

Mission: Impossible FAQ

by marshmallow

Updated to v1.0 on Jun 5, 1999

The Ultimate Mission: Impossible FAQ

Author: marshmallow (m_mallow@hotmail.com)

Geez, you'd think with a great (well, most of the time) game like this there would be more FAQs, hence more _good_ ones. Yet most of them are either incomplete or too vague...So I guess it's up to me to clean up the mess.

= = = = =

Version 1.0

Revision History:

June 5th ,1999 - Spellchecked, and revised a few of the level walkthroughs.

= = = = =

Contents

- 1) My Opinion
- 2) The Basics of Being a Spy
- 3) Weapons
- 4) Gadgets
- 5) Missions
- 6) Codes and Secrets
- 7) Legal Junk
- 8) Credits
- 9) Farewell/Final Notes

1) My Opinion

I have mixed feelings about this game. So I'll just split this section into two mini-sections...

PROS: Some of the levels will make you wow in awe, not just at the graphics, but at the sheer originality of the level design and the way everything works out (Embassy immediately comes to mind). The music is also a big plus, which is mainly remixed M:I themes. Of course, how can you go wrong with one of the most world-renown music scores?

The sheer amount of gadgets and information in this game is just breathtaking. For example, going to the characters section (at the pause screen) on the first mission will reveal a little bio of each character. Go to the 2nd mission, and it's all different! Then there's the Mission Briefings done in full-voice, along with a cinema. I was not expecting that, and I was very impressed with it. In fact, the only thing they got wrong with them was at the end they say "This mission, if you decide to accept it..." should really be "This mission, if you CHOOSE to accept it..." I know, it's quite insignifagent, but really...

CONS: On the otherhand, some levels will make you barf in awe at the small amount of work done on it (CIA Rooftop springs to mind)...It's unbelievable! In some levels (again, CIA Rooftop) there are so many glitches it's difficult to complete the level...For example, in the Train Car, when beating the guards with your fists, sometimes this one guard will not die! Then I fail my mission because that Max girl blows the train up...or I die first.

Then there are the soldiers...ick! Shooting a guard in the head does result in death, but it takes about (on the average) a second or so for him to fly backwards and die. Thus it appears as if I didn't kill him, so I fire again, only to find that the poor collision detection was at fault (NOTE: This does not always happen, but it happens often enough to bring up). And this is even worse due to the small amount of ammo you get (but the small ammo part is GOOD because it means you just can't run around firing your guns).

Overall, an above-average game with a few flaws that keep it from being an A++ Title.

And everyone wines because of lack of replay value..OK, Einstein, what would YOU do if you were the Designers? Huh? Well? I'm all ears...

Well, OK, they could have made you earn the cheats... =)

2) Basics of Being a Spy

It seems like the majority of people expected this to be the next GoldenEye, where you blow hundreds of soldiers up and then you might have a few objectives thrown in. Nu-uh, sorry. This is more of a Spy-

Simulator than GoldenEye ever was, even in it's most spy-less (I can create my own words if I want to...!) levels. This game was never MEANT to be GoldenEye, and you have to understand that.

Controls:

A - Jump. Also an action button when the communicator lights up red [See "Gadgets Section"]

B - Opens up inventory. Once it is open, it is used to scroll through weapons. And this magical button also confirms things (i.e. The Mine is highlighted...press B to use!).

C Left - Scroll through Gadgets in inventory

C Down - Crouch (stationary)

R - Bring up target and switches to a semi-1st person view.

Z - Shoot gun

Digital Pad - Change camera angles. You won't use this much, but it is useful when looking around corners without being seen.

Start - Pauses game (duh...yup!)

Analog Stick: Moves character and target (during 1st-person view). ANOTHER no-brainer...

----- 3) Weapons -----

7.65 Silenced

Looks: A black pistol...

Game's Description: Very silent, very deadly. No IMF agent would risk death without it.

9mm Hi Power

Looks: A gray pistol...

Game's Description: Standard street weapon needs no introduction. Imprecise, noisy, hazardous when pointing at you.

Rocket Launcher

Looks: A short, gray device with a rather large hole at the end. Rockets look like sparkles...

Game's Description: A nice little hand Rocket Launcher. Very portable. Ideal for agents on the move.

Dart Gun

Looks: A watergun, to tell the truth! It has that little green bottle at the top and everything! :)

Game's Description: Used with sleep-inducing darts. Up to 20 rounds can be stored in one clip. Quite powerful and very silent.

My note: It kills people in some missions (majority), and puts others to sleep in others

Electro Stunner

Looks: A fish

Game's Description: Sends a 40,000 volt of shock that will electrify the recipient. Leaves victim unconscious, but doesn't kill (My note: That's funny, it always kills for me...)

Sniper Rifle

Looks: See GoldenEye's...

Game's Description: High precision rifle with very powerful telescope.

Uzi

Looks: A metal thingy-ma-bob

Game's Description: Popular black market item. Compact, automatic, frequently seen in criminal circles and major motion pictures.

Fire Extinguisher

Looks: ...kidding, right?

Game's Description: Funny, it doesn't have one...Well, just point and shoot.

Blow Pipe

Game's Description: Primitive weapon best utilized when discretion is essential. One advantage is that it doesn't react to metal detectors.

----- 4) Gadgets -----

Communicator (used in every mission)

Game's Description: Miniaturized communication device that doubles as a database with info about the mission in progress.

Gas Injector

Game's Description: Very powerful and compact device. Used in closed areas, can render almost an entire army unconscious in seconds.

Explosives (TNT)

Game's Description: Combined with radio controlled detonator makes for great fireworks.

Detonator:

Game's Description: Standard equipment. Radio controlled, requires no special installation.

Mine

Game's Description: Standard IMF sabotage device. Detonation can be set on contact, depth, or height.

AF Scan

Game's Description: When installed near an emitting device makes IMF communication completely undetectable.

Face Maker (Used in almost every mission)

Game's Description: The most useful IMF gadget of all. Foam cartridges will reproduce any face with 100% accuracy. Time and temperature can affect the duration of the mask. A lot of laughs at Langley Alumni reunion dinners.

Plastic Explosive

Game's Description: Can be used in minute quantities to blow away small equipment. Shoot to activate it without fuse.

Gas Capsules

Game's Description: Small capsule thrown to the ground produce the same results as the gas injector. Works well in open spaces, but their effects dissipate quickly.

Explosive Gum

Game's Description: Looks like Christmas (My note: It's red and green if you must know). Press red to green, stick somewhere and get away. Five seconds later it will blow your adversary into New Year's. Best not to chew.

Finger Scanner

Game's Description: For copying a person's fingerprints and reusing them for access to areas protected by digital scanners.

EMS

Game's Description: An electromagnetic scrambler for disturbing instrument readings and radar.

Deflector

Game's Description: A special device used to create passage in security laser barriers.

Miniature Camera

Game's Description: Miniature video camera, can be easily placed to record hard-to-get-at information like digital codes.

