

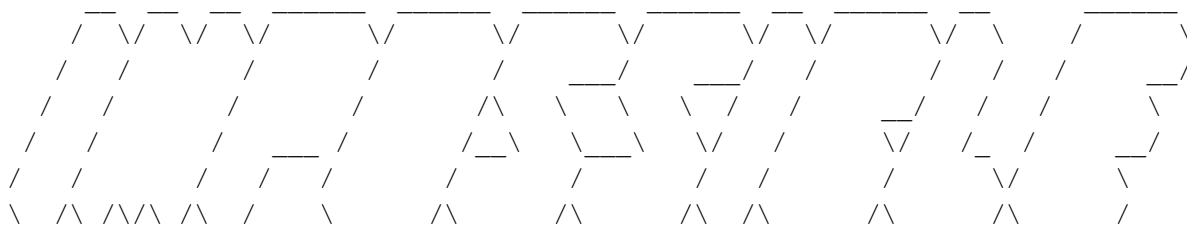
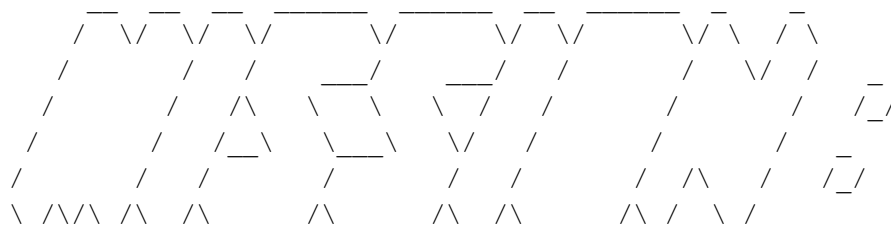
Mission: Impossible FAQ/Walkthrough (Impossible)

by Duo Maxwell

Updated to v0.2 on Dec 28, 2000

This walkthrough was originally written for Mission: Impossible on the PSX, but the walkthrough is still applicable to the N64 version of the game.

Date: Thu, 28 December 2000 03:16:00



MISSION : IMPOSSIBLE COMPLETE WALKTHROUGH (IMPOSSIBLE) v0.2
for Sony Playstation
by Stinger 3:16

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****ATTENTION****

1. For Webmaster

If you want to post my faq in your site, please ask me for permission first. I guarantee that I will give you that permission. However, I have some terms that you must fulfill, which is :

- You don't sell it away or give it for some kind of bonus
 - You don't change anything inside my faq, that's including my name as the author and my disclaimer.
 - You must check for any new updates from <http://www.cheatcc.com> at least once in a month for a new games, or once in 2-3 months for an old games.
- That's all. I'm not asking much and it's not hard to do, so please do that.

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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07. W A L K T H R O U G H : M O L E H U N T
08. W A L K T H R O U G H : I C E S T O R M
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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 (02 January 2000)
First release. Contain most of this walkthrough.

=====
02. I N T R O D U C T I O N
=====

This walkthrough is for all the mission on Impossible difficulty. On the

Impossible difficulty, you must do some extra objectives to complete the mission. Sometimes there are even extra obstacles, like a guard guarding a door. But the mission and the storyline is same as the Possible difficulty but if you are playing on Possible difficulty don't use this walkthrough because there are things that you cannot do on Possible difficulty. So rather than confusing yourself, just read my Possible walkthrough for all the mission. If the site where you read this walkthrough doesn't have the Possible walkthrough, then go to <http://www.gamefaqs.com/> And if you're looking for any updates also check on that site.

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03. B A S I C M O V E S

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Up	Move up
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

=====

04. W A L K T H R O U G H : I C E H I T

=====

LUNDKWIST BASE

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 Dowey will take the raft back to the rendez-vous point for your getaway.

Your main problem will be to get to the subpen on the other side of 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 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

SUBPEN

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

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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.

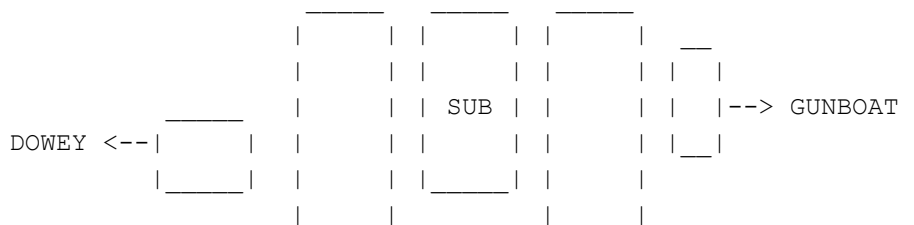
Magnetic Mine : Diabolic piece of hardware. Used mainly on metal-plated marine vessels. Exists with preset timer and adjustable timer. The preset timer model is very unreliable.

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



CLUTTER <-- *

WAREH
O
U
S
E

GUARD
HOUSE

STARTING
POINT

=====

05. W A L K T H R O U G H : R E C O V E R N O C L I S T

=====

EMBASSY FUNCTION

MISSION BRIEFINGS

We've placed you on the guest list for a society function at the Russian Embassy in Prague, where Candice Parker and Robert Barnes are being kept prisoner. There

you will make contact with agents Davies and Harmon, who have already infiltrated the embassy and can provide useful information and equipment. Remember to hide smoke generators in the ventilation ducts to prepare for your escape. You will have to assume the identity of the Ambassador's Aide, as he has access to the restricted areas of the embassy - Dieter Harmon's spicy cocktails should come in handy here.

TEAMS

Ethan Hunt : Currently in Kiev, he will be your pointman in Prague. An official invitation to the Embassy function has been arranged for him.

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.

