

Mission: Impossible FAQ/Walkthrough

by KingPalpatine

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Mission: Impossible
For the NES
FAQ/Walkthrough

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Version 1.0

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1. Guide Opening

Welcome to my new Mission: Impossible FAQ. I decided to write this FAQ to help out anyone trying to tackle the NES version of Mission: Impossible. I figured with all the hype surrounding the third movie, there might be renewed interest in the game. This game is RIDICULOUSLY HARD, and there isn't much information available online for this game, so my goal was to write the definitive detailed walkthrough. As far as I know, there are only two other web-based resources available for this game, and they are not nearly as extensive. For your reference, those resources are: 1) a Walkthrough written by an anonymous author, and 2) a FAQ with some additional information written by PIETER KUPERUS (E-MAIL : 1.KUPERUS@WXS.NL) that was intended to supplement the original walkthrough. Both of these resources are available on most gaming sites if you want to check them out. Unfortunately, though, there is some incorrect information and I'm not convinced that either of them actually beat the game because they give a totally wrong description of what happens at the end.

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1.01 - Version History
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Version 1.0 - June 18, 2006 - The original version. There are walkthroughs for all six stages, along with character descriptions and evaluations, passwords, and general commentary. Everything is done.

=====
1.02 - Introduction
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Mission: Impossible for the NES was released in 1991, and was based on the popular television series of the same name. There were actually two runs of Mission: Impossible that came out about 15 years apart. The original series ran from 1966 - 1973 and starred Peter Graves as team leader Jim Phelps, plus a handful of other actors, most notably Leonard Nimoy as Paris and Greg Morris as Barney Collier. The remake, or rather "continuation", which is what this video game is based on, ran from 1988-1990, and starred Peter Graves again as Jim Phelps, along with Greg Morris' son Phil as Barney Collier's son Grant. The show was truly excellent, and if you haven't seen it you should check it out. The more recent movies starring Tom Cruise are pretty good, but the TV series was definitely better, and frankly, as a Mission: Impossible fan, I believe that the decision to make Jim Phelps go bad in the first movie was an absolute travesty. In fact, Greg Morris was supposed to have a cameo role in the movie and walked off the set when he found out about what the writers did to Jim's character. Not surprisingly, Peter Graves chose not to play Jim in that movie.

As an aside, it's interesting to note that all the characters on the "new" (1988) show that appear in this game have equivalents on the old (1966-73) show. Max Harte, the "tough guy" is just like Willy Armitage (Peter Lupus). Grant, the electronics whiz, is just like Barney Collier (Greg Morris) - and as mentioned, both the actors and characters were real-life father and son. And Nick, the "disguise guy" is just like Paris (Leonard Nimoy) and Rollin Hand (Martin Landau).

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2. Game Overview

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This section contains what you should know before starting the game.

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2.01 - Story
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(Taken from the game's instruction manual)

Not since the cheesy Limberger Case has a kidnapping attracted as much attention as the abduction of Doctor "0". It seems this world-acclaimed genius behind the U.S. military defense system was enjoying the breakfast of braincells (powdered eggs and grape juice), when he and his fetching secretary, Shannon, were mercilessly snatched by the Sinister Seven. Unknown to the Sinister Seven is the startling fact that Shannon - although a very able stenographer - is really an agent from the Impossible Mission Force (IMF), assigned to protect the good Doctor. Using all her skill and cunning. She has managed to send a secret code clueing you in on where they're being held.

But before you and your team of special agents start high-fiving each other. You'll have to go hand-to-hand with scum like Slash Stiletto and Jean Claude Killer. And you must slink your way through Six murderous mazes, from underground warfare off the coast of Cyprus to hand grenade ski runs in the Swiss Alps. Also included in these killer mazes are untold numbers of Espionage Zones!

Before you yodel "Uncle", remember that you have control of three different spy identities - Max, Grant and Nicholas. Each has special talents up his sleeve (like quick-change disguises and remote control bombs) which you'll need to stay alive amid the acid flames, poisonous gas chambers and much, much more!

So go ahead, Jimbo. Put your life on the line and accept this seemingly impossible mission. Or else the good Doctor will be tortured into spilling the top-secret beans about the U.S. military defense system (meaning you can watch the planet go up in a mushroom-shaped puff of smoke a week from Tuesday).

=====
2.02 - Controls / How to Play
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- D-Pad - Move your IMF team member in the direction you push on the D-Pad (Up to head north, Left to head west, Down to head south and Right to head east); select character when paused
- Select Button - Not used
- Start Button - Pause the game and enable you to select character
- B - Use your character's "special" weapon
- A - Attack using your character's "normal" attack

Here is some more information from the instruction manual:

Your mission is to rescue Dr. 0 and Shannon from the grubby clutches of the Sinister Seven as quickly as possible. Then you must discover the motive behind the kidnapping and prevent these international terrorists from executing their diabolical plan.

As you fight your way through each area, you must obtain information and vital ID cards. If you lose your way or get caught without an ID card, not only will you lose a member of your team. you'll lose a little confidence. HINT: Captured prisoners can be helpful here. During this mission a good sense of direction is only half the battle. Because acid flames, raw sewage, scorching steam, high voltage electricity and poison gas will block your progress at every turn. You must also have sense enough to keep both eyes peeled for special switches that will turn off bodily-harm devices (like bone-crushing walls).

Now for the good news. There are three agertts-Max, Grant and Nicholas - that you can choose from and use according to the situation at hand. Each is equipped with two types of weapons which can be interchanged according to the surroundings. After sizing up your predicament you must choose the right agent with the right talent.

Your agent's Life Gauge decreases each time he is hit by enemy bullets or caught in a trap. An agent is knocked out of the game when the Life Gauge runs out or when he is hit by a car, falls into water, or tumbles into a hidden pit or gorge.

After an agent is dusted, the next agent in line (from left to right) will enter the game. (NOTE: The agents are shown at the bottom right of the screen. However, if you make it all the way through one area successfully, the knocked-out agents will rejoin your forces at the beginning of the next area.

If all three agents are knocked out of the game. you and your IMF team are finished. But you can still redeem yourself by choosing the Continue Mode (see page 10 for details) to start over from the beginning of the area where your last agent perished.

Oh, by the way... if you begin feeling like a laboratory rat windnig through the six maddening mazes, remember you could have JUST SAID NO to this mission! Luckily for the world, you're a big, strong agent who thrives on these dangers... right?... I said right right?!

