

everything else that you might expect. The large amount of help that this FAQ would give to many gamers across the world may represent a threat to our national security.

Your mission, should you choose to accept it, is to infiltrate this FAQ, analyze its contents, and determine whether or not enemy action is to be taken against the author.

As always, if you or any member of team should be caught, or killed, the secretary will deny all knowledge of your actions.

This message will self-destruct in five seconds. Good luck Jim.

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And that is that.

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I. Basic Training

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Before you get started on your first mission, it is very important that you familiarize yourself with the controls and basics of Mission: Impossible. If you don't, well, you're going down big time. So do yourself a favor and read this section, or just study the manual.

1. Game Controls

Standard Controls

Start: Press Start to enter the IMF File Menu, which essentially pauses the game.

Control Stick: Use the Control Stick to move around. Another easy one.

Z Button: Press Z to fire your current gun, or if you are unarmed you can punch.

B Button: Press B to enter your Inventory. Pressing B multiple times will scroll through your weapons. To select a weapon, just press A when you get to it. More on this later.

A Button: The A Button is used for talking, opening doors, and operating things. When there is nothing to open, operate, or talk to, you will jump instead. Take note of the fact that in some levels jumping is disabled.

R Button: Hold R to enter the 1st person aiming mode. More on this later.

Up C: Press Up C to zoom in your current weapon when you are aiming.

Right C: When aiming, strafe to the right.

Left C: When aiming, strafe to the left.

Down C: Press this button once to duck, and a second time to stand up.

Control Pad: One of the nifty little features of Mission: Impossible, you can use the Control Pad (the one on the left) to swivel the camera around you to get a good view of things.

L Button: Press L to change your camera perspective. There are several different perspectives. I don't use this feature very much.

Sniper Mode

While using a Sniper Rifle in the Train Station and on the Mainland, the controls are a little different.

Start: Pauses the game.

Control Pad: Moves the crosshair around.

Z Button: Fires

Up C: Zoom in closer.

Down C: Zoom out farther.

R Button: "Precision Aiming" makes the crosshair move a little slower that you can more accurately aim the sniper rifle.

B Button: Press B to switch between the two different Snipers (Luther and Krieger) at the Station in order to get a better view of things. In the case of the Mainland, use B to switch between Dowey and his Sniper, and Ethan and a regular gun.

Terminal Room

In one of the most famous levels in Mission: Impossible, you get to descend into the CIA high-security terminal room, just like in the movie. Well, the controls in that level are once again, a little different.

Start: Pauses the game.

A Button: Lowers Ethan farther down.

B Button: Raises Ethan up.

Control Stick: Swings Ethan around, and can also be used to rotate in a different direction.

C Buttons: Moves the camera around to get a better view of things.

Control Pad: Same as the C Buttons.

R Button: Hold R to get a 1st Person perspective.

Gun Boat

And, last but not least, we have the gunboat controls.

Start: Pauses the game (Yeah, like you didn't see that coming).

Z Button: Fires the cannon.

Control Stick: Moves the crosshair around.

2. Important Things to Know

Besides knowing the basic controls, there are lots of other stuff that you have to get the hang of in order to succeed at Mission: Impossible. That's what this section is for. So I'm just going to go over a couple of important issues that should be useful to you.

The Inventory

When I first played Mission: Impossible, I could not get the hang of the Inventory at all. But after I finally figured it out, I found it to be very useful and well designed.

The Inventory made up to two lists of items, Weapons, and Items. The Weapons are listed horizontally on the bottom of the screen, and the Items are listed on vertically on the right side of the screen.

First off, access the Inventory by pressing B. This should bring you to the Weapons list. Press B again, and you can scroll through your weapons. When you reach the one that you need, press A to select it.

Getting into the items list is easy, once you know how. When inside the Weapons list, press the Down C Button to get into the items list. From there, press B to scroll through your items, and select one by pressing A. Once an item is selected, you will automatically use it.

There, now that wasn't so hard, was it?

The Rules of Combat

One of the most important rules of Mission: Impossible is that there is NO Auto-Aim. None, none at all.

Therefore, if you are simply standing around, and you fire your gun, the odds of you hitting that enemy soldier are astronomical.

So, the solution is to aim. If you press the R Button, you will enter the 1st Person Aiming Mode in which you get Ethan's view of things. A crosshair will also appear on the screen, which should greatly increase

your chances of hitting the enemy.

While Aiming, you can not move around normally, but you can strafe by using the Left and Right C Buttons. This can be extremely useful at certain points during the game.

Pressing Up C will also zoom in your gun, another useful feature.

However, if you try to aim while you are not holding a gun, you will simply enter a 1st Person mode where there is no crosshair, and you can not strafe. I have no idea why you need a weapon to strafe, but it's really no big deal that you can't.

Because of this, you don't need to aim when punching. Punches, unlike bullets, can hold their own in a fight.

During the Walkthrough, I will frequently give directions like "Shoot that guard," or something. When I say this, you ALWAYS NEED TO AIM! I'm just not saying so to save time. Don't forget to aim!

The last thing that I have to say here is also one of the most important. The enemies in Mission: Impossible are a little peculiar, in that they can usually take multiple shots to the body without so much as flinching. That is not good, and makes things harder for you, since you need to fire more bullets to kill the enemy, and will get hit multiple times yourself.

So, to make things easier on yourself, ALWAYS try to go for head shots when using a normal gun. They aren't that hard to get and will almost always instantly kill. However, some of the black guards in the Ice Storm mission may require more than one head shot to put them down on Impossible mode.

However, the Dart Gun is the one exception. The Dart Gun will put an enemy to sleep almost instantly, no matter where you hit him. This eliminates the need for head shots.

Sorry for going on for so long, but I really needed to get these facts down.

The Game Screen

Most of this is basic stuff, but I'm just going over it to be thorough.

Health Meter: The lit fuse at the bottom of the screen is your Health Meter. The amount of white represents how much health you have left.

The Communicator: In every mission, you have your trusty communicator that allows you talk with the other members of your IMF team. A white light means an incoming message for someone. The communicator also shows when certain actions can be attempted. For instance, if a green light flashes when you walk by someone, you can talk with them. Likewise, a red light means that you can operate or open something.

Field Scanner: The Field Scanner is very important because it gives you the locations of key points in the Mission. Red dots are items, green dots are people, and places to go are white dots. Use your Field Scanner often, you're going to need it!

Possible vs. Impossible

Mission: Impossible has two difficulty settings, Possible, and the more difficult Impossible.

In Possible mode, Ethan can take a lot more hits, enemies are a lot dumber, and sometimes there are less objectives to complete.

In Impossible mode, Ethan can take less hits, enemies are smarter, and you usually have more objectives to complete. Also, some elements of the mission will be more difficult, for instance in the Mainland Mission, you will need to find a keycard to get into the Bunker, while in Possible mode, that door is already open. I have listed all of these differences throughout the Walkthroughs as best I can.

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II. The Tools of the Trade

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This section of the FAQ contains info on the things that make the world go round, namely Team Members, Weapons, and Gadgets. Let's just hope that you weren't expecting anything else.

1. Team Members

No one man can do it alone, that's why they call them IMF Teams. The following is a list of all of the people you'll be counting on to successfully complete your mission.

Name: Ethan Hunt

Missions Participated In: Ice Hit, Recover NOC List, CIA Escape, Mole Hunt, Ice Storm.

Bio: One of IMF's most reliable agents. Highest success rate in the agency. Numerous skills make him the first choice for any mission.

Notes: Ethan Hunt is the guy that you will be controlling in every mission (with one exception). He's also the big hero of the game.

Need I say more?

Name: Jim Phelps

Missions Participated In: Ice Hit, Recover NOC List

Bio: Leader of the IM Force, a true genius for organizing covert operations relying on dissimulation and psychology.

Notes: Mr. Phelps is basically the Big Cheese of the IMF, he leads the missions, and gives the orders. He's been in the business a long time (since the original Mission: Impossible TV show, in fact) and is a close personal friend of Ethan Hunt.

Name: Candice Parker

Missions Participated In: Recover NOC List, CIA Escape, Mole Hunt, Ice Storm

Bio: Top cryptology expert. Former MIT researcher. Excellent support agent in missions involving computer security.

Notes: Candice is the big computer expert, and is also Ethan Hunt's love interest throughout the game. She also seems eager to help Ethan get off of the Disavowed List later on in the game.

Name: John Clutter

Missions Participated In: Ice Hit, Ice Storm

Bio: Professional mountain climber and cold weather enthusiast.

Specialized in radio systems and explosives. Participated in the successful Arctic Shield Mission in the North Pole.

Notes: Clutter is a good man to have along in the cold missions, and he also knows a lot about blowing things up....

Name: Andrew Dowey

Missions Participated In: Ice Hit, Ice Storm

Bio: Ex-marine colonel, one of the finest triggers in the agency. An inestimable ally for his electronic skills and knowledge of alarm systems.

Notes: Like Clutter, Dowey likes to go along on the Ice Missions with you, that's his job. He's good with electronics too, but just watch out that he doesn't cut the wrong wire.

Name: Sarah Davies

Missions Participated In: Recover NOC List

Bio: Four years living in Prague. Infiltrated native high society. Invaluable for local intelligence.

Notes: Sarah is another close friend of Ethan Hunt. She can be counted on for information, and maybe a special item or two if you ever spot her in the crowd.

Name: Dieter Harmon

Missions Participated In: Recover NOC List

Bio: 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.

Notes: Another local of Prague, Dieter is the bartender at the Embassy Function. You might be able to get something from him....

Name: Jack Kiefer

Missions Participated In: Recover NOC List

Bio: Organizational expert, specializing in smooth getaways.

Impeccable timing. Always counted on to get the IMF home safely.

Notes: If you want to get out of the Embassy alive, chances are that you'll need Jack's help. After all, who would suspect the fireman?

Name: Luther Stickll

Missions Participated In: Mole Hunt

Bio: Disavowed CIA agent suspected of bypassing internal security regulations. Allegations unproven. Trusted by Ethan Hunt.

Notes: If Ethan wants to find the mole and get back into the CIA, he'll need the help of expert computer hacker Luther Stickll. Of course, in the game he never uses a computer, he just comes along as a sniper.

Name: Krieger

Missions Participated In: Mole Hunt

Bio: Skilled CIA agent disavowed for unpredictability and hostile behavior bordering on the sociopathic.

Notes: Along with Luther, Ethan Hunt also recruits Krieger to aid him with his Mole Hunt. But the question is: can he be trusted?

Name: Robert Barnes

Missions Participated In: Recover the NOC List

Bio: Ultra-reliable high-risk operative. Seemingly intercepted attempting rescue on Candice Parker.

Status: Missing in Action.

Notes: Immediately before Jim Phelps was assigned to recover the NOC list, Barnes snuck into the KGB headquarters to rescue Candice and make it look like Golytsine's fault, but he failed. He still might be in there somewhere, so keep an eye out for him.

2. Weapons

Usually, an IMF Agent requires nothing but stealth, secrecy, and some high-tech gadgets to complete a mission. But of course, most agents are also skilled with more conventional weaponry.

Name: 7.65 Silenced Pistol

Found in: Ice Hit, Ice Storm

Scope: Small

Description: Very silent, very deadly. No IMF Agent would risk death in the field without it.

Notes: This CIA special issue pistol can come in handy in missions where there are numerous enemy guards. The silencer also reduces the risk of attracting attention.

Name: 9 mm HI Power Gun

Found in: Ice Hit, Recover NOC List, Mole Hunt, Ice Storm

Scope: Medium

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

Notes: When the proper silencing methods are not needed (or unavailable) Ethan can go for a normal pistol, because after all, it gets the job done. The soldiers at the Lundkwist Base, Max's henchmen, and most KGB soldiers will come armed with this weapon.

Name: Uzi Submachine Gun

Found in: Ice Storm

Scope: Large

Description: Popular black market item. Compact, automatic, frequently used in criminal circles and major motion pictures.

Notes: The black hooded soldiers at the Lundkwist Base carry Uzis, and while they can really drain the life out of you, the gun itself is quite useful. Besides coming with a lot of ammo, the scope on the Uzi makes it a lot easier to nail those enemies from a distance.

Name: Mini Rocket Launcher

Found in: Mole Hunt

Scope: Small

Description: A nice little hand rocket launcher. Very portable. Ideal for agents on the move.

Notes: A portable rocket launcher, who would have thought? When you do

find this gun, use it to take down highly armored equipment, but it also works well against people.

Name: Dartgun

Found in: Recover NOC List, CIA Escape

Scope: Very, very small

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

Notes: Instead of killing your enemies, the dartgun will put them peacefully to sleep, thus avoiding high body counts. It's advantage over a pistol is that a single shot aimed anywhere at the body will take down the enemy. The disadvantages are the lack of a powerful scope, and the overall small range of the gun.

Name: Sniper Rifle

Found in: Mole Hunt, Ice Storm

Scope: An extremely high power scope that is able to zoom in and out.

Description: High precision rifle with very powerful telescope.

Notes: In two levels, one or two of Ethan's team members will be armed with sniper rifles. The sniper is a great weapon, as you can zoom in as close as you need for a better shot, plus the enemy will never know that you're there.

Name: Electro-Stunner

Found in: CIA Escape

Scope: None

Description: Sends a 40,000 volt shock that will positively electrify recipient. Leaves victim unconscious, but doesn't kill.

Notes: Like the dartgun, the stunner is used when body counts must be kept to an absolute minimum. The disadvantage with the stunner is that the range is even more limited than the dartgun.

Name: Fire Extinguisher

Found in: Recover NOC List, CIA Escape

Scope: None

Description: No description available.

Notes: In a crisis, even your average fire extinguisher can be used as a weapon. Just point and fire to release a cloud of gas that will blind the enemy and render him unconscious. Once again, this weapon is used when killing is not an option.

Name: Blowpipe

Found in: Recover NOC list

Scope: None

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

Notes: When a gun just can't be used, Ethan will carry a blowpipe for emergencies. It won't kill, just render the victim unconscious. Be sure to aim carefully, as you only get one shot!

Name: Gun Boat Cannon

Found in: Ice Storm

Scope: None

Description: Mounted on an old river patrol boat, this double barrel cannon could have had it's origins in the Civil War. Very large caliber with very low impact, only multiple hits will cause real damage.

Notes: Your orders are to completely destroy the Lundkwist Base, but the only firepower available is the old gun boat cannon. The guns themselves are not very powerful, so you will need to get a lot of hits

to destroy a building. Speed is critical here.

Name: Gas Spray

Description: Used by CIA guards as internal security weapon. When inhaled slows down all muscular movement and control.