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

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

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

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

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

OBJECTIVES

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

EQUIPMENT

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

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

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

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

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

Talk to Sarah twice. After the man is gone, talk to her again, but make sure the guard isn't there. You will receive the face maker. Now talk to the couple. After the talk, they will sit on the chair. Now talk to Harmon, the bartender. You will receive the drink and nausea powder. Talk to the piano player. He wants you to find his score. Go back to the couple and talk to them. Take the score on the chair. You will notice the woman in red gown that keeps following you. She is

Invaluable for local intelligence.

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STATUS : Abducted by enemy.

OBJECTIVES

Find Protection Suit
Sabotage 5 special crates
Find exit key
Access KGB HQ

EQUIPMENT

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

9mm Hi Power : Standard street weapon needs no introduction. Imprecise, noisy, hazardous when pointing at you.

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

In order to survive, you must find the protection suit. After you find it, destroy the crates that has an 'X' mark on it. Then find the guard that holding the exit key. Kill him and take the key. Then exit through the door.

MAP

No map available for now.

KGB HQ

MISSION BRIEFINGS

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

TEAMS

Ethan Hunt : Currently in Kiev, he will be your pointman in Prague. An official invitation to the Embassy function has been arranged for him.

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.

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STATUS : Missing in Action.

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STATUS : Abducted by enemy.

OBJECTIVES

Talk to Barnes

Find video freezer

Find facemaker

Find dartgun

Sabotage video link

Find exit passcard

Get transfer order

Escape with Candice

EQUIPMENT

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

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

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.

9mm Hi Power : Standard street weapon needs no introduction. Imprecise, noisy, hazardous when pointing at you.

Video Freezer : Electronic jewel that blocks all flow of multimedia data.

WALKTHROUGH

Talk to Barnes. Go to the room where Candice is held captive. Take the video freezer from the table. Go to the Comm. Room and take the beeper inside. Try to enter the Stock Room, and the guard will stop you. You must distract his attention first. Remember the beeper you found earlier? Put it on the wall near the guard. After you put it, go away. After the beeper is activated, quickly go inside the Stock Room and take the face maker. Then get out quickly before the guard came back. Now talk to the guard in front of the Security Head Officer Room, and he will let you enter. Enter the room, and take the dart gun from the table. Shoot the Security Head Officer with the dart gun (from the back, so the alarm won't ring). Hide his body. Now stand in front of the painting on the left side of the entrance door. Press X and the painting will move. Press the red button. That will open the door to the Camera Room. Open the door. Inside this room, there are two guards. Shoot them with the dart gun (again, from the back). Take the exit passcard. Use the video freezer on the machine next to the computer. Now go back to the Security Head Officer Room and use the face maker near the Security Head Officer body. Go outside and enter the Comm. Room. Talk to the man inside. He will give you the transfer order. Go back to where Candice is. Give the transfer order to the man inside. He will open the cell door. Talk to Candice. Go outside and go to the double door. Use the exit passcard on the card slot next to the door.

MAP

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_____ | _____  
| A | | C \ |  
| / | | | |
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* = Starting point
A-D = Switch
E = Moving platform

ESCAPE I

MISSION BRIEFINGS

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

TEAMS

Ethan Hunt : Currently in Kiev, he will be your pointman in Prague. An official invitation to the Embassy function has been arranged for him.

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.

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

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

OBJECTIVES

Secure passage for Candice
Find the mask of Golitsyn
Take back the NOC-list

EQUIPMENT

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

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

9mm Hi Power : Standard street weapon needs no introduction. Imprecise, noisy, hazardous when pointing at you.

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.

Video Freezer : Electronic jewel that blocks all flow of multimedia data.

Explosive Gum : Looks like Christmas. Press red to green, stick some where and get away. Five seconds later it will blow your adversary into New Year's. Best not to chew.

WALKTHROUGH

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

STATUS : Missing in Action.

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

STATUS : Abducted by enemy.

OBJECTIVES

Unfreeze video cameras

Assume Golitsyn's identity

Find exit key

Destroy 4 cameras

Escape with Candice

EQUIPMENT

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

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

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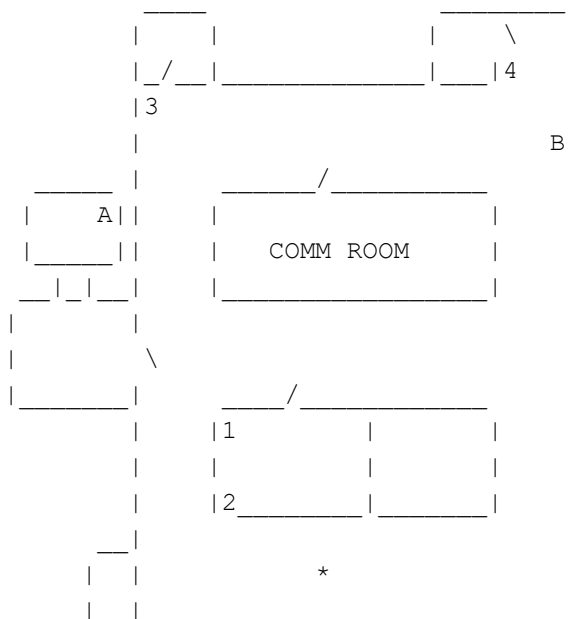
Video Freezer : Electronic jewel that blocks all flow of multimedia data.

Explosive Gum : Looks like Christmas. Press red to green, stick some where and get away. Five seconds later it will blow your adversary into New Year's. Best not to chew.

WALKTHROUGH

Use your facemaker. Enter the Security Head Officer Room. Open the secret door. Take the video freezer (from the machine near the computer). Go outside and enter the room where Candice was held captive. Inside that room there are two cameras. Destroy them. Go outside and destroy the third camera. Enter the Comm. Room and kill the guard inside. He will drop the exit key. Take it. Now destroy the last camera, then use your key on the exit door.

MAP



* = Starting point

A = Video freezer

Explosive Gum : Looks like Christmas. Press red to green, stick some where and get away. Five seconds later it will blow your adversary into New Year's. Best not to chew.