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2.03 - Characters
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Max Harte

Weapon A: Gun
Weapon B: Bombs (press B once to lay the bomb, then B again to detonate)

Max's gun has the best range of all the IMF team members' attacks, and moves quickly in a straight line. Max's bombs are useful in a few parts of the game where you NEED them, and also when you trigger an alarm, because they can take out the nasty "Iron Claw" enemies quite well. Max is by far the slowest of all the IMF team members, and this is quite important. He is not agile at all and horrible to use when trying to sneak around and not get caught by cameras, sentries, etc. It's hard to rank the team, because each character has different uses, but Max is my second favorite.

Here's what the instruction manual has to say about Max:

Max is very quick and athletic. However, in this mission, he's forced to wear heavy protective gear which slows him to a turtle's pace. His Type A weapon is a rifle. His Type B arsenal consists of 10 remote control cluster bombs. Press the B Button once to set the bombs, and then once more to explode them.

Grant Collier

Weapon A: Punch

Weapon B: Sleeping Gas

Grant's punch has the worst range of all the IMF team members' attacks. Grant's sleeping gas is useful when you need to try to get through areas with a lot of enemies, or in areas where you need to sneak around and not let the guards know you're there. The gas has medium range, and will immobilize any enemy near the gas clouds. Grant is the fastest of all the IMF. He is extremely useful in "sneaking around" situations. In addition, Grant is the only , and moves quickly in a straight line. Max's bombs are useful in a few parts of the game where you NEED them, and also when you trigger an alarm, because they can take out the nasty "Iron Claw" enemies quite well. Max is by far the slowest of all the IMF team members, and this is quite important. He is not agile at all and horrible to use when trying to sneak around and not get caught by cameras, sentries, etc. It's hard to rank the team, because each character has different uses, but Max is my second favorite.

Here's what the instruction manual has to say about Grant:

The Gazelle is an electronics and engineering wiz who dropped out of the Electrical Engineering Institute for the Deprived. Grant turned his considerable electronics talent against the forces of evil by joining the IMF last spring. He is the fastest of the three agents. He prefers duking it out, so his Type A weapon is a fist. His Type B weapons are 10 sleeping gas bombs that put the enemy into a deep slumber for a limited period of time (unfortunately, they don't work on everyone).

Press the B Button to set the bombs, and then once more to release their sleep inducing sominexide gas.

Nicholas Black

Weapon A: Boomerangs

Weapon B: Disguise (temporarily makes enemies not attack him)

Nick is the well-balanced character in this game. His weapon's range is between Grant's and Max's, and his speed is in the middle as well. That being said, I'd say that Nick is probably the least-used character when I play through the game, but he is invaluable in the places where you really need him to go under disguise. You can use his boomerangs to hit enemies around corners in some circumstances, which is helpful, but when enemies get really close, it is hard to hit them.

Here's what the instruction manual has to say about Nick:

Nicholas is a drama teacher who also happens to be a master of voice and facial disguises. During an audition in college he twisted an ankle and is now forced to saunter painstakingly (that's Thespian slang for walk slowly). A native Australian, Nick prefers a boomerang for his Type A weapon. His Type B weapon is not a weapon at all, but a set of disguises that can be used up to 5 times. When he's incognito, enemies cannot identify him for a limited period of time.

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3. Walkthrough
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How to beat the game!!! And mark my words - it will take you a really long time.

3.01 - Stage One - MOSCOW
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You'll start the game in the middle of the street. There are some doors (labeled with arrows) on the top and bottom of the screen. You won't need to visit all of them, though you certainly could. As you walk around, some pedestrians will try to attack you. Kill them, but make sure you don't attack any "normal" pedestrians, because you'll get arrested and effectively "kill" the offending IMF member for the rest of the stage.

Start off by switching to Grant (since he walks about twice as fast as Max) and go to the third door on the bottom. The guy inside will tell you which way to go to get the pass, which you'll need later in the stage (it varies randomly between two different locations). Follow his directions (it's either left or up and right). Get the pass, then head towards the alleyway, which is in the middle on the top of the screen.

Here is a list of everything that happens in the rooms, in case you were wondering:

- First on top-Switch may not release the trap
- First on bottom-You'd be smart to go into the alley
- Second on top-a bunch of soldiers
- Second on bottom (across from the alley) - You have been caught. (Or the PASS)
- Third on top - You need a pass to get through + BRIEFCASE
- Third on bottom - (bar) Someone has a street pass, you must go up and bottom.
- Fourth on top - Take the pass, but your life isn't safe. + PASS (Or You have been caught).

Enter the alleyway, which is about halfway down the road on top. I like to use one of Nick's disguises when trying to get through the area where there are two enemies trying to bomb you - you won't get hit that way (and don't worry - you won't run out later because there's a briefcase later in the stage). Enter the next area. The door on the upper middle has one of the switches (MOVE WALL). Enter the room, fight off the enemies, and turn it off. If you've taken any damage at this point, the door on the upper left houses a MED KIT. You can ignore the door on the upper right. It has some information - it turns out that every level has some switches, and there are 5 switches in level 1. We've found 1 so far, so that leaves 4 more.

When you're ready (i.e. collected the MED KIT) enter the room on the bottom right. Immediately take out the guard on the right and move to the right to avoid being pinned in the other guards' crossfire. The staircase on the bottom left leads to level B1.

B1 is a maze of underground sewers. I like to use Nick for most of this area because he's medium speed (useful for avoiding the waterfalls) and his boomerangs can be used to hit enemies around the corner if you're careful in guiding them. Anyway, first head right, being careful to avoid the enemies throwing bombs at you. You'll come to a door on the top of the screen. You can only go through it on the orange side, which happens to be facing you right now. Go through the door, use Nick and use a disguise. Kill off the enemies, and flip the second switch (FIX FLOOR). 3 more switches to go! Exit the room on the bottom right, avoid the enemies, and head down (going over a bridge).

Now head left, crossing 3 more bridges. You'll come to the end of the path, and then have to take another bridge up. Now work your way right, and take the bridge up at the end of this path. You'll see the orange door again, but this time don't go through it since you've already disabled the switch. Now head left. Ignore the "exit" (that's where we initially entered the sewer system). You'll eventually see another exit. Take it if one of your characters is low on energy; there is a health icon in the room above (actually, this is the second door on top of the street - the one with a bunch of soldiers). Once you've gotten the med kit, head back down the stairs, but this time bear southwest and cross a bridge, then take the door at the bottom to another set of sewers.

