from the completely open world may leave some hardcore fans of Hitman disappointed."[52] The Daily Record gave the game 3/5 saying "While it's more accessible than previous Hitman games, Absolution loses a lot of the freedom that fans of the franchise love, and perhaps doesn't necessarily fit the Hitman name any longer."[53] The Escapist gave no score but said "Hitman: Absolution is not the best nor the worst Hitman"[54] The Guardian gave it 3/5 saying "The game may look better and play better than any Hitman game before it, but one can only marvel at how IO managed to lose sight of their IP's most appealing aspects so often."[55] On 26 March 2013, Square Enix announced that the game had sold about 3.6 million copies at retail, but has failed to reach predicted sales targets.[56][57] Shortly after launch, scores of complaints came in about the game crashing, freezing and corrupting file saves on the PlayStation 3 and the Xbox 360, rendering many of the games unplayable.[58] On 26 November 2012, IO Interactive stated that they were working around the clock to try and fix these technical errors, but also stated that they did not know what exactly was causing the errors, so a patch may take some time.[59] The patch for the PS3 version was released on 11 December 2012,[60] while the Xbox 360 patch was released on 20 December 2012.[61] On 29 May 2012, a cinematic teaser trailer, produced by Square Enix's CGI studio Visual Works, titled "Attack of the Saints", was released.[62] The trailer's depiction of "gun-toting, PVC and latex-clad nuns being killed in a hail of bullets" sparked controversy over the allegedly sexist portrayal of women.[63][64] IO Interactive's Tore Blystad, the game's director, later apologized, stating they're "sorry that we offended people" and that it "was truly not the intention of the trailer."[65] On 4 December 2012, IO Interactive faced heavy criticism for releasing a Hitman: Absolution Facebook app that allowed users to identify and threaten Facebook friends for assassination. Methods of identifying female friends included "her hairy legs", "her muffin top" and "her small tits". Methods of identifying male friends included "his ginger hair", "his shit hair" and "his tiny penis". Users could choose a reason to kill their friend, such as the fact that they "smell bad" or were cheating on their partner. Friends received a personalised video on their Facebook wall identifying them as a target. Signing up to watch the video presented recipients with a mixture of their own photos and Facebook details merged into a video of Hitman character Agent 47 shooting them. IO Interactive admitted the promotional app was in bad taste and removed it the same day.[66][67][68] Hitman: Absolution was nominated for "Best Action Game" at the 9th British Academy Games Awards.[69] The Academy of Interactive Arts & Sciences nominated Hitman: Absolution for "Action Game of the Year", "Outstanding Achievement in Animation", and "Outstanding Achievement in Visual Engineering" during the 16th Annual D.I.C.E. Awards.[70] ^ Ported to Windows by Nixxes Software[1] and ported to OS X by Feral Interactive ^ Feral Interactive published the Mac version, while Warner Bros. Interactive Entertainment published the Xbox One and PlayStation 4 versions. ^ Additional music composed by Dynamedion.[2]

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