IR Contact Lens

Game's Description: Infra Red Contact Lenses enable security personnel to visualize invisible security lasers without otherwise altering their vision.

Pass Card

Game's Description: Candice's magnetic access card will allow Ethan to start the computer and lock the room from the outside.

Disk

Game's Description: Ethan will download the NOC List on this disk after starting the computer.

Virus Disk

Game's Description: Candice has devised a nasty virus that will shut down security systems as soon as the disk is inserted in the mainframe computer.

Smoke Generator

Compact gizmos give impression a serious fire's broken out. Duration limited. Great for clearing areas, creating panic, and assuring yourself a seat on the metro at rush hour.

Blow Pipe

Game's Description: Primitive weapon best utilized when discretion is essential. One advantage is that it doesn't react to metal detectors.

Nausea Powder

Game's Description: Tiny dose mixed in a drink will result in nasty stomach upset. Guaranteed to stall victim in restroom for hours.

Video Freezer
Game's Description: Electronic jewel that blocks all flow of multimedia data.

5) Missions

Note: All of this is done in the IMPOSSIBLE MODE setting

I also apologize for including the briefings and everything...I know it's just hogging up space. I'll try not to do it in future games (Perfect Dark anybody?)

MISSION # 1: ICE HIT

Briefing:

Good morning Mr. Phelps. It seems that an international weapons dealer has set up operations in an abandoned World War II Submarine Base. He is planning to sell 12 medium range missiles to an enemy country. Your mission, if you decide to accept it, is to sabotage the submarine carrying the missiles. As always, if any of your IMF team are caught, or killed, the secretary will disavow any knowledge of your actions. This message will self-destruct in five seconds...good luck, Jim.

That's what it basically was. I couldn't type everything as fast as the voice said it.

Team for this Mission:

Ethan Hunt (that's you) - One of IMF's most reliable agents. Highest success rate in the agency. Numerous skills make him first choice for any mission.

Jim Phelps - Leader of the IMF team. In Radio contact with Ethan. Has hacked into the Embassy's security system but needs to have his access unlocked from the inside.

John Clutter - Professional mountain climber and cold weather enthusiast. Specialized in radio systems and explosives. Participated in the successful Arctic Shield Mission in the North Pole.

Andrew Dowey - Ex-marine colonel, one of the finest triggers in the agency. An inestimable ally for his electronics skills and knowledge of alarm systems.

//////////////////////////////////-----\//////////////////////////////////
//////////////////////////////////STAGE 1: LUNDWIST BASE\//////////////////////////////////
//////////////////////////////////-----\//////////////////////////////////

Text Briefing:

Arriving at the canal, you should land unnoticed. Clutter will take the long way around to join you near the tunnel entrance and Dowey will take the raft back to the rendez-vous point for your getaway. Your main problem will be to get to the subpen on the other side of the very long and well-guarded tunnel. Using your facemaker you should be able to take on someone's identity and it would help if you could find somebody important. Perhaps you could find a way to get someone to run an errand for you and hitch a ride. Don't forget to take Clutter with you, as you'll need him to complete the mission.

Oh yes, the facemaker won't work outside in this extreme cold.

Primary Objectives:

- a. Change identity
- b. Find excuse for errand
- c. Destroy electric power plant
- d. Get to subpen with Clutter

Weapons/Gadgets:

Communicator
7.65 Silenced
Face Maker

Walkthrough:

The second you get off the boat you get a message telling you to go to the white dot on the scanner. This is the hut where the officer works. If you don't go to him immediately, you'll have to knock him out outside and drag him into the hut and THEN change into his face (you must do this because, like the briefing says, the Facemaker won't work in the extreme cold of this area).

Anyways, once you have his identity (mission a complete) you are free to roam the level without fear as long as you don't shoot anyone. But before leaving the hut, be sure to go around the counter and get the little letter on the table (mission b complete). Now, go forward and turn right at the fork. Give the man standing by the truck your excuse, and he'll hop in the truck and start it up. Now go back to the fork and go into the snow along the machinery. See the red dot on your scanner? Go there. Look around, making sure no one is looking, and shoot both sides of the (mission c complete). Now just go over and hop in the truck, Clutter will join you and you'll drive to the second part of the base (mission d complete).

```
//////////////////////////////////-----\//////////////////////////////////
//////////////////////////////////LEVEL 2: SUBPEN\//////////////////////////////////
//////////////////////////////////-----\//////////////////////////////////
```

Text Briefing:

You are arriving in the submarine pen area. Watch out, as security has been geared up because they are proceeding to load the missiles into the sub.

You will have to find one of the magnetic mines they have stocked somewhere and give it to Clutter so he can place it on the sub. Once in place you'd better get out quick, as once the sub blows they will be on the lookout for saboteurs.

Dowey will be waiting with the raft by the waterfront to secure your getaway. Be careful, Ethan, I'd like to see you back in one piece!

Primary Objectives:

- a. Find magnetic mines
- b. Give mine to Clutter
- c. Sabotage the gunboat
- d. Join Dowey for getaway

Weapons/Gadgets:

- Communicator
- Magnetic Mine
- 7.65 Silenced
- 9mm High Power

Walkthrough:

As soon as you get in with Clutter, your face mask falls off due to the cold temperature. So now you must run around with 15 bullets in one gun... turn around and go through the boxes. See the red dot on your radar? That's the building right up ahead. Open the door and go in. Don't worry, no one will follow you. Go downstairs and go to the far shelf and get the two mines (mission a complete). Now return outside, shooting any threats, and proceed to the green dot on your scanner, which is Clutter. Once you give them to him (mission b complete), he'll jump over the fence. Now a new problem arises, to get away with your life you'll have to blow up a gunboat! Go straight ahead (white dot on scanner) and down the stairs, after killing the guard that will leave you a 9mm High Power. Go down the stairs and place the mine on the gunboat (mission c complete). Now just go on the opposite side of the submarine pen (green dot) and go down the ladder (mission d complete)!

```
*****
MISSION # 2: RECOVER NOC LIST
*****
```

Briefing:

Good morning, Mr. Phelps. Golystine has abducted one of our top computer experts, IMF member Candice Parker, along with one half of the NOC list she was carrying. The coded list names all of our secret agents in eastern Europe. The list is divided into two parts. The part Golystine has is useless without the other, which is stored in CIA Headquarters.

Candice is currently imprisoned in KGB Headquarters in Prague, where they are trying to de-code the list, probably believing she has the key. We also know they have a super-computer there, and are trying to de-code the NOC list. Special IMF agent Roger Barnes was deployed with a Golystine mask to free Candice, and make it look like it was Golystine's fault...this was to discredit him with Moscow.

We haven't heard a word of him since, and believe he was captured. Your mission, if you decide to accept it, is to penetrate during tomorrow night's embassy function, free Candice, find the list, destroy the computer, and escape with Candice and the list intact. As always, if any of your IMF members are caught, or killed, the secretary will disavow any knowledge of your actions. This message will self-destruct in five seconds...

Again, that's the best I could do.

