Mission: Impossible Walkthrough

by Nugget Updated on Aug 28, 1998

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Date: Wed, 26 Aug 1998 15:23:03 PDT
Mission: Impossible
Author: Nugget
1) Introduction
2) Ice Hit
2.1) Lundkwist Base
2.2) Subpen
3) Recover Noc List
3.1) Embassy Function
3.2) Embassy Warehouse
3.3) KGB HQ
3.4) Security Hallway
3.5) Sewage Control
3.6) Escape
3.7) Fire Alarm
4) CIA Escape
4.1) Interrogation Room
4.2) CIA Rooftop
4.3) Termanal Room
4.4) Rooftop Escape
5) Mole Hunt
5.1) Train Station
5.2) Train Car
5.3) Train Roof
6) Ice Storm
6.1) Subpen
6.2) Tunnel
6.3) Mainland
6.4) Gunboat
7) Secrets
1) IntroDuction
        Hello, I am Nugget this is my first Walkthough so if you see any errors
or have comments, questions , secrets or whatever just e-mail me
nuggethead21@hotmail.com . I hope you like my walkthrough and I hope it
helps you . this is probly the best Mission: Impossible Walkthrough
becuase there isnt any others.
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2.1) Lundkwist Base
Mission Code Name: Ice Hit
Lundkwist Base
Mission Checklist
- Get to subpen with Clutter
- Change identity
- Find excuse for errand
- Cut electric power
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Strategy

A fairly small base right now. From the start you will want to hop up the crates to the right and over the fence. Head over to point A, which is a small bunker.

- 1) You will have to catch this guy while he is in the building. You can either shoot him or punch him out. You must do either quickly, or he will call the guards.
- 2) Once you take his identity with the facemaker, go over to the desk in the bunker and collect the envelope on top of these lockers.
- 3) To cut the power you must sneak over there before you change your face with the facemaker.
- 4) After giving the letter to the driver you will want to hop onto the back of the truck.

2.2) Subpen

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Subpen

Mission Checklist

- Find magnetic bomb
- Give bomb to Clutter
- Join Dowey for getaway

Strategy

Keep to the extreme sides of this area to avoid the bulk of the guards.

- 1) Follow the red dot on your radar to find the magnetic bomb.
- 2) After picking up the bomb you will want to take the left side (facing out of the building) to meet up with Clutter. He is hiding close to the docks behind some boxes. You can follow the green dot on the radar to get to him.
- 3) Before you can leave the area, you will want to run over and place a mine on this gunboat. Just go to the side and use the mine in your inventory.

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3.1) Embassy Function

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Mission Code Name: Recover NOC List

Embassy Function

Mission Checklist

- Find facemaker
- Find score
- Find nausea powder
- Find drink
- Place smoke generators
- Assume ambassador's aide's ID
- Access restricted area

Strategy

Right at the start you will have a challenge.

- 1) Talk to this gentleman twice to get him to walk away. When he does, you can talk to Sarah and get the facemaker from her. Around this time you should learn about a killer who is stalking you. The killer is a woman in a red dress, and you will first see her in the main room with the piano. Once she starts following you, head into the bathroom and equip your blowgun. You will need to be quick and hit her with the blowgun before she gets you.
- 2) Head back and talk to the bartender, and he will give you the drink and nausea powder. To find the score you will need to talk to the people right outside of the main hall when they are sitting down. Give the score to the pianist. Give the tainted wine to the aide and then knock

him out in the bathroom. Take his face and head upstairs.

3) Be sure to use all the smoke generators on these grates. Make sure there are no guards around when you do it or you will be arrested.

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3.2) Embassy Warehouse

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Embassy Warehouse

Mission Checklist

- Find exit key
- Access to embassy HQ

Strategy

This area can be close to impossible until you find the chemical protection suit. This suit is in a box blocking one of the hallways. It's on the right just past the hallway with the two large explosion boxes. You will now be shot at but won't be affected by the gas in the level.

______3.3) KGB HQ

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KGB HQ

Mission Checklist

- Talk to Barnes
- Find video freezer
- Find facemaker cartridge
- Find dart gun
- Sabotage video link
- Find exit passcard
- Get transfer order
- Escape with Candice

Strategy

This area may seem big when you first get into it, but there are only a couple areas that you spend any long amount of time in.