9mm Hi Power : Standard street weapon needs no introduction. Imprecise, noisy, hazardous when pointing at you.

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.

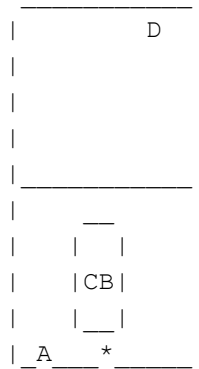
Electro Stunner : Sends a 40.000 volt shock that will positively electrify the recipient. Leaves victim unconscious but doesn't kill.

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

WALKTHROUGH

Press the switch to reveal the interrogation window. After the communicator ringing, press it. Candice will tell you to take the explosive gum from the mug. Take it, then set the explosive gum on the window. Wait a moment, and the window will shatter. Jump into the next room. Take all your equipment and exit from this room.

MAP



* = Starting point
A = Switch
B = Communicator
C = Mug
D = Exit door

INTERROGATION II

MISSION BRIEFINGS

The truth serum will start to work less than 10 minutes. You'll have to find your way to the infirmary quickly. Guards, cameras, and fingerprint codes stand in your way. You'll also have to force the sergeant to help you escape the hallway. Unfortunately, he doesn't scare too easy.

TEAMS

Ethan Hunt : Agent Hunt needs no introduction. Still a faithful IMF agent.. or maybe he isn't.

Candice Parker : Back in activity at Langley. Owes Ethan one. Maybe he should contact her for help. Will she trust someone who's been disavowed?

OBJECTIVES

Get out of the interrogation sector
Take free access print
Find sergeant for exit access

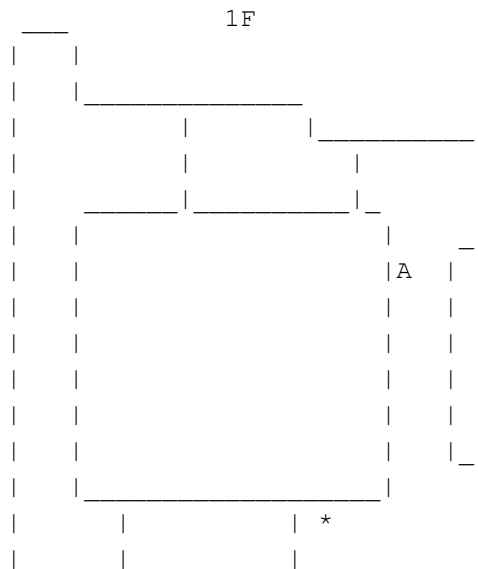
Miniature Camera : Miniature video camera, can be easily placed to record hard-to-get-at information like digital codes.

IR Contact Lens : Infra Red Contact Lenses enable security personnel to visualize invisible security lasers without otherwise altering the vision.

WALKTHROUGH

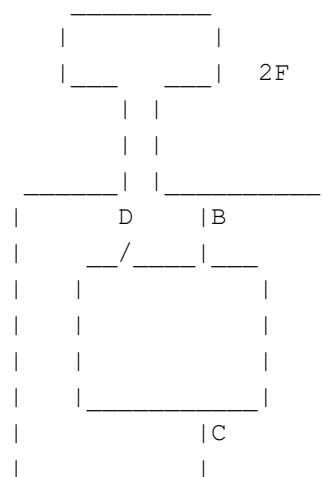
Shoot the guard. Take his ID. Climb up. Deactivate the electric floor. Go to the other end and sabotage the lights. Jump outside. You will alnd in some kind of box. Jump up. Follow the path. Enter the door. Take your equipment and dress as the maintenance man. Go to the heliport. Fix the light. After the helicopter landed, use the EMS. Now kill a guard (whichever you want). He will drop his security card. Take it. Enter the sealed door. Shoot the guard and take the zone digitcard. Put on your Infra Red Contact Lens. Climb the pile of crates. When you have on top of the crates, use the deflector. Enter the security level area. When you have arrived at the guard post, climb the crates and put you miniature camera, then hide somewhere. After the guard come out and go back inside, take back your camera. You will receive the security level code. Open the door. You will arrive on top of the security level. Just find another door and open that door.