Notes: The Gas Spray is used by the special CIA guards that come when a camera spots you. But, you can never pick it up after you kill them. If you know a way of obtaining this weapon, please email me.

3. Gadgets

The real secret behind the IMF lies in the large amount of advanced equipment that can be used in a variety of situations. In order to succeed, you should be familiar with that equipment.

Name: IMF Communicator

Found in: All Missions

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

Notes: An extremely important item, your communicator allows you to keep in touch with your team members, as good communication is essential in most missions.

Name: IMF Field Scanner

Found in: All Missions

Description: A small wrist-wielded scanning device, can pinpoint people, locations or objects tagged with special CIA "homing" mechanism.

Notes: The field scanner is a very useful item because it gives you the location of special items that are crucial to the mission. This makes it especially useful to novice agents. Be warned that not all important objects will be shown on the scanner, so a little brainwork of your own will have to be done.

Name: Auto-Frequency Scrambler

Found in: Ice Storm

Description: The AFS when installed near an emitting device makes IMF communication completely undetectable.

Notes: In order to hide the presence of the IMF team, the AFS will need to be properly installed. Luckily, that job belongs to Clutter.

Name: Electro-Magnetic Scrambler

Found in: CIA Escape

Description: An electromagnetic scrambler for disturbing aircraft instrument readings and radar.

Notes: Proper use of the EMS can render most types of aircraft useless while on the ground, so they won't be going anywhere for awhile. Very useful if you need to secure yourself a ride home.

Name: Explosive Gum

Found in: CIA Escape

Description: Looks like Christmas. Press red to green, stick somewhere and get away. Five seconds later it will blow your way into New Years. Best not to chew.

Notes: Red light, green light! Simple to use and effective as well.

The gum is useful when you need to create a distraction, or if you just need a means of escape.

Name: Face-Maker

Found in: Ice Storm, Recover NOC List, Mole Hunt, Ice Storm

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 parties.

Notes: Many of the IMF's past successes would have been in jeopardy without the Facemaker. After all, sometimes impersonating someone else is the only way to go.

Name: Fingerprint Scanner

Found in: CIA Escape

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

Notes: Simple enough, find an important person and copy their fingerprints. Be warned however that not everyone will have access to all areas, so a master print will have to be found.

Name: Gas Capsules

Found in: Mole Hunt

Description: Small capsules when thrown to the ground produce same results as the gas injector. Work well in open space, but their effects dissipate quickly.

Notes: The Gas Capsules will actually work much better in closed spaces than in open spaces. They're really simple to use, just throw, and back away.

Name: Gas Injector

Found in: Ice Storm

Description: Very powerful and compact spray device. Used in closed area can render almost entire army to sleep in seconds.

Notes: The Gas Injector can be used as an alternative to shooting, and a much better alternative, I might add. To make things easier on yourself, use the gas injector from behind a closed door.

Name: HI Power Explosives

Found in: Ice Storm

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

Notes: This is simple enough, just use the explosives near the thing that you want to blow up, then just push the right button on the detonator.

Name: Infa-Red Contact Lens

Found in: CIA Escape

Description: Infa-red contact lens enabling security personnel to see security lasers normally invisible to the naked eye.

Notes: Without this contact lens, you won't be able to see the CIA security lasers, so you'll be in for a nasty shock.

Name: Laser Deflector Prism

Found in: CIA Escape

Description: A special device used to create a passage in security laser barriers.

Notes: This little gadget is your ticket to getting past that laser net. Of course, without it, you may have to resort to more conventional measures....

Name: Nausea Powder

Found in: Recover the NOC List

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

Notes: This is some nasty stuff. The real trick is getting it into the victim's drink, and then getting the drink to the victim.

Name: Night-View Goggles

Found in: Ice Storm

Description: Useful on sabotage missions where power outages are frequent.

Notes: If you can't see in the dark, you won't be getting very far. That's where the night vision goggles come in. Be on the lookout for an extra pair lying around.

Name: Plastic Explosives

Found in: Ice Storm

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

Notes. This stuff is easy enough, just place it on the object you want to blow up, then shoot it!

Name: Radio Detonator

Found in: Ice Storm

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

Notes: Without this, the explosives would be useless. Just push the button after you've correctly placed the explosives.

Name: Sensor Mine

Found in: Ice Hit, Ice Storm

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

Notes: One small mine can actually do a lot of damage. Be careful, because if it's the preset time model, you'll have to hurry up!

Name: Smoke Generator

Found in: Recover the NOC List

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

Notes: Since you'll want to hide the smoke generator's where no one can see them, the vents in the embassy will be the perfect place. Just make sure that no one sees you.

Name: Spy Cam

Found in: CIA Escape

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

Notes: This thing is extremely useful for obtaining security codes. It works best when placed up high.

Name: Wire-Cutters

Found in: Ice Storm

Description: Zirconium bladed! Will cut through virtually anything. Insulated up to 50,000 volts.

Notes: Doweys's special piece of equipment, just watch out that he doesn't lose them. Of course, there might be another pair lying around somewhere....

Name: Video Freezer

Found in: Recover the NOC List

Description: Electronic jewel that blocks all flow of multimedia data.

Notes: This little thing should stall the Russian communications for awhile. You will have to remove it when you're finished, however.

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III. Mission Walkthroughs

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And now, for the moment you've all been waiting for. Yes, that's right, the Mission Walkthroughs! Enjoy!

1. Ice Hit

Mission briefing from CIA Headquarters:

Good morning Mr. Phelps,

International weapons dealer Basil Prokosh has set up operations at an abandoned World War II submarine base at Lundkwist. Our information shows he is planning to upset peace in the Gulf by selling twelve medium-range missiles to an enemy country.

Your mission, should you decide to accept it, is to sabotage the submarine transporting the missiles. As always, should you, or any member of your IM Force be caught, or killed, the secretary will disavow any knowledge of your actions.

This message will self-destruct in five seconds. Good luck, Jim.

Team Members: Jim Phelps, Ethan Hunt, John Clutter, Andrew Dowe.

Mission Equipment: Communicator, Field Scanner, 7.65 Silenced Pistol, Face Maker

Mission Stages: Lundkwist Base, Subpen

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Stage i: Lundkwist Base

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Objectives:

Change identity
Find excuse for errand
Destroy electric power panel (Impossible only)
Get to Subpen with Clutter

Walkthrough:

As soon as you get off of the raft, Doweey will drive away, leaving you all alone with only your pistol and the Facemaker. Start by putting your pistol away and switching to your fists. Right about now, you'll get a transmission from Phelps saying that he's found a building with someone in it.

You should run over to your right and jump on to a pile of boxes to get over the chain length fence. Now take a left, and run over to that building that Phelps was talking about (Don't worry, you can't miss it).

Open the door, and some guy will ask you what you're doing. After you make up a rather lame excuse, he'll get suspicious and announce that he's going to get a guard. Immediately after he says this, punch him!

Once this guy is down for the count, make sure that he's inside the building, and use the Face Maker on him (Change Identity: Done). Once you have your disguise, look around the office, and there should be a letter on the desk. Take it (Find excuse for errand: Done) and you've got your ticket to the Subpen!

Making sure that you're not holding your gun, exit the building and take a left. Run down the path through the gap in the fence ignoring any guards that you see. You could talk to them, but you don't have to.

Now, if you're on Impossible Mode, you have to complete an extra objective (Ignore this section if you're on Possible Mode). When you pass through the gate, keep going straight until you get to a small circuit panel box mounted on the wall.

This next part is a bit tricky. Stand in front of the circuit panel and look to your right. Make positively sure that there are no guards over there to see you. When all of the guards are out of sight, quickly pull out your gun and shoot both halves of the board (Destroy electric power panel: Done). If any guards see you do this, you will be caught, and fail your mission.

From the circuit board, you should take another left to get to the Subpen gate. It's guarded by a few soldiers, and some guy with a truck. Walk right up to the guard standing next to the truck, and hand him the letter, after making some small talk with him if you like.

The guard will get into his truck and start the engine. Since the truck takes awhile to warm up, you have a little bit of time to run around to the back of the truck and jump on, hiding yourself from view. Clutter will join you, the guards will open the gate and you're home free (Get to the Subpen with Clutter: Done)!

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Stage ii: Subpen

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Objectives:

Find magnetic mines
Give mine to Clutter
Join Dowey for getaway

Added Objective: Sabotage the gunboat

Walkthrough:

After ditching the truck, your mask will fall into shreds (because of the extreme cold) and following your goodbyes with Clutter, you're off to find the mines.

Turn around from where you start so that you face the red dot on the scanner, and run in that general direction. The mines are inside that large stone building in front of you. Run up to it, but watch out for guards. If there is a guard, either shoot him, or sneak around him.

Run inside of the gray stone building and head over to the shelf on the left side of the room. The mines should be on that shelf (Find magnetic mines: Done).

Now you have to go find Clutter. Step outside and run around the back of the building, keeping an eye out for guards. When you get around it, duck in between the large boxes (following the green dot on your scanner) to find Clutter next to the wall.

After a short talk with Clutter, you'll give him your hard earned prize (Give mine to Clutter: Done) and he'll go off to plant it on the submarine. Immediately after, Phelps will come in and inform you that in order to safely escape, you'll have to destroy a small gunboat on the edge of the Subpen (Added Objective: Sabotage the gunboat).

After picking up that valuable information, run forward to the edge of the dock by the submarine. There should be two docks, one on the left, and one to the right. Head to the right dock, which should be the closest one to you. Be sure to watch out for a patrolling guard that's walking around here.

When you get to the dock, run down the ramp on the side and you'll see that boat that Phelps was talking about. You can take care of it by planting your other mine on the boat (Sabotage the gunboat: Done).

Hey, now you're almost home free! Start running along the side, ignoring any guards that shoot at you. There is a ladder along the left side of the pier that you can climb done to get to your raft (Join Dowey for getaway: Done).

And as the IMF Team sails over the horizon, the mines will detonate, destroying the submarine with the missiles, and blowing up that gunboat, ensuring a swift and easy escape.

Ice Hit

Mission Accomplished

2. Recover NOC List

Mission Briefing from CIA Headquarters:

Good morning Mr. Phelps,

Former KGB Linex officer Aleksander Golytsine, now working black market intelligence under official cover, has abducted one of our top computer experts; IMF Agent Candice Parker, and has stolen one half of the CIA NOC List she was carrying, naming all of our Non-Official Cover Agents in Eastern Europe.

This list is divided into two encoded halves. The half Golytsine has is useless without the other half, which is stored at CIA Headquarters at Langley. Candice is now imprisoned in the Russian Embassy in Prague, where they are attempting to decode the list, probably believing she has the key to the code. We also know they have a powerful computer there, and are probably using it to try to break the code.

Special Agent Robert Barnes was deployed in disguise to free Candice, and make it look like Golytsine's fault. This was so as to discredit him with Moscow. However, we've heard nothing from Barnes since, we suspect he's been caught.

Your mission, should you decide to accept it, is to penetrate during tomorrow night's Embassy Function, find Candice, copy the list, destroy the computer, and escape with Candice, and Barnes, if still alive. As always, should you or any member of your IM Force be caught, or killed, the secretary will disavow any knowledge of your actions.

This message will self-destruct in five seconds. Good luck, Jim.

Team Members: Ethan Hunt, Jim Phelps, Sarah Davies, Dieter Harmon, Jack Kiefer, Robert Barnes, Candice Parker

Mission Equipment: Communicator, Smoke Generator, Blow Pipe, Nausea Powder, Facemaker

Mission Stages: Embassy Function, Warehouse, K.G.B. HQ, Security Hallway, Sewage Control, Escape, Fire Alarm.

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Stage i: Embassy Function

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Objectives:

- Find facemaker
- Find score
- Find nausea powder
- Find drink
- Place smoke generators
- Eliminate killer (Impossible only)
- Assume Ambassador's Aide's ID
- Access restricted area

Walkthrough:

First off that you have to remember that this is a party with innocent people and guards, so you have to be discreet! That means no punching anyone, keep your weapons (that blow pipe) hidden, and make sure that no guards catch you doing anything suspicious!

When you start off, walk forward, and there should be two people talking. If you'd read your Team Member Bios, you would recognize one of them as Sarah Davies! However, since that other guy is here, no open communication, so you give her the obviously fake name of "Smith."

Also, you should have gotten a radio transmission from Phelps a little while ago telling you that Scofeld, a killer, is on your trail. On Impossible, you have to get rid of her, but on Possible, it's strictly optional. The only problem is; how will you spot her?

Immediately to your right (from where you begin) is a small grate in the wall. "Those grates are a perfect place to hide the smoke generators!" you think. So, look around to make sure that no guards are watching, and use the generator on the grate.

IMPORTANT NOTE: Be sure to look around carefully, especially on Impossible Mode, before you plant a generator. If a guard sees you plant it, he will arrest you, and it's Game Over. If there is a guard around, wait until he walks out of sight before placing the generator!

After that first grate, there is a second one around the corner. Place your second generator, and don't forget to check for guards!

Right next to that grate are two people engaged in conversation. Unfortunately, they don't speak English (Excuse me, wrong number!) but you can make out one of them saying "Hollywood". Hmmmmm.....

Down that long corridor to the right of those people is the restroom. Phelps will tell you that it's the "best place to knock someone out unnoticed," and as you'll see later, he's right!

After exiting the bathroom, follow the right hallway until you get to some chairs. Right next to them is another grate. Don't forget to check for guards before you place the smoke generator!

Keep following the hallway to your right, and you'll see two people admiring a painting of a man in a blue uniform. As you listen in on their conversation, you'll see that the painting is of Nicolai, the Ambassador's Aide. And he's the guy that you have to impersonate!

Moving onward down the hall, we find ourselves in a large room, the heart of the Embassy, it's also where the piano music was coming from. Go up and talk to the piano player first. He'll tell you that the Ambassador's Aide is upstairs, and that he won't come down unless he hears his hometowns anthem, the Sloborskaia March. Unfortunately, some idiot walked off with the score.

If you look around, there is also a strange woman here. She's wearing a red dress and she's standing next to the doorway. That and she apparently isn't much for conversations. HMMMMMMMMMMMM.....

Next, walk up to the bar. In case you can't tell, the bartender is none other than IMF Member Dieter Harmon. If you talk to him, he'll slip you a fruit punch (Find drink: Done) and a vile of powder (Find nausea powder: Done). After you automatically slip to powder into the drink, Dieter gives you some information about the Ambassador's Aide. It turns out that he doesn't drink, but he loves to toast.

