



2. For Reader

If you want to ask me a question, don't forget to put the game's name in the subject field. I had told this in author's note, but I keep receiving some mail without subject. It's not so hard to do that, right?

Oh yeah, never say this in your mail "Sorry to waste your time for reading my mail". You're NOT wasting my time. Trust me. I like reading your mail (except those a\*\*holes that send me flames and hate mail) and helping you (if I can).

One last thing, from now on I will not reply any flames and hate mail. It's only a waste of time.

That's all. I hope you like my faq and can find some useful info.

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T A B L E O F C O N T E N T S
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- 01. R E V I S I O N H I S T O R Y
02. I N T R O D U C T I O N
03. B A S I C M O V E S
04. W A L K T H R O U G H : L U N D K W I S T B A S E
05. W A L K T H R O U G H : S U B P E N
06. P A S S W O R D S
07. A C T I O N R E P L A Y C O D E S
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09. L I S T O F T H E D A M N E D
10. I M P O R T A N T N O T E
11. A U T H O R ' S N O T E

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01. R E V I S I O N H I S T O R Y
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VERSION 0.2 (28 December 2000)
Minor update.

VERSION 0.1 (29 December 1999)
First release. Contain most of this walkthrough.

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02. I N T R O D U C T I O N
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This walkthrough for Ice Hit mission on Possible difficulty only.

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03. B A S I C M O V E S
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Down	Move down
Right	Move right
Left	Move left
X	Jump
Square	Punch/Shoot
Circle	Crouch
Triangle	Select weapon
R1	View left
R2	Aim
L1	View right
L2	Change view
Start	Open menu

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04. W A L K T H R O U G H : L U N D K W I S T B A S E

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MISSION BRIEFINGS

Arriving at the canal, you should land unnoticed. Clutter will take the long way around to join you near the tunnel entrance and Dowe will take the raft back to the rendez-vous point for your getaway.

Your main problem will be to get to the subpen on the other side of a very long and well-guarded tunnel.

Using your facemaker you should be able to take on someone's identity and it would help if you found someone important. Perhaps you could find a way to get someone to run an errand for you and hitch a ride. Don't forget to take Clutter with you, as you'll need him to complete the mission.

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

TEAMS

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

Jim Phelps : Leader of IMF team. Stationed in a submarine positioned off the coast. Will follow all operations by means of satellite video and be in constant radio contact with the team.