MAP



* = Starting point

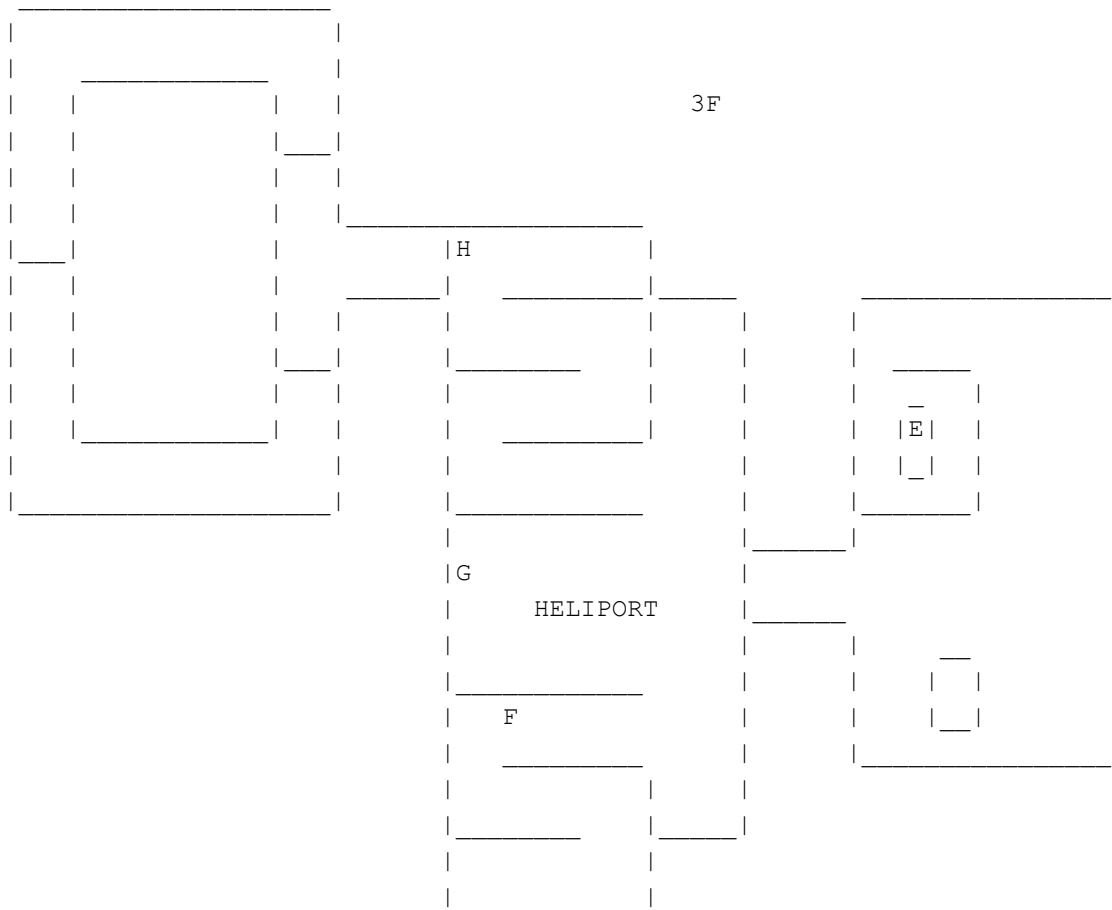
A = Box to climb to 2F



B = Device to deactivate the electric floor

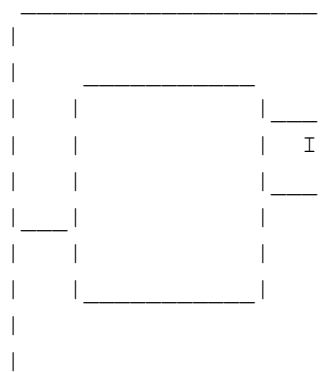
C = Device to sabotage the heliport light

D = Door to 3F



- E = Equipment
- F = Device to fix the light
- G = Place to put the EMS
- H = Sealed door

SECURITY LEVEL



- I = Place to put the miniature camera

TERMINAL ROOM

MISSION BRIEFINGS

Stealing the invaluable NOC list from the CIA mainframe computer will be the most demanding job you've ever faced. So far you've managed not to activate any alarms inside the CIA security zone, but now you're about to violate the strongest security system in the world. To enter this highly-protected area, you'll have to descend through the ventilation access in the ceiling, harnessed and hanging from a special fiber cable, while avoiding the security laser on your way down. If you accidentally touch one of them you'll certainly know you've been touched. When you reach the bottom, swing back and forth to access the card

slot next to the door, activate the computer and turn around. Then insert the disk in the terminal for the download. I've placed a little something on the disk that will help you getaway later. I also served another "special" coffee to the operator. He might return, but not for long!

TEAMS

Ethan Hunt : Agent Hunt needs no introduction. Still a faithfull IMF agent.. or maybe he isn't.

Candice Parker : Back in activity at Langley. Owes Ethan one. Maybe he should contact her for help. Will she trust someone who's been disavowed?

OBJECTIVES

Switch on the computer
Get the NOC list
Escape

EQUIPMENT

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

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

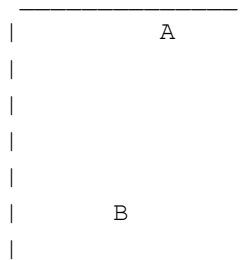
Virus Disk : Candice has devised a nasty virus that will shut down the security systems as soon as the disk is inserted into the mainframe computer.

Winch Controller : A well known video game controller has served as model for this gadget, but there's little "joy" involved. The precise manipulation will be the key to achieving your goal here.

WALKTHROUGH

Go down. The yellow laser will trigger the alarm. Just go down until Ethan said this is the proper place to reach the card reader. Swing forth and back until you reach the card reader. Then changer your position and do the same, but this time the target is the computer. If you have success, then go back up.

MAP



A = Card reader
B = Computer

ROOFTOP ESCAPE

MISSION BRIEFINGS

Thanks to the virus you introduced into the computer the security systems are momentarily frozen. You should have enough time to get to the helicopter and get away safely. The guards, however, will be on alert. Try to distract their attention. Don't forget the EMS!

TEAMS

Ethan Hunt : Agent Hunt needs no introduction. Still a faithfull IMF agent.. or maybe he isn't.

Candice Parker : Back in activity at Langley. Owes Ethan one. Maybe he should contact her for help. Will she trust someone who's been disavowed?