Team for this Mission:

Ethan Hunt (that's you) - Currently in Kiev, he will be your point man in Prague. An official invitation to the Embassy function has been arranged for him.

Jim Phelps - See bio for previous mission

Sarah Davies - Four years living in Prague. Infiltrated native high society. Invaluable for local intelligence.

Dieter Harmon - Schooled in several East European countries. Son of a traveling caviar salesman. Functions as bartender with high access to parties and social events. Valuable information source.

Jack Kiefer - Organizational expert, specializing in smooth getaways. Impeccable timing. Always counted on to get us home safely.

Robert Barnes - Ultra-reliable, high risk operative. Seemingly intercepted attempting to rescue Candice Parker. STATUS: Missing in Action.

Candice Parker - Top cryptology expert. Former MIT researcher. Excellent support agent in missions involving computer security. STATUS: Abducted by enemy.

```
//////////////////////////////////-----//////////////////////////////////  
//////////////////////////////////STAGE 3: EMBASSY\\//////////////////////////////////  
//////////////////////////////////-----\\\\//////////////////////////////////
```

Text Briefing:

We've placed you on the guest list for a society function at the Russian Embassy in Prague, where Candice Parker and Robert Barnes are being kept prisoner. There, you will make contact with agents Davies and Harmon, who have already infiltrated the embassy and can provide useful information and equipment.

Remember to hide smoke generators in the ventilation ducts to prepare for your escape. You will have to assume the identity of the Ambassador's Aide, as he has access to the restricted areas of the embassy - Dieter Harmon's spicy cocktails should come in handy here.

- Primary Objectives:
- a. Find facemaker
 - b. Find score
 - c. Find nausea powder
 - d. Find drink
 - e. Place smoke generators
 - f. Eliminate killer
 - g. Assume Ambassador's Aide's ID
 - h. Access restricted area

- Weapons/Gadgets
- Blowpipe
 - Smoke Generators
 - Nausea Powder
 - Facemaker
 - Drink
 - Score

Walkthrough:

You immediately get radioed by the team that "You're in trouble. Scofield, a killer, is on your tail. You must get rid of her."

This level is so good, I must include quotes :)

Walk forward and talk to the man and woman. They ask you your name, and you say Mr. Smith...Talk to them again and wait a few seconds, the man will leave. Talk to the woman in the tight dress, she is really Sarah Davies, a member of the IMF team, and a close friend. She'll hand you the facemaker and wish you good luck (mission a complete). Go forward and note the gray squares on the floor, make sure the guard is not looking (use R to look around) at you and place a smoke generator there. If he sees you you'll be arrested! The restrooms are behind the second one, make sure to remember that.

Behind the 3rd vent is a painting with a couple looking at it. Talk to them and they'll go sit down on the chairs. Keep on going, the piano will get louder...louder still...ah! You're at the main focus of the level. There are two vents on either side of the stairs, so place the smoke generators there. The last vent is upstairs, but if you go up there you'll be arrested, you'll have to wait until later.

After that you get the message "Watch out for Scofield. She is extremely

Text Briefing:

You'll be entering the section where we think our agents are being kept prisoner. Your disguise won't grant you the authority to free them, so you'll have to use the facemaker again on someone else there. I suggest you find the Head of Security and impersonate him. Be very careful: This is a security area, and there will be surveillance cameras everywhere. Be sure to shut them off, so you don't trigger an alarm while taking Candice out of there and towards the computer.

Primary Objectives:

- a. Talk to Barnes
- b. Find video freezer
- c. Find facemaker
- d. Find dartgun
- e. Sabotage video link
- f. Find exit passcard
- g. Get transfer order
- h. Escape with Candice

Weapons/Gadgets:

Communicator
Dart Gun
Face Maker
9mm High Power
Video Freezer
Pass

Walkthrough:

Put your gun away before exiting the lift! If you don't you'll fail your mission. Go forward and down the hall to a brown door, inside is the jail cell where Candice is! Now you just need to get her out without anyone knowing the wiser...Talk to the man twice and he will face the door. Inch towards his desk, and grab the Video Freezer (mission b complete). Now go down the hall and turn right, go in that door to find Barnes slumped in a chair. Talk to him (mission a) and he'll die after giving you some words of advice (hehe, try punching him after he dies!). Go to where the man is standing in front of a red door...talk to him and he'll let you inside to the head of security's office. Talk to him twice and he'll be pacing back and fourth.

On his desk is the Dartgun, get it (mission d complete). Shoot him when he's not looking (try it when he is, it's quite interesting because if you get his face some neat things will happen...try it!) Drag him behind his desk to hide the body. Now this next part will be difficult...run outside and go to where the guard is standing in front of the door, he won't let you in, right? Well...shoot him! The alarm will sound, but you won't fail your mission. Quickly go inside the closet and get the Facemaker (mission c complete). Run as quickly as you can past the dozens of guards shooting at you, into the office, and get the Head of Security's face. When you open the door, Ethan will say "It's ok, I've arrested him." Now the alarm will stop and everything will return to normal...

Go over to the painting and press the two red buttons, a secret room will open up! Inside are two people guarding the security room. Shoot the man in the corner first, then the next. Put the Video Freezer on one of the black boxes (mission e complete) and then get the card on the desk (mission f complete). Then Mr. Phelps will send the fake transfer order, go to the Comms Room (through the white door) and get it (mission g complete). Now go back to the cell and give it to the KGB man. Get Candice out of there (mission h complete) via the large metal door.

NOTICE: Actually, there is a better way to get the Face Maker. In the Comms room, you can find a Beeper lying on a computer, pick it up and lie it on the floor near the guard, it will beep and he'll come to inspect it. QUICKLY GO IN! You must be very fast, you only have a few seconds...

//////////////////////////////////-----//////////////////////////////////
//////////////////////////////////STAGE 6: SECURITY HALLWAY//////////////////////////////////
//////////////////////////////////-----//////////////////////////////////

Text Briefing:

The level you're about to enter it an old-fashioned security hallway. You might have run into one before. The tiles are booby-trapped and there are probably guards in the area. Candice should be able to short-circuit the system, enabling you to watch your step. At the end there'll be a switch to deactivate the whole system and help Candice through safely.

Primary Objectives:

- a. Secure passage for Candice
- b. Activate master switch

Weapons/Gadgets
Communicator
Dart Gun

Walkthrough:

The text briefing pretty much said it all...

```
////////////////////////////////-----\////////////////////////////////  
//////////////////////////////////STAGE 7: SEWAGE CONTROL\////////////////////////////////  
////////////////////////////////-----\////////////////////////////////
```

Text Briefing:

Their computer complex is set in an old underground sewage plant as this was the only place cold enough to conceal the super computer's heat emissions. It will be heavily guarded and very dangerous. Your priority is to clear the way for Candice so she can download the NOC list and feed a virus into the computer's memory.