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

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

OBJECTIVES

Change identity

Find excuse for errand

Get to subpen with Clutter

EQUIPMENT

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

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

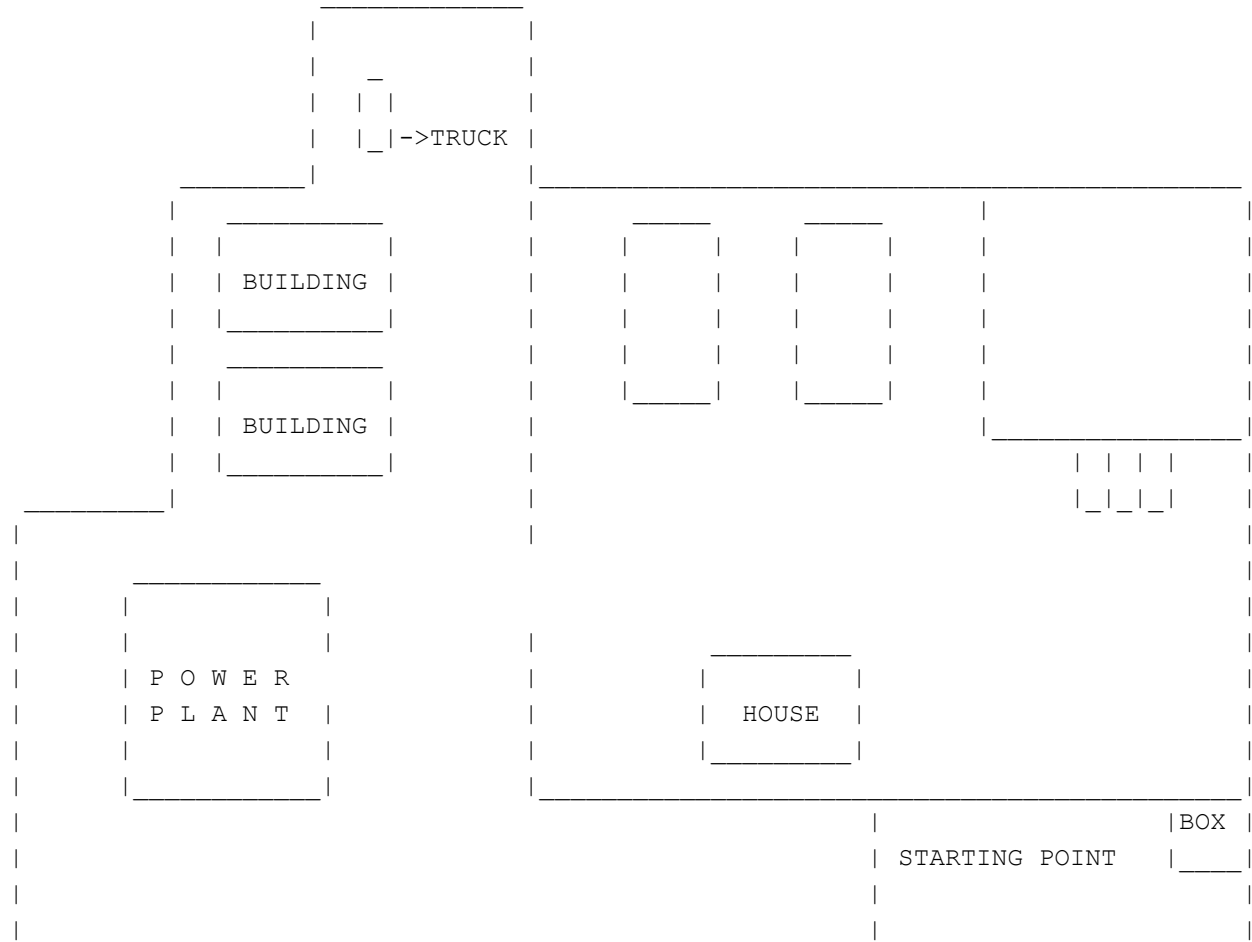
7.65 Silenced : Very silent, very deadly. No IMF agent would risk death without it.

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

WALKTHROUGH

From your starting point, jump to the other side through the boxes. When you have arrived at the other side, go to the house. Open the door, and a scene will occur. After the talking scene, quickly punch that guy. After he fall then use your facemaker. When you have disguised yourself, don't forget to hide your gun. Then take the letter near the computer. Go to the truck and give the letter to the guard there. After the talk, meet Clutter near the truck, then jump into the truck. Clutter will follow you and both of you will jump into the truck to the subpen.

MAP



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05. W A L K T H R O U G H : S U B P E N

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MISSION BRIEFINGS

You are arriving in the submarine pen area. Watch out, as security has been geared up because they are proceeding to load the missiles into the sub. You will have to find one of the magnetic mines they have stocked somewhere and give it to Clutter so that he can place it on the sub.

Once in place you'd better get out quick, as once the sub blows they will be on the lookout for the saboteurs.

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

TEAMS

- Ethan Hunt : One of IMF's most reliable agents. Highest success rate in the agency. Numerous skills make him first choice for any mission.
- Jim Phelps : Leader of IMF team. Stationed in a submarine positioned off the coast. Will follow all operations by means of satellite video and be in constant radio contact with the team.