Before you leave the room, there are two grates that need smoke generators, one on either side of the stairs. Don't worry about guards spotting you, none will be able to see you.

There isn't much else to do here. The guard won't let you go upstairs, and the only other couple doesn't speak English. So, exit the room the way you came.

As you walk down the hall, go up to the two people sitting in the chairs and talk to them. As the man gets up, pick up the piece of paper that he drops on to the chair (Find score: Done). So he's the idiot that walked off with the Sloborskaia March!

This couple also has something to say. It seems that the woman in red is asking about you, because she says that you're a movie star from Hollywood. That sounds a little suspicious to me.

Keep walking, but this time take a right so that you end up where you started, right next to Sarah and that other guy. Go up to them and talk, and the man will also comment about the woman in red who was asking about the movie star from Hollywood.

In case you haven't guessed by now, Scofield (the killer) must be that woman in red! And it looks like she's followed you from the big room! If you're on Impossible, you have to eliminate her, but on Possible, it's strictly optional (but fun!).

Start walking toward the bathroom, keeping an eye out for Scofield, who should still be following you. Walk into the bathroom, and stand on the left side of the door, pulling out your blowpipe as you do so. You only get one shot, so aim carefully!

As soon as Scofield walks into the bathroom, get her with the blowpipe (Eliminate killer: Done)! Don't worry if you miss, because you can still punch her to knock her out (Good night, sweetheart). Afterwards, you hide her unconscious body in the stall, where it hopefully won't be noticed.

Now that the killer is off your trail, you can breath a little easier. Walk back to where Sarah was standing and talk to her. Now that you're alone, you can talk. And as it turns out, Sarah has the Facemaker! But before she gives it to you, look around carefully and make sure no guards see you make the transaction. To do this, simply look around after Ethan says "Let's make sure no one's looking at us," then press A. Afterwards, Sarah will hand it to you (Find Facemaker: Done) and you can be on your way.

Don't worry, you're nearly there! Head back to the large room, and give the score to the piano player. As he plays, the Ambassador's Aide will come down the stairs, and stand in the middle of the room.

This is where your plan starts to take action! Give the drink to the Ambassador's Aide, and you will make a toast to Sloborskaia, in which you will cleverly slip him the drink with the nausea powder. A few seconds after he drinks it, the powder will do its work, and the Aide will run off towards the bathroom. Well, don't just stand there; follow him!

You'll find the Ambassador's Aide in the bathroom splashing water on his face. Walk up to him and punch him (or use your blowpipe, if you haven't used it yet). Afterwards, you'll drag him into the stall next to Scofield. Now, simply use the facemaker on him (Assume Ambassador's Aide's ID: Done) and you now have a very effective disguise.

Hurry up and go back to the big room. Since you're the Ambassador's Aide now, you can go up the stairs past that guard. Take a left at the top of the stairs, and plant the last smoke generator in the grate at the end of the hall (Place smoke generators: Done).

When you're done with that, head back to the right, and you can go past the guard into the elevator (Access restricted area: Done) and you've made it!

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Stage ii: Warehouse

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Objectives:

- Sabotage 5 special crates, a.k.a. Sabotage the K-30-P (Impossible only)
- Find exit key
- Access KGB HQ

Added Objective: Find protection suit

Walkthrough:

As it turns out, in order to reach KGB Headquarters, you'll have to sneak in through an old warehouse level. Easier said than done.

You start off in the elevator, where you ended the previous stage. After leaving behind your blowpipe, exit the elevator, and go up to

that guard in the middle of the hallway. Give him a good punch, and then take the gun that he drops.

After looking around and finding no other way out, pull out that pistol that you got and shoot one of the upper black crates stacked up in the hall. This will give you a way to go, but unfortunately it also releases a spray of toxic gas.

This toxic gas can make the beginning of this level quite a challenge, especially on Impossible mode. The gas will slowly do damage to your health until it eventually kills you. The only way to stop it is to either find some antidote to refill a little of your life, or find gas mask and suit to protect you (Added objective: Find protection suit).

Anyway, on with the walkthrough. Jump through that box that you shot, and on the other side is another guard. Shoot him too, and take his ammo. Take note of the fact that each guard you shoot will drop a gun with 25 bullets. It's not that important, but it's useful to know.

Next, there are two large boxes blocking your way in front of you. Shoot them, but be careful of the LARGE explosion that will drain most of your life. After shooting the boxes, run forward.

If you're on Possible Mode, there should be a gray metallic box on your right with a little design like a happy face on it. Shoot it (and the box above it) and you've got your suit (Find protection suit: Done). But if you're on Impossible, you've got to run like a madman exactly in the right direction, so that you don't lose too much life.

Shoot a box on your right, jump through, then do the same with the next set of boxes that you meet. At this point, if you look to your left, you should see a guy in a green suit with a gun. He is an enemy, so shoot him and take his ammo, you'll need it!

After grabbing the ammo, if you backtrack a little bit, there was a box you could jump over. Run forward, jump on to the box and over a green pit. Watch out for those pits, they're dangerous!

Now you're in a very large room. Run forward and open the first aid box on the wall to get some much needed health, but not very much. (This stuff is really bad for your health!)

Hurrying on your way, go into the little corridor to the immediate right of the first aid kit. This next part is very important, the chemical suit is here, and you need to get it as fast as possible! Shoot the box in the upper right hand corner. Now, staying where you are, zoom in your gun, and look at the set of boxes behind it. Shoot both the wooden upper right box, and the metal lower right box. Run over and congratulations! You got the suit (Find protection suit: Done) on Impossible mode!

Once you have the suit, and are in that large room with the first aid kit, take a look at that strange greenish crate in the middle of the room. Shoot it, and Phelps will say that it is a piece of the Russian K-30-P satellite intercept. On Impossible Mode, you have to now destroy the other 4 pieces in the crates, but on Possible, don't worry, there's no need.

If you stand in a certain part of the room, where the first aid kit is directly to your right, and look directly forward and zoom in your gun,

you can see another enemy behind that set of boxes. Now that you're wearing your suit, those guys will shoot back, so be warned! Shoot the enemy, then shoot a box, jump through, and get the ammo.

In this level, you WILL need to watch your ammo. Do so in most places by shooting only the boxes that you need to in order to get through. So when four small boxes block your way, you only need to shoot one to pass through.

After passing through, look at the gap in the wall on your right. Across another pit, there is another K-30-P crate! Shoot it and go on.

Move forward, shoot that large box (watch out for the explosion) then turn right. Here there are a few boxes, and one enemy. If you're low on ammo, only shoot the boxes that you need to.

After that, take a left turn, shoot another box, and turn left at the corner. At this point, jump over the pit on your left. There is another K-30-P crate here, and a wall of boxes. If you look at your Field Scanner, it also looks like there is a red dot very close to you. Shoot out the wall of boxes, and get the enemy that was behind it. But instead of dropping ammo, this guy drops a key (Find exit key: Done)!

Now go back the way you came, jump across that pit again, and take a left. Jump over a second pit, and take a right. There is a guard here, along with some wooden crates, and a fourth piece of the K-30-P.

At this point take another right turn, and shoot a regular crate, and then a guard. After that, run all of the way forward, shoot yet another guard, jump over a box, and take a right where there is a guard waiting for you.

At this point you're at the end of the line. You're in a room with a large pit, with a bunch of large boxes on the other side of that pit. Since you now have a lot of ammo, shoot every last one of those boxes from a safe distance, then jump over the pit. It's a hard jump, but you can make it.

At this point, there is one more large box to destroy, which will open up a small passage to a room with the final piece of the K-30-P and a large box blocking a door. Shoot both crates (Sabotage the K-30-P: Done) and all you have to do is use the exit key on the door (Access KGB HQ: Done), and that's all.

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Stage iii: K.G.B. HQ

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Objectives:

- Talk to Barnes
- Find video freezer
- Find facemaker
- Find dartgun
- Sabotage video link
- Find exit passcard

Get transfer order
Escape with Candice

Walkthrough:

After automatically removing your gas protection suit from the previous level, you'll find yourself back in the elevator. First off, put your gun away, because since you're in disguise you can walk around freely.

Exit the elevator and go left, ignoring all of the guards that you see. Remember, they think you're the Ambassador's Aide, so they won't be going after you. Run all of the way to the end of the hall and go into the brown door at the end.

Oh no! Barnes is here in a chair, and he's in terrible shape! Talk to him, and he'll tell you about how he wished you had come sooner. Then, with his last ounce of strength, Barnes confesses that he hid the mask of Golytsine in the.....(Talk to Barnes: Done). "I knew he wasn't going to finish that sentence!"

Now that you know Barnes is out of it, punch him (it's funny what happens) and exit the room. Take a left and enter the white door.

This is the Comm room, the part of KGB Headquarters where all of the high-tech stuff happens. You could talk to the people in here, but most importantly, players on Impossible Mode can pick up a beeper on the desk in front of the television screens. If you're on Possible, you don't need to be here at all (yet!).

Leave the Comm room and take a right. There are two doors here, one that leads back into the Embassy, which you shouldn't be going through, and the other is the stockroom. On Possible, you can enter freely, but on Impossible, the room is guarded. So I guess that you'll have to find a way inside....

Remember that beeper that you found? Walk into the hallway to the left of the guarded door, so that you are in front of the white door. Around this point, Ethan should say, "This seems like the right place to use the beeper." Drop the beeper, then run out into the other hallway away from both of the guards.

Beep! When the beeper goes off, the guard will wander away to investigate. Now's your chance! Run down the hall, open the door, and grab the item on the shelf on the left (Find facemaker: Done). Immediately run out of the small room, and down the hall away from the guard making a perfect getaway.

Of course, on Possible, you don't have to bother with any of that, you can just walk in and take the facemaker.

There is one more room you need to enter. It's the room with the dark brown door. Inside is the prisoner's cell that you saw in the briefing! And that nasty rat Golytsine too! When you enter, Golytsine will give you some lip about how you shouldn't be here, but you can fast talk your way out of that situation easily.

Look on the desk here, and you should see a small object. If you pick it up, Golytsine will see you, so stand behind the desk with your back to the wall, and wait for Golytsine to turn away. When he does, walk

forward (Find Video Freezer: Done) to grab the Video Freezer!

Candice is also inside the cell, but you won't be able to talk to her. You have nothing else to do here, so leave, open the door and take a left.

Go up to the large red door, and the guard should let you enter. If he doesn't, it means that you haven't completed one or more of the previous objectives, so go do them now!

Inside is the head of security. Talk to him to gain a little bit on info on what's going on, and then give him a good swift punch! Unfortunately, it will take more than one hit to take this guy down, which will give him enough time to sound the alarm!

After you finally manage to knock this guy out, hide his body behind the desk (walk up to him and press A) and pick up the gun on the desk (Find dartgun: Done).

At this point, you have to work fast! When you are facing the door, go up to the right bookcase, and look for the lever that you can move. Pull it, and when the painting slides away, push the red button, which opens up a hidden door.

Since the alarm is still going, pull out your dartgun and open the secret door you just found. Shoot both guards inside, keeping in mind that you only need one shot with the dartgun, and leave immediately. Go back up to the Head of Security, and use the facemaker on him. After you're disguised, put your gun away and open the door to confront the guards and stop the alarm.

Whew! That's a relief! Now that the alarm is off, you can take it easy. Go back into that secret room where the two guards were.

Take the keycard on the table (Find exit passcard: Done) and find the place in the upper right side of the room where you should use the Video Freezer (Ethan announces this when you find the right place). Use the Video Freezer on the screen (Sabotage video link: Done) and Phelps will block their communications, and send in a transfer request.

NOTE: On Possible and Impossible the exit passcard will be on different parts of the table, so be on the lookout for it!

At this point, I probably should explain why you did that. You see, on Impossible Mode, the two guards will always spot you using the video freezer, and they will set off the alarm. Getting rid of them early prevents such things from happening.

Leave the Head of Security's office and go back to the Comm room. Talk to the man in black, and he'll give you the transfer order for Candice, having gotten the fake message from Phelps (Get transfer order: Done).

At this point, go back to Golytsine's office and talk to him. He'll say that you need a transfer order to take Candice. Well you can show him a thing or two, you've got one! Give it to him, and Golytsine will open the cell, and Candice will walk out.

If you talk to Candice, you'll tell her that you're really Ethan, and the two of you are going to escape. Candice will respond by saying that she's very weak from drugged food, so you'll have to watch out for

her. Sheesh!

Now all you have to do is walk over to that large metal door that was by the elevator, allowing Candice to follow. Then, use the passcard on the door, and you've made it (Escape with Candice: Done).

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Stage iv: Security Hallway

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Objectives:

Secure passage for Candice
Activate master switch

Walkthrough:

Right off, Ethan will remove his disguise, so you're now dressed in the casual red vest that you wore when you entered the Embassy. Candice will run over and start typing on the computer, hoping to shut down the security systems.

As it turns out, Candice has made it so that the dangerous booby-trapped tiles in the hallway will glow red for a little while when you get close to them. The safe tiles will remain the blue color that they were when you started.

So, this level is pretty simple. You just have to jump around the booby-trapped red tiles in five different security zones. Simple jumping will do the trick, and after a bit of practicing you'll soon be a pro.

Oh yeah, and I shouldn't forget to mention that while you are on each set of tiles, a guard will burst out of the door in front of you. Take him down with one shot of your dartgun.

What happens if you hit a tile, you ask? Well, the worst that can happen is that the tile could explode, killing you. Or, there could be a surge of electricity, which only knocks out half of your health meter. But if you're really lucky, the drone gun that's mounted on the ceiling will fire at you, but it only knocks off a smidgen of health.

But eventually, through trial and tribulation, you can make it through all five hallways, and reach a red switch. Push it (Activate Master Switch: Done) and the security system will shut down completely, allowing Candice to run through the hallway (Secure passage for Candice: Done) and the both of you to escape.

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Stage v: Sewage Control

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Objectives:

- Find super-computer
- Protect Candice
- Get NOC List
- Escape

Walkthrough:

Well, I bet you never thought you'd see the day where you're reduced to crawling around a sewer! Times sure have changed....

Anyway, you've got to get that NOC list! Candice will type on another computer, which should open the door. You however, should be getting the extra pistol ammo that's sitting on the cardboard box next to you.

Go through that door that Candice opened and shoot the guard with your pistol. Take note of the fact that there are two doors here, one that leads into the open sewer, and one locked door. Take the sewer door.

Inside this room is a moving platform that slowly moves along. Jump on it while Candice stays behind. In front of you there is a computer and a guard. Shoot the guard with your pistol from far away, and when the platform gets to the end of it's path, jump off and go to the computer.

