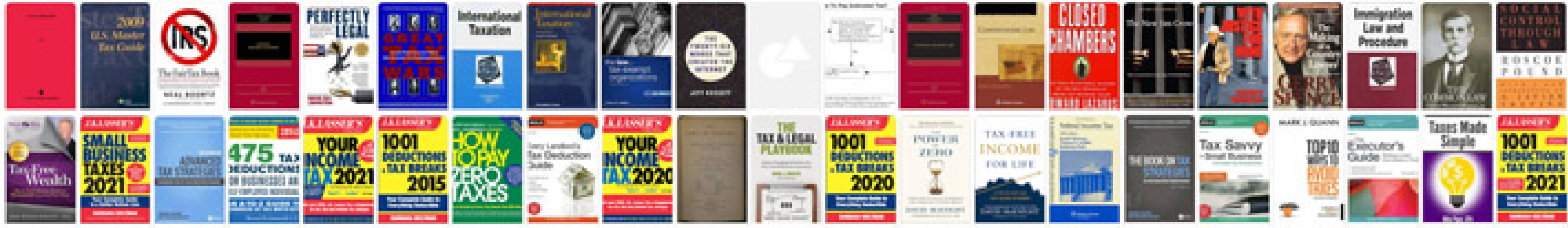

Hitman sniper fuse box

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June 6th, , by Prasad 14 comments. Remember those sniper missions in some of the action games? Now imagine doing that for the entire game. The game features Agent 47 perched atop a vantage point raining hell down on bad guys with his high powered sniper rifle. Like Hitman Go before, Hitman: Sniper is made from the grounds up for the mobile platform and it shows. In Hitman: Sniper, you are Agent 47 looking over a villa in Montenegro. You are given mission directives, requiring you to assassinate someone in the villa. The initial missions need you to take down one or two guys but later mission involve killing off people in creative ways, such as hitting them near the jacuzzi, killing them by shooting the burning lamp next to them, blowing the fuse box next to them, etc. Sometimes you are required to kill multiple enemies, at times you have to reach a particular score, which again involves killing as many people as possible in the given time. Each mission has one key objective, involving assassinating some high value target. Killing that person will start a quick countdown of a few seconds before you are extracted. Thus, you have to make sure you complete all your other objectives before taking out the main target while ensuring the main target does not leave. Your best bet is to hit the target right in the head for a quick, clean kill and get the maximum points. Hitting on the body usually does not kill the person immediately. If you miss the person is alerted. If you miss repeatedly or are too aggressive with your firing the security is alerted and the main target is likely to flee earlier. Other than the main targets there are also a lot of security guards to take out, which also net you a lot of points to make your high score objective. There are civilians as well although you are required to generally avoid them unless they are are a threat and will alert the security. The setting in which the game takes place never changes. All missions happen in the same place and you are essentially taking down the same people. All that changes are your mission objectives and the different ways you are required to take down targets. While the shooting is fun for the first dozen times or so, it also quickly becomes old. The game features an in-game currency, which you earn for completing missions. The game also has multiple sniper rifles, which you unlock as the game progresses. Despite being a paid game, though, quite a lot of the stuff is hidden behind a paywall. The controls in the game are too easy. You tap once at a particular point to quickly zoom in using the scope. Once in the scope view you can pinch to zoom to get in closer. To shoot, you just have to tap within the scope. Tap outside to zoom out again. The guns also have slick gestures to reload. Hitman: Sniper is a pretty good looking game and runs well all the time. The sound effects and the main theme music are also good. There is some fun to be had here initially for sure but then the repetitive nature of the game takes over and you start losing interest. Pros: Simple mechanics, quick, gratifying gameplay, good graphics and sound Cons: Not much variety in gameplay Worth Buying? Search before you post. Your question is probably already answered Posting your contact info such as phone number or email is not a good idea. We won't be responsible for any unwanted consequences. If you don't follow the above rules, your comment will be deleted. A Utility Box is a circuit box responsible for holding fuses to ensure that the electric grid doesn't overload and fry. They first appear very briefly Hitman 2: Silent Assassin , then shortly in Hitman: Contracts , and begin appearing with much greater frequency in Hitman: Blood Money. Agent 47 can break the fuses, which usually has some distracting effect on a nearby guard. In