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Part# 23972M

MISSION: IMPOSSIBLE[®]
M-I
Operation Surma



EmuMovies



Atari, Inc., 417 Fifth Avenue, New York, NY 10016 USA
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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

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The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

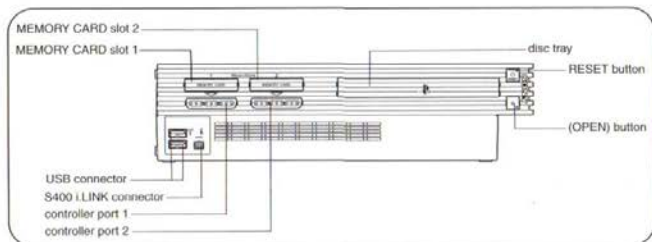
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *MISSION: IMPOSSIBLE® – Operation Surma* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

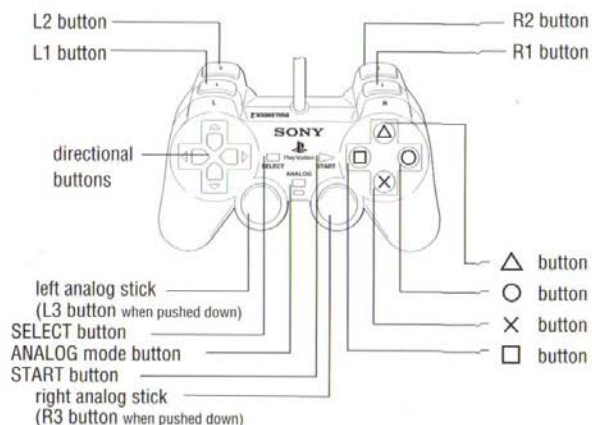
Insert a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 if you wish to load a saved game or save a game. *MISSION: IMPOSSIBLE – Operation Surma* requires 73KB of free space on your memory card to save your game progress.

Note: Never remove the memory card or turn the console power OFF when loading or saving a game. It is also advised that you do not insert or remove accessories once the power is ON. Make sure there is enough free space on your memory card before commencing play.

MISSION: IMPOSSIBLE – Operation Surma supports the DUALSHOCK®2 analog controller. Digital controllers are not supported.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



CONTROL	ACTION
× button	Hand-to-hand attack / Confirm weapon or gadget selection
× button	Melee attack
■ button	Toggle aiming mode / Aim Micro-cord
▲ button	Use
● button	Dodge roll / Jump up / Reload
R2 button	Pick-up / Drop body / Grab
R1 button	Shoot equipped gun while in aiming mode
L1 button	Toggle stealth mode / Hook legs up onto pole
L2 button	Toggle night vision ON / Off
left / right directional button	Move weapon inventory left / right
up directional button	Map zoom
down directional button	Use Health Pad
left analog stick	Move
right analog stick	Move camera
R3 button	Align camera
L3 button	Toggle wall hug
START button	Pause menu

Digital Binoculars Controls [aiming mode]

CONTROL	ACTION
R1 button	Take picture
● button	Analyze mode ON / OFF
▲ button	Toggle zoom

WASP Controls

CONTROL	ACTION
left analog stick up / down	Move forward / backward
left analog stick left / right	Slide left / right
right analog stick up / down	Move up / down
right analog stick left / right	Turn left / right
R1 button	Taser Attack

Micro-cord Controls

CONTROL	ACTION
L1 button	Rise up on Micro-cord
R1 button	Lower down on Micro-cord
○ button	Release Micro-cord and drop to ground
✕ button	Release Micro-cord in attack pose
▲ button	Use interactive object while hanging horizontal
■ button	Toggle horizontal hanging mode
left analog stick right / left	Turn while hanging horizontal
left analog stick up / down	Swing forward and backward
✕ button	Release Micro-cord and drop to ground

SAVING AND LOADING

When you complete a level, your game is automatically saved to the memory card, inserted in MEMORY CARD slot 1. Previously completed levels are unlocked and may be played at any time through the Main Menu "Load" option.

THE MISSION

The shadowy international conglomerate SURMA possesses a highly advanced virus known as the Ice Worm. The Ice Worm can bypass even the most advanced security systems to steal military secrets and weapons research. When their well-planned operation is sabotaged, Ethan Hunt and the Impossible Mission Force (IMF) get involved. They soon discover that the IMF's own ultra-secure database has been hacked. Up against an opponent with access to their deepest secrets, Ethan and his team must track down those behind the sabotage and recover the Ice Worm technology.

MAIN MENU

Move through the menus by pressing up or down on the **left analog stick**. Press the **✕ button** to confirm your selection.

New Game

Start a new *MISSION: IMPOSSIBLE—Operation Surma* game.

Load

Continue a previously saved *MISSION: IMPOSSIBLE—Operation Surma* game. All previously completed levels are unlocked and available for replay. Select the point from which you want to continue. (See "Saving and Loading" above for details.)

Profiles

See a brief description of the characters and their character models.



Settings

Adjust game options. See "Settings" below for details.

Credits

View the names of the people who made this mission possible.

