

Interview with Rasmus Hoengard, Game Director for Hitman: Blood Money at IO Interactive.

1. Why is Hitman being paid again?

Because it's an essential part of what being a hitman is about. Also it allows us to use it in the gameplay.

2. How do you earn money?

You earn money by killing your targets. However, every level will feature several ways for you to make extra cash, but also for you to lose it. Money can be used for different things, even covering your tracks.

3. How does the Blood Money function give people who have played Hitman: Silent assassin and Hitman: Contracts a new gameplay experience?

It allows you to, depending on how you choose to spend your money, to customize the way you play your game. Will you spend money on equipment alone? Or should you put something aside for cleaning up that botched hit, so you won't get in trouble later? It's these dilemmas that every good hitman struggles with.

4. What weapons can be modified and in what way?

We have a 'core' set of armaments, which will have a large number of upgrades (precision, power, capacity to name but a few).

5. What is your current favourite modified weapon?

Well I don't really know that yet, but I can imagine that I would love a M4A1, which I would then pull in a more sniper like direction, to get a very colourful and versatile weapon. But that's just my opinion now - it might change :)

6. Can you still collect weapons as well as customising them?

You can still collect very many weapons. The game features a great number of different items. All of them have varying levels of lethality, apart from the upgradable 'core' set.

7. If, for example, a player had been very stealthy in some of the early missions how will NPCs react to them later in the game and on the flipside if a player had been a "mass murderer" early in the game, how will NPCs react to them later?

If you're very 'public' about what you do, naturally people will be very alert to your presence. But if every hit you've performed has been ruled an accidental death, then you'll be just another guy and you'll be able to check out your surroundings relatively undisturbed. You still have to get close to the (often well-guarded) target, but being anonymous calms things down a little. Until, of course, you start the killing bit. But even then the money will give you an extraordinary opportunity to cover up your tracks.

8. Do you think this system will punish novice players?

Quite the opposite the money system has been created to make sure that all rookie players will get a full game experience as well other players.

|