OBJECTIVES

Go to heliport
Unactive EMS
Escape with helicopter

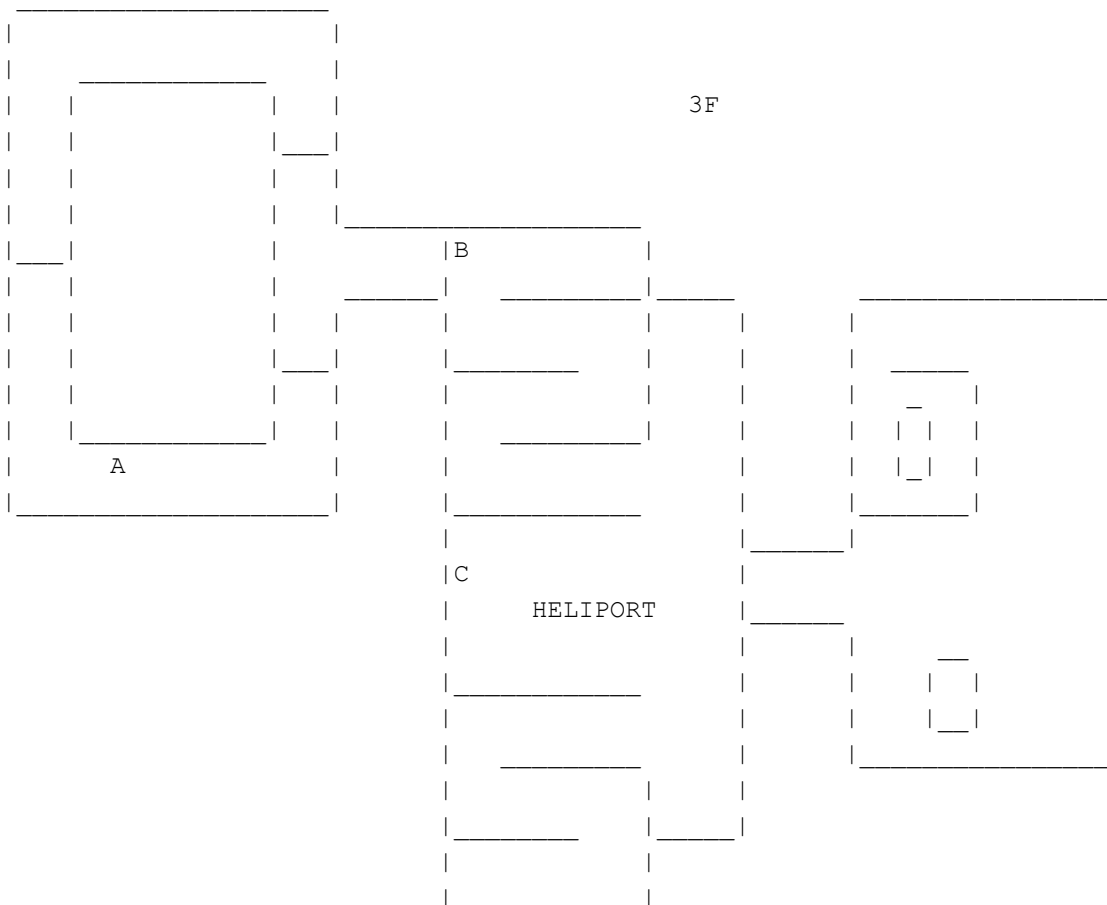
EQUIPMENT

Communicator : Miniaturized communication device that doubles as a database with info about the mission in progress.
Dart Gun : Used with sleep-inducing darts. Up to 20 rounds can be stored in one clip. Quite powerful and very silent.
Electro Stunner : Sends a 40.000 volt shock that will positively electrify the recipient. Leaves victim unconscious but doesn't kill.
EMS : An electromagnetic scrambler for disturbing instrument reading and radar.
Explosive Gum : Looks like Christmas. Press red to green, stick some where and get away. Five seconds later it will blow your adversary into New Year's. Best not to chew.
IR Contact Lens : Infra Red Contact Lenses enable security personnel to visualize invisible security lasers without otherwise altering the vision.

WALKTHROUGH

Go down to the Security Level. Jump over the laser. When you have arrive in 3F, search for a pipe, then set the explosive gum. Quickly run to the other way. When the explosive gum has explode, quickly go back to the sealed door. Open the door and go back to the heliport. Take the EMS and throw it away. Board the helicopter.

MAP



TRAIN CAR I

MISSION BRIEFINGS

Ethan, we must find Max! But use caution - Max's men are vicious killers and will shoot you on sight. Be careful not to injure any civilians. Knowing Max, she probably has a backup plan in case things don't go her way. Remember, she's not too concerned about hurting innocent bystanders, so when you find Max, it'll probably be best to neutralize her before retrieving the NOC list. We'll meet up once I've found out where she is. The mole could be nearby as well. If he is, grab the rat and make sure he doesn't escape!

TEAMS

- Ethan Hunt : Disavowed. No longer in service of the IMF and on the run. Must prove his innocence by finding the real mole and capturing the information dealer Max.
- Candice Parker : Runs the risk of being disavowed for helping runaway suspect Hunt.
- Krieger : Skilled CIA agent disavowed for unpredictability and hostile behaviour bordering on the sociopathic.
- Luther Stickll : Disavowed CIA agent suspected of bypassing internal security regulations. Allegations unproven. Trusted by Ethan Hunt.

OBJECTIVES

- Neutralizer Max's henchmen
- Meet Candice
- Find switch to block exits

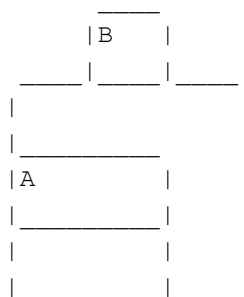
EQUIPMENT

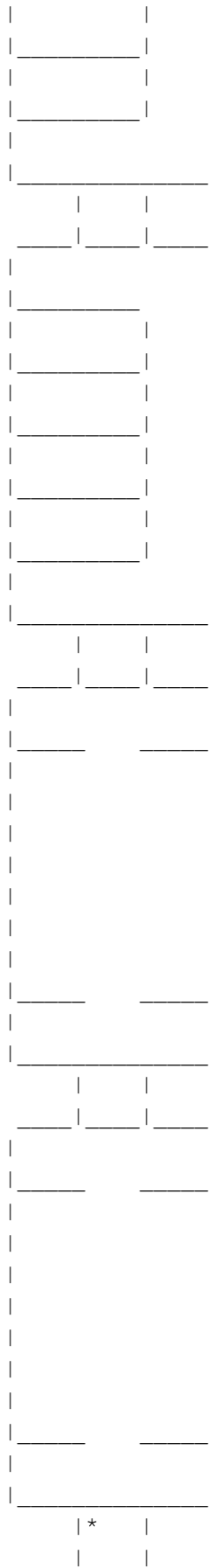
- Communicator : Miniaturized communication device that doubles as a database with info about the mission in progress.
- 9mm Hi Power : Standard street weapon needs no introduction. Imprecise, noisy, hazardous when pointing at you.
- Face Maker : The most useful IMF gadget of all. Foam cartridges will 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.
- Gas Capsules : Small capsules when thrown to the ground produce same results as the gas injector. Work well in open areas, but their effects dissipate quickly.