After doing some typing on the computer, the raised platform will lower, creating a new passageway. The down side is that two new guards have appeared, one that attacks Candice, and one that is standing on the platform to your right. Use your pistol scope to get the guard from far away and rescue Candice, and then shoot out the pane of glass on your right to get the second guard.

Now would be a good time to mention that Candice is apparently still drugged and not feeling very strong. So she can't go very fast, and she can't defend herself. So that means that you have watch out for her, defending her from guards and so forth. Also, when she tells you to slow down, slow down! Usually, a steady walk is enough for her to keep up with.

Once those two guards have been dealt with, get back on the moving platform, and get off on your right. Don't worry, Candice will be right behind you. If Candice doesn't get on the platform, try moving ahead a little bit.

When Candice is safely off the moving platform, move forward and go through the exit to that room. Be prepared, for there is a guard waiting for you on your left. I like to hit him with the dartgun, myself.

After killing that guard, open the door behind him and get ready to shoot the guard standing in there. Once again, I like to use the dartgun here. Go inside and type on the computer, and it will open up another passage.

Exit that room, and follow the hallway a short distance, down a ramp, until you reach the corner. Look over the right side, and shoot the lone guard with your pistol.

Now you can move along the path where the guard was until you get to another door. Open it, and immediately shoot the guard hiding on your left, preferably with the dartgun.

Grab the pistol ammo lying on the table and go up to that computer. When you type on this computer, it will open up that door that was locked in the beginning of the level, which leads to the super-computer!

You now have a limited amount of time (3 minutes on Possible, 2 minutes on Impossible) to get to the super-computer before the door closes. So you have to hurry up, yet still travel at a walking pace so that Candice can keep up.

Retrace your steps back through the sewer, up the ramp, and through the entrance to the room with the moving platform. At this point turn around, a guard will sneak up behind you and attack Candice! Shoot him and continue on across the platform, waiting for Candice to follow you.

You are now right back where you started, except this time the door is open! At this point another guard will come to attack Candice, so be on your guard!

Keep your eye on the timer, so you can hurry if worst comes to worst. Stand next to the open door, and carefully shoot all of the guards inside with your dartgun. You and Candice may now enter the room (Find super-computer: Done).

If the clock has run out, you are in trouble. Now you'll have to go all of the way back and open the door again. Good luck. However, don't worry if the timer stops mere seconds after you and Candice enter the room, you'll find a way around that.

Walk up to the super-computer, and Candice will download the prize (Get NOC list: Done) and send a virus into the computer, destroying its usefulness to the KGB.

Run outside as quickly as you can, and get ready to shoot a guard when he appears. Use the dartgun, it's easiest.

Candice will now run safely back through the door (Protect Candice: Done) and you can get out of that nasty place yourself (Escape: Done).

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Stage vi: Escape

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Objectives:

Secure passage for Candice
Find the mask of Golytsine

Added Objective: Take back the NOC list

Unfreeze video cameras
Assume Golytsine's identity
Find exit key
Escape with Candice

Added Objective: Destroy 4 cameras (Impossible Only)
Possible Added Objective: Free Candice

Walkthrough:

Recalling what Barnes said about hiding the Golytsine mask in the hallway, Phelps reasons that it would be best to finish Barnes' mission, and make it appear as if Golytsine is a traitor to Moscow.

First off, you will have to get across the security hallway. Luckily, the floor has been deactivated, but the drone guns are still a threat. To take out a drone gun, just shoot it with your pistol before you step on the blue tiles. This will disorient the gun, allowing you to pass.

Repeat this process with the guns four more times until you reach the computer terminal. When you get there, DO NOT touch the computer. Instead, wait for Candice. She'll use the computer to open up the secret hallway where the mask is. Go inside.

Unfortunately, when you do enter, the doors will shut, and some guards will come to arrest Candice. She takes care of one, but the other guard knocks her out and steals the NOC List (Added Objective: Take back the NOC list).

Meanwhile, you're trapped inside the secret hallway. Walk up to that gray cabinet on the wall and open it. Inside is the mask (Find the mask of Golytsine: Done).

Now you'll have to get out of here! Take a look at the bluish circuit board on the wall and shoot it! This will open both of the doors, revealing a swarm of guards that have come to ambush you! Take out the guards on both sides one at a time, using head shots with your pistol. Just take steady aim, and you should get out of there with only minor scratches. One of the guards drops some ammo, which you should take.

At this part you really have to move quickly! Switch to your dartgun, and exit the room to the right (when looking at the wall with the cabinets). Run through the halls, until you are facing door C-1.

Suddenly, a guard will burst out of the door, frantically running through the halls to your left. As soon as he appears, you have to be ready to knock him out with your dartgun before he runs to far away. Remember, it only takes one shot. If you just can't make that shot (which is really hard) all it takes is a little practice, and you'll be an expert in no time.

Hey! That guard that you shot dropped the NOC List! Take it (Take back the NOC list: Done) then go back to door C-1, where Candice is lying on the floor. Wake her up, and then get out of there.

The door that you came through is heavily guarded, so stay away from there! You want to exit through the large metal door that leads back into KGB Headquarters. If you and Candice can reach it, (Secure passage for Candice: Done) you'll re-enter the KGB area and enter a new

part of the mission.

Once you reach the KGB HQ, you get a whole new set of objectives (Listed at the top of this section.) At this point, there are a few guards looking for you, so have your pistol ready!

From where you are, run down the hall to your left, then turn and enter the red door leading to the Head of Security's office. If a guard follows you inside, shoot him. And don't forget about Candice, as she'll be following throughout the rest of the mission.

Open up the secret room (use the secret switch and the red button) and enter. Now you have to get the video freezer, so go into the upper right hand corner of the room and press A to grab the Video Freezer (Unfreeze video cameras: Done).

Get out of the secret room and go back to the office of the Head of Security. At this point, pull out the Golytsine mask and put it on. This will start a timer (3:30 on Possible, 3:00 on Impossible) that will let you know how long you have until the mask wears out. On Impossible Mode, you also now have to destroy some security equipment (Added objective: Destroy 4 cameras).

Exit the office and turn left. Here, use your pistol scope to take out the first video camera above the brown door. You can find two more easy cameras in the prisoner cells, which you can reach by running forward and going through the brown door. Destroy the two cameras inside and move on.

Right about now, enormous hoards of guards armed with pistols and fire extinguishers should be coming after you. In the middle of all the commotion, try to shoot them, or else you will be dead very soon. And watch out for those fire extinguishers, they can cloud up your entire vision.

Your next task is to go into the Comm room (the white door). Here, there is a lone guard. Shoot him and get a key (Find exit key: Done).

Sometimes, around this point in the game, a guard will capture Candice and put her back in the prisoner's cells. If this happens, you'll know, because it shows her being arrested, plus Phelps will send you a warning message (Added objective: Free Candice).

To free Candice, return to the prisoner's cells. Inside the room, shoot all of the guards, and look for the object that they drop. Why, it's Candice's explosive gum! Use some of it on the door to the cell, then back away. When the gum blows up, the door will to, and Candice will be able to escape (Free Candice: Done).

NOTE: If you do have to free Candice, make sure you do it after you have completed all of your other objectives, as she can get in the way sometimes while you do so.

Don't worry, you're almost there! Dodge and shoot more guards until you reach the red door with smoke pouring out of it. That door leads back into the Embassy! Immediately to the left of that door is your last video camera to shoot (Destroy 4 cameras: Done).

Now all you have to do is use the exit key on the door and if you still have time left, you can remove the mask and escape!

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Stage vii: Fire Alarm

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Objectives:

- Secure access to the lift
- Find Jack
- Dress as fireman
- Give Candice fireman outfit
- Escape the Embassy

Walkthrough:

After the craziness of the previous level, this should be a breeze. You and Candice will find yourselves back in the Embassy, where the smoke generators are doing their job, everyone has been evacuated, and the fire department is running around. There are also more than a few guards on the prowl.

Candice will say that she's feeling better, but you decide that she should still stay in the lift where it's relatively safe. Candice will then start running across the hallway. Your job here is to shoot the two guards that will attack her on her way to the elevator, preferably with your dartgun, or the fire extinguisher that you can pick up in front of the elevator.

Once both guards are down for the count, follow Candice to the elevator to make sure that she gets there okay (Secure access to the lift: Done) and run down the stairs.

In the middle of all the confusion look for a fireman. That would be Jack. Talk to him (Find Jack: Done) and he'll tell you to meet him in the restroom to get a fireman disguise. And with that, he's off!

Grab the nearby fire extinguisher (Hey, it always helps to have an extra weapon!) and run down the hall. At the corner, turn left towards the restroom, but do NOT go near the Embassy door, or else you'll be arrested.

On the way, shoot, spray, or avoid all of the guards that are frantically attacking you. The important thing is to hurry up! You can grab the fire extinguisher in the hall if you want, but it isn't necessary.

When you get to the restroom, talk to Jack, and he'll ask if you want the fireman suit now. Before you press A, look around for any guards that might have wandered into the restroom, (Remember the facemaker at the Embassy function?) because if they see you get your disguise, they'll know it's you, and you'll fail.

After you get the fireman suit (Dress as fireman: Done) grab your fire extinguisher (to complete the disguise) and run all of the way back to

the elevator, ignoring any guards that you see. Don't forget, you're disguised now!

When you get to the elevator, open the door and talk to Candice, giving her a disguise (Give Candice fireman outfit: Done) and then you can both run down the stairs, and back to the front door. Now you, Candice, and Jack can all escape with the real fire department (Escape: Done)!

Recover NOC List

Mission Accomplished

3. CIA Escape

IMF Headquarters, Langley

Our hero Ethan Hunt has returned from his mission to a rather cold welcome from his superiors in the CIA. Ethan is now being held inside the Interrogation sector of the CIA in Langley. Presently, Kitridge, leader of the IMF, is questioning him.

"Alright Hunt, game over. All the evidence points to you."

"You survived the Embassy Mission against all odds, an impossible feat without compatriots on the other side, your family bank account has blown sky-high, and there's no way you can deny having heard of Max! Admit it, Ethan. You are Max's mole in the CIA."

No response.

"Okay, if you want to shake hands with the devil, that's fine with me. I just want to make sure you burn for it."

And with that final note, they leave Ethan alone in his cell.

Team members: Ethan Hunt, Candice Parker

Mission Equipment: Communicator, Dartgun, Explosive Gum, Electro-stunner, Fingerprint Scanner.

Mission Stages: Interrogation, Rooftop, Terminal Room, Rooftop Escape.

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Stage I: Interrogation

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Objectives:

Escape from interrogation
Pick up the equipment
Get into hallway

Get out of the interrogation sector
Take free access print
Find sergeant for exit access
Reach elevator to infirmary

Find the antidote
Distract attention
Find way to the roof

Walkthrough:

Well what do you know, you're locked in an interrogation room, and it looks like the CIA has you in their custody. You'll need to get out of here fast!

To the right of the brown door, there is a small button on the wall. Push it, and a window will open up, revealing the room where Kitridge was interrogating you. And your equipment is on that table as well...

After a few seconds, a transmission will come on over the intercom (that thing on the table). Push the button on the intercom, and it's Candice! She wants to help you, so she's hidden some explosive gum under the table by the coffee mug. Go over to the mug and take it.

Now that you have the explosive gum, use it on the glass window that you opened up before. Don't forget to stand clear after you set the gum, or else you'll get hurt by the explosion. After the gum destroys the panel, jump over the side (Escape from interrogation: Done) and into the next room.

Your first order of duty is to take your equipment. There's your communicator, your dartgun, and a fingerprint scanner. Take them all (Pick up the equipment: Done) and you'll get a message from Candice. She tells you to meet her Up On the Roof (No jokes, please). But before you do that, you have to go through the door (Get into hallway: Done).

You'll now be treated to a pleasant little cinema in which Kitridge and that other guy say that they'll be back when the serum takes affect. (Serum? What serum?) And with that, they exit, leaving only a lone guard to keep watch.

A timer will start counting down (Ten minutes on Possible, seven on Impossible) until that serum takes affect, and you collapse. Oh yeah, and that serum was in your coffee, just so you know.

Pull out your dartgun and take cover behind the right wall. Take careful aim, and fire a shot at the guard. Watch out, because if he sees you, he'll shut the gate and lock you in!

When that guard has been taken care of, go up to him and steal his

stunner. In order to escape from here, you need proper fingerprint access, so use your fingerprint scanner on the sleeping guard, then activate the button on the wall.

Walk through the open door (Get out of the interrogation sector: Done) and hide against one of the pillars against the right wall. These pillars are important to hide behind so that the cameras don't see you! Speaking of which, now is a good time to mention that there are two rotating cameras mounted on the corner of the hallway, and if they see you, more guards are going to come.

When you get close to the corner, hide behind a pillar and look into the open area in front of you. Shoot the guard, then wait for the camera to turn away. When it does, run over to the guard, grab his stunner, and take cover behind the wooden boxes. Don't worry if the camera sees you and a guard is sent. Look for the can of spray paint that Candice left for you, and pick it up.

After you grab the paint, crouch down and wait. Soon, a guard (two guards on Impossible) will run around the pile of boxes to arrest you. Shoot him/them, and run out of the boxes back behind the pillar in the hall where you were before. Don't worry if a guard sees you, just wait for him to corner then get him with your dartgun.

Take out your can of spray paint and move up so that you are at the final pillar before the camera. Wait for the camera to turn away, then move a little bit closer. Now, when the camera turns back towards you, aim directly at the lens and fire your spray paint at it. When the cloud of paint clears, the front of the camera should be colored blue, and the camera won't be spotting you any time soon. Repeat this process with the camera on the other side of the corner so that the second camera is blinded as well.

Now you can run past the cameras without being seen, which is good considering you don't want to attract attention. Go up to the next corner, and blind the first camera. But before you do the second camera, shoot the guard that's keeping watch in the hallway around that corner. When he's out of the way, paint the second camera and move on.

Next is more of the same, paint the camera like you did with all of the others. Then, look around the corner where you can see two important looking guards. Shoot both of them with your dartgun and blind the other camera.

Look around and you'll find that you've reached the end of the hallway. All that's here are two locked doors that require special fingerprint access. Are you thinking what I'm thinking? Go up to the guards lying on the floor and use your fingerprint scanner on them. One of them should be the head guard who has access to everything (Take free access print: Done) and you just got his fingerprints!

The two doors at the end of the hallway don't lead anywhere, one goes back to the interrogation sector, the other leads to an empty computer room. Instead, turn back the way you came and activate the button on the right wall. It should move the corner wall, which will open up a new passageway for you to explore.