- 1) This should be one of the first areas you check. Talk to Barnes to fulfill one of your objectives. To find some of the other pieces of equipment that you'll need you will have to go to the broom closet for the facemaker cartridge and the prison cell for the video freezer. The rest should be found as you go.
- 2) Knock out the chief and get the gun from his desk. Check the bookshelf on the right to open up the security area.
- 3) Once you freeze the video you will need to come to this communication area and get the transfer order. With that in hand you can walk into the cell and hand the guard the transfer order. Then walk out to the big metal doors to escape.

3.4) Security Hallway

Security Hallway Mission Checklist

- Secure passage for Candice
- Activate master switch

Strategy

This part is not that hard but does require some precision jumps. There isn't a time limit though, so get your route set before you try to go through. You can stop on the blue tiles and shoot the guard who may come

out of the door at the end. Be sure to take out the guards or Candice will be arrested.

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3.5) Sewage Control

Sewage Control

Mission Checklist

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

Strategy

To start off in the right direction, go to the left at the first chance. Shoot the guard who is on the far side of the room and activate the panel that he was guarding. Shoot the guards who will race after Candice and head to the other passageway. There will be a couple more guards here and a few panels. Once you activate the final panel a counter will start and many guards will be released. You will need to move fast, but not so fast that you lose Candice. Take her to the computer and then backtrack out.

3.6) Escape

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Escape

Mission Checklist

- Secure passage for Candice
- Find mask of Golystine

Strategy

Shoot the guns to send them spinning for a short time. The mask is in the wall box, and you must shoot the panel to open the door. If you are quick enough, you can shoot the guard who has the NOC list before he can get back to his group.

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3.7) Fire Alarm

Fire Alarm

Mission Checklist

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

Strategy

To get through this area you have to be quick with the fire extinguisher or fist. There are a lot of guards in this area and you will have to sneak around a little bit to avoid getting overwhelmed. Jack should be close to the stairway. You need to talk to him and then make your way to the restrooms. One strategy to use is to just run past the guards and then take care of them when they follow you into the bathroom. Talk to Jack and you will be able to pass for a fireman. Once you are dressed like that, run back and talk to Candice. You will then need to be fast and run out the entrance.

4.1) Interrogation Room

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Mission Code Name: CIA Escape

Interrogation Room

Mission Checklist

- Escape from interrogation
- Pick up equipment
- Get into hallway
- Get out of interrogation sector
- Take free access print
- Find sergeant for SAS access
- Reach elevator to infirmary

Strategy

- 1) To get out of here you will need to first push the button on the right side of the room. With the window now open talk to Candice through the speaker. Place the gum on the window and hop through. Collect all your gear and head out the door.
- 2) You must run through the gate before the marine outside it can close it. Once you do, copy his fingerprint and open the door. Run down and around the hall, collect the spray paint, and use it on the cameras.
- 3) Activate the switch on the wall to get to another area, be sure to click it twice so you can get the empty gun. Use the dart gun on the desk jockey, then equip the empty gun. Enter the office and point the gun at the sergeant. Follow him to the door, clear the hall if necessary, and go straight to the left and for the elevator. Once in, knock out the sergeant.
- 4) When you reach the infirmary be sure to unequip your weapons. Head through the door and talk to the lady on the left side of the room; she will cure you. Go by the man on the bike and press the button, then run over to the window and climb out.

4.2) CIA Rooftop

CIA Rooftop

Mission Checklist

- Sabotage heliport lights
- Find bag of equipment
- Find zone digitcards
- Fix lights
- Install EMS near heliport
- Enter security level
- Find security level code
- Meet Candice

Strategy

The trick to getting through this area is to realize that you can climb up the boxes next to the guard houses. Once you start doing that you will start to complete a couple of the beginning objectives.

- 1) Go up this first box to be able to shut off the electric floor and take a major shortcut across the first part. From the switch for the electric floor you can also run across and sabotage the helipad lights. Hop over the railing by the light switch and then around the guardhouse and back up to collect the equipment bag. Once you collect the bag use it to empty its contents. click here for screenshot
- With the repairman outfit you can run right past the guards and can get into the restricted area by the helipad.
- 2) Head over to the left-side stairs first and turn the helipad lights back on, then run back up and use the EMS on this switch box. click here

for screenshot From there head down the opposite stairway and go over by the guard. You will need to drop your cover here and knock this guy out for his card. Once you get it, head farther down the stairs and through the tunnel. Knock out the next guard you come to and gethis card. Head through

the security gate then and over to the stack of boxes.

3) You will need to use the infrared goggles and the deflector here to get past the beams. To get the door code you will need to go up on the boxes and place the camera facing the door on the top box. Hide behind the guard house and let him do his rounds. You will then get the code and be able to go through the door.