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

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

OBJECTIVES

- Find magnetic mines
- Give mine to Clutter
- Sabotage the gunboat
- Join Dowey for getaway

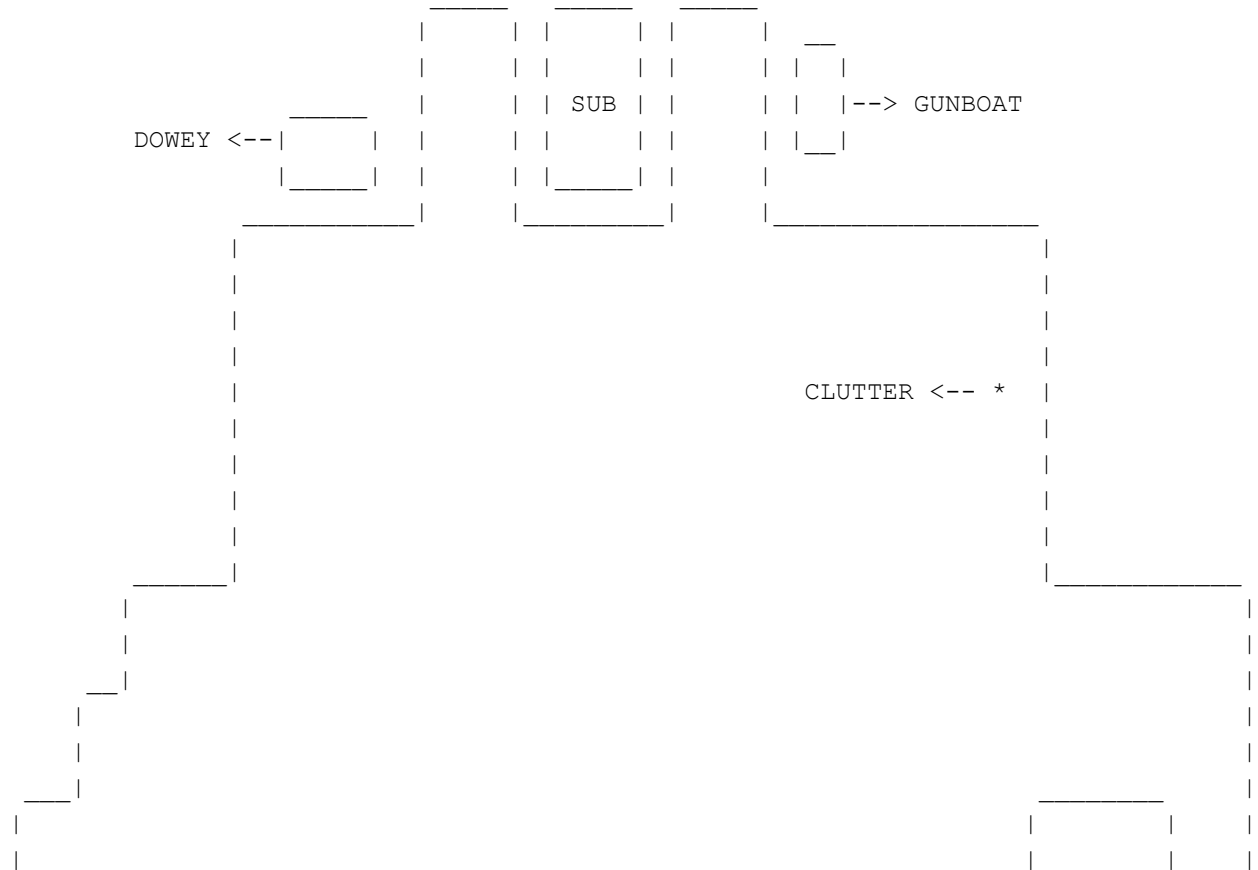
EQUIPMENT

- Communicator : Miniaturized communication device that doubles as a database with info about the mission in progress.
- Field Scanner : A small wrist-wielded scanning device, can pinpoint people, locations or objects tagged with a special CIA "homing" mechanism.
- Magnetic Mine : Diabolic piece of hardware. Used mainly on metal-plated marine vessels. Exists with preset timer and adjustable timer. The preset timer model is very unreliable.
- 7.65 Silenced : Very silent, very deadly. No IMF agent would risk death without it.