This section has a new type of enemy- he doesn't hurt you, but will try to push you into the water (which kills you). Try to get his attention, but make sure that your back is to a solid piece of wall and not the water. Then while you're pinned against the wall, keep hitting A until he's dead. Head right, and watch out for enemies throwing bombs. I've found that it works well to go halfway on the bridge, then head back left. This exposes the enemy without letting you get hit. Then all you have to do is shoot him with Max's gun. Once you reach the end, head down over the bridge. Here again you have a choice: if you need a med kit or briefcase, head left, being careful to not get pushed into the water by the "pushing" enemies. Once you've picked up the icons you need, head right. If you don't need any items, just head right from the start.

You'll see an exit on the bottom of the screen. Don't take it (it leads to a manhole on the street that you could have blown up with Max's bombs - but then you would have missed turning off one of the switches). Keep heading right over the bridges. The "head right, then retreat" strategy works well here as well.

When you enter the next room, be careful not to get hit by any bombs. In my opinion, the best thing to do is to use Nick and go into disguise mode, then walk past the enemies and kill them from behind.

Now at this point, if you've been following this walkthrough, the bottom of the screen has moved up to the top and you have the choice of two different routes. You'll want to take the path on the left and use Grant to unlock the electronic door (9453). If you don't have Grant anymore, good luck with the right side. As you proceed down the left, you'll be rewarded with a med kit. You can ignore the door on the left, it's a spy giving you some useless information. Now take the stairs down to level B2.

Here, you'll immediately face a guard. I like to use Grant's sleeping gas to knock him out, then shoot him with Nick. Wait for the right time to move, then use Grant's quickness to sneak past the steam. Make sure not to touch the spout, too, because it will also hurt you. Keep some gas ready; you may want to use it to disable the next bomber as well. Sneak past the next area of steam,

and take out the bomber (you shouldn't have to gas him because he won't turn to shoot at you once you're around the corner). There's one more steam spout to avoid, and then you'll be able to take the stairs on the lower right side of the screen to level B3.

In this room, you have to watch out for the edges - you can fall in and die. The red things blow at you and make it harder to walk around. Navigate your way along the top of the area. On the upper right, there is a door that will take you down to level B4. Enter the room, take out the guards, and hit the computer console (this uses your pass and opens the orange door). Head down, work your way past the laser detectors (again, using Grant is the easiest thing to do here) and disable the third switch (FLOOD) on the bottom right (only 2 more to go!!). Now return back up to the room with the blowers.

Now you're going to want to make your way down to the bottom-middle (there is also a door in the bottom-left - don't use it for now, or the next part of my directions won't work. I also don't advise getting the med kit on the bottom right just yet - you'll see why soon. So head on down to B4.

In this room, be careful of the enemies that are below you (you can sort of see them through the floor). If you delay too long in one of the small rooms, they'll hit you with a grenade for big damage - so move QUICKLY. Anyway, to get to the next switch, go down, down, right, up, right, and up. Now go right into the next room, which is patrolled by robots. If one of them "sees" you, an alarm will be sounded and you'll be face with some really difficult (and heavily damaging) enemies. The easiest thing to do is walk toward the enemies and let them see you. The alarm will be sounded, but the sentries will disappear. Plant one of Max's bombs at the door, and when the extra guards arrive, blow up the bomb. You should be able to take out all of the additional guards with two bombs (and the sentries take more than that to kill). Now hit the fourth switch off (CUT POWER - only 1 more to go!!) and return to the "maze" room.

There is a med kit on the bottom right that you'll probably want to collect at this point (though with Grant's speed it is possible to navigate the small rooms without getting hit). To get to it, go left, left, down, down, left, down, right, right, and right. I strongly recommend you give the health to Grant if he needs it. You'll need his speed in the next room. Now with your newly restored health, go up, left, up, up, and left. Go back up the stairs to level B3, and work your way to the bottom left staircase (that I said not to use before). Take it back down to level B4.

You need to get to the doorway on the bottom left. To get there, go right, down, left, down, down, and take the doorway. You'll see a grid on the floor. Luckily, we've disabled the damage-inducing characteristics of the floor! You'll notice that the sentries only look left and right, not up and down. So use Grant and time yourself. Wait for them to be looking right, and move in between them. Then work down to flip off the final switch (ROBOT). It's relatively easy to do this without the robots ever seeing you. Now return to the "maze". You're going to have to backtrack a bit. To get back to level B3, go right, right, right, up, up, up, and left, then up to level B3. Now is a good time to get the med kit that I suggested you leave until later (aren't you glad you did?). Carefully work your way to the upper left of the room and take the stairs up to level B2.

Here, you're going to want to take the left path up, just like before. Return to level B1 and go back to where the room changes to the sewer appearance. Now move to the right side and go down. Use one of Nick's disguises and kill the enemies in this room. Now instead of going down, go right.

Inside this room, the guy in a suit will tell you that the power box is orange

and is easy to destroy. Shoot (or punch) the orange box on the upper left of the screen. That will cause the door in the middle of the room to swing open. The guy next to the desk will tell you to turn off the water valve and destroy the boss. Exit this room and head down, then immediately right (don't go on the bridge). Go right, then work your way down and back left, killing the two guards that are automatically shooting. Go down into the next room. We've already disabled the ROBOT with one of our handy switches. Be careful not to walk off the bridge!!

In the next room, you'll see a guy who tells you "You made it, but Dr. O. is in a Venice temple." Then he'll fall through the floor. Looks like somebody doesn't want him to say anything more! Air Cargo Co has a list of Sinister 7 names - fly to Venice and Stage 2.

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3.02 - Stage Two - VENICE
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This stage is like Spy Hunter, complete with snazzy music. Shoot at enemies with the A button, and avoid their depth charges and walls. You're playing as all three IMF members at the same time, so you all take damage as a group when you get hit. If you're good at Spy Hunter, you probably won't have much difficulty on this stage, but if you're not (like me) you will find it tough. If you crash into an enemy boat, it does a lot of damage, so try not to do that. When the helicopter strikes, swerve left and right to avoid its attack. Also, the orange things that look like barrels will cause you to jump into the air. They tend to be helpful. There is no boss on this stage, so when you reach the end, you'll simply appear on stage 3.

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3.03 - Stage Three - SYRINX TEMPLES of East Berlin
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This stage is pretty difficult, just like the rest of the game. There is a part midway through the stage that's optional, and you'll have to make a choice as to how you want to handle it. One thing that is always important, though, is to keep Grant's health up because there are a couple parts where you absolutely must have Grant. That means walking around with Max or Nick. Unlike Stage 1, all the people you see walking around are bad guys, so don't hesitate to hit them immediately.