Primary Objectives:

- a. Find Super Computer
- b. Protect Candice
- c. Get NOC List
- e. Escape

Weapons/Gadgets:

Communicator
Dart Gun
9mm High Power

Walkthrough:

Candice will open a little door for you which will reveal a guard, shoot him with the Dart Gun. Go to the right and collect the ammo off the box, switch to the 9mm High Power, it has a longer range and zooms in farther. Go into the toxic waste area and shoot the guard on the otherside, hop on the platform and go on over to the console, use it and a new path will be revealed. Immediately turn around and shoot the guard that is in front of Candice. Make your way to the new path, kill the two guards, and turn left. Open the door, kill the guard, press the button on the computer to reveal a new path, and go kill the guard on it.

Grab the ammo on the box and run across the path to find an office, it has a guard, some ammo on the desk, and another computer. This one will open the closed door at the very beginning. Go back there, but always check on Candice because numerous guards will try to kill her. When you get to the Super Computer room, Candice will get the NOC list (missions a and c complete). Next, shoot the last few guards (mission b complete) and then return to the start (mission e complete).

```
////////////////////////////////-----\////////////////////////////////  
//////////////////////////////////STAGE 8: ESCAPE\////////////////////////////////  
////////////////////////////////-----\////////////////////////////////
```

Text Briefing:

There's no time to lose, so get out quick! And be sure to look for the Golystine facemask that Barnes hid as you go back through the security hallways. Be careful on your return through the KGB HQ: you'll have no disguise and the guards will be on alert. Barnes' mission was to make Golystine appear a traitor to Moscow. Try to finish this mission for him. Use the Golystine facemask, find the door leading directly back into the Embassy.

Primary Objectives:

- a. Secure passage for Candice
- b. Find the mask of Golystine
- c. Assume Golystine's Identity
- d. Find exit key
- e. Destroy four cameras
- f. Unfreeze video cameras
- g. Escape with Candice
- h. Take back NOC List

Weapons/Gadgets:

Communicator
Dart Gun
9mm High Power
Face Maker
Video Freezer
Explosive Gum

Walkthrough:

This level is TOUGH! Lean around the corners and shoot the machine guns (Only the 9mm High Power works) and they will be in-operative...for

Text Briefing:

Things aren't looking good for you. Getting out and proving your innocence won't be easy. After all, the CIA does have it's reputation to uphold, and they're not too fond of you at the moment. Hopefully you can count on Candice, who should owe you one since you freed her from that Russian cell. Oh, don't be surprised if you feel a bit drowsy - their coffee has a horrible reputation. Rumor has it they recycle their grounds.

After which, Ethan will make many jokes throughout the game about their coffee.

Primary Objectives:

- a. Escape from interrogation
- b. Pick up the equipment
- c. Get into hallway
- d. Get Fingerprints
- e. Find Chief
- f. Find the antidote
- g. Find way to the roof
- h. Distract Attention

Weapons/Gadgets:

Communicator
Dart Gun
Explosive Gum
9mm High Power
Electro Stunner
Finger Scanner
Blue Spray Paint Can

Walkthrough:

Walk to the wall and hit the button so the glass wall is revealed. By then you'll hear a beep, go over to the radio and turn it on, it's Candice! She says she hid some Explosive Gum under the Coffee Mug...well, go get it and use it on the window (mission a complete). Get all of your stuff from the table (mission b complete), equip the Dart Gun, and head outside (mission c complete). You only have a few minutes to complete this level, they slipped a serum in your coffee! Knock out the guard with your Dart Gun, making sure he won't close the door on you, and get his finger prints and use them on the digital thingy-ma-jiggy. The door will open, go down it and get the blue spray paint can, use this to "blind the cameras" as Candice said. If they see you, guards will come after you. After a bit, some sergeants will come. Get their finger prints (mission d complete). Use them, go down the hall, go into the office, and kill the guy behind the desk IMMEDIATELY. Otherwise he'll sound an alarm and you'll fail...Now go through the next door...DON'T shoot this guy (mission e complete)! Follow him to the lift, and when he gets in, kill him (use the Dart Gun, it has a longer range)! It may be difficult, though, because your time is almost up and the game is acting up on you. Go up the elevator to get to the infirmary. Put your gun away so no one will scream. Talk to the nurse, and she'll heal you (mission f complete).. Now, hit one of the buttons on either of the patients (very strange indeed) to distract everyone's attention (mission h complete). Then smash the window and get out (mission g complete)!

```
//////////////////////////////////-----\//////////////////////////////////  
//////////////////////////////////STAGE 11: CIA ROOFTOP\//////////////////////////////////  
//////////////////////////////////-----\//////////////////////////////////
```

Text Briefing:

I've prepared a small bag with equipment for you. You'll have to temporarily sabotage the heliport lights. A maintenance man will be called and disguised as him you'll be able to access the area. To escape, you'll want to use the helicopter, so you'll have to strategically place an electromagnetic scrambler, which will keep the copter grounded for you. You'll have to find ways around the different security systems as you run into them, but the CIA is one your side, Ethan, try not to kill anybody, okay? I'll be waiting at the other end with more instructions.

Primary Objectives:

- a. Sabotage heliport lights
- b. Find bag of equipment
- c. Find zone digitcards
- d. Fix lights
- e. Paralyze helicopter with EMS
- f. Enter security level
- g. Find security level code
- h. Meet Candice

Weapons/Gadgets:

Communicator
Dart Gun

Dart Gun
Electro Stunner
EMS
Explosive Gum
IR Contact Lens

Walkthrough:

This level may seem nearly impossible at first, but it's easy once you know what to do, and when. Turn left and jump over the railing to land in front of some boxes (this is a shortcut and you can avoid some guards). Use the IR Contact Lens to see the lasers. Now, you'll have to jump over the lasers to the level below. Just remember one thing: Press A to jump, and while in the air, hold forward...ok? At the bottom are some pipes on the wall, use your explosive gum on them. It will explode, and guards will come rushing to see what's happening (very slowly, just enough time to let you go forward un-noticed). Go around to the left, shoot any guards that may be there (should only be one or two) and go in the little hole, open the door and step back! If you don't, the guard will arrest you immediately. Shoot him, and go up to the helipad (mission a complete). Remove the EMS, use it again to break it (mission b complete). The helicopter will rise a few feet off the ground, now just go up to it and get on the landing gear (mission c complete)!

MISSION # 4: MOLE HUNT

Briefing:

Strange...there is none!

Team Members:

Ethan Hunt (that's you) - Disavowed. No longer in service of the IMF and on the run. Must prove his innocence by finding the real mole and capturing the information dealer Max.

Candice Parker - Runs the risk of being disavowed for helping runaway suspect Ethan Hunt.

Krieger - Skilled CIA agent disavowed for unpredictability and hostile behavior bordering on the sociopathic.

Luthur Stickll - Disavowed CIA agent suspected of bypassing internal security regulations. Allegations unproven. Trusted by Ethan Hunt.