PAUSE MENU

Press the **START button** to pause the game. Press the **START button** or **▲ button** to return to the game. Here, you'll have several choices:



Resume

Return to the game in progress.

Mission Briefing

Displays a synopsis of the mission.

Objectives

Here's your "To Do" list. As you finish each objective, they're marked as completed.

Inventory

Lists all of the weapons and gadgets currently in your possession. You can view a detailed image and description for each.

Controller

Displays a diagram of the controller configuration.

Settings

Adjust audio and video settings to your requirements. Move the **left analog stick** left or right to adjust each setting. Press the **✕ button** to confirm your choice.

FX Volume: Adjust the volume of the in-game sound effects.

Music Volume: Adjust the volume of the in-game music.

Brightness: Adjust the brightness of the screen.

Contrast: Adjust the contrast of the screen.

Sound Mode: Select stereo, mono or surround sound.

Vibration: Toggle the DUALSHOCK®2 analog controller vibration function ON / OFF.

Text Captions: Toggle the cut-scene captions ON / OFF.

Invert Pitch: Reverse the **right analog stick** input for camera control.

Teaching Tips: Toggle the in-game teaching tips ON / OFF.

Quit Level

Exit the game and return to the Main Menu.

Base Alarms

Base alarms can sound when a security camera or enemy sees you or a body on the ground. If a guard spots you or a body on the ground, he will run to the nearest alarm control panel to trigger the alarm. You can stop the guard before he reaches the control panel. The best strategy is to be cautious and stealthy to avoid detection. You have a small amount of time to switch off ringing alarms — if you wait too long, your team will be disavowed. Press and hold the **▲ button** for a few seconds to automatically apply the ELP to override security and halt the alarms.



HAND-TO-HAND COMBAT

Three-hit Combo

Approach an enemy and tap the **✖ button** up to three times.

Running Jump Kick

Run at an enemy for a few seconds and tap the **✖ button**. This will knock the enemy down on the ground and sets up the "Prone Kill" attack. Press and hold the **✖ button** during a Running Jump Kick to view the action in slow motion



Prone Kill Attack

Stand over a knocked-down enemy and press the **✖ button** for a one-shot kill. Press and hold the **✖ button** to watch it in slow motion.

Stealth Kill From Behind

Sneak up behind an unaware enemy and tap the **✖ button** to execute an instant stealth kill. When performed on civilians, the stealth kill only knocks them unconscious.

Around the corner stealth kill

Wall hug and slide to the edge of a corner. When the patrolling enemy is about to turn the corner, press the **✖ button** to perform an instant stealth kill.



Stealth kill from above

Press the **✖ button** while hanging from an overhead pipe. You are ready to strike an enemy for an instant crashing kill.



Grab

Sneak up behind an unaware enemy and press the **R2 button** to grab the enemy. Now you can walk him around wherever you like. Walk a guard up to a hand-scanner security panel and press the **▲ button** to force him to open it

Press the **R2 button** to release the guard, a bad idea because he'll normally go for his gun or the alarm.

Press the **✖ button** to knock him out.

GADGETS

You have an assortment of high-tech gadgets at your disposal. Each has a special function designed to help you successfully complete each mission. To select a gadget from your inventory, press the **left or right directional button** to move through the inventory. Press the **✖ button** to equip the currently selected item. Press the **▲ button** to cancel the selection and return to the game. While you're selecting a gadget the game is paused.



IMF Contact Lenses

IMF contacts are equipped with night vision, allowing you to see more clearly in the dark. Toggle the night vision feature ON / OFF by pressing the **L2 button**. With night vision ON, you can see laser tripwires.

An additional feature of the contact lenses is the Mission Map feature displayed in the lower-left corner of the screen. The map shows room layouts, objectives and enemies tagged with tracking darts. Luther can uplink other information to the map based on mission needs.



WASP

This unique miniature robot combines a surveillance camera and a one-shot stun gun into a remotely controlled, virtually undetectable flying device. You can launch and remotely control the WASP to scout areas and quietly take out key targets. You have a limited supply of WASPs and with a one-shot capability,

you must use this device wisely.

To use the WASP, equip the gadget and press the **■ button** to activate. Move the **left analog stick** to move forward / backward and roll left / right. Move the **right analog stick** to move up / down and turn left / right. When the blue aiming reticule turns orange, press the **R1 button** to fire the stun gun and knock a person unconscious. You'll need to be close to the target since the WASP has a range of one meter.

Masks

During certain missions you receive a mask, allowing you to temporarily assume an individual's identity. While in disguise, you can gain access to, and operate within, heavily patrolled areas without arousing suspicion. However, some actions, such as picking a lock, will arouse the suspicion of the guards despite the mask.



Micro-cord

Gain access to areas you could not get to on your own by raising or lowering yourself to otherwise inaccessible areas. In some cases, you may have to move to avoid a guard or position for a stealth attack from above. In other cases, you may be called upon to perform specific stunts, such as hanging while hacking a computer or swinging back and forth to reach an object. Keep an eye out for special attachment points on the ceiling.