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4.3) Termanal Room

Terminal Room

Mission Checklist

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

Strategy

One of the easiest ways to get through this area is to get in the "diving forward" position. Like that you can dive through most of the beams. You can afford to take the hits from the other stationary beams and be sure to avoid the yellow beams. When you get toward the bottom stop, wait until the operator comes back and leaves, then continue on with the mission.

_ _ _ _ _ _ _ _ _ _ _ _ 4.4) Rooftop Escape

Rooftop Escape

Mission Checklist

- Avoid all guards
- Reach helicopter landing pad
- Escape

Strategy

- 1) Your first challenge is getting past the laser beams. In order to do that you must backtrack to these boxes and make a jump off of them . Try to jump a little diagonally to avoid getting hit by the beams. When you pick yourself up you will need to create a diversion.
- 2) Head over to these ducts and put the explosive gum on them, then backtrack to the tunnel and back to the heliport. When you get back to the heliport, grab the EMS device from its hiding spot and then use it to break it. Once you do that you will need to head over to the helicopter and grab the gear once it starts to take off.

-_-_-_-5.1) Train Station _-_-

Mission Code Name: Mole Hunt Train Station Mission Checklist

- Protect Ethan
- Take the train

Strategy

The hardest part of this area can be keeping track of Ethan when he starts running. To easily find him, switch your snipers with the B

button, then switch back, and you will be centered on Ethan. Be very careful when you are targeting one of the people in the station. Some of the civilians will make very suspicious movements but will not draw a weapon. If you shoot them, then the mission will be over. Remember, it is better to let Ethan take one hit than risk the whole mission for one misfire on a civilian. Always be ready to hop to the other sniper fast. If Ethan gets out of your sight and comes under attack, you can lose him really fast. Try to always keep him in your crosshairs.

5.2)Train Car

Train Car

Mission Checklist

- 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 back-up plan

Strategy

- 1) Your first obstacle will be all the henchmen in the main passenger compartments. Shooting them down is not the problem; avoiding the civilians is. Once you start shooting they usually get up and start running toward the back and all around. When this happens your best bet would be to duck back behind a wall and listen until you hear the back door open then close. Once this happens at least one civilian will be out of harm's way and you can hop back out and finish off the henchmen.
- 2) Situations like this are unique but can cause some problems. The main problem is to kill the

henchman without hurting the civilian. To do this you will either have to be quick or take a few

shots and line up for a perfect head shot. After you kill the henchman the civilian will run free.

3) To take out the first set of henchmen who hide in these compartments simply hit them with a

head shot or a couple quick hits. Later, to take out Max's henchmen, you will want to get as

close as possible and duck down, then start hitting with your fists as quickly as you can.

- 4) To save a little life and even more time, enter this room and take aim on all the people in it. They are all enemy agents, and if you shoot them in the head they will start to attack now instead of later. After you kill them, simply walk to the back.
- 5) To break open the safe you will need to collect the liquid nitrogen and the blowtorch from the crates in the compartment. Use the blowtorch on the hinges first, then when they are red, use the liquid nitrogen on them until they shatter. Open the safe and use the remote control that you got from Max on the bomb. To get the remote control from Max you willneed to use the gas grenade in front of her compartment.

______5.3)Train Roof

Train Roof

Mission Checklist
- Catch Phelps

Strategy

- 1) In addition to the henchmen on the train roof itself you will also be attacked from the street. To easily take out these threats, shoot the driver in the head. They will fire off a couple more shots, and then the car will spin out of control.
- 2) The next threat that will become an obvious annoyance will be the helicopters. To easily take them out you need to use the rocket launching gun. One hit, one kill. You can use the pistol instead, but it takes several shots to knock one out of the sky, and they will almost certainly get a hit off on you.
- 3) The final obstacle in this level is no harder than any of the other challenges in this stage.

When he jumps onto the helicopter, fire off a rocket at it, and that will end the mission.

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6.1) Subpen

Mission Code Name: Ice Storm

Subpen

Mission Checklist

- Get the AF scrambler
- Get the mine
- Bring Clutter the AFS and mine
- Get the gas injector
- Get the RC detonator
- Get the explosives
- Sabotage the pump house
- Regroup on comm. building

Strategy

- 1) This is the first item you will need to collect for Clutter. The other item is a little farther away but still pretty close.
- 2) If you choose to stay out a little longer to collect more of the mission items at the start than

the ones Clutter needs, you run the risk of having them discovered. Although this doesn't end the mission right away, you must be able to get back to the team and take out the soldier quick enough to rescue the team.