//////////////////////////////////-----\//////////////////////////////////
//////////////////////////////////STAGE 14: STATION\//////////////////////////////////
//////////////////////////////////-----\//////////////////////////////////

Text Briefing:

We've set up a meeting with Max in London at Waterloo Station, under the clock at midnight. You will make a deal to exchange the NOC list for the name of the mole. Luthur and Kieger, two ex-agents, will be there for back-up just in case Max pulls a double-cross. We will, of course, try to snatch the list back from Max after the deal so don't lose track of her.

Primary Objectives:

- a. Protect Ethan
- b. Take the train

Weapons/Gadgets:

Communicator
Sniper Rifle

Walkthrough:

You have Ethan in your sights, and you must protect him in a heavily crowded train station...and the level is always different. Some people will make very suspicious movements (suddenly reaching in their pockets) but are in fact civilians. They might take out lipstick, a cellphone, cigarettes, one time this lady even pulled out a drink! But if someone does take out a gun, you usually have a few seconds to take aim, so don't worry.

Shooting a civilian will result in a mission failure...

//////////////////////////////////-----\//////////////////////////////////
//////////////////////////////////STAGE 15: TRAIN CAR\//////////////////////////////////
//////////////////////////////////-----\//////////////////////////////////

Text Briefing:

Ethan, we must find Max! But use caution - Max's men are vicious killers and will shoot you on sight. Be careful not to injure any civilians.

Knowing Max, she probably has a backup plan in case things don't go her way. Remember, she's not too concerned about hurting innocent bystanders, so when you find Max, it'll probably be best to neutralize her before retrieving the NOC List. We'll meet up once I've found out where she is. The mole could be nearby as well. If he is, grab that rat and make sure he doesn't escape!

Primary Objectives:

- a. Neutralize Max's henchmen
- b. Meet Candice
- c. Find switch to block exits
- d. Knock out Max's bodyguards
- e. Stop Max and seize NOC List
- f. Defuse Max's backup plan

Weapons/Gadgets:

Communicator
9mm High Power
Face Maker
Gas Capsule
Torch
Liquid Nitrogen

Walkthrough: Due to the poor hit detection system, plus a few glitches, this level is very difficult. Just do your best...and, with some luck, you'll beat it! The first four cars are the same (well, not in design): Just shoot the people and watch out for the civilians. If you shoot and kill one, your mission is over right there and then. So if there's somebody in the way, just duck and hide behind a wall or whatever is available (mission a complete). The last compartment in the fourth car has Candice. She has a few items for you (mission b complete).

Now, walk into the next little thing and turn off the switch (mission c complete). Walk to the end of the next car to meet the conductor, just punch him in the chest and take his face. Now, guards will not hurt you unless you either a) Hurt them first or b) have a gun out. The last compartment in this car has Max, so get kinda close and use the Gas Capsule to kill her, then get the NOC (mission e complete) from her body. Shoot the rest of the guards (mission d complete), being careful not to take too much damage.

The second to last car is a bar, just shoot everyone, they're really agents. Then you'll find out that...*gasp!* Jim Phelps is Max's mole!! Well, nothing you can do about it now...just proceed to the baggage car. Clear it out and get the Torch and Liquid Nitrogen. Use the Torch on the bomb handles until they turn a little red and Ethan says "I'm not sure if it will take anymore." If you put more on, the bomb will explode. Next, take out the Liquid Nitrogen and spray it on, after a few seconds of this the bars will turn white and break! Do this to both of them and then use the bomb defuser on the bomb (mission f complete); Ethan will automatically climb onto the roof of the train.

```
//////////////////////////////////-----\//////////////////////////////////  
//////////////////////////////////STAGE 16: TRAIN ROOF\//////////////////////////////////  
//////////////////////////////////-----\//////////////////////////////////
```

Text Briefing:

Phelps is the mole! He is fleeing over the roof. A helicopter has come to his aid and Max's men are helping him escape. Eliminate them and destroy the helicopter before they get away. Watch out! You're on a moving train going at full speed: this is a very dangerous situation!

Primary Objectives:

- a. Catch Phelps

Weapons/Gadgets:

Communicator
9mm High Power
Rocket Launcher

Walkthrough:

The guards will be easy to dispatch, and the ones along the road shouldn't be a problem (just shoot the driver and the car will crash and flip over), but the Helicopters _are_! They keep on shooting at you (very painful), and it's hard to see them because, for one reason or another, they are transparent! Just look carefully, aim with the Rocket Launcher, and fire (one shot is enough). Don't get turned around in these situations either...just remember that the road should ALWAYS be on the left side...At the end, you'll enter a tunnel and Phelps will get on a chopper...a Rocket is all it takes (mission a complete).

The cinema after shows that the CIA set you up, they knew you weren't the mole, they just wanted you to do their dirty work!

Hmmm...good idea...better make a note of that one...

Briefing:

Good morning, Mr. Hunt. It seems that your old friend has gone active again. He has in his position five nuclear detonators, and plans to sell them to a willingly open terroistic countries. He has seriously upgraded security since your last visit, so getting in will be terribly difficult. Your mission, if you decide to accept it, is to sneak into the base and render it useless. As always, if any of your team members are caught, or killed, the secretary will disavow any knowledge of your actions. This message will explode in five seconds. Good luck, Ethan.

Team Members:

Ethan Hunt (that's you) - Reintegrated in the IMF and cleared of all suspicion. New leader of the IMF.

Candice Parker - Promoted to action agent status as she has proven her courage and wits in the line of fire during the Mole Hunt. Stationed in a submarine off the coast. Will supervise satellite video communications and be in constant radio contact with the team.

John Clutter - Back in action with Ethan. Nice to have the old team working again!

Andrew Dowey - Back in action with Ethan. Nice to have the old team working again!

(for their individual Bio, see the first mission)

//////////////////////-----\////////////////////////////////////
//////////////////////STAGE 17: SUB PEN\////////////////////////////////////
//////////////////////-----\////////////////////////////////////

Text Briefing:

Prior to our arrival HQ dropped the equipment by plane. Due to bad weather they've scattered it around a bit. Luckily all items are tagged so you'll be able to pick them up on your field scanner. First on your agenda will be to get our communication going, so I can guide you through the mission. To that end, Clutter will need to install the Automatic Frequency Scrambler (AFS) near the submarine antenna, while Dowey places a mine, just in case they decide to move out.

You'd best avoid contact with the guards, as you're largely out numbered. Make sabotaging the pump house high priority. The deal will take place on the other side of the mountain. There's a tunnel running through it and from the top of the old communication building you should be able to jump atop one of the trucks.

Dowey will have to cut the security system wires to avoid detection while you're in there.

Primary Objectives:

- a. Get the AF scrambler
- b. Get the mine
- c. Bring Clutter AFS and mine
- d. Get the Gas Injector
- e. Get the RC Detonator
- f. Get the explosives
- g. Sabotage the pump house
- h. Regroup on comm. building
- i. Bring Dowey wire cutters
- j. Find night-view glasses

Weapons/Gadgets:

- Communicator
- 7.65 Silenced
- 9mm High Power
- Uzi
- Gas Injector
- Explosives
- Detonator
- Mine
- AF Scan
- Night-view glasses

Walkthrough:

This level is hard due to all of the guards, which there are tons of. Kill anyone with your fists if their alone, you'll need to save all the ammo you can! The AFS is on the other side of the pen (mission a complete), the mine is near the searchlight on the right side of the level (mission b complete), the Gas Injector is behind the pump house (mission d complete), and the explosives are near the mine (mission f complete). Go back to Clutter and give him the mine and AFS, but shoot any guards who will try to arrest them beforehand (mission c complete).