The first part of this stage has 4 doors to check out. You can ignore the rooms on the bottom left and right for now.

If you don't like being harassed by the "locals", start off by heading into the room on the upper left. There are two robotic sentry guards here. Use Grant to sneak past them and attack the power box (ALARMS) on the upper right of the room. An alarm will sound, but no enemies will enter. Once the alarm has sounded, there won't be anymore pedestrians harassing you. When you exit this room, head to the upper right and take the stairs to level 2F.

There is a door on the right, where a guy will tell you to destroy a statue to find a ladder. But which statue? We're in a museum for goodness' sake! Luckily, you have this guide! Return down the stairs to 1F. Go into the room on the bottom right, and shoot the statue all the way on the bottom right. This will reveal a staircase. Take the stairs down to B1.

Head to the bottom right and go through the door. Destroy the power box. The guy at the desk will tell you that there is 1 switch in Stage 3 (thankfully not the 5 that there were in Stage 1!!). Take the conveyor belts all the way to the left and go through the door. This part is tricky. You have to time your moves. I strongly recommend you use Nick to do this for two reasons: 1) you still need to keep Grant at top strength (he still is, right??) and 2) Max is just too slow. I like to count out the swings of the statue, like 1, 2, 3, go. It helps with timing and you're less likely to get hit. When you reach the far left, enter the room on the top left.

This is the room where the guy will tell us where to go to get the pass. Just like on stage 1, the pass room changes randomly. To avoid the cameras first move behind the two boxes in the middle of the room. Then when the camera on the left is moving down and the camera on top is moving left, squeak around the corner of the box and move down to talk to the guy. There are two possible outcomes - down and left, and down and right. Exit the room and head down the stairs to B2. Head straight down immediately to avoid getting pinned in some crossfire. Kill those guards. If the guy told you to head left, you're lucky, because that room is easier to navigate without tripping an alarm. So, if you need to go left for the pass, do so (avoid the laser detectors) and get the pass, then start to head right so we can disable the Floor Pit switch. If the guy told you to go right, start to head right.

In this room, there are a bunch of magnets that will pull Max and Nick's attacks off their mark. So use Grant and just punch out the enemies, or use Nick and take advantage of the way your boomerang throws get "bent". The important thing to remember is to position yourself so the guard is between you and a magnet (NOT the other way around, with you in between the magnet and the guard!!). This way when he shoots at you, the bullet moves backward and it's easy to move up and punch him. Any character works fine here, but you're going to want to

If you have the pass already (i.e. the guy said go down and left), skip the rest of this paragraph. If you need the pass (because the guy told you to go down then right) go all the way to the upper right and enter the room. There are cameras in the room so watch their pattern and try to avoid them. It can be pretty tough to get past the cameras, so be careful. I've found it works well to camp out towards the bottom of the screen, then run for it (using Grant) to get some cover. Don't try to get the briefcase (you shouldn't really have used any special weapons yet anyway). Also, watch out - there is a hole in the floor toward to top middle of the room. If you fall through it, you'll end up in a room in B3 with a MED KIT and a switch (FLOOR PIT). It's where we're headed next, but you first need the pass, so avoid the top part of the floor. Get the pass from the guy in the corner and exit the room.

Now head into the door on the lower right and take the stairs to level B3. Go into the room on the lower right. I hope Grant is still alive, because you're going to need him to open the electronic door (combo is 4867). If Grant isn't alive, go back up to B2 and purposely fall through the hole in the floor. Watch out for the camera. Turn off the switch (FLOOR PIT) and collect the med kit. Exit this room.

Now you have a choice. You can go through the very difficult process of disabling the conveyor belt switch or you can head back up to the top level. Frankly, you're in a Catch-22 situation. If you don't disable the conveyors, it's hard to get out of the conveyor room, but it can be just as hard if you choose to disable them! In a way, once you disable the conveyors, the enemies actually become harder because now they move! And it's hard to get to the switch to shut them off in the first place. My advice is to NOT disable them, assuming you have Grant at full strength. If you decide to skip turning off the conveyors, skip the next paragraph.

If you want to disable the switch, head left. When you're walking, some of the statues will try to attack you. You can blow them up with Max's bombs or punch them 3 times with Grant. Try not to get hit because they do a lot of damage. If you use Max, watch out for shrapnel, because it will damage you. The statues only attack you after you've walked past them, so be on your toes. When you've worked your way all the way to the left, go through the door and shoot the power box on the lower left (CONVEYOR). Exit the room. Then backtrack to the right (you'll have to get past any remaining machines).

Take the stairs up to level B2, then head left and take the stairs back up to level B1. Start to head right. If you disabled the conveyors, watch out, because the enemies will start to move like they did on the lower level. If you didn't disable the conveyors, time your moves carefully, like before, to avoid getting hit by the machines. This time, it's harder, because you're moving against the conveyors. This is where you need Grant. His speed minimizes the damage you'll take. Make no mistake, you will get hit (probably 4 times over the course of the room) but if Grant is full strength, you won't die. Once he gets down to 2 bars, switch to Nick. He'll get hit a little more, but should still be able to power through. Keep in mind that if you die, you'll have to start at the beginning of the room so be careful - one character dying effectively makes you have to restart the level because you won't have enough strength to get through again.

Once you're all the way right, head back up the stairs to the main level, then go to the big central room and go to the upper right and take the stairs to 2F.

Head all the way down to the doorway on the bottom left. In the new room, you can use your pass to open the doorway. Hang a u-turn to head down and grab a med kit (give it to Grant). Again, I hope Grant is still alive. Use him to open the electronic door (3969) and head left into the next room. There is a BRIEFCASE in the upper left corner, but it is guarded by some machines, so leave it alone or you're guaranteed to take damage. Take the staircase on the lower right up to 3F.

In this room, you have to watch out for the electronic roving sentries. They'll sound the alarm if they see you. Actually, it's probably easier to just trip them off, then use a couple of Nick's bombs to kill the extra guards that arrive. There is a MED KIT on the lower left part of the room. There is a BRIEFCASE on the upper right part of the room. The staircase you want is on the lower right. Note that if you tip off the guards, the items will disappear, but once everything is back to normal (i.e. you've killed the extra guards that arrive, walk around a bit and the items will reappear). Take it up to 4F for the boss fight.