3) The pump house is where you will find the replacement wire cutters. You will also have todrop the explosives near the main boiler tanks. Do not detonate the explosives until you are

away from the building 4) This guard house has three of the elite soldiers in it.

Unfortunately it also has the night-vision goggles, and if you were too slow, it will also have the

remote-control detonator. You can rush in and kill off the soldiers, or you can use the gas

injector on the door. This will knock out all of them, and then you can just walk in and gather all of your equipment.

5) Once you have collected the night-vision goggles and rescued the rest of your team on the

roof of the comm. building, you will have to jump on one of the inbound trucks. Be sure to set off the explosives in the pump house first.

-_-_-6.2) Tunnel

Tunnel

Mission Checklist

- Find explosives
- Sabotage anchor bolts

Strategy

1) This will be the hardest part of the mission. Timing your jumps is critical to making it through

the tunnel. The good news is that if you can get over the truck, the game will cut off the momentum and let you fall onto the top. To see when you need to jump, watch the tunnel, and when you see the front of the truck coming through, turn to face diagonally, then jump when you see the front.

2) These are the bolts you must sabotage. There will be one on each side. This is definitely the easiest objective to accomplish.

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6.3) Mainland

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Mainland

Mission Checklist

- 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
- Escape on gunboat with Clutter

Strategy

1) As soon as Dowey gets into his position you should use his view to take out the two guards

around the power plant. You can use him again at the end to kill the soldiers close to the gunboat.

- 2) Use the plastic on the circuit breaker to set up the shot for Dowey to disable the base's power
- . Also be sure to drop the explosives by the main power plant's base.
- 3) Once the power is out, you can come into this bunker and knock out the accountant. Once you use the facemaker, be sure to grab his ID off the desk.
- 4) After the deal is made, run back to the door you entered and shoot the terrorist on the

right-hand side. Let the one on the left get back to the helicopter. After that, head to the back and escape on the gunboat.

6.4) Gunboat

Gunboat

Mission Checklist

- Escape enemy base
- Destroy gas factory

Strategy

1) Always try to shoot everything that gets in your path. Take out the turrets and bunkers

especially, as they will get some free pot shots at you once you pass them if they are not

destroyed. Also watch the water in front of you for mines, and be sure to clear them out. There

are some soldiers on the banks, but they are usually guarding a

building. Destroy the building and they will die.

2) When you get to the gas factory, try destroying the walls first instead of the turrets. When you flatten the walls the guns will go with them.

7.0) Secrets

Secrets

each.

Secret Weapons

In three of the five missions in the game there is the possibility of getting a secret weapon. To get this weapon you must finish the entire mission on one life. If you can do that, you will get a special gun from the second mission, a gun with a silencer from the third, and the Uzi from the fourth. You may not be able to use the gun in the next mission, but you will eventually have theoption. To start a level with any of the weapons below already in hand simply follow the directions to

Mini-rocket launcher with 30 rounds: At level select screen highlight one of the levels, then press

R, L, C-left, C-right, C-down. If entered correctly you should here Ethan say "Ah, that's better".

Uzi with 30 rounds: At level select screen highlight one of the levels, then press C-right, C-left,

C-right, C-down, R. If entered correctly you should here Ethan say "Ah, that's better".

9mm with 30 rounds: At the level selection screen highlight one of the levels, then press R, L,

C-down, C-up, C-up. If entered correctly you should here Ethan say "Ah, that's better".

Silenced handgun with 30 rounds: At the level selection screen highlight one of the levels, then

press C-up, C-right, C-left C-up. If entered correctly you should here Ethan say "Ah, that's $\,$

better".

Turbo mode: At the level selection screen highlight one of the levels, then press C-up, Z, C-up,

Z, C-up.If entered correctly you should here Ethan say "Ah, that's better".

Kid mode: At the level selection screen highlight one of the levels, then press C-down, C-up, R,

L, Z. If entered correctly you should here Ethan say "Ah, that's better".

Big feet: : At the level selection screen highlight one of the levels, then press C-down, R, $\rm Z$,

C-right, C-left.

(Note: some of these codes won't work on a few levels.)

After you beat the game your in the Embassy. Talk to all of the programmers that are in groups, then Candice and Ethan will come from the Security Elevater by the piano player they will hug and a huge party will begin.

Also at the Embassy (in Recover NOC List) use the mini-rocket launcher code andtake out all of the gaurds the go to the Piano player and punch him . He will be lying down knocked out in mid air!

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