Go run on over to the pump house (remember the house that had the mine the first time you were here?) and go downstairs, kill the guard, grab the wirecutters, plant the explosives, and get out of there. When outside, set it off (mission g complete) after you get the RC Detonator. Now go to the side of the building and hand Clutter the wire cutters (mission i complete). Ok, with the Gas Injector, go to the guard house and use it to clear the building. Go inside and get the Detonator and the Night-vision glasses (mission e and j complete). Note: If you were really fast, the detonator will still be on the ground, near the explosives.

After all of this, go to the Comms building. Climb to the top and take out the guards that are fighting the team. Then, simply "jump" on a passing truck (mission h complete)! Well, not really, don't push the jump button, just run off and land on it.

```
/////////////////////////////////-----\////////////////////////////////
/////////////////////////////////STAGE 18: TUNNEL\////////////////////////////////
/////////////////////////////////-----\////////////////////////////////
```

Text Briefing:

You'll have to place explosives to blow up the tunnel so the link will be cut between the two sections of the base. There are eight main support beams anchored to the walls. Set the explosives on the anchor bolts. Careful not to bump your head on the ceiling.

Primary Objectives:

- a. Find explosives
- b. Sabotage anchor bolts

Weapons/Gadgets:

Communicator
Night Glasses
7.65 Silenced
9mm High Power
Explosives
Detonator

Walkthrough:

This level is a disgrace...EASY! Just jump on the platform, get the explosives (mission a complete), place them on the anchor bolts you find throughout the level (mission b complete) and exit! The only difficult part comes from jumping back on the trucks. This is actually very easy if you know how...you don't have to jump. Just walk onto it! A few guards may get in your way, but only a few.

```
/////////////////////////////////-----\////////////////////////////////
/////////////////////////////////STAGE 19: MAINLAND\////////////////////////////////
/////////////////////////////////-----\////////////////////////////////
```

Text Briefing:

After protecting your backs by destroying the tunnel, Dowey will climb one of the towers with his sniper rifle. He'll be able to give you cover from there. Clutter will cut through the fencing to open a passage over the canal as well as find some more explosives to blow the power plant.

You'll have to find the accountant, assume his identity, and acquire the detonators for the deal, bring the case to Clutter, who will sabotage it. Once you've given the merchandise to the buyer, get out quick, as things are bound to get messy when they find they've been set up. Clutter and Dowey will be waiting on the gunboat for the getaway.

Primary Objectives:

- a. Find electric diagram
- b. Find explosive and plastic
- c. Sabotage power plant
- d. Cut off camera power
- e. Take on accountant's ID
- f. Get briefcase from bunker
- g. Sabotage briefcase
- h. Bring briefcase to deal
- i. Blow away helicopter
- j. Eliminate the seller
- k. Escape on gunboat with Clutter and Dowey

Weapons/Gadgets:

Communicator
7.65 Silenced
9mm High Power
Uzi
Face Maker
Explosives
Detonator
Sniper Rifle

Plastic Explosive

Walkthrough:

Talk about covert...

Walk through the hole in the fence and kill all the guards where the search lights are. Go to the two little cabins. They both have guards who are sleeping, so it should be easy to get in. Inside # 1 is a card of somekind on a desk (Let's call it Card # 1) and the other cabin has a piece of paper on the wall (mission a complete). After this, Doweiy will probably be in his Sniper spot by now, so use him to kill the two guards near the power plants. Now, go to boxes blocking the fence (start of the first mission) and look behind it...hole in the fence! Go through it, climb the boxes, and presto, you're on the other side of the canal. Kill the two guards on the top of the building, and drop down on the other side to greet Clutter, who will give you some explosives (mission b complete).

Next, go to the power plant. Check the piece of paper from the cabin, it will tell you which color controls the security system, or the camera and searchlights. Open the generator, place the plastic on the CORRECT side (if you blow up the wrong side it will destroy the bridge controls, and then you couldn't escape...i.e. you would fail your mission) and shoot it (mission d complete). Place the TNT next to the large tanks (mission c complete). OK, now go back to the searchlight place, and inside the cabin with the camera. Knock out the account and get his ID card, then get his face (mission e complete).

Go to the bridge, the one that leads to a locked door. Well, since you have the accountant's ID card, it's not locked anymore! :) Go into the bunker, and give Card # 1 to the guard, he'll let you pass into the next room. Use the accountants ID card on the slot, and you'll get to the room with the briefcase (mission f complete). Go back outside and talk to Clutter (mission g complete), he'll sabotage it for you. By now the Helicopter has landed, so go talk to the group of people. Now the buyers have the sabotaged briefcase (mission h complete).

As the Helicopter takes off, hang out the doorway with the stairs and use your Uzi (longer range than any other gun) to shoot the guys in the jeep that are on the far side of the area (mission j complete). By now, tons of guards are shooting at you, so get the cheese out of there! Run back and huddle in the factory place where you had your meeting. Now, use the sniper to kill the guards out there as they come in the factory, plus the ones that are guarding the gunboat. By now the helicopter has exploded (mission i complete). Now just get on Mr. Gun boat (mission k complete)!

//////////////////////////////////-----\//////////////////////////////////
//////////////////////////////////Level 20: GUNBOAT\//////////////////////////////////
//////////////////////////////////-----\//////////////////////////////////

Text Briefing:

Mission orders are to render the base useless. Destroy as many elements of the installation as possible during your escape on the gunboat. I'll be waiting for you at the sub. I'll see you then, all in one piece, I hope.

Good luck, Ethan!

Primary Objectives:

- a. Escape enemy base
- b. Destroy gas factory
- c. Destroy Radar
- d. Destroy main defense structures

Weapons/Gadgets:

- Communicator
- Gunboat Machine Guns

Walkthrough:

What is there to say? BLOW EVERYTHING TO HELL! Remember, if you quickly tap the fire button, you can get A LOT more shots in. And at the end, with the gas plant, concentrate on the walls, NOT the guns, because when the walls go down, the guns will too.

CONGRATULATIONS!

You have finished the game on the impossible setting (without any cheats...cough, cough), you are a true gamer! Yay! Let's open some bottles of Welche's Grape Soda (my favorite drink in the entire universe, plus I drink it ALL the time...like right now)

6) Codes and Secrets

__START__

Move Injured Body

By: Sumer4life (Sumer4life@aol.com)

Select the level Interrogation. No codes are needed for this one, but enter them if you must. Play the level as you normally would until you get to the infirmary. Get the antidote from the nurse first, or else you'll fail the mission. Distract attention by making the guy on the treadmill fall. Don't walk away just yet. Before the doctors can get there, walk right in front of the injured guy's hips. Don't stop, but keep on walking. If all went well, you should be pushing his body.