Continue forward on this new path and hide on the right wall, as there is a single camera on the corner. Paint it, then sneak over to the other wall and the button that operates the second moving wall.

This next part is a little bit tricky. Pull out your dartgun and make sure that you are completely against the wall, out of the immediate sight of anyone on the other side. Push the button that moves the wall, then aim your dartgun, sneak around the corner, and shoot that guy behind the desk as quickly as you can. If you don't shoot him quickly enough, he sounds the alarm, which isn't good.

Still armed with your dartgun, open that brown door. Why if it isn't Kitridge's office (Find sergeant for exit access: Done)! Kitridge, obviously flustered, yells out "That dartgun doesn't scare me, Hunt!" (quite odd, considering he has his hands in the air) and proceeds to shock you with his electro-stunner.

As soon as you recover from the shock, follow Kitridge out the door. He'll run down the hall and open the exit door for you. As soon as the door is open, shoot him! Make sure that the door is open, because if Kitridge is asleep before it is, you're not going anywhere!

As soon as you run through the exit, that coffee that you drank will catch up with you, and your legs will turn to jelly. So walking will be a little difficult, but come on, you can do it! Go down the hall to your left until you get to the elevator (Reach elevator to infirmary: Done). Shut the doors and begin a short journey upward.

When you get to the infirmary, you may find that you have a few new objectives. First off, put your gun away, then do your best to walk to the left and talk to the nurse. Since she's a very nice person, she'll give you some medicine (Find the antidote: Done). Now you're feeling like your old self again!

Your second order of business is to distract some attention. You have two choices, the guy lying on the bed or the guard running on the treadmill. I prefer the treadmill myself. Go up to either device and press A. If there is no one around to see you, you will fiddle with some buttons, causing a rather humorous fiasco (Distract attention: Done).

While everyone is crowded around the place where you caused such havoc, go over to the open window and jump out on to the pavement below! Just kidding. There's a small window hanger here that you can ride up to the top of the building (Find way to the roof: Done).

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Stage ii: CIA Rooftop

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Objectives:

- Sabotage heliport lights
- Find bag of equipment
- Find zone digitcards
- Fix lights
- Paralyze helicopter with EMS
- Enter security level
- Find security level code

Meet Candice

Walkthrough:

You now find yourself on the rooftop with only your trusty dartgun and some advice from Candice, "Don't forget to sabotage the lights!"

Pull out your dartgun and look over the corner of the wall. There should be a guard over there, which you should shoot immediately. The guard will drop a security card, which you should definitely take.

Now is a good time to mention a few important things about the guards in this level. Instead of shooting you, guards will hold up their guns and try to arrest you, much like the guards in the Interrogation stage. If they hold you at bay for too long, or if the guard is very close to you, you'll be under arrest and fail your mission. Avoid that by shooting the guards as quickly as you can.

Also, after some guards are shot they will sometimes "wake up" and start walking around groggily. If you notice this happening, shoot the guard again, because even a groggy guard can still arrest you.

Anyway, after you get the security card continue on while carefully avoiding the searchlight moving around. If one sees you, no big deal, but it does get rather annoying. Next, be sure to go through the door into that little room to get a new weapon: a fire extinguisher.

Next, climb up on that small box and jump up on top of the small room where the fire extinguisher was. You can climb up to a totally new level of the roof from there. On your left is an electric floor, which will give you a rather nasty shock, unless you deactivate it first. You can do so by moving forward and activating the large electric terminal that is in front of you.

Once the floor is deactivated you can cross. On the other side is another terminal much like the first. Use it and you'll turn off the heliport lights (Sabotage heliport lights: Done) which are way over on another part of the roof. When you're done, run back the way you came, and jump off the side of the small ledge. Be careful, because sometimes that guard will have woken up. If that happens, shoot him again!

Go around the corner and open the door (with the aid of your keycard). On the other side is a small room where you can grab some extra dartgun ammo...and a single guard. Luckily he has his back to you, so getting past him will be simplicity in itself.

Walk past where that guard was and turn left. Watch out, because there is a guard here. Take him out easily by hiding behind one of the square pipes and shooting him. Behind that guard is another small room with more dartgun ammo.

Continuing on, go through yet another door and find another guard. If you're lucky, you can shoot this guard through the chain length fence if he's close enough. Around here is a room with another fire extinguisher, and a dead end.

But wait! Climb up on top of that small box, and from there you can jump up on to a ledge leading higher up.

On Possible mode, there will be a small bag here that you should pick up (Find bag of equipment: Done). It's the bag that Candice left for you! Use it now, and you'll put on the disguise of a CIA maintenance man, and all the guards will ignore you.

But on Impossible, it's not that easy. You still have a little ways to go. Run along the roof until you get to a corner where there is a guard waiting for you. Shoot him from a safe distance, then enter the door behind him. Remember that on Possible he won't recognize you in your disguise, so you can sneak past him.

When you get up to the top turn around and follow the pathway along the top level, if you're on Impossible (If on Possible, ignore this step). Hide behind one of the pipes and shoot the wandering guard. When he's been put to sleep, look through the fence to find another guard that you can shoot easily.

When both guards are safely asleep you can run around the fence and enter yet another small building. But inside here is your bag of equipment! Use the bag to put on your disguise, then run around the bend back to that door that leads back down.

From that door, if you have your disguise, run forward along that small bridge. Try to open the door, and the guards should let you in, seeing as how you're here to fix the lights.

When you get inside, take a left and run down the stairs. Over here is another one of those electric terminals. Use it to turn the lights back on (Fix lights: Done).

As you run back up the stairs the way you came, the helicopter will move in for its landing. You however, should run past the helicopter and go up to that small metal cabinet that's attached to the wall. Take a look at the equipment that Candice gave you, and use the EMS (that bluish thing) on the cabinet (Paralyze helicopter with EMS: Done). The EMS will keep that helicopter on the ground, effectively securing you a ride out of there.

Now run back down the set of stairs that leads to where you fixed the lights. There is a single guard down here that you need to get rid of. Wait until he's turned towards you, then shoot him with your dartgun. He drops a card that you should pick up.

Next, run back up the stairs, across the heliport, and back down the other set of stairs. Remember to put your dartgun away before doing so, as the other guards will spot you as a traitor. At the bottom of the stairs is another guard that you should shoot, although he drops nothing.

Down here there is another small door. Open it, and very carefully edge your way through. To your left there will be a guard, and you have to shoot him quick! This guard will drop the last card that you need for complete access to the rooftop (Find zone digitcards: Done).

Go through the door on your left and continue around the corner. If you haven't done so already, here you should put on the infra-red contact lens that allows you to see the laser net surrounding the upper part of the rooftop.

To get past the laser net, simply climb up on top of the boxes that are piled up against the building in this area. When you get to the very top, use your Laser Deflector Prism (that tall white thing) to block the lasers and allow you to get to the top (Enter security level: Done). Watch out for the guard that patrols over here.

Take a left and sneak past the searchlights that are guarding this area. Go around the corner and find a bunch of stacked boxes, along with a locked door that requires a special password.

How do we find that password, you ask? Simply climb up on top of the boxes and use your camera. You know you're in the right place when you hear Ethan say, "Maybe I should place the Spy Cam up high." Use the Spy Cam, then run back the way you came and hide behind the corner of the wall.

While you are hiding, a guard will come out of the locked door. He'll walk around a bit, find nothing, then re-enter the door. But first the guard will have to type in the code, in full view of your camera. When this happens, you'll see a message that says "Got the code."

Before you come out of hiding, wait for the guard to go through the door and back to the top of the roof. When he does, go back and pick up your camera (Find security level code: Done) and the code. You'll automatically use the code when you try to open the door, then, you can go up to the very top level of the roof.

There! Now that you're up on the top, there is only one more guard, and I can usually avoid him. But still, it never hurts to have your dartgun ready. Walk around the roof and you should see a door. And that's where Candice is (Meet Candice: Done). And with that, my friends, we've beaten the CIA Rooftop.

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Stage iii: Terminal Room

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Objectives:

- Switch on the computer
- Get the NOC list
- Escape

This level is based on one of the coolest parts of the Mission: Impossible movie. For that reason, the average player deserves a little bit of background information, straight from Ethan Hunt himself.

Special Briefing from Ethan Hunt:

"It's much worse than you think."

"The terminal is in a black vault lockdown. The only person allowed in the room has to pass through a series of security checks. The first is a voice print identification and a six digit access code. This only gets him into the outer room. Next he has to pass a retinal scan. And

finally, the intrusion countermeasures are only deactivated by a double electronic keycard...which we won't have."

"Now, inside the black vault, there are three systems operating whenever the technician is out of the room. The first is sound sensitive, anything above a whisper sets it off."

"The second system detects any increase in temperature. Even the body heat of an unauthorized person in the room will trigger it if the temperature rises just a single degree. That temperature is controlled by the air conditioning coming through an overhead duct thirty feet above the floor. That vent is guarded by a laser net."

"The third system is on the floor, and is pressure sensitive. The slightest increase in weight will trigger the alarm. And any one of these systems, if set off, will activate an automatic lockdown."

"Now, believe me when I tell you gentlemen, all three systems are state of the art."

While you won't have to worry about heat sensors or making unnecessary noises, I just thought I'd include a great part of the Mission: Impossible movie in this FAQ. You may continue on.

Walkthrough:

Well here you are, hanging from a bungee cord at the top of one of the most heavily guarded rooms in the world. Hope you're feeling lucky.

IMPORTANT NOTE: If you don't know the controls for this level, it is critical that you check the "Controls" section at the beginning of this FAQ, because it would be a waste of space to list them a second time here. Or, consult your manual.

Anyway, the most important thing here is that the red lasers will burn you, while the yellow lasers will set off the alarm system, which causes you to fail your mission. On Possible, there are only a few yellow lasers, while on Impossible, many of the red lasers have changed into yellow lasers.

The trick here is getting down to the bottom. I'm not going to go into a full walkthrough here, because that would be silly and unnecessary. But I do have a few tips:

-For the best amount of flexibility, alternate between two positions, lying straight out, and hanging completely vertical. Use either position as you see fit.

-To get around the lasers that guard the center of the room, rotate the Control Stick left and right until you get a good swing going. Then, when you swing to either side of the laser, lower the rope and descend past it!

-Remember, a little laser singe never hurt anybody, especially not our hero Ethan Hunt! Don't be afraid to go through a red laser to safely avoid a yellow one.

When you've safely made it past all of those nasty lasers, wait for a

few seconds before you do anything else. Usually at about this time, some guy will enter the computer room to do a bit of typing. If someone enters (you'll hear a strange noise before they actually get inside) raise the rope until you get past the first set of lasers, where you usually won't be noticed. And you have to be quick, or else you'll be caught! When the guy leaves the room (bad coffee) you can lower the rope down again.

After a little bit of fiddling, you will need to turn on the computer. Lower the rope until Ethan says "This looks like about the right height to reach the card-reader." At this point, do NOT lower the rope any more. Instead, move the control Stick left and right to swing yourself around the room wildly. Eventually, you will reach the card-reader and automatically use it (Switch on the computer: Done).

Now the doors will be locked, which will seem suspicious to anyone trying to get in. Be warned that if someone knocks at the door, they will leave and come back with a guard in a short amount of time. So if this happens, hurry up!

After turning on the computer, lower the rope a tad until Ethan says "This seems like the right height to reach the computer." Now swing yourself again, just like you did with the card-reader, until you reach the computer. Then, you'll download the precious list (Get the NOC list: Done) and put a virus into the computer to deactivate the lasers in the room.

And from here it couldn't be simpler! Just raise the rope all of the way up to get out of there (Escape: Done).

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Stage iv: Rooftop Escape

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Objectives:

- Join Heliport
- Unactivate EMS
- Escape with Helicopter

Walkthrough:

Now that you've got the NOC list, you've got to get out of CIA Headquarters before you get into even more trouble than before. And watch out, because the guards are on alert!

Pull out your dartgun and run around the small building. You should be able to shoot a guard that's walking around from this point. Then, while carefully avoiding the helicopter searchlight, run into the door that leads back downward.

Now you're back on the section of the roof that's guarded by that laser net. Put on your infra-red contact lens so you can see it clearly. And do NOT, I repeat, do NOT climb on to the boxes on this part of the roof!

Run around the corner to your left, across an empty section of roof, then take a second left turn.

Here, there are MORE searchlights, as well as a wandering guard. Shoot the guard first then move carefully past those searchlights. Watch out for another guard behind the fence on your left as well.

Are you ready? You now have to make an incredible leap of faith. Climb on to those two boxes, and look out over the lasers. From here, you have to jump over the lasers and land on the ground below. Sound tough? Well, it is.

To make the jump, stand directly on the center of that box. Take a deep breath, press A once to jump, then while in midair, move the Control Stick forward. If you did it right, you should make it completely over the laser and land on the ground below, rather shaken, I might add.

Get up, brush yourself off, and go over to those pipes that are on this side of the roof. HMMMMMMMMMMMM.....remember what Candice said about creating a diversion? Use the explosive gum on the pipes, then run back the way you came (to the right, when facing the pipes) and hide behind the corner of the building. Look out carefully, and wait for the pipes to explode, causing smoke to burst out. When it does, wait a few seconds, then continue on.

Around the next corner is a small area where there is now only one guard (the others went to check on that diversion). Shoot him easily, then go into the small passage next to him.

This next part is a little tricky. Open the door, look to your right, and aim your dartgun. Now, carefully strafe to your left, while keeping an eye out for anything. I say this because there is a guard standing to the right of the door, and if he sees you at this close range, you're surely under arrest. So it is EXTREMELY important to shoot him quickly.

Run past the now asleep guard, up the stairs and up to the top of that part of the roof (Join heliport: Done) where the helicopter is still grounded. Be sure to keep an eye out for guards, and if any see you, give them a dose of the dartgun quickly!

But enough fooling around, we've got to get out of here! Run past the helicopter to that box where you put the EMS. Open the box and take the EMS. Candice should send you a message telling you to destroy the EMS, and do so by facing the side of the building and using the EMS again (Unactivate EMS: Done).

After the EMS has been safely thrown off the building, the helicopter can finally take off. It will slowly start to lift off, while you should be right next to it trying to jump on. When you do reach up to the helicopter (Escape with Helicopter: Done), hang on tight, and be prepared for a smooth ride! So long CIA Headquarters!

CIA Escape

Mission Accomplished

4. Mole Hunt

Waterloo Station, London. Three minutes before midnight

The station is eerily quiet, yet several people are bustling about due to the midnight train activity. Out of the shadows Ethan suddenly appears.