WALKTHROUGH

Your job is pretty simple, eliminate all the bad guys inside this train. But don't kill the civilians. The first wagon contains three bad guys. The second wagon contains four bad guys. One of them is taking hostage. You must shoot his head to kill him. The third wagon contains three bad guys. The last wagon contains four bad guys. Candice is also there, don't shoot her. After you kill all the bad guys, talk to Candice. After that press the switch to block exits.

MAP





* = Starting Point
 A = Candice
 B = switch

TRAIN CAR II

MISSION BRIEFINGS

Ethan, we must find Max! But use caution - Max's men are vicious killers and

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

TEAMS

Ethan Hunt : Disavowed. No longer in service of the IMF and on the run. Must prove his innocence by finding the real mole and capturing the information dealer Max.

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

Krieger : Skilled CIA agent disavowed for unpredictability and hostile behaviour bordering on the sociopathic.

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

OBJECTIVES

Knock out Max's bodyguard
Stop Max and seize the NOC list and detonator
Refuse Max's backup plan

EQUIPMENT

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

9mm Hi Power : Standard street weapon needs no introduction. Imprecise, noisy, hazardous when pointing at you.

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.

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

WALKTHROUGH

Enter the first wagon. No bad guys here. In the end of this wagon, you will see the conductor. "Talk" to him. After you "talk" to him, use your facemaker. Then enter the second wagon. Inside this wagon, there are four bad guys and Max herself. Do nothing for now. Just go to the third wagon. Inside this wagon there are 3 bad guys that pretend to be civilians. Before they shoot you, shoot them first. After you kill all the three, walk to the end of this wagon. You will see Phleps, the mole. He will escape. Continue to the last wagon. Inside, three bad guys have been waiting. After you kill them, go to the end of this wagon. You will see a safe contains the bomb. You can't open this safe, cause of the metal hinges. Take the liquid nitrogen (inside this wagon). Use the liquid nitrogen on the metal hinges until it broke (To make it easier, crouch then press R2 then aim the metal hinges, and fires the liquid nitrogen until the hinges broke). Open the safe and you will see the bomb. Now go back to the third wagon. Stand outside Max's compartment and use the gas capsules. It will kill her. But before she die, she has activate the bomb. Take the NOC list and the detonator. Now you must act fast. You can try to take her bodyguards first, then deactivate the bomb. Or you can deactivate the bomb then go back to this wagon to exterminate her bodyguards. To deactivate the bomb just use the detonator on the bomb.

MAP

| D |

TRAIN ROOF

MISSION BRIEFINGS

Phleps is the mole! He is fleeing over the roof. A helicopter has come to his aid and Max's men are helping him escape. Eliminate them and destroy the helicopter before they get away. Watch out! You're on top of a moving train running at maximum speed. This is an extremely dangerous situation!

TEAMS

- Ethan Hunt : Disavowed. No longer in service of the IMF and on the run. Must prove his innocence by finding the real mole and capturing the information dealer Max.
- Candice Parker : Runs the risk of being disavowed for helping runaway suspect Hunt.
- Krieger : Skilled CIA agent disavowed for unpredictability and hostile behaviour bordering on the sociopathic.
- Luther Stickll : Disavowed CIA agent suspected of bypassing internal security regulations. Allegations unproven. Trusted by Ethan Hunt.

OBJECTIVES

"Catch" Phleps

EQUIPMENT

- Communicator : Miniaturized communication device that doubles as a database with info about the mission in progress.
- 9mm Hi Power : Standard street weapon needs no introduction. Imprecise, noisy, hazardous when pointing at you.
- Rocket Launcher : A nice little hand rocker launcher. Very portable. Ideal for agents on the move.

WALKTHROUGH

You're now in the train roof. Just walk forward and shoot all the scumbags that tries to kill you. After you kill the first scumbag, he will drop a rocket launcher. Take it of course. Your enemies will including the pistol man, the car and the helicopter. To destroy the car and the helicopter you must use the rocket launcher. Just walk forward until you see Phleps climb on the helicopter, trying to escape. Shoot the helicopter with your rocket launcher, and Phleps is history.

MAP

No map needed, just walk forward until you see Phleps.

=====

08. W A L K T H R O U G H : I C E S T O R M

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SUBPEN

MISSION BRIEFINGS

Prior to your arrival, HQ dropped the equipment by plane. Due to bad weather they've scattered it around a bit. Luckily all items are tagged so you'll be able to track them easily thanks to your field scanner. First on your agenda will be to get our communication going, so I can guide you through the mission. To that end, Clutter will need to install the Automatic Frequency Scrambler near the Submarine antenna, while DoweY places a mine, just in case they decide to move out. You'd best avoid contact with the guards, as you're largely outnumbered. Make sabotaging the pump house high priority. The deal will take place in the secure area on the other side of the mountain. There's a tunnel

running through it and from the top of the old communication building you should be able to jump on top of the trucks. Dowey will have to cut the security system wires to avoid detection while you're in there.

TEAMS

Ethan Hunt : Reintegrated in the IMF and cleared of all suspicion. New leader of the IMF.

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

John Clutter : Back in action with Ethan. Nice to have the old team working again! Professional mountain climber and cold weather enthusiast. Specialized in radio systems and explosives. Participated in the successful Arctic Shield Mission in the North Pole.