HITMAN, shooting them has the same effect, but too many bullets will eventually destroy them and render them unusable. Most of the utility boxes are limited to one per mission, with the exception of Rendezvous in Rotterdam. This wiki. This wiki All wikis. Sign In Don't have an account? Start a Wiki. Do you like this video? We need reliable intel, This article is in desperate need of images and could use your help. You can help the Hitman Wiki by adding images to it. A Utility Box in Hitman: Blood Money A Utility Box is a circuit box responsible for holding fuses to ensure that the electric grid doesn't overload and fry. Categories :. Universal Conquest Wiki. FandomShop Newsletter GalaxyQuest. Hitman 3 's first destination is an opulent one. The Scepter skyscraper is an engineering feat for the ages, but it's also home to the next two targets on Agent 47's list: Carl Ingram and Marcus Stuyvesant. Having faked their deaths, Ingram and Stuyvesant have holed up in the newly-erected building that sits in the heart of Dubai, and it's up to Agent 47 to make certain that the duo is disposed of before he can dismantle the rest of the Providence organization. There's no shortage of methods with which to dispose of your targets here. From skydiving with shredded parachutes to a round of golf that ends with an explosive swing of the club, here's how you can cross two more names off of your hitlist. For more tips and secrets, be sure to read our Hitman 3 walkthrough and guide hub. Otherwise, check out our other assassination guides below. And when you're done with all the challenges, check out our feature telling you why you need to play the game's Escalation Missions. Taking out both Ingram and Stuyvesant can be challenging, but there is a chance to kill both of your targets at once. Grab a staff or event security disguise, and make your way down to the staff section of the Scepter. In the smoking room, use your camera to hack open the window and climb up to

level 3 via the ledges and pipes. Once there, disguise yourself as maintenance or a palace guard for an easier time and head to the server room. Take the exit to the right from that room, and subdue the male maintenance worker in the corridor. He'll drop a server room keycard, which you can use to disable one of the server racks back in the server room. The right rack to interact with is the one that has a screen with "Monitor surveillance disabled" on it. Once you're done listening to Lucas Grey's speech, you have free reign to do whatever you're capable of to your targets. They will panic and attempt to open the shutters, but you can shoot, stab, poison, or strangle them before that happens. But if you want the Impactful Art challenge, knock both men out, position them on the floor, and then drop a chandelier on them. As you know, another assassin is on the prowl at The Scepter, but he's not being allowed upstairs. Once the Vulture decides to take a smoke break, follow him into the garden area. After he chastises a visitor who questions his smoking habits, Kazan will move to the garden section to the right to stare at a control panel. Activate it, hide in the bushes behind it, and wait for Kazan to switch the distraction off before pouncing on him. Once you've assumed his identity, leave all your lethal tools of the trade behind as you're about to be frisked. Your first meeting with Ingram will be under heavy guard, and you'll be tasked with eliminating a reporter who is close to discovering that the Providence member is still alive. You'll be looking for this reporter who is mingling with the crowd:. The journalist can easily be lured to a secluded spot, where you can take care of him. Once you have evidence of his demise, you'll be allowed to meet with Ingram in his private quarters. This opportunity is still tricky, though, as Ingram is never without a security detail. If you're looking for some one-on-one time with him, you'll