Unlike the boss on Stage 1, you actually have to do something with this boss. Before you fight, he'll proclaim "This is Ghost Temple. Dr. O. is asleep now!!" First of all, be careful of your footing. If you stand too long in one spot, you'll fall through the floor and die. The strategy that worked best for me was to circle around with Grant, then gas him when he appears. This will stun him long enough for you to punch him (or better yet, switch to Max or Nick and shoot him). Be careful of him appearing in front of you. You can hit him once, but then be sure to move, or you'll fall through the floor. After a little while of this, you'll kill him or he'll fall through the floor. Again, be careful of where you stand!! I think the easiest thing to do is to immediately go to the outside ring of the floor. Keep making those big circles until that part of the floor gets really worn down, then move to the next-furthest ring of squares. Gradually work your way in, and by the time you've made it to the middle, you should have killed the boss.

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3.04 - Stage Four - PERSIAN MOUNTAINS and Prison Camp

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Now you're in Switzerland! Of all the "real" stages, this stage is the easiest one, in my opinion. Early on, you'll want to make sure that you keep Max alive so you can use his bombs. There is also one electronic door about half way through the stage so you'll want to have Grant's services. Then later in the stage, it is useful to have Nick's disguises! So basically, you'll need everyone at some point so try to stay alive with everyone, even if you're really low on energy.

Enter the door in front of you, then take the stairs on the left to get up to 1F. Here there are two bomb throwers. Stay to the back of the platform and shoot them with Max. This will prevent them from harassing you from above. Go back down to B1, and use Grant to speed by each flamethrower. The guy on the right will tell you to destroy the illusion device to continue, and that you need to break the rock wall. Head out the door in the back.

You're now outside again. There is a bomb thrower to the left of the door and a pusher across the bridge. Kill them both from a distance with Max. When you walk across the bridge, it will break apart. Be on the lookout for additional guards; there's one right after you cross the bridge that you can gas with Grant, then kill. Believe it or not, Max is actually the most useful character in this area - you can kill all the enemies from a distance. After crossing the second bridge, move up the left branch and kill the pusher from across the hole so he can't get to you. Continue walking up and cross some thin rock paths. Approach the next bridge (it's wider than the others) slowly - there is a pusher waiting for you. Shoot him from a distance with Max, or steer yourself back to one of the solid rock walls. Actually, using Grant for this isn't a bad idea because he's about the same speed as the pushers. Cross a fourth bridge (also wide) and take out the enemies in the area. Now, move to the bottom of the rock on the right side and attack it. This will make the ILLUSION switch appear. Hit it again, and the screen will go wavy and you'll reappear with some different surroundings.

Don't go over the bridge in front of you - it will break away and you'll die, even with Grant's speed. Instead, head left to go through a secret doorway. There is a little cutaway in the rock wall where the door is. Follow the path around to the left and up, then go right where there is a staircase. Further down the line, there are some of those annoying machine gun enemies. But luckily, they don't see too well, so if you knock out the lights, they won't attack you - but you can kill them. Use one of Max's bombs to destroy the blue wall in front of the staircase, then head down to level B2. There is a robot sentry, so be quick (i.e. use Grant!) and destroy the light power box. Now the enemies won't see you. Return to level B1. If you didn't have Max, don't worry, it's still possible to get out of this area without taking any damage. Hide around the corner with Grant and when the enemy is facing away, run up quickly and punch him out. With or without the lights off, head to the upper right through the orange door and collect the MED KIT. Continue upward to the next room, and take the path on the left and use Grant to disable the electronic lock and take the stairs up to 1F.

Stay on the outside path and go right, using Nick's boomerangs to easily take out the guards. When you get to the top, you'll see that there is a staircase partially covered with snow. Use one of Max's bombs to clear it up, then take the staircase down to B1.

In this room, there is a camera on the left. Use Grant to run up to the switch (FUMES), turn it off, and head back behind some cover. Then head down.

In this room, there are cameras on the left and right. Head to the left, using the crates as cover from the left camera, then u-turn and talk to the guy, who will tell you that there Stage 4 has 2 switches (and we've already disabled 1). Actually, I've just told you what he says, so just avoid the cameras, ignore the guy to make it easier, and head down to the next room.

This room has a bunch of annoying machine gunners. Again, if you're careful, you can take them out without them shooting back at you. Head down and grab the MED KIT, then turn around and head back up (don't go over the bridge below!). Go up through the next two rooms (remember to avoid the cameras) and then take the stairs up to 1F.

Now that we've disabled the Fumes, you can head back into the cave through the middle entrance and head down then u-turn and go up on the right. Go through the orange door and walk all the way left to collect a BRIEFCASE. This would have killed you before we disabled the fumes. Now go through the orange door, and return to 1F through the staircase. When you get up the staircase, a pusher will attempt to push you into the electric fence. Have one of Max's bombs ready. Head back down, then right. We're going through the enemy's front door, which someone conveniently left wide open! Score one for bad-guy incompetence!

Inside the fence, there are immediately three buildings. Head to the left and shoot the guards in front of the left building. Inside, you'll find a MED KIT behind some laser detectors. Exit the building, then head to the right. Ignore the building in the middle for now and enter the rightmost building.

Hit the power generator on the left, which will swing open a door. Talk to the guy and he'll tell you where to go to get a streetpass (as in the past, there are two random results, and if you go to the wrong one, the guy will tell you that "you have been caught" and unleash those nasty claw enemies). He'll either tell you to go left or up.

If you have to go up, go that way, enter the building, disable the power generator, avoid the camera, and collect the pass. Head up the stairs to 2F. Go southwest and enter the building. Sneak past the steam, take out the guards, and attack the power box (POWER OFF). This has cut the power to the cameras in the next building you'll visit! Now leave the building, and head down then left (to the middle building that we saw when we first entered the central area. Follow the directions in the next paragraph, but DON'T talk to the guy, or you'll be "caught".

If you need to go left, first go to the building that is upward. DON'T talk to the guy on the lower level (you don't even need to shoot the door's power box). Head up the stairs to 2F. Go southwest and enter the building. Sneak past the steam, take out the guards, and attack the power box (POWER OFF). This has cut the power to the cameras in the next building you'll visit! Exit the building and head down, then left into the middle building. There will be cameras - avoid them if you haven't cut the power as outlined above, and go up the stairs on the upper right to 2F. In this room, there are more cameras. Collect the pass, then head to the lower left and take the stairs to 3F. Here, you'll find a BRIEFCASE and a MED KIT. Collect them and head back down and exit the building.