Push Dieter Harmon Through A Wall

By: Sumer4life (Sumer4life@aol.com)

Select the level Embassy Function. You will have to enter the code for the 7.65 silencer for this one in order to make it work. When you see the waiter, Dieter Harmon, pull out your gun. Stand a fair distance from him. Use the "R" button to aim, and aim for between his right arm and his chest. Fire rapidly. Each time that you shoot him, he will go back about two steps. Pretty soon you should be able to push him through the wall that's behind him. If you did this without killing him, he will magically reappear behind the counter at his usual spot.

Make Piano Player Hit A Lot Of Wrong Notes

By: Sumer4life (Sumer4life@aol.com)

Select the level Embassy Function. Enter the Mini Rocket Launcher code and Infinite Ammo code. Shoot all of the guard, preferably the one that walks around last. Then shoot absolutely everyone. Leave no one standing! Then wait around for the replacement guard to come. Let him arrest you. Immediately select the level again, and DO NOT PRESS PAUSE! Walk over to the piano player and he should make a lot of mistakes.

Resurrect Guard

By: Sumer4life (Sumer4life@aol.com)

Select the level Embassy Function. For this glitch to work, the Infinite Ammo code is needed. Use the blowpipe to trigger the alarm by shooting the guard that walks around. When the other guard comes running at you, also tranquilize him. Right before he falls over, you still have the option to talk to him. Press "A," and when he falls over, he'll pop right back up and say, "The reception is downstairs, sir." You will also be able to walk right through him! Also, he will be in a completely new spot. Make sure to shoot the third guard so you won't get caught.

Neutralize the Searchlights

By: Chisler24@aol.com

Are you annoyed by the searchlights in the Ice Hit and Ice Storm missions? You can easily shut them off by shooting the bulb with your gun (you have to be close to it, but not so close as to set it off). Boom, lights off, no alarm, easy going.

Russians Speak English

By: MattzStar@aol.com

In Embassy go to the first Russian couple. Talk to them, and they will speak Russian. Then punch the man. You will see the Russian woman yell in English: "Security! Security!". Just a little joke.

Make Ethan Cough

By: Ancalagon (smoran@localaccess.com)

This is a very simple trick that I found on accident. On any level, just stand still and don't move. (out of harm's way of course) After a while, Ethan will cough and look from side to side. This trick can be performed on the Possible or Impossible setting

Ethan Sits Down

By: Ancalagon (smoran@localaccess.com)

This trick is done the same way as when you make Ethan cough. All you have to do is to stand and don't move, just like when Ethan coughs, only you wait longer. Ethan will cough about 3 times, and after the third cough he will sit down and wont get up unless you start to move him. This trick can be preformed on the Possible or Impossible setting.

Tunnel Glitch

By: jx2 (Tomcat85@aol.com)

First choose Tunnel on impossible. As you come up to the first platform on the right there is a enemy standing there. Kill him first, then jump on to the platform. As you head to pick up the explosives, the guy you killed will be back and shooting at you. The ghost enemy will keep shooting at you, but you cannot kill him. It's best not to do this w/ out invincibility.

Blow Up Helicopter

By: Mission64 (Mission64@yahoo.com)

Complete every objective in the CIA Rooftop, up to the point where you install the EMS. Don't install it, just wait for the helicopter to take off. When it's in the air, install the EMS. The helicopter will come back down and explode.

Talk to Dead Barnes

By: Thomas W. (Bondw22@aol.com)

Go to KGB headquarters on any difficulty and talk to Barnes (until he dies). After you are done talking punch or shoot Barnes (it is best to punch him so an alarm does not go off). After you do this Ethan will say "Sorry pal I was just making sure you were dead". This is a pretty neat trick.

Floating Piano Player

By: Mike Puthoff (jputhoff@nauticom.net)

Here is a fun glitch for Mission: Impossible. First you must activate the mini-rocket launcher code (R, L, C-LEFT, C-RIGHT, C-DOWN) for the Embassy Function. When you enter the level, it would be wise to kill all of the guards, so you won't get caught. Next go into the ballroom and stand in the corner behind the piano, facing the piano player. Next, fire one rocket at the piano players chest. The force of the blast will knock him off the bench and he will be leaned over dead floating in mid air!

Transparent Ethan

By: By: yoshi90347@aol.com

Here's a cool trick for Mission Impossible. First enter kid mode (C DOWN, C UP, R, L, Z) and go to the station level. Don't kill the two men as you normally would, kill Ethen. Immediately kill the two men once Ethen says "ARG! They got me". If you did everything right you should see Ethan rise from the ground in transparent form. To bad it won't let you get on the train then it would be very easy to beat!!

Get Trapped in a Crate

By: voy_lcars (voy_lcars@yahoo.com)

In the level select sreen on the "CIA Escape", type in the kid mode (C-down, C-up, R, L, Z). After that access the "Rooftop Escape". Return to the crates that you placed the video camera on in the "CIA Rooftop". When your communicator flashes to let you know that you can climb the crate go ahead and climb it. You will only get halfway up till you pop into the crate. After that you will be unable to get out.

Kill People in Embassy Function

By: lotito@mindspring.com

First, go to the level selection screen and enter the code for the Mini Rocket Launcher (R, L, C-LEFT, C-RIGHT,

C-DOWN) and select Embassy Function. Okay, now you have to kill three security guards. First, kill the security guard that makes his rounds in the hallways. Wait until he gets to the space between the bathroom and the hallway. Pull out the rocket launcher and shoot him. One hit should do it. Now go into the ballroom and up the stairs to the area that is restricted to guests. From anywhere, kill the guard with the rocket launcher. The guard near the elevator won't budge. Now just kill him. Now you can shoot ant civilian and it will take a long time for a replacement guard to come. I've been able to kill almost everyone in the entire embassy without being caught. Be warned! The replacement guard is invincible.

Sink Dowey

By: SkulMunky7 (SkulMunky7@aol.com)

First, turn on the Mini Rocket Launcher cheat (R, L, C-left, C-right, C- down). Now go to the very first level (Lundkwist Base, Ice Hit). When you get off the raft, turn and face the river. Now wait. Eventually, Dowey will pass by on the raft. Blast him with the Launcher. The raft will sink and Dowey will go down with it, saluting with his hand to his head. It's pretty cool.