WALKTHROUGH

From your starting point, go to the warehouse where the Magnetic Mines are. Just follow the right wall until you see the warehouse. Enter the warehouse. Inside the warehouse, follow the path and in the end, take the magnetic mines. After you take the magnetic mines, go outside and give the magnetic mines to Clutter. Then go to the gunboat. Descend the ladder and set the magnetic mines on the boat. Now you must escape from the subpen. Go to where Dowey waiting for you. Descend the ladder.

MAP



WAREH

O

U

S

E

GUARD

HOUSE

STARTING  
POINT

06. P A S S W O R D S

MISSION	POSSIBLE	IMPOSSIBLE
LUNDKWIST BASE SUBPEN	-- ABOMOUKPXTHG	-- JKLORKLSLVAD
EMBASSY FUNCTION WAREHOUSE K.G.B. HQ SECURITY HALLWAY SEWAGE CONTROL ESCAPE FIRE ALARM	OGIIRPOLVRJL OQJFJPPINMPI EHLJFPVUIJLP GDRSGPQQIUNN GGMIFPQLIRLL GQNFPGPRIJMNI IGPJITTLKRFL IQHSKTLIVMMI	NGDFQMIIPMOI NCDGEKIKPQQQ FEEJGJUOQYDO FIELGQUWQWEB FDESPULQRDL FFEUGHUPQTEG MKFDHUJSXVGD MMFFIGKTXLGF
INTERROGATION	IJONINLJVNMJ IMCPKFLNVSM PBORMNSVLVBB	OGMFLMOIVMJI ODMJMROLVRJL DHNSTMPQNUKN

CIA ROOFTOP	PMEKNNGNMSBM	DKNOOKPSUVKD
TERMINAL ROOM	PJENMNGJMNB	OMNINJPTNLF
ROOFTOP ESCAPE	KEFPNNHMOKCE	DNNDNQPJNNPJ
STATION	HDEGJORRKOFC	BHPSEMMQSUI
TRAIN CAR	IGQLQOTOKYFO	BKPOFKMSTVID
TRAIN ROOF	HDEOJGRRKOFC	AOPDQLMHSXHH
	IGFDQGTOKYFO	BBPFQSMVSPHK
SUBPEN	NGMSIRIIPMOI	GBIKKIQNISLM
TUNNEL	NQPIKRIUQJDS	GPIMKPQQIUNN
MAINLAND	NHPFIRIQPUDN	EHGNIHVSIVLD
GUNBOAT	FDHJKRUKQRDL	EKGQIOQTILLF

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07. ACTION REPLAY CODES

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North American Version

Infinite Health	8008FE04 00FF
Infinite Ammo All Weapons	800454AA 2400
Unlock All Missions	8008FA8C 00FF
	8008FB10 FFFF

European and Australian (PAL) Version

Infinite Health	8008FC0C 0196
	8008FC1C 00FF
Infinite Time	8008FD7C 00FF
Infinite Ammo For Most Main Weapons	801F5812 0014
Infinite Fire Extinguisher	801F5820 00FF
Infinite Tazer	801F5832 0064
Infinite Blue Spray	801F5852 0064
Infinite Masks	801F5822 0063

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08. SPECIAL THANKS

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1. GOD for everything

2. My family and my dogs
3. Game FAQs for publishing my faqs
4. Cheat Code Central for allowing me to use their GameShark Codes. Thanks Dave.
5. My computer
6. You for reading my FAQ

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09. L I S T O F T H E D A M N E D

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I remove all the names inside my List of the Damned except the first two. From now on I will focused this Damned List only for those damn plagiarist.