Now that you've gotten some needed powerups, head right, then up (this is the same building that you may be sent for a pass). If you went left for the pass, DON'T talk to the guy at the desk (or you'll be "caught"). Head up the stairs to 2F. Go southwest and enter the building. Sneak past the steam, take out the

guards, and attack the power box (POWER OFF). Exit the room and continue left. There are more machine gunners here. I recommend using Nick's disguises here, or being really careful with Grant or Max. Head into the building on the bottom left.

Go down, and turn off the second switch (FLOOR PIT). Now head back up and use your pass on the door. Grab the MED KIT (give it to my favorite, Grant - it's possible to kill the boss without even getting hit if you use Grant correctly) and head up the stairs to 2F to face this level's boss. He'll tell you that "you must give up or the hostages will die". Be careful not to hit the hostages, or you'll lose automatically! So that rules out Grant's gas and Max's bombs. To easily kill this boss, station yourself around a corner. When the boss runs near you, quickly punch him, then retreat backwards and go around the corner to avoid his bullets. This is why Grant is the best IMF team member to defeat this boss - his speed allows you to move back and around the corner without getting hit! Also, this boss runs fast, so Grant is actually the same speed as him, rather than being at a speed disadvantage like Nick or especially Max. If you follow the hide, then punch strategy, you'll take out the boss in about 10 hits and won't even get hit!

Thank you very much. Dr. O is now safe! Dr. O. will tell you that The Sinister 7 is trying to create World War III. He instructs you to let the computer understand that there is no winner in war. To prove this, he says, you should make the computer play a game. To start the game enter the access code MTKN into the computer.

Contrary to what the other walkthroughs say, the game is NOT Chess - it's Madelinette. To repeat and clarify: Dr. O does NOT say to make the computer play a game of chess, he says to make the computer understand that there is no winner in war. Basically, that means that you'll need to play the computer to a stalemate (numerous times, actually). Madelinette is a game like tic-tac-toe in that it is not winnable given perfect play on both sides. But we're nowhere near the computer at this point, so don't worry about that for now.

Head down, go up the stairs to 3F, then head up and you'll be whisked away by a friendly IMF helicopter and taken to the next stage. I hope you like skiing because you're headed to Switzerland!!

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3.05 - Stage Five - SWISS ALPS
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In this stage, you're downhill skiing. The A and B buttons attack with your deadly ski poles! Try to stay along the edges because while you're skiing down the hill, some big craters will open. If you're on the edge, you'll be able to avoid the craters. Also be on the lookout for other obstacles, like trees. If you hit the edge or an obstacle, you'll be killed.

At the end of the slope, you'll convert to a hanglider, then take see a screen of a helicopter taking you to your next destination. Congrats you did an excellent job! Get the program from the Sinister 7 quickly to save the world!

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3.06 - Stage Six - CYPRUS
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This stage is really hard and will take you a long time to be able to get all the way through. There's a part about 2/3 of the way through the stage that is by far the most unfair part of the whole game. You'll keep dying there for quite a while, but as you play and replay, you will get really good at the reat of the stage to the point where you will be able to do it without getting hurt at all. If you're serious about beating this game, it will take A LOT of practice. So let's get started...

Start off by heading all the way to the right. At this point, you're an IMF expert, so the guards shouldn't give you too much trouble. A great trick to use is to use Grant to easily take out the green, non-shooting enemies. When you see some red (shooting) enemies, retreat to the left. This will reset the red enemies. Now return slowly to the right and use Max to shoot one of the guards. The other one will recognize you ("YOU!") but switch to Grant and run away. Head to the right again, and use Max to take out the other guards - the first one you killed won't return. Anyway, keep heading right, go through the door at the far end.

In the next area, start heading right. The door on the bottom will give you a MED KIT, but ignore it for now. Use the buildings and boxes as cover from the shooting guards - it's possible to get through the whole area without getting hit if you're careful. If a guard sees you, use the retreat / sneak back tactic. Keep heading right, and ignore each of the doors on the bottom - we're going to come back later. When you're all the way to the right, take the stairs down to B1.

In this room, the switch to the conveyor belts is above, but it's guarded by some bomb throwers. Use one of Nick's disguises to get them to stop throwing at you, then disable the electronic door (7391) with Grant. Do this and QUICKLY switch back to still-disguised Nick so that the bomb thrower on the top right doesn't start throwing at the door. Actually, you'll probably want to use two disguises in a row (press B again when you start flashing - don't worry, there will be briefcases later). Flip the switch off (CONVEYOR). The next set of moves is optional. If you want to get a briefcase and a med kit, exit on the left, taking the stairs to 1F, then on the next screen take the stairs up to 2F. Read the next paragraph for more details on getting the med kit and briefcase. Otherwise skip the next paragraph and head down through the one-way orange door on the bottom right and take the stairs to B2. Since it's very possible to do everything so far on this level without even getting hit, you should probably be ok (on the other hand, if a couple of characters are low, you probably should go get the med kit).

Getting the med kit / briefcase optional section: In this room, there are red shooting guards and a handful of green ones. There are also some explosive oil drums that you can blow up with Max's regular weapon. There are pits all over the floor plus some pushing enemies. You can squeak past the pits by moving along the top of the screen, with the missiles directly above you. Use the oil drums as cover to avoid the enemies seeing you and opening fire. Go through the first two-way orange door and work your way all the way to the left to find another two-way orange door (finding a BRIEFCASE along the way, so you can replenish Nick's disguises). Go through it and then go down the stairs to 1F, then go right. At the end of this pathway, you'll find a MED KIT. Head all the way back to the room where you flipped the Conveyor switch (it's impossible to get lost doing this because there's only one way back), and then head down to the right through the one-way orange door and take the stairs to B2.

Head down, using one of two strategies: 1) Nick's disguises (you'll need two or three); or 2) running really fast with Grant as the enemies won't be able to hit you. I recommend the first strategy since you'll be able to kill the enemies

this way. When you reach the bottom, you have two choices. You can try to help yourself out for later by heading up and clearing out some enemies, or you can head down through the stairs at the bottom of the screen. If you head up, use quick shoot-and-retreat moves with Max (is "quick" ever possible with him???) to take out the red gunning guards. Go all the way up to the part where you see the purple machine gunning guards. Don't bother taking them out at this point and head all the way back down and go through the stairs at the bottom.

Once you've taken the stairs at the bottom of the screen up to B1, go left to flip the switch (MOVE WALL), then work your way up to the door at the top and go to the next room. You'll probably get spotted by the machine sentries while you're doing this, so have Nick and his bombs ready to destroy the iron claws that will arrive without getting hurt. Once you've gone through the door at the top into the next room, just exit to the left through the stairs to end up back at 1F where we snuck around all the boxes and buildings.