To use the Micro-cord, equip the gadget and press the **■ button** to enter aiming mode. The center aiming reticule provides the angle to target (left number) and the distance to target (right number). When a valid lock-on is established, the reticule turns from blue to green. Press the **R1 button** to fire. The Micro-cord will not fire if no valid target is available. Shoot up to hang from the ceiling or to reel up to an overhead pipe that you've locked-on to. If you fall from too great a height, you may die.



Digital Binoculars

This multi-function device allows you to scout targets from a distance while remaining concealed. The binocular feature has several levels of zoom. A built-in digital camera takes photographs at the current zoom level and automatically transmits them back to Luther for evaluation. The directional microphone can overhear distant conversations, telephone conversations or exchanges that take place behind closed windows. Skillful use of the Digital Binoculars provides important clues to accomplish mission goals.

To use the BCM, equip the gadget and press the **■ button** to toggle the camera view. Press the **▲ button** to choose the level of zoom. Press the **R1 button** to take a picture and send it to Luther. He will decide whether the photo meets the mission requirements. Real-time information is also provided for certain items in the world by pressing the **● button** to enter analyze mode.



Electronic Lock Pick (ELP)

This allows you to silently open electronically locked doors. ELP control is context sensitive. If you come across a locked door, press and hold the **▲ button** to automatically apply the appropriate unlocking gadget to that door.



Laser Cutter

The Laser Cutter can open sealed or locked doors the ELP can't unlock. However, the Laser Cutter makes more noise that may alert nearby enemies. Laser Cutter control is context sensitive. If you come across a locked door, press and hold the

▲ button to automatically apply the appropriate unlocking gadget to that door.



Remote Camera Viewer

The Remote Camera Viewer allows you to view security camera feeds. Once a camera is shot with the EWG or Luther has hacked the enemy security system, you can use the RCV to see what various security cameras see. Located around the

levels are telcom panels that can be hacked with the ELP. When hacked, these panels offer access to all security cameras in the area.



Sonic Imager

Used against doors, the Sonic Imager focuses high-energy waves to create real-time images. The Sonic Imager effectively allows you to see what's on the other side of a door.

WEAPONS

Stealth and deception are the keys to successful missions, but weapons are an important element of your arsenal. To select a weapon from your inventory, press the **left** or **right directional button** to move through the selection of items. Press the **× button** to equip the currently selected item. Press the **▲ button** to cancel the selection and return to the game. While you're selecting a weapon the game is paused.



Dart Gun

Compressed air drives the rounds, making every shot silent and highly accurate. Tranquilizer Darts are needle-tipped rounds full of fast-acting serum quickly incapacitate an opponent without causing permanent harm.



Electronic Warfare Gun

Fires a projectile containing a high-tech multi-use microchip. The chip tracks an enemy's position on your map, allows Luther to hack a security camera, or embeds in a surface and make a beeping noise before it self-destructs.



Pistol

The IP-45 is the handgun of choice for the IMF team. It's noisy and can draw attention from the enemy, but it has great knockdown power.



Sniper Pistol

This high-caliber pistol, with its built-in scope, allows you to shoot distant enemies, with a zoom feature to permit highly accurate shots. Press the **▲ button** to zoom.



FAAR-7

The FAAR-7, with its high firing rate, provides excellent firepower when caught in a highly outnumbered, outgunned situation.

CHARACTERS



Ethan Hunt

Hunt is an exceptionally competent agent. Although an expert with all types of weapons, he specializes in unarmed and lightly-armed combat. Hunt is in perfect physical condition and a master of impersonation. He can penetrate nearly any facility using his mastery of electronic espionage and powers of deception.

Thriving in the unstructured environment of the Impossible Mission Force, Hunt has risen to the rank of Field Team Leader. He is motivated by his desire for justice and his passion for danger.



Luther Stickell

Luther, an extraordinarily skilled hacker and all around computer expert, provides technical backup and coordinates team communications. Often, he hacks a facility's security system and clears the way for infiltration. An experienced agent, Luther's combination of formidable physical presence and technical expertise make him one of the IMF's most valued agents.



Billy Baird

This Australian adventurer is a freelancer, primarily serving as a pilot and driver. He is resourceful, dependable and frequently used for high-stakes missions. Billy displays considerable enthusiasm and appreciates his generous paychecks, as well as the pure adrenaline thrills he derives from his work.



George Spelvin

This former medical student turned his dramatic skills into a financially rewarding career as a professional con artist. As a freelancer, Spelvin is not a highly trained agent and lacks proficiency with ranged weapons and martial arts. He serves admirably, however, as a master of disguise, distraction and on-site support.



Jasmine Curry

This highly trained agent was recently recruited to the IMF and has proven herself to be both capable and multi-talented. She is a rookie, so she accompanies other agents during Operation Surma. Jasmine is friendly, open and unusually idealistic for an IMF agent, motivated primarily by her strong sense of justice.

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<http://www.atarisupport.com>

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers with in the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

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For phone assistance, call **Atari Technical Support** at **(425) 951-7106**. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions immediately.

This console-based product has automated support, which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in

several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7106** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. You will receive the mailing address when the technician gives you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

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You will be given a Return Merchandise Authorization number (RMA #) by the technician. You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you.

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