Mission Impossible Moves

By: ISAI DHI@aol.com

Button	Action
A Button	Open door, push switch, or receive message
B Button	Choose your weopon
Z Button	Fire Gun or Punch
Controll Pad (+)	Moves Camera around
Controll Stick	Move Ethan
C-Down	Crouch
C-Left	Left Sidestep when aiming
C-Right	Right Sidestep whe aiming
R Botton	Aim
L Botton	Switch camera mode
B,C-Down	Switch to Gadget Select

Fun Stuff To Do With Kid Mode

By: JaJigga (Mistyskate@aol.com)

Go to the level on the map "Recover NOC List," enter the Kid Mode code (C- DOWN, C-UP, R, L, Z), and go to the level "Embassy Function." After the intro talk to the couple looking at the painting and then go to the main room the the piano player is and look at him. His head is sticking though his chair! Make sure you talk to him. After that go to the bar where Dieter Harmon, the bartender, is and talk to him. You will still talk to him even though neither of you can see over the bar. If you keep talking to him, the drink and nausea powder will just appear and slid over to you and will disappear. Then get Scofield, the psycho woman who is following you, into the bathroom and knock her out. After that Ethan will put her in on the toilet. Look at her, she will be actually in the toilet with her head sticking up and the rest of her sticking out of toilet. Start walking back to the main room and talk to the couple with their head sticking though the chairs and get the score. Then give the piano player the score. The Administrator's Aid will come down. Get him to drink the poisoned wine and follow him to the bathroom he will be splashing water on himself out of mid air. Knock him out. After Ethan drags him in the stall he to will be sticking of the toilet.

There is more stuff you can do with kid mode and I will write more about it later.

Ghosts In The Embassy

By: ISAI DHI@aol.com

Go to Embassy function and have the Mini Rocket Launcher cheat on. (R,L,C- LEFT,C-RIGHT,C-DOWN) Go to the piano

room where the bar is and go to the bar and turn left. You'll see a couple, when you talk to them you can't understand them. Blow them away with the launcher, but be carefull not to hurt the waiter. If the gaurds come kill them. let the waiter serve the spot where the couple was then they will reappear. Now when you shoot them it goes right through them.

Seeing Under Water
By: ISAI DHI@aol.com

Go to a level with water in it. Then jump in the water as soon as you jump press and hold R. You can also do this trick a different way, select your weapon to fist. Once again hold R and just walk in. Too bad you have two seconds till you drown and it says game over.

Terminal Room Glitch
By: ISAI DHI@aol.com

Go to where the last yellow lazer is and wait for that computer operator to come in and leave. Then touch the yellow lazer quickly when the first door closes to make the operator place you under arrest through the wall and will shoot you down through the wall too.

Embassy Brawl
By: Pat Jandro

This trick is a trick inside a trick. It refers to the "Meet the Infograme Team" trick. I did this and found another trick you can do while talking to the people. You can get into fights with the people but not before you talk to them (if you punch before talking to them you can't get your life bar full because they won't talk to you.) They will chase after and yes if you keep on trying to fight they will kill you. I haven't sucessfully knocked anyone out yet so I don't know if it is possible. Another fun thing to do is talk to the piano player. He will say "Don't shoot me!" If you punch him he will stop playing but the music will continue. You can beat on him mercilesly with no remorse. If you want to kill him go up the stairs and talk to the group of people by the door then go back down he will still be standing but now you can punch him with a fatal blow! It's fun to get the whole place trying to mob you. Have fun!

Weird Glitch
By: SvenJ (celtic@cruzio.com)

At the very beginning of the sation(the sniper level), shoot. You should shoot as soon as the crosshairs come up but don't try to anticipate it. If you did it right you should have killed the gaurd closest to Ethan. The second gaurd will then bust out a rapid fire 7.65mm silenced gun and kill a few civilians, you will live. The wierd part is that Ethan keeps walking as though they gaurds still have him at gunpoint. If you let Ethan travel out of the screen, you will still fail the mission.

Terminal Room Trick
By: Kris Ellestad (doclstad@candisc.com)

When descending on the rope in the terminal room, you may have noticed that you have to swing around to get past the yellow lasers. Well, not anymore.

The trick is to go into the first person view when nearing the lasers, and move slowly towards them (the yellow ones). Keep moving slowly closer and they should move to the side. You can use this trick for all three of them.

Meet the Infogrames Team
By: IGN64.com

After you complete Mission: Impossible on "impossible," wait till the credits are over. You will now be able to go back into the Embassy and meet the Mission: Impossible (second) design team. Talk to all the people (until your health bar is full) -- then you will get a bonus animation of Ethan, that little devil.

Cheats (Weapons and Modes)

By: SHiner (Scott), MadTecrall@aol.com, and Gr8tGoalie@aol.com

Enter all of these codes during the mission select (level select) screen.

R , Z , C-Down, R , C-Down - Gives you Invincibility

C-Up, Z, C-Left, Z, L - Gives you Infinite Ammo

C-Down, L, C-Up, C-Right, L - Gives you Giant Head Mode

C-UP, Z, C-UP, Z, C-UP - Gives you Turbo Mode

C-DOWN, C-UP, R, L, Z - Gives you Kid Mode

C-DOWN, R, C-UP, L, C-LEFT - Gives you Big Head Mode

C-DOWN, R, Z, C-RIGHT, C-LEFT - Gives you Big Feet Mode

C-RIGHT, C-LEFT, C-RIGHT, C-DOWN, R - Gives you Uzi with 30 rounds

R, L, C-LEFT, C-RIGHT, C-DOWN - Gives you Mini Rocket Launcher with 30 rockets

C-UP, L, C-RIGHT, C-LEFT, C-UP - Gives you 7.65 Silencer with 30 rounds

R, L, C-DOWN, C-UP, C-UP - Gives you 9mm HI POWER with 30 rounds

Note: After you enter a code correctly then you well hear Ethan saying "Ah, that's better."

__END__

Thanks Ritchie!

7) Legal Junk

This guide can not be copied without permission of the author. It can not be used as a means of profit. Basically, just don't put your name where mine should be (i.e. stealing).

Copyright (C) 1998 marshmallow

Yes, you can print it out, silly => Just don't sell it for money.

8) Credits

Nintendo: For supporting Infogrames through all of this

Infogrames: It's their company

First Developing Team: For thinking of the idea

Second Team: For finishing it off so we could all have it

Some of my ICQ Friends: For answering some of my M:I questions

N64 Code Center (www.n64cc.com): For letting me use their codes/tricks/etc...

9) Farewell/Final Notes

As always, if you have any corrections, questions about the game or my FAQ, queries about anything in particular, want to be my bud, or anything else that my whacked mind can't think of at the moment, then e-mail me at m_mallow@hotmail.com (also found under the title of this FAQ).

My ICQ # is 9936617

But PLEASE! Don't just add me to your list for the sake of it. I will EXPECT to actually talk to you every once and awhile. Understand? I already have nearly 200 people on my list, and 50% of them don't talk to me anymore...

I'm already knee deep in development of my Turok: Dinosaur FAQ. Why am I making it?

1. The ones already out, for lack of a better word, suck (at least the one's I've seen)
2. Turok 2 is coming out soon and I should do the original before the sequel! :)
3. I dunno, I'm bored...
4. It will keep me off the streets for awhile. Isn't that a good

thing?

C-ya on the flip side

.

.

.

or should I say, the next guide?

- marshmallow -

This document is copyright marshmallow and hosted by VGM with permission.