"Everyone at their posts? Candice, do you copy?"

Candice, standing guard near the train, replies to Ethan's transmission. "I'm on the platform Ethan, waiting to intercept Max."

High above the bustling confines of the station, a figure is crouched on a rafter, waiting. "Luther here Ethan, I've got you in my sight."

A second figure also sits vigilantly upon a rafter. It is Krieger, another ex-CIA operative, disavowed along with Luther, and recently recruited by Ethan. "I'm in position as well, and I believe I see our guest arriving," he says.

Out of nowhere, the mysterious information dealer known only as Max appears, along with two bodyguards. Ethan walks over to meet her.

"I brought what you asked for, do you have my information?"

Max chuckles, "You don't expect me to reveal the mole's name without first checking that disk?"

"Fair enough, do you have a way to check it here?"

Max takes the disk from Ethan and smirks. "Thanks dear boy. I actually feel that I can trust you, but you shouldn't have trusted me."

The two bodyguards escorting Max produce their weapons, and gesture for Ethan to start walking out of the station. Without a word, he complies.

"Nice knowing you, goodbye Hunt."

Team members: Ethan Hunt, Candice Parker, Luther Stickll, Krieger

Mission Equipment: Communicator, 9mm HI Power, Facemaker, Gas Capsules

Mission Stages: Station, Train Car, Train Roof

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Stage i: Station

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Objectives:

Protect Ethan
Take the train

Walkthrough:

As you might have guessed, in this level you're be playing as Luther and Krieger, the two other disavowed CIA Agents recruited by Ethan for just this purpose. And now that Ethan's in trouble, they'll have to come to his rescue.

If you don't know how to control the snipers, consult your manual, or check in the "Controls" section of this FAQ. Don't worry, it's not that hard, but I just thought I'd point you in the right direction.

At the start of the level, Ethan is being lead away by two of Max's bodyguards. It's Luther's job to take care of them, or Ethan is toast. Take careful aim at the backs of the two guards, and fire two shots, one after the other. That should take care of the two guards, saving Ethan from certain doom.

Candice will suddenly come over and announce that Max seems to have escaped, and you have to find her to get back the NOC list and find that mole. So, Ethan will begin walking around the station to find Max with Luther and Krieger to cover him.

The basic premise of this level is that some of the people wandering around the station carry guns and will shoot at Ethan without warning. Others are civilians, and must be protected, for casualties may jeopardize Ethan's good name with the CIA.

So, if you see someone with a gun, shoot them! Remember that it only takes one sniper shot anywhere on the body to kill someone, which makes your job a LOT easier.

One important thing to keep in mind is that while some people reach into their jackets to pull out guns, others will pull out watches, lipstick, cigarettes (I can only assume), and even drinks. Watch out for this, and make sure that it's a gun before you fire!

As Ethan does go farther into the station, it will be necessary to switch snipers to get a better view of things. If Ethan gets to far away, or is blocked by another object, try switching snipers to get a better view.

Other than that, the only advice I can give you is this:

Good Luck.

After a certain amount of time (on Possible, it's not very long, but on Impossible, it does take a bit longer) Candice will come over and say that Max is on the train. Ethan will run back to the train out of danger (Protect Ethan: Done) and eventually get on (Take the train: Done) in order to follow Max, and the mole!

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Stage ii: Train Car

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Objectives:

Neutralize Max's henchmen
Meet Candice
Find switch to block exits
Knock out Max's bodyguards
Stop Max and seize NOC list
Defuse Max's backup plan

Walkthrough:

Pull out your pistol and prepare to shoot some bad guys in this level. But first, I will have to mention one thing. On Impossible mode, there will be more enemies in the cars to shoot at you, and I've made notes of this wherever possible.

Oh yeah, one more thing. This train is full of innocent civilians, and if you shoot any, your mission is a failure. So just watch out for people running around. The only enemies here are the ones in black suits, and a few more people carrying guns.

Open the door and enter the first car. If on Impossible mode, run to your left, then look over on the right side of the car in front of you. There should be a guy hiding behind those seats, so shoot him when he comes out of hiding.

There are also two more guys at the front of the car. These two will move out into the aisle to shoot at you. I recommend getting them from a distance. When they're dead, move forward into the next car.

As soon as you walk through the door, aim forward and look to the right of the aisle. One henchman will appear kneeling down immediately, so shoot him as quickly as you can. Another will appear shortly, oddly enough, walking with his back to you.

Edge forward and take cover on the right side of the train. Look on the other side, and there should be a guy holding an innocent civilian hostage. Take careful aim here at the enemy's head. On Impossible, there is also another guy hiding on the opposite side of the car, so be sure to take care of him before you leave, as well as taking the ammo he drops.

As you enter the next car, take cover behind the white wall, safely out of view. Now, swivel the camera slightly, and take advantage of the 3rd person viewpoint here. Wait for all of the panicked civilians to run out of the car before you go in shooting.

On Possible, only one enemy is shooting at you, but on Impossible, there are three. On Impossible, wait until every enemy ducks into hiding before revealing yourself. By doing this, you should be able to

shoot each guy as he jumps into the aisle.

There is also one more guy waiting in the first little room that can take you by surprise. Carefully sneak up on him and fire. Be sure to take the ammo that he drops.

The fourth car is basically the same as the previous car. Wait for the civilians to run, wait for a clear shot, jump into the aisle, and fire. The only differences are that there are two enemies at the end of the hall on Possible, and there is a guy waiting in the second room instead of the first. He's the last of the henchmen (Eliminate Max's henchmen: Done).

Put your gun away, then go into the last room in this car. Candice is there waiting for you. She'll give you a few words of advice, as well as a facemaker and some gas capsules (Meet Candice: Done).

Say goodbye to Candice and go through the first door into the space between the next two cars. There is a switch on the wall here. Push it (Find switch to block exits: Done) to prevent any of the key players in this Mole Hunt from escaping.

Make sure your pistol is safely hidden, then enter the next train car. There are some people here, but none of Max's men. But there is the train conductor. He's over in the front of the car. Talk to him, then punch his lights out. Use the facemaker on him to gain an excellent disguise.

Once you're dressed as a harmless train conductor, open the door into the next car, making sure once again that your gun is hidden. Walk past the rooms and take note of Max's bodyguards keeping watch.

Max herself is in the final room, not paying attention to anything. Stand safely outside the room, then use the gas capsules. Immediately after doing so, duck into the alcove on the right. The gas capsules will knock Max out, but as she falls unconscious, Max will set the timer on the bomb!

You should be standing in the alcove that was directly to the right of Max's car, along with one of her bodyguards. Stand right next to him, then take out your pistol, and get a good shot at his head. Now lean into the aisle and shoot the other bodyguards that were alerted by the shots. Make sure that you shoot all of them, as the one in the last room will occasionally stay out of view until you get very close to him.

Finally, you can go get what Max drops. It's bomb detonator, as well as the disk she stole from you (Stop Max and seize NOC list: Done)! Candice should alert you that the bomb has been set, so you only have about four minutes. Don't worry, it isn't not far.

Open the door and walk into the dining car brandishing your weapon. Quite odd that no one takes notice. But wait...who is that standing at the end of the car? As you slowly walk towards the seemingly familiar figure, the pieces slowly fall into place. The mole...it must have been...

Phelps! You've found the mole at last, and it's none other than your close friend and mentor, Jim Phelps. As you hold him at gunpoint, Phelps will make one last clever witticism and escape again as he

orders some of Max's last men upon you.

Immediately turn around and fire at the three assailants with guns (One of them being the bartender, who knew?). One at a time, easy does it. When you're done with them, follow the mole into the final car.

As you enter, Phelps is just making his escape through a hole in the roof. You can catch up with him later, as you have a few things to take care of first.

Stand at the door and wait for someone to pop up from behind a crate on the left side of the room. Shoot him, then edge over to where he was. Two others should appear at the other side of the train at the very back of the room. Shoot the final two bodyguards (Knock out Max's bodyguards: Done) and then grab the liquid nitrogen (and the blowtorch if you want) that's lying around here.

There is a safe at the end of the car, but it is securely barred. Use the liquid nitrogen on it, and you'll slowly freeze the hinges until Ethan says that they are about the break. When they do, open the safe and use the detonator (Defuse Max's backup plan: Done).

And now to get that mole!

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Stage iii: Train Roof

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Objectives:

Catch Phelps

Walkthrough:

If you want to get back into the IMF, you're going to have to catch Phelps, and this is going to be your last chance, so you can't let him get away!

Pull out your pistol and start walking down the train. Note that the road will always be on your left, just in case you get lost. I'm also going to tell you to avoid falling off the train, for obvious reasons.

When you get about halfway across the first car, two of Max's men will crawl on top of the train and try to shoot at you. Take care of them as quickly as you can. One of them will drop the infamous Rocket Launching Gun, so pick it up when you get a chance.

You will also be bombarded by Max's men from their cars on the road. Candice will warn you when they come near, to make it a bit easier. Each car carries a shooter, and a driver. You should always aim for the driver, as this will knock the car off the road forever. If you only hit the shooter, however, the driver will return with another gunman.

And last of all will come the choppers. Helicopters will frequently

appear out of nowhere to shoot at you, and these guys don't mess around! They will make several passes around you and the train, or will occasionally stay in one spot. For best results, shoot one with your Rocket Launcher, or if you have to, several shots with your pistol will knock out the windshield, and one more shot will down the chopper completely.

These three enemies (the men, the cars, and the choppers) will try to make it very difficult for you to make it to the end of the train and catch Phelps. But when you do have the option, destroy them in the following order: Guys on top of the train, choppers, cars on the road.

Keep an eye on your ammo count as well. Try to save at least one rocket for the end if you can. And keep an eye on your pistol ammo as well, as it is NOT good if you run out of that. Remember that on every car, the enemies will alternate between dropping rockets and pistol bullets, so try to plan accordingly.

One particularly nasty thing that tends to happen is that the electrical things in the middle of some cars will usually be used as cover for a third enemy. So watch out! Avoid touching these yourself however, for doing so will result in death.

If you're on Impossible, sometimes when Candice yells for you to look out for a chopper, there will be two of them. So if you still hear the noise after destroying the first chopper, start looking around for a second.

One final thing to keep in mind: If you're having trouble shooting those cars on the road, try using your Rocket Launcher to hit the driver. It gives you a larger margin for error, and can be very handy if you're low on pistol ammo.

After a hard, difficult journey, the train will enter a tunnel, and there will only be two more guys to kill. And that scoundrel Phelps is waiting at the end of the last car!

A short little cinema scene should come on, of Phelps leaping on to the chopper preparing to make it's getaway! This is your last chance! Grab your Rocket Launching gun, and take careful aim. One...two...three...FIRE!

Your heart skips a beat as you fire that one perfect, deadly shot at the chopper, destroying it completely and getting rid of the mole once and for all (Catch Phelps: Done). As the helicopter crashes into the side of the tunnel you prepare to make your way off this roof and back to CIA Headquarters, where they'll be glad to see you again.

Mole Hunt

Mission Accomplished

Mission Briefing from CIA Headquarters:

Good morning Mr. Hunt,

It seems that your old friend Basil Prokosh has gone active again. We have information that he is in possession of five nuclear detonators and that he's found a buyer in a country ripe with terrorist activity. This deal will go down at Lundkwist, where he's apparently upgraded security following your last visit.

Your mission Ethan, should you decide to accept it is to undermine the deal and render all installations on the base useless. As always, should you, or any member of your team be caught, or killed, the secretary will disavow any knowledge of your actions.

This message will self-destruct in five seconds. Good luck Ethan.

Team Members: Ethan Hunt, Candice Parker, John Clutter, Andrew Dowey

Mission Equipment: Communicator, 7.65 Silenced Pistol, 9mm HI Power, Uzi Submachine Gun, Gas Injector, Explosives, Detonator, Mine, AF Scrambler

Mission Stages: Subpen, Tunnel, Mainland, Gunboat

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Stage i: Subpen

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Objectives:

- Get the A.F. scrambler
- Get the mine
- Bring Clutter A.F.S. and mine
- Get the gas injector
- Get the R.C. detonator
- Get the explosives
- Sabotage the pump house
- Regroup on comm. Building

Added Objectives:

- Find wirecutters
- Bring Dowey wirecutters
- Find night-view glasses

Walkthrough:

Here you are again at good old Lundkwist, except this time your job is going to be a lot harder, I'm sorry to say.

Pull out your silenced pistol and run up the ramp. When you get to the top, take cover behind the box and shoot the guard that's patrolling here. He drops a pistol, which you should definitely pick up.

Run along the edge of the dock, ducking behind the tall posts. At the far side there is another guard. Strafe out from behind one of the tall posts and shoot him, or you could try sneaking up behind him.

The A.F. Scrambler is on the other dock that sticks out into the water, lying on top of a large pile of boxes. Try using your field scanner if you don't know what I'm talking about. Climb up on top of the pile and grab it (Get the A.F. Scrambler: Done).

Run back over to the center where all of the gray posts are. Looking out from here, you should be able to see a guard walking around on your right, next to the searchlight. Let the guard see you, so he runs up to you, then shoot him at a close range. The mine is up next to the large boxes that are around the searchlight. Run over and pick it up (Get the mine: Done) and head back, while avoiding the searchlight.

Head back the way you came, taking cover where you can, though there shouldn't be any more guards. Head down the ramp and back to the boat, where you can deliver the equipment to the team (Bring Clutter A.F.S. and the mine: Done).

Now you're on your own once again. Run back up the ramp and back over to those boxes where the mine was. On the way, you should get a transmission from Candice saying that they've gotten communication going (That was quick...).

When you get to the boxes, watch out for stray guards, and follow the wall on the right, carefully sliding around the searchlight. Immediately past the searchlight are the explosives, which you should take (Get the explosives: Done).

Following the right wall, you would pass two very large boxes. On the far side of the second box is where the detonator has dropped, but all is not as it seems. Nine times out of ten, a guard will come, find the detonator, and bring it up to the guard house. If this happens, don't worry, no big deal.

At this point, look so that you're facing the road. Across it are a few more boxes, as well as a gray building that we know as the guard house. Run up there, and be VERY careful as you cross the road, because if a truck comes, you're in trouble. Just remember the old saying of look both ways before you cross the street.

Once you do cross that street, be on the lookout for guards. There should be one guard that carries a pistol, and two more, tougher guards dressed in black that each carry an Uzi. Look around carefully for guards, and shoot them when you get the chance. One of the black guards will drop an Uzi, a very important gun to have.