Andrew Dowey : Back in action with Ethan. Nice to have the old team working again! Ex-marine colonel, one of the finest triggers in the agency. An inestimable ally for his electronic skills and knowledge of alarm systems.

OBJECTIVES

Get the AF Scrambler
Get the mine
Get the explosives
Get the gas injector
Get the RC Detonator
Sabotage the pump house
Regroup on Comm building
Find wirecutters
Bring Clutter AFS and mine

EQUIPMENT

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

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

9mm Hi Power : Standard street weapon needs no introduction. Imprecise, noisy, hazardous when pointing at you.

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

Gas Injector : Very powerful and compact spray device. Used in closed areas can render almost an entire army unconscious in seconds.

Explosives : Combined with radio controlled detonator makes for great fire works.

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

Mine : Standard IMF Sabotage device. Detonation can be set on contact, depth or height.

AF Scrambler : When installed near an emitting device makes IMF communication completely undetectable.

WALKTHROUGH

Get the AF Scrambler. Get the mine. Give the AF Scrambler and the mine to Clutter. Get the explosives. Get the gas injector. Then Candice will tell you that the a guard have found the RC Detonator. Now the RC Detonator is inside the guard house. Go there and take the RC Detonator. Go to the pump house. Dowey will contact you. He tell you to find a wirecutter for him. He will be waiting behind the pump house. Go inside the pump house. In the end of the pump house,



TUNNEL

MISSION BRIEFINGS

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

TEAMS

- Ethan Hunt : Reintegrated in the IMF and cleared of all suspicion. New leader of the IMF.
- Candice Parker : Promoted to action agent status as she has proven her courage and wits in the line of fire during the Mole Hunt. Stationed in a submarine positioned off the coast. Will supervise satellite video communications and be in constant radio contact with the team.
- John Clutter : Back in action with Ethan. Nice to have the old team working again! Professional mountain climber and cold weather enthusiast. Specialized in radio systems and explosives. Participated in the successful Arctic Shield Mission in the North Pole.
- Andrew Dowey : Back in action with Ethan. Nice to have the old team working again! Ex-marine colonel, one of the finest triggers in the agency. An inestimable ally for his electronic skills and knowledge of alarm systems.

OBJECTIVES

- Find explosives
- Sabotage anchor bolts

EQUIPMENT

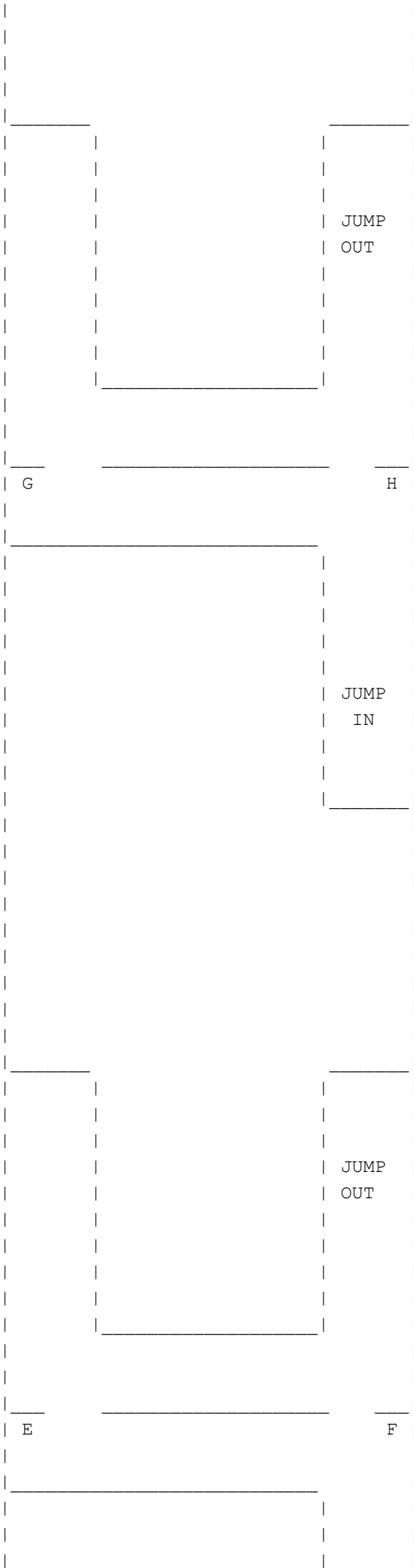
- Communicator : Miniaturized communication device that doubles as a database with info about the mission in progress.
- Nightglasses : Useful on sabotage missions where power outages are frequent.
- 7.65 Silenced : Very silent, very deadly. No IMF agent would risk death without it.
- 9mm Hi Power : Standard street weapon needs no introduction. Imprecise, noisy, hazardous when pointing at you.
- Explosives : Combined with radio controlled detonator makes for great fire works.
- Detonator : Standard equipment. Radio controlled, requires no special installation.

WALKTHROUGH

Jump into the platform. Take the explosives. Now, in every platform there are two anchor bolts. One in each side. Set the explosives there. There are four platform, so there are eight anchor bolts so must sabotage. If you want to move to another platform just wait for the truck to pass, then jump into the truck.

MAP





JUMP
IN

JUMP
OUT

C

D

JUMP
IN

JUMP
OUT

Find electronic diagram
 Find explosives and plastic
 Sabotage power plant
 Cut off camera power
 Get accountant's ID
 Get briefcase from bunker
 Sabotage briefcase
 Bring briefcase to deal
 Blow away helicopter
 Escape on gunboat with Clutter
 Eliminate Prokosh

EQUIPMENT

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

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

9mm Hi Power : Standard street weapon needs no introduction. Imprecise, noisy, hazardous when pointing at you.

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.