1. Name : VEGA  
E-mail : vdirect@bdg.centrin.net.id  
Website : http://www.vegindo.com  
He plagiarized my Dino Crisis walkthrough and sell it in his store. He sold it for Rp. 12.500,-. Although he has translate my walkthrough into Indonesian language, I can still recognize it. That stupid son of a \*\*\*\*\* translate it words-by-words. The book's title is GAME GUIDE Volume 9. All the previous volume of that book is also ripping someone else's faq (especially from GameFAQs) and translate it into Indonesian.  
For HS, the animal that I suspect responsible for that, I got few words for you :  
F\*\*\* YOU BASTARD. HOW DARE YOU PLAGIARIZE MY WALKTHROUGH AND SOLD IT IN YOUR FILTHY STORE. ENJOY THAT MONEY WHILE YOU CAN. BECAUSE SOON I WILL MAKE YOU REGRET FOR BEING BORN INTO THIS WORLD.  
For any of the reader that want to do me any favor, please send flames, hate mail, viruses, bomb, nuclear, or anything to his address.

2. Name : Game Station  
E-mail : gameguys@bdg.centrin.net.id  
Website : http://www.vegindo.com/gamestation  
Address : Jl. Pungkur 155 Lt. 2, Bandung 40251.  
He plagiarized my friend's walkthrough (also from GameFAQs), so I think that this animal is worthy enough to enter my Damned List. They publish it in Game Station, October 1999, 3rd week, volume 21, Rp. 3.500,-  
For KSH, Sir Maul, Tik Tan, Ratu Bedak, Blue Beo, and anybody that I forgot to mention, I just want to say this : SCREW YOU ALL!!!!!! Someday I will visit your office carrying a BIG Shotgun, ready for blowing your f\*\*\*ing brains out from your f\*\*\*ing head.  
Reader, please send this a\*\*hole some 'nice' stuff.

3. Name : X-Boy a.k.a Pansy-Boy a.k.a X-Gay  
E-mail : x-boy@gundam.com  
This son of a \*\*\*\*\* is the webmaster of that \*\*\*\*ing site (www.vegindo.com). He's the world's dumbest son of a \*\*\*\*\* that I have ever met. In their \*\*\*\*ing messageboard, it says that we (faq author) are the same as the plagiarist, cause all we do is just finished the game and then write it down. Ha ha ha ha ha ha, what a good reason. Now you know why I said that he's the world's dumbest son of a \*\*\*\*\*.  
If you said that we just finished the game and then write it down, why don't you do that by yourself, mother\*\*\*\*er?!?!?! Why you have to ripp my faqs?!?!

For Pansy-Boy, Miss Maul, and the rest of your \*\*\*\*ing crew :

DIN PAPPA ҺR EN GRIS KNULLARE, SЃ KAN KNULLADE DIN MAMMA OCH HON FЄDDE DIG!

Dein Vater ist ein Schweineficker, darum hat er deine Mutter gefickt und ich in die Welt gesetzt!



Tu padre es un follador de cerdos, por eso follo a tu madre y hizo possible tu nacimiento!

tu padre es un cerdo, que se cogio a tu mama y naciste tu pendejo

hijo de toda tu puta madre te voy a matar y vas a sentir mi verga en la garganta hasta que te salga por el culo,,solo asi sentiras lo mismo que le hice a tu madre hijo mio bastardo.

jigoku eiku no wa.. omaega saki da. te vas a ir al infierno antes que yo pendejo

Bapaklu tukang ngawinin babi, maka ia kawin sama babi terus tuh babi ngelahirin elu. Dasar anak babi.

My last note for Damned #1, #2, and Damned #3

All of you will surely burn in hell for what you did, so enjoy that blood money while you can....

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10. I M P O R T A N T N O T E  
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Hey, faq-makers, you should read this section. I just receive an e-mail and he told me that he has asking everybody who made a walkthrough (including myself) and I'm the ONLY one that answered. Have you all forgot the manner that your father and mother taught you when you were kids? If someone asking for your help and you can help him, then do so. If you don't want people to send you an e-mail then said so on your faq. Don't let people disappointed. I also have the same experience. I asked someone and he didn't answered me. I don't know if he's a busy man or not, but he didn't answered me. I'm very disappointed. Just because you have made a great faq, and a lot of people e-mail you, it don't make you a great man. What makes you a great man is your attitude.