need to take care of his bodyguards and nearby staff on that floor. One handy way to take out the bodyguards who tail Ingram is to wait for them to pass the penthouse bathroom and distract them with an overflowing tap. Two passes here on Ingram's route, and you'll have taken out his most dangerous security detail. Stealthily clear the way, and your private audience will allow for some creative opportunities to take him out of the picture. This meeting will also trigger a sequence where Ingram goes to his desk and hovers over his model of an oil rig. That model happens to have a very sharp tower jutting out of it, and it'd be a shame if someone's eyeball was introduced to it at close range. It's worth emptying the room with distractions or pre-planning to get Ingram to peer at his replica model. Lastly, you can kill Ingram by pushing him over a railing, which is ideal during this particular scenario. If you hang around at the end of this story mission and don't kill him with the oil rig, he'll go out to the balcony and you can push him off. You can even loosen the railing with a screwdriver ahead of time, making it so he topples right off the moment he steps outside. At the top of the Scepter, Carl Ingram is busy recording his voice notes for his successor in Providence, and he has left specific instructions that noise has to be kept to a minimum. Before you can dispose of Ingram in a bizarre golf incident, you'll need a key item for the job: an explosive golf ball. On level 3 and to the far left corner of the Atrium, a maintenance worker has hidden the object in a locked storage room. If you don't have a lockpick equipped, you can open the door by subduing the employee who can be found near the room, talking to a friend about her anger management issues. Make your way to level 4 of the Scepter, where the small golf course can be found outside the penthouse suite. Place the explosive golf ball in the bucket with the others, and then it's time to trigger Ingram into a rage that can only be quelled with a round of his favorite game. Wait for Ingram to enter two locations and switch devices on nearby that will raise his blood pressure. The first is a radio that is close to his study in the penthouse:. Once those distractions have been activated, Ingram will descend to the golf course, where he'll vent his frustrations out and allow you to finish the Angry Birdy challenge. Two types of poison exist in Hitman: One that kills you on the spot, and another emetic that sends your target off to the nearest toilet so that they can vomit out their stomach contents. The first is his favorite glass of whisky in his room:. The third alternative requires some cunning cuisine infiltration. There's an open kitchen in the penthouse guarded by a chef where you can sabotage Ingram's food. A storeroom in the back makes for a perfect area where you can subdue the chef and assume his place in the kitchen, finishing Ingram's meal, adding your poison of choice, and summoning him to come eat. If you use emetic poison, Ingram will make his way to the kitchen toilet to vomit, which results in a prime opportunity to grab the "Hold my hair" challenge. If you have proper poison on you, which can be attained through career mastery or by stealing it from the rival assassin The Vulture, you can slip that into Ingram's meal for a quick kill. If you'd prefer to avoid going this route, you can also tamper with the food and the timer in the kitchen, when the chef and the palace guard are distracted. When you're at the top of the world, there's only one escape and that involves some emergency skydiving. As a last resort, Ingram and Stuyvesant will don parachutes and drop from the Scepter. To activate this emergency protocol, you'll first need to get your hands on a crucial keycard. This can be found in the security office on level 3, which is guarded by a very sleepy palace guard and one easily distracted colleague.