Now, if you left that med kit from way earlier in the stage, you'll be happy. We're going to head left and enter the conveyor belt rooms, where we've now disabled the conveyors. If your health is fine, wait on getting the med kit until after we've gotten the pass. Otherwise, go back to the first room on the bottom left to get it. There shouldn't be anymore enemies at this point, so it's smooth sailing. You might pass the room and go too far left the first time, but it's there, don't worry. As soon as you enter, go left and hit the flamethrowing guy. Then go down, kill that flamethrower, and then go right, kill the last one, and grab the MED KIT. Exit the room, then go to the room on the bottom that's the farthest right (there are three in total).

In this room, there are a bunch of conveyor belts that you've shut off, but there are still a bunch of bombthrowers. Luckily they're not as hard with the conveyor belts shut off. Use Max to kill them from a distance and work your way all the way to the right, grab the BRIEFCASE (probably for Nick), and take the stairs at the top of the screen down to B1. Fortunately, you've shut off the Moving Wall. Go to the stairs on the upper left and avoid the flamethrower. Go down to B2, shoot the door's power box, and get the pass from the guy at the desk.

Go back up the stairs to B1 and hold down - there is a flamethrower behind you! Head back up to 1F, then go left, then up through the first door to exit the conveyor belt room. [Get the med kit on the left bottom room if you haven't done so already, since we won't be coming back this way again.] Head to the right and go through the stairs on the far right down to B1. Walk up (to where the switch is), then down through the one-way orange door. Take the stairs on the bottom right down to B2.

We're now in the room with the a few conveyors again (where we used Nick's disguises) but this time we're going to go up. If you cleared out the enemies earlier, it is smooth sailing, but if you didn't for some reason, use Nick's disguises to get through without getting shot by the red guards (you'll probably need two, but you should have five available at this point thanks to the earlier briefcase. Use the boxes as cover to kill the machine gunners without getting shot at. Head right, grab the MED KIT, then go up the stairs to B1.

In this room, there is a moving camera. Hide behind the box in the middle of the room, sneak around it to take out the guard, then use your pass to open the door. In this room, there are two MED KITS and one BRIEFCASE so give them to people that need them. Head through the one-way orange door into the next room - there's no turning back!

This room has a bunch of obstacles. Take note of the one-way door at the top of the screen that you can't get through, but you need to head right. If you have

Grant (which you should, since it's not unreasonable to get to this part without taking any damage once you've practiced a bit), this is a piece of cake. When you get near the blowers, time your first move so that the first two flamethrowers don't hit you, then just hold right and keep moving - you're too fast for the flamethrowers to catch up. Ultimately, head to the right and take the stairs down to B2.

This room is really unfair in my opinion. In fact, it's by far the cheapest room in the game, and it's only the second time in the game where it's next to impossible (and basically all luck) to get through unharmed. And if you want to end up beating the game, you have to make sure that all of your agents make it out of there alive, because you'll need each of their abilities later! There are a bunch of flamethrower guys and the bottom of the screen scrolls up, which forces you to keep moving at a pretty fast pace (as opposed to my favorite technique, shoot & retreat). Watch out, because the flamethrower guys do a lot of damage. It's pretty tough to get through this room, and nearly impossible to get through without being damaged (unlike everything up to this point, that you can definitely do without ever getting hurt). Nick's disguises can tend to help, but you've still got to remain on your toes. Make sure to keep Max alive, because you'll need him to defeat the obstacle in the next room. Two hits from these guys will kill you, so if Max gets hit once, switch to another character. I'd say that Nick is overall the most useful character in this room; his boomerangs' return path helps take out the enemies quickly. There is a BRIEFCASE and a MED KIT about half way up the room on the left (med kit) and right (briefcase) sides. When you've gotten to the end, take the stairs on the upper right up to B1.

In this room, you're challenged by two huge claws, similar to the ones you shut off in Stage 1. But this time, there's no switch so you've got to struggle by them. Be careful not to be touched because the claw will grab you and throw you down the pit irrespective of how much energy you have. You can attack the arms, and that's the best strategy. Open fire with Max and you'll kill each one in about 15 hits. I DO NOT recommend using the strategy in the other Mission Impossible NES walkthrough that says to put bombs at the base of the claws. Shooting fast works MUCH better because it keeps you away from the front of the claw, which is the part that grabs you. Neither Nick's boomerangs nor Grant's punches will damage the claws. Using my method, you'll have no problem at all getting past this part. Also, a bomb that hits the claw at any point will do damage. Once you kill the first one, it's relatively easy to kill the second one by shooting it.

Once you've knocked out the claws, the screen will continue to scroll to the left, then stop. Once the screen is stopped, shoot at the upper wall around the middle to reveal an illusion device similar to the one you saw on Stage 4. Once it's revealed, walk into it and the screen will go wavy as the illusion disappears.

Head left into the next room. In this room, there are red shooting guards all over the place, plus some magnets and steam blowers for good measure. Use Max's gun to do some trick shooting with the magnets to take out the guards. If a bunch of them see you, gas them with Grant. There are a bunch of doors you need to go through in this room. I've listed the contents of each of the six doors' attached rooms below, but right off the bat, my suggestion is to head into the second door on the left, where you'll be able to kill the power to this room so the guards won't see you. Using one of Nick's disguises, you should be pretty much able to simply run that way without getting hit. Anyway, here is the list:

The first door on the right can be ignored. A guy inside tells you that you need to destroy the illusion device to continue, which we've already done.

The first door on the left has some surveillance cameras that are relatively easy to sidestep. Obtain another PASS from the guy in there.

The second door on the left has a bunch of purple machine gunners in it. Use the boxes in the room for cover and take them out with relative ease. There is an electronic door (4338) in the room that you'll need Grant to get through. Behind the door, there's a power box (POWER OFF) for you to destroy. Obviously, if you don't have Grant at this point, don't bother going into the room. Killing the power makes the red gunners in the main "danger" room not see you so you can walk right up to them and kill them.

The second door on the right can be ignored. The guy inside tells you "You have been caught" and unleashes some iron claws.

The third door on the left has some moving cameras and a laser detector guarding the third switch of the level. You do NOT need to go in here at this point. The switch is for FLOOR PIT but it doesn't seem to have any effect. I think this is what the guy back in one of the earlier stages was referring to when he said that not all switches turn off the traps. This switch does nothing as far as I know. I've played through without turning it off and seen no difference. You will still be faced with a couple of floor pits as you go through this level.