And for myself, I guarantee that I will answer your questions, even if I can't answer it. And if I haven't answered your mail within a week, please mail me back, because maybe I don't read your faq, or something like that.

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11. A U T H O R ' S N O T E  
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For those of you who want to send comments, questions, or information regarding this FAQ, don't hesitate to mail me.

Feel free to e-mail me about any mistakes or additions concerning this FAQ, but don't forget to mention the game's name in the "Subject" field.

If you read this FAQ not on these sites :

- 01) GameFAQs (<http://www.gamefaqs.com/>)
- 02) Console Gamer (<http://www.console-gamer.com/>)
- 03) Absolute Playstation International (<http://www.absolute-playstation.com/>)
- 04) Playstation Network (<http://www.caratworld.com/psnetwork/>)
- 05) Cheat Code Central (<http://www.cheatcc.com/>)
- 06) Video Games Strategies (<http://www.vgstrategies.about.com/>)
- 07) Planet Web (<http://www.planetweb.purespace.de/>)
- 08) Hype.Se (<http://cheats.hype.se/>)
- 09) Game Revolution (<http://www.game-revolution.com/>)
- 10) Game Core (<http://www.videogamecore.com/>)
- 11) Xcheater (<http://www.xcheater.com/>)

- 12) PhatGames (<http://www.phatgames.com/>)
- 13) Spoiler Centre (<http://www.the-spoiler.com/>)
- 14) The Cheat Empire (<http://home.planetinternet.be/twuyts>)
- 15) Cheat Code Central (<http://www.cheatcc.com/>)
- 16) Survival Horror (<http://survivalhorror.com/>)
- 17) Games Blaster (<http://www.gamesblaster.com/>)
- 18) Gaming Addiction (<http://www.games.prohosting.com/>)
- 19) Diablo Page (<http://www2.50megs.com/neo667/diablo.html>)
- 20) Resident Evil Extreme (<http://rextreme.evilmgaming.net>)
- 21) PsxGamer (<http://www.psxgamer.com>)
- 22) SuperCheats (<http://www.supercheats.com>)
- 23) All Anime (<http://www.allanime.com>)
- 24) Adrenaline Vault (<http://www.avault.com/cheats>)
- 25) Blue Crescent's Page (<http://members.xoom.com/bluecrescent/credits.html>)
- 26) RPG Classics (<http://www.rpgclassics.com>)
- 27) Happy Puppy (<http://www.happypuppy.com/>)
- 28) Chi Phan's Page (<http://homepages.go.com/~chphan/Rpgdreamersindex.html>)
- 29) Bob Santos' Page ([http://www.geocities.com/charmin\\_guy\\_011285](http://www.geocities.com/charmin_guy_011285))
- 30) Alternative Reality (<http://www.alternative-reality.com>)
- 31) DLH (<http://DLH.Net>)
- 32) Firesoft (<http://www.firesoft.net>)
- 33) Beyond Evil (<http://beyondevil.cjb.net/>)
- 34) Random Page of Crap (<http://www.geocities.com/frozen4lyfe/index.html>)
- 35) Nemesis' Page ([http://www.geocities.com/i\\_am\\_nemesis\\_99/](http://www.geocities.com/i_am_nemesis_99/))
- 36) Boschamp's Page (<http://www.angelfire.com/games2/boschamp>)
- 37) Lugia12's Page (<http://www.geocities.com/lugia12/index.htm>)
- 38) Our Turf (<http://www.ourturf.com>)
- 39) Randar 83's Page (<http://www.geocities.com/randar84>)
- 40) Total Video Games (<http://www.totalvideogames.com>)
- 41) Cheating.De (<http://www.cheating.de>)
- 42) Cheat City (<http://www.cheatcity.com>)
- 43) Fei Yuki's Page (<http://feiyenkn.homepage.com>)
- 44) Web Spot (<http://silverqueen.cjb.net>)
- 45) Tim's Vault (<http://www.timsvault.com>)
- 46) Andrea Busia's Page (<http://www.ludus.it>)
- 47) Think Evil (<http://www.thinkevil.com>)
- 48) Gaming Planet (<http://www.gamingplanet.com>)
- 49) Games Angel (<http://www.gamesangel.homestead.com>)
- 50) Crosswinds ([http://www.crosswinds.net/~hugegameplayer/www\\_smackdown/index.htm](http://www.crosswinds.net/~hugegameplayer/www_smackdown/index.htm))
- 51) RPG Classics (<http://www.rpgclassics.com>)
- 52) GameCastle
- 53) RPG Legerdemain ([rwartow.tripod.com](http://rwartow.tripod.com))
- 54) Webcheats (<http://www.webcheats.de>)
- 55) XCheater (<http://www.xcheater.com/>)
- 56) Neoseeker (<https://www.neoseeker.com/>)
- 57) GameThrust (<http://www.gamethrust.com/>)
- 58) PC Game Review (<http://www.pcgamereview.com/>)
- 59) DC Guide (<http://www.dcguide.co.uk/>)
- 60) RPG DREAMERS (<http://www.crosswinds.net/~rpgdreamer>)
- 61) RPG-Vortex (<http://www.rpg-vortex.com>)
- 62) CheatPage (<http://www.cheatpage.com/>)
- 63) Wrestling Games (<http://www.wrestling-games.com/>)
- 64) Resident Evil Mania (<http://www.geocities.com/residentevilmania/index.html>)
- 65) GameSpot (<http://www.gamespot.com/>)
- 66) RPG Temple (<http://come.to/sashy>)
- 67) The Horror Is Alive (<http://go.to/TheHorror/>)
- 68) PSXCodez (<http://www.psxcodez.com/>)
- 69) RPGamer (<http://www.RPGamer.com/>)
- 70) RPGClassics (<http://www.rpgclassics.com/>)
- 71) Cheat Store (<http://www.cheatstore.de/>)