NOTE: Those Uzi guards in black are without a doubt the hardest guards in the game. Some will require two hits the head to kill them on Impossible mode. Fortunately, this is usually only required on these

out for any guards. If there are none, run through the snow and across the street back to the boxes and the guard house.

Be very careful here because usually a stray guard or two will come after you. Shoot them as soon as you can, and make sure that the coast is clear before continuing.

This next part is pretty cool. Go on up to the guard house, and use the gas injector right on the closed door. The guards should fall asleep one by one, making a groan as they do so. Afterwards, run inside the guard house.

Well, let's see here. On the table there are some night vision goggles, as well as that detonator the guard stole. Pick both up (Get the R.C. detonator: Done). Now, use the detonator, triggering the explosives (Sabotage the pump house: Done).

Candice should radio you saying that Clutter and Dowey are already at the rendez-vous point. So, exit the guard house, take a left, and start running towards the light gray building, the Comm building. Avoid all guards, and when you do get there, pull out your Uzi (I told you to save the ammo!) and jump up on top of the boxes on to the building.

Oh no, a firefight has broken out! Crouch down behind the nearest box where Clutter and Dowey are shooting two guards. They won't have much luck on their own, so when you're ready, stand up, aim, and fire! Shoot the first guard until he dies, then take on the second. If you're fast enough, you should take minimal damage, and secure the roof (Regroup on the comm. building: Done)

Dowey and Clutter will now run ahead of you and jump on a truck as it passes by. You will also get a message saying that Dowey cut the wrong wire, so hope you have night-vision goggles (Added objective: Find night-view glasses) which you do (Find night-view glasses: Done) so there's no problem there.

Now, all you have to do is jump on a truck. Wait on the edge of the roof, and when a truck goes by, take a flying leap on to it! Trust me, it isn't that hard, just make sure that no guards can shoot up at you from below.

NOTE: If you're having trouble making the jump on to the truck, try playing the level again, but just run to the Comm Building and practice making the jump, then try it a few more times until you can do it.

Once on top of the truck, crouch down (so as not to be seen by stray guards) and stay hidden until the truck travels out of the dreaded Subpen and into the next stage!

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Stage ii: Tunnel

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Objectives:

Find explosives
Sabotage anchor bolts

Walkthrough:

The most important thing to know in this stage is when to jump, and when to duck. While riding on top of trucks, objects will appear in front of you at random, and to get through safely you will either have to jump over them, or duck. Jump over pipes, chains, ropes, or anything that reaches across both sides of the tunnel. Likewise, duck under signs, fans, lights, or anything that hangs from the ceiling.

You start the level off riding on a truck, where you left off in the previous level. Pull out your silenced pistol, and be sure to dodge the obstacle (jump over or duck under) that arises. When the truck gets to a platform, jump off to the right.

But as you jump, watch out for a guard. Shoot him and grab the gun that he drops. Behind him is a very important item, more explosives. Pick them up (Find explosives: Done) and now you need to sabotage the anchor bolts (those large things at the sides of the platforms). There is one anchor bolt so each side, and Ethan will announce when you've found it. Just plant some explosives there, and go on to the next one.

Go through the door and be prepared to find a guard on the right side of the platform waiting for you. Shoot him, and be prepared to jump on to the next truck as it comes. Remember, jump on the RIGHT side, as you don't want to go backwards!

Dodge more obstacles while riding on the truck, then jump off on to the next platform. There are two guards here, one immediately after you jump off the truck, and another on the far side. Kill them both, and plant more explosives on the anchor bolts.

Walk up to the door on the left. You should be able to see a guard through the small window. Aim at him, then open the door and shoot. Watch out, as there is another guard on the right side of this platform as well.

When all the guards are dead, and the anchor bolts have been sabotaged, jump on the truck, dodge more stuff, jump off, and face the exact same guard pattern as before (two guards, one on either side of the platform). Get rid of them, and plant your explosives on each anchor bolt.

This time however, use the door on the right, as there is a guard immediately behind it, and another not far away. Shoot them both and hop on the next truck.

More of the same stuff, dodge more objects and jump on the platform. You should have it down by now. Shoot two guards that were in the same positions as before, then plant the last two explosives (Sabotage anchor bolts: Done) making a grand total of eight bolts.

Go up to the door on the left, and be prepared to face off against a guard with an Uzi. After shooting him, three of his friends will come after you from the right side, so try to get them before they come too close.

All you have to do now is jump on the final truck and watch in awe as the explosives are set off, destroying the tunnel and cutting off some major transportation throughout this base. It's time now for the most important part of the mission!

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Stage iii: Mainland

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Objectives:

- Find electronic diagram (Impossible only)
- Find explosives and plastic
- Sabotage power plant
- Cut off camera power
- Take on accountant's ID
- Get briefcase from bunker
- Sabotage briefcase
- Bring briefcase to deal
- Blow away helicopter
- Eliminate the seller (Impossible only)
- Escape on gunboat with Clutter

Walkthrough:

Pull out your pistol and go through that hole in the chain length fence that Clutter cut for you. Walk a little ways until you get to the gap in between the two houses, then pull out your pistol and wait for a guard to come. When he does, shoot him.

Go back to the wall and follow it to the large open space with four searchlights. At this point, agents on Impossible mode should go into the little area on the left where there are two small buildings. If you're on Possible, skip the next couple of steps.

Impossible players should enter into the cabin on the right. Hey look, it's a guard that's sleeping on that bed! Shoot him once in the head to wake him up, then again when he begins to shoot at you. There is also a second guard just standing around in here, so don't forget to shoot him too.

Go over to the bed and pick up that Uzi that the guard dropped. It is VERY important that you not use the Uzi at all until the end of the stage (you'll see why). On the other side of the cabin there is a small poster on the wall for you to take (Find electronic diagram: Done).

Exit this cabin and go over to the other one. Here, there is another guard with an Uzi on the bed, you can easily take care of him. On the small table next to him is a very important keycard. Pick it up, and yes, the card will be useful later.

That's it for the cabins, so go back outside the stone wall to where all of the Possible agents were waiting so patiently. Here, the two

paths rejoin.

A little while ago, you probably got a message saying that Dowey was at his sniper post. Well, you can switch to Dowey and his sniper just like an ordinary weapon. Do so now, and you can get a good view of the power plant that you need to sabotage. There should be two of the Uzi guards walking around, so snipe both of them.

Now, back to Ethan. Run through the center of that large area with the searchlights, trying to avoid them if possible. When you get a certain distance, you should see a guard with an Uzi, which you should definitely kill. There is also another guard with a pistol, and you can get him by sneaking up on him as he walks.

When you get to the chain length fence, go around to the left side and look for another hole in the fence. Go through it, and cross the river by jumping on to the boxes, then on to the large pipe. Just be careful that you don't fall!

Once on the other side of the river, use the boxes as a staircase to climb to the top of the building. There are two guards on the roof, one with a pistol, and the other with an Uzi. Kill them both by taking cover behind the corner of the roof and shooting.

When both guards are dead, jump off the front of the building and start running away from it. Go towards the long pile of boxes (The Munitions Depot) where Clutter is hiding. When you find him, he'll give you some explosives and a small charge of plastic (Find explosives and plastic: Done).

Move away from Clutter and look to your left. Standing next to that large building is a guard. Shoot him from long range with your pistol, then start going back the way you came. To get back on the roof, go through the fence on the right side of the building, climb up to the roof, and jump off the other side.

Cross the river a second time then go through the hole in the fence and back through the large field of searchlights. Now, go back to the green houses, and finally through another hole in the fence, ending up exactly where you started.

Go straight down the road away from the tunnel and over to the power plant. Don't worry, you can't miss it. Walk up the stairs and Ethan will say that this is a good place to use the explosives. Well, use the explosives (Sabotage power plant: Done) and your work there is done.

On the wall next to the power plant there should be a small circuit breaker. You may remember it from the first level on Impossible mode. There are two sides, a red side, and a green side. But which to shoot?

Well, if you're on Impossible, look at your electronic diagram, and it will tell you which side controls the cameras and searchlights, and which side controls the bridge.

Since you want to cut off the camera power (the searchlights are an added bonus) take your piece of plastic and use it on the color that will cut off the cameras. After you use it, double check to make sure that you have the right color. Then, simply shoot the plastic once

Oh yeah, and don't bother memorizing which color will work, because it's different every time. I learned that the hard way.

If you're on Possible, all you have to do is put the plastic anywhere on the circuit breaker and shoot it (Cut off camera power: Done) to complete your objective.

Eureka! The searchlights have been shut off, and the cameras are out so that you sneak around without being discovered! The downside is, in twenty minutes, your presence will be discovered, and the mission will be a failure. It's actually more than enough time, really.

From the power plant, start running forward and go through the large gate. This should be familiar to you from the first mission. At the end is a small house, also from the first mission, and I'll give you three guesses what you have to do.

Go inside, and punch the accountant as hard as you can. Then, use the facemaker on him, and don't forget to take the small card lying on the table (Take on accountant's ID: Done). Now you have a very good disguise, so don't forget to hide your guns!

Run out of the office, take a right, run through the hole in the fence, and cross the river for the last time. And once again, up on to the roof, and jump off the front of the building. But this time you can actually go inside.

Once you get into the bunker, the guard will greet you. Show him the card that you took from the accountant's desk and he'll let you into the secured area.

Say hello to the guard working on his computer, then go up to the door next to him. On Possible, it opens right away, but on Impossible use the keycard that you found in the cabin. And don't you tell me you forgot it either!

Inside this final room is what you've been searching for, the briefcase with the detonators! Take it (Get briefcase from bunker: Done) and get out of there!

When you're outside the bunker, run forward back to where Clutter was hiding. He'll do you a favor and pull a few tricks on the briefcase (Sabotage briefcase: Done) and prime it to explode when the helicopter reaches 1,000 feet.

Speak of the devil, here comes the helicopter now! A few guards will come to stand watch around it, and they won't let you pass. Out of the helicopter will come the terrorist leader and his armed guard, a guy that carries more weapons than Rambo himself.

These two guys are headed to meet Prokosh at the deal, and you've got the important item there in your hands! The deal will take place in the red building by the river next to where the helicopter lands. To get there easily, just follow the terrorist. Prokosh is already there.

Well here it comes, the big deal. You'll come in with the detonators (Bring briefcase to deal: Done) and give them to the terrorist with a warm thank you. Satisfied with his purchase, the terrorist leader will leave and prepare to go back to his helicopter, while Prokosh has a jeep waiting.

Everyone will now leave you alone, and you can finally take that mask off.

But wait...there's more! If you're on Impossible, you've got to give that dirty rat Prokosh what's coming to him. Pull out your Uzi (I told you to save the ammo!) and run up to the door. Aim to the far left, and zoom in. If you were quick enough, you should see the back of Prokosh's brown jacket. Shoot him the back a few times to ensure that he won't ever be doing business again (Eliminate the seller: Done). Don't even bother with everyone else.

When the terrorist and his heavily armed bodyguard get back to the helicopter, a big surprise will be waiting for them! The helicopter will slowly rise, until finally....

BOOM! (Blow away helicopter: Done)

Congratulations, you just saved the world once again. Now all you have to do is get back on that gunboat and escape, right?

Wrong. Before you do, go back to Dowey and his sniper. He should be aiming at the gunboat, where a swarm of armed guards have appeared! Shoot each of them, and thank your lucky stars that Ethan didn't go out there!

You can now stroll casually out the back of the building and into the boat, where you and the team can make your getaway (Escape on gunboat with Clutter: Done).

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Stage iv: Gunboat

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Objectives:

- Escape enemy base
- Destroy gas factory
- Destroy Radar (Impossible only)
- Destroy main defense structures (Impossible only)

Walkthrough:

No bones about it, this is a pretty tough level. You're driving down the river through the most heavily guarded part of this base, and most everything has a gun mounted on it and is attempting to shoot you. Hope you life holds out.

If you want to survive the gunboat journey, you're going to have to blow up everything that shoots back. If you don't, you'll be deader than a doornail. And on Impossible mode, you practically have to, because of your fourth objective.

The most important piece of advice I can give you is to keep your finger on the trigger. Just hold down Z, and you'll be fine, seeing as

how you do have infinite ammo.

Oh yeah, and watch out for mines. These bad boys block your path in the river and can do some serious damage if they hit you. Don't worry, because Candice will warn you if you're about to hit one.

As you can see, I'm not going to write a full walkthrough here, because that would be a waste of everyone's time.

Eventually, you will pass the Radar building on the left side of the river. It's white and has a large satellite dish on top. Blow it up (Destroy Radar: Done) as soon as you get a spare minute.

Later in the level, a boat will be launched into the river to shoot at you. Try to concentrate a lot of your firepower on it, but don't forget about the buildings! A second boat will also appear a little later, so take the same advice.

Impossible agents will know that they've gotten very close to the end of the level when you destroy a building and you get a message (Destroy main defense structures: Done). This means that you've destroyed the required amount of buildings, and the base is almost completely destroyed. If you didn't well, better luck next time. You do have a few buildings that you can spare however, but don't push it.

Last but not least comes the gasplant. This thing is made up of two large buildings with huge walls and powerful guns. Shoot the main wall on each building, and the guns will go down with the wall. When both walls are down, shoot the two long smokestacks that are left behind on each side of the river (Destroy gas factory: Done) to completely destroy it.

After the gas factory, you can breathe easily, because you've just gotten out of Lundkwist (Escape enemy base: Done) and utterly destroyed it, so no one's going to be using it for evil purposes ever again!

And so, Ethan caught up with Candice on the submarine and exchanged kind words, knowing that the world was now a safer place with Prokosh and the terrorists out of business.

Ice Storm

Mission Accomplished

6. Ending

After beating the Gunboat level and successfully destroying Lundkwist, the credits will start to roll, and you can take pride in your accomplishments.

But wait! After the credits, Ethan has appeared in a mysterious level,

exactly like the Embassy Function! What strange horrors await him here? Let's find out together, shall we?

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Stage i: Embassy Function

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Objectives:

Discover the team (Possible Only)

Walkthrough:

This is kind of like a little bonus mission, I would think. The premise is simple: you're at a party with all of the Mission: Impossible programming team and you've got to meet them all in order to complete your objective.

Each of the programming team has their own funny little thing to say, some are funnier than others, and I think some are inside jokes between the programmers that us gamers wouldn't understand.

There are 26 people that you have to talk to. When you talk to someone, Ethan will ask, "Who are you?" and the person will reply with their name. Ethan will then ask "What do you do?" and the person will give their job, then make their humorous comment. Afterwards, your life will fill up a bit.

