

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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03. B A S I C M O V E S
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05. W A L K T H R O U G H : T R A I N C A R I
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10. S P E C I A L T H A N K S
11. L I S T O F T H E D A M N E D
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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 (30 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
=====

This walkthrough is for the Mole Hunt mission on Possible difficulty only.
And about Phleps. I write Phleps not Phelps because Phelps is a good man. Leader of the IMF for many years. I don't believe that he is a traitor. For what reason

anyway? So, Phleps the mole, maybe his evil twin. Phelps = GOOD, Phleps = EVIL.
Who's Ethan Hunt anyway? Never heard about him from the series.

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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/Change view (on sniper mode)
R1	View left
R2	Aim
L1	View right/Zoom in (on sniper mode)
L2	Change view/Zoom out (on sniper mode)
Start	Open menu

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

MISSION BRIEFINGS

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

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

Protect Ethan
Take the train.

EQUIPMENT

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

WALKTHROUGH

After the two men captured Ethan, you can shoot them, or you can shoot one of them, and Ethan will kick the other. After you get rid those two men, just follow wherever Ethan go, and keep your eyes open. If the people around the station want to shoot Ethan, shoot first. You ammo is unlimited, so just shoot like crazy but you musn't shoot the civilian. You must protect Ethan until he has boarded the train.

MAP

No map needed, just follow wherever Ethan go.

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

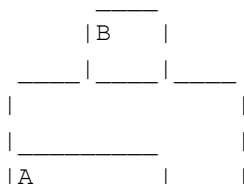
EQUIPMENT

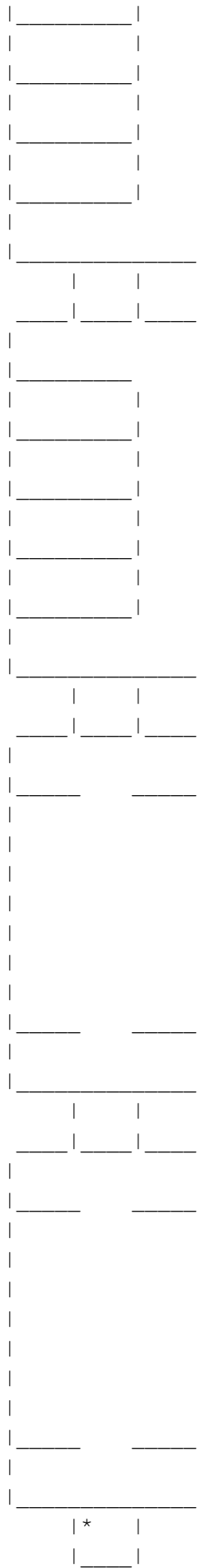
- Communicator : Miniaturized communication device that doubles as a database with info about the mission in progress.
9mm Hi Power : Standard street weapon needs no introduction. Imprecise, noisy, hazardous when pointing at you.
Face Maker : The most useful IMF gadget of all. Foam cartridges will reproduce 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

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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.

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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.

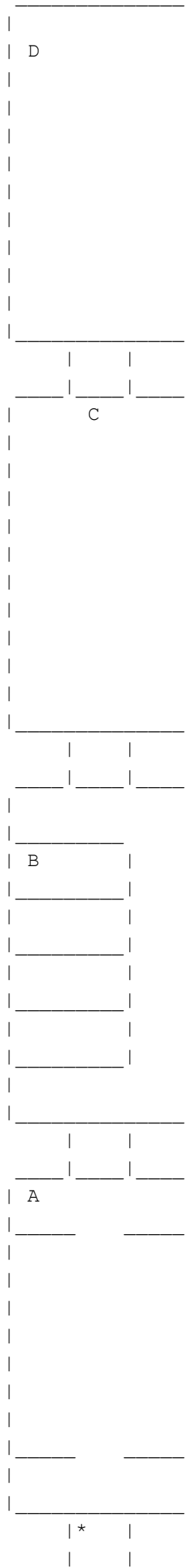
9mm Hi Power : Standard street weapon needs no introduction. Imprecise, noisy, hazardous when pointing at you.

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.



A = Conductor
B = Max
C = Phleps
D = Bomb

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07. W A L K T H R O U G H : T R A I N R O O F

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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.

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08. 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	NCDGEKIKPQQO
K.G.B. HQ	EHLJFPVUIJLP	FEEJGJUOQYDO
SECURITY HALLWAY	GDRSGPQQIUNN	FIELGQUWQWEB
SEWAGE CONTROL	GGMIFPQLIRLL	FDESPULQRDL
ESCAPE	GQNFGPRIJMNI	FFEOGHUPQTEG
	IGPJITTLKRFL	MKFDHUJSXVGD
FIRE ALARM	IQHSKTLIVMMI	MMFFIGKTXLGF
INTERROGATION	IJONINLJVNMJ	OGMFLMOIVMJI
	IMCPKFLNVSM	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	EKGQIOQTILF

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09. 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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10. S P E C I A L T H A N K S

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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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11. 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 THISWORLD.
 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  R EN GRIS KNULLARE, SJ 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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12. 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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13. 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://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 walkthrough 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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