- 72) Games Domain (<http://www.gamesdomain.co.uk/>)
- 73) CHEATS CITY (<http://www.online1701.com/>)
- 74) CNET Gamecenter (<http://www.gamecenter.com/Faqs/>)
- 75) WarStoke (<http://www.WarStoke.com/>)
- 76) Mark Anido's Page (<http://www.geocities.com/webzage2/webmaster.html>)
- 77) Joe Chandler's (<http://www.angelfire.com/oh/residentevilishome/walkthru.html>)
- 78) Cheatmaster's Gamecheats (<http://www.angelfire.com/games/cheats48>)
- 79) Paladins of Light Guild (<http://www.pofl.org>)
- 80) Tipsncheats (<http://www.tipsncheats.com>)
- 81) RPG Informer (<http://www.rpginformer.com>)
- 82) The Gamer (<http://www.thegamer.com/>)
- 83) Totally RE (<http://www.totallyre.com/>)
- 84) Game United (<http://www.gameunited.com/>)
- 85) Stoneages RE (<http://angelfire.com/games2/rek>)
- 86) FaQ Headquarters (<http://tngn.staticzone.net/>)
- 87) GamePower (<http://www.gamepower.com/>)
- 88) United Gamers (<http://unitedgamers.staticzone.net/>)
- 89) Fresh Baked Games (<http://www.freshbakedgames.com/>)
- 90) DH Gaming (<http://dhgaming.freesevers.com/>)
- 91) ResidentFear (<http://www.residentfear.cjb.net/>)
- 92) PlayzoneWorld (<http://www.playzoneworld.com/>)
- 93) GamersWeb (<http://www.the-gamersweb.com/>)
- 94) BDGames (<http://www.bdgames.net/>)
- 95) <http://www.nonsologiochi.com>
- 96) Sjel's walktrough page (<http://www.sjel.org/>)

Please tell me where you read it. And if you know someone who has rip-off my work, please tell me his e-mail address and where you read it, we will take care the rest.

Thanks for reading my FAQ and please send in any comments, questions, or informations!

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