You will need the combination code to access the safe, which can be found on a nearby whiteboard or by listening to the Palace Guard who leaves the office to make a phone call. If you don't have the patience for that, the code is Once you have the keycard, make your way up to the penthouse suite. You'll need to quickly activate two keycard readers, one of which can be found right here at the top of the penthouse:. Once the emergency protocol has been activated, Stuyvesant and Ingram will make their way down to the first evacuation site, the helipad. If the helicopter pilot hasn't been dealt with, they'll fly off in the chopper. If the pilot is nowhere to be found, they'll race back to the penthouse and don their parachute gear. Both men have a heavy security contingent around them, so you'll need to find a less populated section with which to take care of the two targets. Below the penthouse golf course is a small and unoccupied section of the Scepter you can climb down to. You'll only have 20 seconds to kill your marks after they've jumped, but all you have to do is aim for their parachutes, and they'll be dealt with permanently. If you have a sniper rifle stashed here, you can also attempt to take out both targets with a single bullet and earn the Conserving Ammunition challenge in Agent 47's list. Otherwise, successfully killing them while they parachute nets you the Mile High Drop challenge. If you'd prefer to also avoid firing a single shot and you'd rather watch the pair of Providence agents fall directly to their doom, you can simply sabotage their parachutes before you activate the alarm. All you need is a knife, and you can quickly shred the gear, leading to two more easy assassinations, earning you the Geronimo discovery challenge. Stuyvesant needs a new bodyguard to ensure that no harm comes to him, and Agent 47 is just the man to take advantage of that situation. This mission is easy: All you need is to disguise yourself as event security and grab the transfer papers that'll get you a private audience with Stuyvesant. Event security can be found all over the Scepter, but for a quick disguise, you can take out one of the members of the security detail on the first two floors. In the room where a security guard and a staff member are smoking, you can close the doors and grab the uniform easily. Once you have the disguise, make your way downstairs to the staff kitchen, where the staff changing rooms are also located. When the hapless goon's back is turned, grab the papers, and make your way to the security office on level 2. With the papers presented to Stuyvesant, you'll walk with him and another security guard to an outside section where you have to pass an easy knife-throwing challenge. Once done, Stuyvesant will dismiss his bodyguard, and he'll turn his back to you while he stands precariously close to the edge of the skyscraper. You can also avoid obvious temptation and escort Stuyvesant around the Scepter, steering him to a more secluded area for another assassination type of your choice. To celebrate the opening of the Scepter, world-renowned artist Lucy's art installation has been set up on display inside the building. The key piece of this interactive exhibit is a solar panel that Stuyvesant believes simply isn't warm enough. Time to fix that. With an engineer disguise acquired, make your way to the backstage area of the installation. You'll need to grab the fuse cell from the control center, which you can find inside an electrical box that you can pry open with the nearby crowbar. With that extra bit of power, Stuyvesant will bask in the rays of the artificial sun, and if you happen to be watching from the safety of the control panel that regulates the heat that the artwork generates, you'll be in a prime position to give the Providence agent the most lethal of sunburns. The Stuyvesants are due to meet in secret at a private reception next to the open bar. The only problem is that artist Lucy Phillips has invited herself to the private affair, and Stuyvesant won't show unless she leaves the area. Getting rid of Phillips is easy enough. Disguise yourself as event staff and man the bar, where you're able to easily slip her some emetic poison in her drink. If you don't have spare poison, you can find it in the storage room behind the open bar. With Phillips indisposed, Stuyvesant will finally appear for a reunion with his daughter. You can also poison him with his favorite drink or whisky if you happen to have a lethal toxin on you. If you haven't unlocked it in your career inventory yet, you can obtain a fatal dose of poison from the Vulture, another assassin who can be found in the observation deck garden. Got a news tip or want to contact us directly? Email news gamespot. Hitman 3. PlayStation 4. PlayStation 5. Xbox One. Xbox Series X. Nintendo Switch. Join the conversation There are 1 comments about this story. Load Comments 1. Use your keyboard! And women, and inanimate objects. Basically, it's a game about murder from a distance, with a high-powered rifle and a smoothly shaved head. But if you want to be the very best in the world at shooting things in the face, we've got some hints and tips for you in this article that should set you in the right path. Or the wrong path, I guess. Either way, we're going to walk you through the basics, drizzle some cheeky tips in your general direction, and explain some of the finer mechanics of the game. Because we're good like that. You're welcome. One of the most important things is conserving your breath. You've got a button that lets you hold your breath, steadying your shot. What you need to realise is that it's not important