Look around the Embassy trying to find everyone, and make sure that you talk to everyone in the group. And don't forget about the piano player!

Oh yeah, and don't try to pick a fight with anyone! Those programmers are stronger than anything!

When your life meter goes back up to full, that means you've spoken with everyone (Discover the team: Complete) and the ending can begin.

What is the ending, you ask? Well, I'm not going to tell you, you'll just have to see it for yourself!

Mission Accomplished

The End

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IV. For When You're Not On Duty

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Every secret agent needs a little bit of time to relax. That's what this section is all about. Just a few things that can offer a little bit of fun to the dedicated Mission: Impossible player.

1. Codes

Mission: Impossible comes complete with eleven fun codes for you to fool around with just for fun. Although you can use these codes to complete the levels, I don't recommend it, because that is cheating after all.

To use these codes, enter them in at the Level Select Screen. If you do it right, you should hear Ethan say "Ahhhhh, that's better!"

Weapon Codes:

7.65 Silenced Pistol

C-Up, L, C-Right, C-Left, C-Up

9mm HI Power

R, L, C-Down, C-Up, C-Up

Uzi

C-Right, C-Left, C-Right, C-Down, R

Rocket Launching Gun

R, L, C-Left, C-Right, C-Down

NOTE: These codes won't work in the CIA Escape mission, because you can't actually kill guards in those levels.

Changing Features Codes:

Kid Mode

C-Down, C-Up, R, L, Z

Big Feet Mode

C-Down, R, Z, C-Right, C-Left

Big Head Mode

C-Down, R, C-Up, L, C-Left

Humongous Head Mode

C-Down, L, C-Up, C-Right, L

NOTE: You can only have one of these codes active at a time.

Miscellaneous Codes:

Invincibility

R, Z, C-Down, R, C-Down

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

Turbo Mode
C-Up, Z, C-Up, Z, C-Up

Most of the codes are pretty self-explanatory. Invincibility makes you invincible, Infinite Ammo gives you an infinite amount of ammo, etc.

2. Tricks and Glitches

Mission: Impossible isn't completely filled with humorous and entertaining glitches, but there are enough for me to put out this section filled with them. Enjoy!

I got most of these codes from Gamesages <<http://www.gamesages.com>> and N64 Code Central <<http://www.n64cc.com>>. In which case, credit is given where it is due.

Zombie Ethan

This is one of my personal favorites. In the beginning of the Station level when the guards are leading Ethan away, take careful aim at Ethan and shoot him several times until he falls down dead. Immediately after he does, shoot the guard in the front. Ethan will suddenly get up, kill the other guard, and become transparent, seeing as how he has no life left. Afterwards, he'll start walking around as usual. Now, as long as you have Ethan in your sniper site he can not be harmed by bullets. The only way he can die is if someone punches him, or if you let him out of your site.

-Submitted to Gamesages by De Man <the_de_man@hotmail.com>

The Clumsy Piano Player

Go to the Embassy function level using any code that will give you a gun. First, shoot the guard that is wandering around in the hallways, then go into the big room with the bar and the piano player. Shoot the one guard in that room, then shoot the piano player. One of the other guards will now come down to arrest you. Let him do so, then when you fail your mission go back into the Embassy Function level again. Do NOT press pause once back inside the level! Go over to the piano player, and he should be playing a lot of wrong notes!

-Submitted to N64 Code Central by Sumer4life <sumer4life@aol.com>

Blow up the Helicopter

Go to the CIA Rooftop stage and complete all of the objectives up to Fix the Lights. After doing that, go up to the helicopter, but don't install the EMS! Instead, simply wait by the box for awhile until the helicopter starts to take off. As soon as it does, install the EMS, paralyzing the helicopter and causing it to fall down and explode!

-Submitted to N64 Code Central by Mission 64 <Mission64@yahoo.com>

Sit under the Bench

Go to either the Ice Hit or the Ice Storm levels with Kid Mode on. Watch the briefing in the beginning where Phelps (or Ethan) walks over to the bench to pick up his message. It results in a funny little glitch in which Phelps sits on the ground, with his head sticking out above the bench!

Follow the moving Truck

When you start on top of the truck in the Tunnel level, switch to first person mode (Hold R) dodge the first obstacle, the jump on to the platform while still holding R. Punch out the first guard, then release R. The camera should still be focused on the moving truck as it drives through the tunnel without you! The only way to stop this is to switch back into first person mode.

-Submitted to me by Michael Rushia

Dive into the River

Turn Kid Mode on and go to the Lundkwist base level in the Ice Hit Mission. What a pity that you can't actually play the level this way, because Ethan will fall into the river as he jumps off the boat in the opening cinema!

-Submitted to Gamesages by "Billy Madison" (Authors note: an obvious Adam Sandler fan)

The Dead Guard Lives!

Turn on the Infinite Ammo code and go to the Embassy function. At the start of the level, pull out your blowpipe and head over to your left. When the guard walks past you, shoot him, and someone will sound the alarm. Another guard (the one that was at the top of the stairs) will come running up to arrest you. Shoot him immediately before you gets to you. Before he hits the floor, run up to him and try to talk to him. He should say "The reception is downstairs, sir" and raise up from the floor in a standing up position, but will just stand there and not do anything for the rest of the level!

-Submitted to N64 Code Central by Sumer4life <Sumer4life@aol.com>

Sorry, just checking!

Go to the KGB Headquarters mission and find the room with Barnes in it. After you talk to him, give him a good hard punch. The result is pretty funny.

-Submitted to N64 Code Central by Thomas W. <Bondw22@aol.com>

Ethan gets Impatient

In any level of the game, if you stand still for long enough and don't move at all, Ethan will cough and look around. After several more bored coughs at regular intervals, Ethan will sit down until you move him!

-Submitted to N64 Code Central by Ancalagon <smoran@localaccess.com>

Freeze the Game

Go to the Ice storm level, but instead of grabbing the AFS and the mine, grab the explosives and the detonator. Now run back to Clutter and Dowey in the boat. Plant the explosives on the wall next to the boat and walk back up the ramp. If you use the detonator now the game will freeze!

-Submitted to N64 Code Central by Mission 64 <mission64@yahoo.com>

Funky Camera Glitch

Turn on Kid Mode and go to one of the CIA Rooftop levels (preferably the first one). Run up to the first crate that you see and try to climb it. But instead of climbing on top of it, you'll fall inside of it and majorly screw up your camera! The only way to escape this that I know of is to abort the mission.

-Submitted to N64 Code Central by <voy_lcars@yahoo.com>

Dowey Goes Down with the Ship

After you jump off the boat in the first stage of Ice Hit, turn towards the river and wait. After awhile, Dowey should come back on the boat. Take careful aim and shoot the boat with your pistol. The ship will start to sink, and Dowey will give a final salute as he goes down with his ship.

-Submitted to me by Michael Rushia

She speaks English?

When you go to the Embassy Function level, head over to your right and walk up to the couple in the corner that talks to you is Russian. Punch the man (or use a code to get a gun and shoot him) and the woman will yell for the security in perfect English.

-Submitted to N64 Code Central by <Mattzstar@aol.com>

Move the Body

Complete the main part of the CIA Interrogation level normally until you get to the infirmary. Get the antidote from the nurse, then go over to the guy on the treadmill to distract attention. Push the button on the treadmill, then quickly face to the left and walk towards the guy laying on the floor. You should be moving him a little bit, but you will stop when the nurse comes to check him out, unfortunately.

-Submitted to N64 Code Central by Sumer4life Sumer4life@aol.com

If you have an interesting Trick or Glitch that isn't on the list, feel free to email it to me.

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V. Frequently Asked Questions

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Q: Why does the game say "Your mission, should you decide to accept it," when the movie said "Your mission, should you choose to accept it?"

A: I've wondered about this since I first got the game. The most likely reason seems that the original phrase was copyrighted, and some problems prevented the game designers from using it. But of course, there's always the possibility that it was just a huge mistake...

Q: Why can't I shoot those stupid guards?

A: Since Mission: Impossible doesn't use an Auto-aim system, you have to stop and actually aim your weapon by using the R button.

Q: In the beginning of the game, if you don't press start after seeing the Ocean logo, you can see a cool animation of some of the team members. Why isn't this in your FAQ?

A: It is now.

Q: I wanted to play the CIA Rooftop with the Rocket Launcher, so I entered in the code, and it didn't work! Why?

A: Since the CIA is on your side, you really shouldn't be killing any of them. The programmers took this into account, and made it impossible for you to use a lethal gun in the CIA mission, even with codes.

Q: Hey, I was playing the Gunboat level, and my game suddenly froze! What happened?

A: This has happened to me several times, and I have no idea why. If you want to freeze the game intentionally (in a different level) check the Tricks & Glitches section.

Q: Does Krieger have a last name?

A: If he does, it isn't mentioned in the game, the movie, or this FAQ.

Q: I was just walking around in a disguise, and someone arrested me for no reason! What's the deal with that?

A: You were probably holding your gun out in plain sight. When you're in disguise, be sure to put your gun away!

Q: In the K.G.B HQ, why won't the guard let me into the stock room to get the Facemaker?

A: If you're on Impossible Mode, you have to get the beeper from the Comm room and use it in the hallway next to him. That will give you enough time to sneak past the guard and grab the Facemaker.

Q: In the instruction manual, it mentions an item called Infa-red Goggles. Where can I get a pair of these?

A: You can't. This item was later changed to the Infa-red contact lens that you get on the CIA rooftop.

Q: What purpose do Luther and Krieger serve in the game, other than manning their snipers?

A: None that I can see. If you've seen the movie, you'll know that they helped Ethan get the NOC List, and Luther was on the train. Obviously not the case here.

Q: I can't beat the Train Roof! Any advice?

A: This is a very difficult level. The best advice I can give you is stay alert at all times, and always kill the guys on the top of the train first before going on to the choppers and cars. The rest is just skill.

Q: Why can't I jump over the laser net on the Rooftop Escape?

A: To jump over the lasers, simply stand on the crate, jump into the air, then, while in the air, press Up on the control stick to move yourself forward over the side. It just takes practice.

Q: I made it to that ending level after beating the Gunboat on Impossible, but there isn't any objective to complete, so I can't see the ending! Why is this?

A: For some reason, your objective in this "mission" only appears on Possible mode. Whether this was intentional or not I have no idea. But if you want to see the ending, just beat the Gunboat on Possible.

Q: Is it possible to beat the first stage of the Ice Storm level on Impossible mode without using the Gas Injector?

A: Yes, I did it my first time beating the level. It's pretty difficult to do.

Q: I saw the Mission Impossible movie, and it turns out that Krieger was helping Phelps! He even drove the getaway helicopter! Is this true in the game as well?

A: I'm actually not sure about this one. The programmers may have hinted at it (Krieger is described as "bordering on the sociopathic") but we never really find out for sure.

Q: Why are there security lasers in the Terminal Room? They weren't

there in the movie!

A: If they weren't there, I really do think the level would be cooler, but they're there for some challenge. I also think that other things could have been done with the level, but they weren't, unfortunately.

Q: In the Ice Storm, Mainland, why do I always fail the mission when I try to cut off the camera power on Impossible mode?

A: In order to do this, you need to find the electronic diagram in the cabin. Then, you have to read it to find out which color circuit boards feeds the cameras. This is the one you should use the plastic on the blow up.

Q: Are there any plans for a Mission: Impossible 2?

A: I seriously doubt it.

Q: Why are Max's henchmen dressed like the Blues Brothers?

A: The black suit with matching hat has been used for a variety of characters over the years, and Max's henchmen are a fine example.

Q: Why are Max's henchmen dressed like the Men in Black?

A: Look at the above question, minus the hats.

Q: Does that guy played by Emilio Estevez appear in the game?

A: Yes. He's Jack the escape artist/fireman, also known as the Jack the computer hacker in the movie.

Q: Was there originally a Mission: Impossible TV show?

A: Yes, although this has nothing at all to do with this game.

Q: In your Interrogation walkthrough, you refer to "the sergeant" as Kitridge. What's the deal with this?

A: In the movie, Kitridge was the head of the IMF who was after Ethan. The "sergeant" in the game seems to be a very important person, he accuses Ethan of being the mole, and he also uses one of Kitridge's lines from the movie (censored slightly, of course). So, I always referred to him as Kitridge.

Q: How many of the characters from the movie were actually included in the game?

A: Ethan (of course!), Phelps, Luther, Krieger, Jack, Barnes, and Sarah Davies. So seven, if you don't include Kitridge (see above).

Q: In the movie, I noticed that the blonde guy walking around with Kitridge is named Barnes. Well, isn't Barnes just an undercover agent in the game?

A: The name Barnes was taken from this extremely small and unimportant character in the movie and given to the undercover agent Barnes in the game, just for a small reference.

Q: Which terrorist country was Prokosh selling those detonators too anyway?

A: Since the creators didn't want to start any international incidents, the country is never referred to by name. Your guess is as good as mine.

Q: Is it possible to beat the Warehouse level without releasing the toxic gas?

A: Nope.

Q: Speaking of which, where is the chemical protection suit in the

Warehouse?

A: On Possible, it's right after the second large box, on the right.
On Impossible, it's in a small corridor off of the large room with the pillbox and a piece of the K-30-P. For more information, see the Warehouse walkthrough.

Q: What's with that message at the beginning of your FAQ?

A: That was just me goofing around, as usual.

Q: After you beat the Mole Hunt mission, a guy from the CIA says that the CIA knew that you weren't the mole all along. Was he just kidding or what?

A: Of course he was just kidding.

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VI. Acknowledgements

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First off, I would like to thank Paramount pictures and everyone else involved with filming and producing the Mission: Impossible movie!

The other major thanks should go to the good people at Ocean, as well as Infogames for making a really great game.

Special thanks goes to both Gamesages and N64 Code Central for all of the great Codes, Tricks, and Glitches that I used in this FAQ. Thanks also to everyone who took time to submit those tricks as well!

Nintendo Power Magazine also deserves my thanks for listing the Humungous Head code that I used in this FAQ.

I would also wish to thank Gamefaqs and it's owner CJayC, for posting this FAQ up on their site.

Thanks to my good friend Michael Rushia for personally giving me some Tricks which I used in this FAQ.

And finally, the final words of thanks go to Tom Cruise for starring in the Mission: Impossible movie, which is without a doubt one of the best action films of the decade.

Thanks a million everybody!

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VII. Copyright Info

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Well, I guess that's the end. It's been fun, hasn't it? Anyway, if you have a question, comment, or something to add (especially a cool trick or glitch) you can email me, Ian.

And that is the end of that.

Bye.

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