Explosives : Combined with radio controlled detonator makes for great fire works.

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

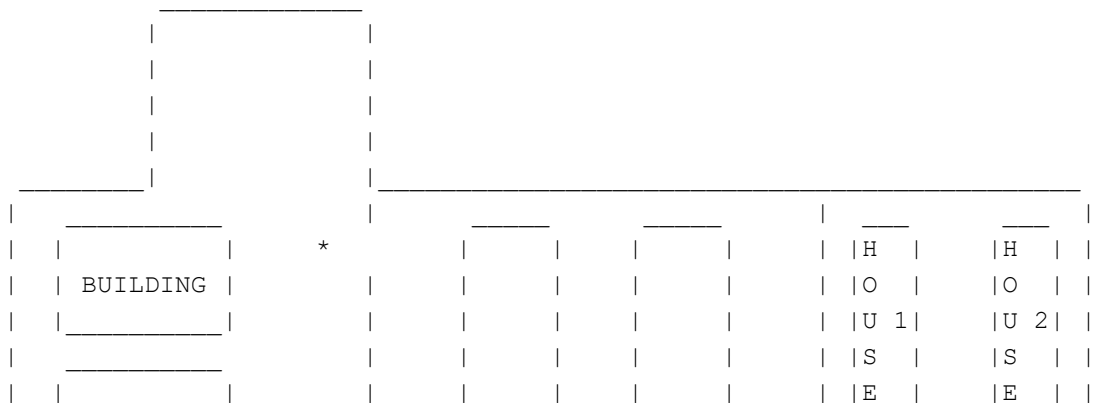
Sniper Rifle : High precision rifle with very powerful telescope.

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

WALKTHROUGH

Go to house 1. Kill the guard inside and take the card. Go to house 2 and take the electronic diagram. Now go to the Bunker's roof. Kill the guards there. Go down and meet Clutter. You will receive the explosives and plastic. Now set the explosives on the power plant. Then set the plastic explosive on the circuit box. Shoot to blow it up. Now you can enter the accountant's office. Shoot him. Use the facemaker and take the accountant's ID. Go to the bunker. The guard there will ask for your ID number. Use the card on him. He will open the door. Enter the next room and use your ID card on the metal door. Take the briefcase. Give the briefcase to Clutter, who will sabotage it. Go to the factory and wait until the buyer come. After the deal, wait a while until the helicopter blow up. After the helicopter blow up, quickly go outside. Near the helicopter, there is a jeep. Shoot it until it explode, then go back inside the factory. Change to Dowe and shoot all the bad guys. After they all dead, change again to Ethan. Go outside and jump into the gunboat.

MAP



knowledge of alarm systems.

OBJECTIVES

- Escape enemy base
- Destroy gas factory
- Destroy main defence structures
- Destroy radar

EQUIPMENT

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

WALKTHROUGH

Just shoot everything on sight. When Candice warned you about the mines, quickly shoot the mines (in front of you, in the water). Sometimes there is also another gunboat, shoot them. Don't forget to destroy the radar.

MAP

No map needed, you can't gone the wrong way.

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09. P A S S W O R D S

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MISSION	POSSIBLE	IMPOSSIBLE
LUNDKWIST BASE	--	--
SUBPEN	ABOMOUKPXTHG	JKLORKLSLVAD
EMBASSY FUNCTION	OGIIRPOLVRJL	NGDFQMIIPMOI
WAREHOUSE	OQJFJPPINMPI	NCDGEKIKPQOQ
K.G.B. HQ	EHLJFPVUIJLP	FEEJGJUOQYDO
SECURITY HALLWAY	GDRSGPQQIUNN	FIELGQUWQWEB
SEWAGE CONTROL	GGMIFPQLIRLL	FDESFPULQRDL
ESCAPE	GQNFGPRIJMNI	FFEUGHUPQTEG
FIRE ALARM	IGPJITTLKRFL	MKFDHUJSXVGD
	IQHSKTLIVMMI	MMFFIGKTXLGF
INTERROGATION	IJONINLJVNMJ	OGMFLMOIVMJI
	IMCPKFLNVSMM	ODMJMROLVRJL
	PBORMNSVLVBB	DHNSTMPQNUKN
CIA ROOFTOP	PMEKNNGNMSBM	DKNOOKPSUVKD
TERMINAL ROOM	PJENMNGJMNB	OMNINJPTNLF
ROOFTOP ESCAPE	KEFPNNHMOKCE	DNNDNQPJNNPJ
STATION	HDEGJORRKOFC	BHPSEMMQSUIN
TRAIN CAR	IGQLQOTOKYFO	BKPOFKMSTVID
	HDEOJGRRKOFC	AOPDQLMHSXHH
TRAIN ROOF	IGFDQGTOKYFO	BBPFQSMVSPHK
SUBPEN	NGMSIRIIPMOI	GBIKKIQNISLM
TUNNEL	NQPIKRIUQJDS	GPIMKPQQIUNN
MAINLAND	NHPFIRIQPUDN	EHGNIHVSIVLD

| GUNBOAT | FDHJKRUKQRDL | EKGQIOQTILLF |
| _____ | _____ | _____ |

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10. 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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11. 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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12. LIST OF THE DAMNED

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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 ****ting site (www.vegindo.com). He's the world's dumbest son of a ***** that I have ever met. In their ****ting 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 ****ting crew :

DIN PAPPA !R EN GRIS KNULLARE, S! KAN KNULLADE DIN MAMMA OCH HON F!DDE 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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13. 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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14. 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)
- 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/)
- 36) Boschamp's Page (<http://www.angelfire.com/games2/boschamp>)
- 37) Lugial2's Page (<http://www.geocities.com/lugial2/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)
- 51) RPG Classics (<http://www.rpgclassics.com>)
- 52) GameCastle
- 53) RPG Legerdemain (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://tngh.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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