to tap it with every shot. If you're aiming for an inanimate object - a fuse box, a car, a gas cannister, or one of the other traps around the level - then holding your breath is a waste of time. They're not going to run off anywhere. Plus it means you'll be able to take a lung-full in order to steady yourself for anyone who comes running to see what you've done. Holding your breath is of the utmost importance when you're trying to perform a moving shot. You need to aim in front of your target, and judge the distance your bullet is going to cover before it reaches them. It takes a while to get the rhythm of these shots right, but you score a lot more points for them, and a lot of the challenges you face will require you to score at least one. It's a good idea to reload after every encounter, even if you've got a few bullets left in the clip. It'll mean you're fully stocked for the next one, and if things go wrong - which they probably will - you'll have enough fire power to sort it all out. The power-ups you've got at your disposal are based on which sniper rifle you've got equipped. You unlock more as you level up your weapons by upgrading them. You can find out what the various buffs actually do in the armoury. A lot of them add extra score to certain actions, so you can use them to your advantage in certain challenges. Check what your equipped rifle can do, and see what the others you have in your arsenal are capable of. Don't rely too much on them though. They can push you over the edge in certain situations, but the best way to ensure you're scoring as many points as possible is to kill people as creatively as you can. Your power-ups can certainly help in this regard, but it's important to make sure you can cope without them as well. Look for combo kills, ways to dispose of bodies, and learn the locations in the level where it's easiest to chain together murders. One thing you're likely to do is rush - this is a mobile game after all, and in mobile games time is usually precious. But there's no need. You've got ten minutes to complete your challenges, or at least you have most of the time, so picking your shots carefully is the best way to go. Experimentation is important as well. If you see something that looks like you might be able to murder someone with, give it a crack. You might end up alerting some guards, or failing the level, but you never know unless you try. Just because your target is a specific person, doesn't mean you can't take out other targets in a level to earn more points. This also adds them to the roulette wheel at the end of the level, meaning you might unlock new weapon parts as well. Spend your cash when you get it too. If you can upgrade the weapon you've got, do. Anything that adds more oomph to your attacks is always going to help you out. And you'll unlock perks as you go to. Want more? Check out our growing collection of Hitman: Sniper articles! Hitman: Sniper isn't a game about hitting men. It's a game about shooting men. Depends how you look at it. The basics One of the most important things is conserving your breath. Power-ups The power-ups you've got at your disposal are based on which sniper rifle you've got equipped. The rest One thing you're likely to do is rush - this is a mobile game after all, and in mobile games time is usually precious. Oh, and the most important tip of them all - shoot things. Shoot them goodly. How-To , Hitman: Sniper. And these missions are really fun. Check out the individual missions below and how to defeat them. Mission 6: Mission 7: Mission 8: Mission 9: Mission But instead of just shooting the guard as he investigates, shoot the glass balcony above when that guard is leaning on it so he falls on the guard below. Easy double kill that meets the requirements and gives you extra points. You have to shoot the fuse box in order to destroy it and the first shot automatically causes the closest guard to be alerted and approach it. Just shoot it again once he gets closer and you have your accidental kill. I recommend the following kills: double kill with the car alarm; the environmental kill with Marcus Krug and his bodyguard; Rogue Agent Kevin Borts; the remaining environmental kills. This can be a really quick mission or you can prolong it in order to rack up extra points. There are various times when Markus Krug is near a heat lamp so it depends on how quickly you want to move on to the next mission. You can eliminate the rogue agent almost immediately and then get the double kill with the car alarm. At that point you can kill Krug on the ledge. And you can achieve the moving heads

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hot when you kill Jaroslav Benak. I recommend the following kills: double kill with the car alarm; the environmental kill with Marcus Krug and his bodyguard. Take out the two guards near Rogue Agent Kevin Borts with a one shot kill get a headshot of guard in front. This will make Borts attempt to escape and this is when you can achieve the moving headshot by pushing the hold breath button to slow it down. Use environmental kills if you desire to get close enough to the , and then take out Benak. Keep track of security guards in vicinity this way Use environment kills as often as possible to remain undetected. Remove bodies from view â€" Can use additional bullets to shoot dead bodies and move them into pool or through broken glass pane Distract guards through the use of environmental hazards such as power supply, glass, etc Be patient. Like this: Like Loading Good info, and your clear step by step tips help alot. Leave a Reply Cancel reply. Sorry, your blog cannot share posts by email.