The third door on the right has the fourth switch of the level. Once you go through the door, you'll see a machine sentry and the switch. Turn it off (FUMES) then head back out.

Once you've turned off all the switches, head to the bottom of the room. There is a MED KIT on the lower right that's protected by some steam. Once you collect the med kit, go through the one-way orange door (that won't be orange because you've shut off the lights). Go through it, and you'll find yourself back in the room with the steam and the one-way orange door at the top that we couldn't get through (this is the door we just came through the right way). Use Grant again to get by easily. Head to the right and take the stairs to B2.

Now you're back in the unfair room with the flamethrowers. But this time, you've likely killed most of them so it's not as hard. Head up the stairs to B1 on the upper right.

You'll notice that the room is different this time, since we've shut off the illusion device. This time, there are some machines that pop out of the ground and shoot what look like Chinese stars at you. You can time your moves to always be under cover when they pop up and shoot, however. Go straight up to take the stairs up to 1F and immediately walk left once you've gotten up the stairs.

Reminder: IMMEDIATELY walk left. The floor opens up below you. (If you fall through, fortunately you won't die, but you'll end up in the middle of the room below with those machines shooting at you.) There are four green guards waiting for you as you enter. Take them out with Grant, then continue left. You'll see a wrong-way orange door on the bottom, followed by a right-way orange door. In addition, there is a string of purple machine gunners. Gas them, then take them out. If you go through the right-way orange door, there are two MED KITS and two BRIEFCASES (this room has fumes that we've disabled so if you didn't flip the fume switch, you'll be killed by the fumes. The room also lets you scope out what's around you. When you've powered up, head left through the two-way orange door and watch out for the two bomb throwers right on top of you. The best way to avoid getting hit by them is to use a disguise with Nick. Use the med kits and briefcases strategically - if you don't need them, wait until later to use them. The whole level is interconnected so you can come back when you

need them and not have to worry about fighting your way around since the enemies that you kill the first time through won't come back.

You're going to have to go down, then right, then up, to get to a right-way orange door that will take you back to the room with the falling floor. Standing between you and your goal are a bunch of red shooting guards. Use the shoot and retreat tactic, or Nick's disguises or Grant's gas for the tougher parts. Ultimately, work your way up to the right-way orange door on the upper right of the area and re-enter the falling floor room.

Take the falling floor room all the way to the left and go through a right-way orange door. There are strings of enemies as you proceed left. I'll list them along with my suggestion for getting by unharmed. The first string is green guards (which you should have already killed). I shouldn't even have to tell you at this point to switch to Grant to take them out easily. The next string is purple machine gunners (who you probably killed the first time you were in here). Use one of Nick's disguises to catch them off guard, or gas them with Grant. The third obstacle is a string of green guards. Once again, use Grant. The fourth string is a bunch of red shooting guards. Hang back a bit so you can shoot a couple of them with Max, then switch to Grant and either gas them or use your speed to punch them out before you get hit. The fifth obstacle is a single pusher, who stands at the top. Go to the bottom left of the screen and keep walking left with Grant. When the pusher sees you, keep holding left so you're in the corner and he can't push you into the pit, then hit him seven times to kill him. If you can't pull this off, gas him immediately or he'll knock you down to the room below. The sixth obstacle is a string of bomb throwers. Keep walking left at the very bottom of the screen with Nick. As soon as you see the first bomb thrower, kill him with two boomerang hits, then throw boomerangs up to kill the other three. They only shoot to the right and won't turn down to throw directly at you. The seventh obstacle is another pusher, who stands at the bottom. Use the previous technique but this time start at the top of the screen, not the bottom. The eighth obstacle is another string of purple machine gunners. Use another disguise and/or gas. When you're all the way over to the left, head through the door.

In this room there are a bunch of holes in the floor, some purple machine gunners, and a pusher. Use Nick's disguises to sneak around and kill them easily. You can go under disguise, then kill the guy on the upper right, then kill the both guys on the left (upper and lower). Now switch to Max and go to the very top left corner. From there, you can shoot diagonally downward and take out the pusher. Once you've done that, go diagonally down-right a little bit to get a good angle on the last purple guard and kill him. The stairs on the upper left will take you back to the room where we turned out the lights. This can be useful if you've left any powerup items behind that you'd now like to collect. Anyway, ultimately, you'll need to move down. There is a door that you'll need the pass on that also has a pusher behind it. If you time it right, you can use Grant and sneak around the pusher so your back is against a wall and then kill him. Or, you can gas him or kill him with a bomb before he pushes you to your death. Once you're around this obstacle, kill the purple machine gunners and head through the door on the right to face the FINAL BOSS.

"[Hahahaha] It's too late the world is ending. The World War III program is counting down now. This world should disappear."

After this great line of sensible, well written dialogue, he will open fire with a machine gun. Take him out with ease using any projectile weapon. Even Grant's gas works! I like to switch to Max before entering and then just repeatedly press "A"; you'll kill him with your first shot and then be able to move out of the way without getting hit. Once he's dead, you can try to go around his chair to the next room, but you'll fall through the floor and start

in one of the rooms adjacent to the magnet / red shooter room (the first room on the right, to be exact). There's no way around this.

You'll have to battle through the level once again, but with a couple small differences. I'll outline all the steps here for the sake of completeness, but it's basically just a copy-paste from above. The biggest difference is that you won't need a pass this time (and in fact, if you try to get one from the guy, you'll be "caught" so DON'T talk to him).

Start off by taking out the purple machine gunners in this room. You can talk to the guy and have him tell you about the illusion machine again if you want. Exit through the door on the left, and be prepared to dodge because the red shooters will potentially see you. Assuming you still have Nick, you can use a disguise to get by easily to the room diagonally down and to the left (which is the second on the left overall that you'll see). In this room, assuming you have Grant, you can knock out the lights in the main, more difficult room. Head back out into the main room and easily take out the blinded guards.

Go into the third room on the left to disable the switch (FLOOR PIT) and then go to the last room on the right to disable that switch (FUMES).

Once you've turned off all the switches, head to the bottom of the room. There is a MED KIT on the lower right that's protected by some steam. Once you collect the med kit (only if you need it - remember to leave items you don't need at the present time so you can go back and use them later if needed), go through the one-way orange door (that won't be orange because you've shut off the lights). Go through it, and you'll find yourself back in the room with the steam and the one-way orange door at the top that we couldn't get through (that is the door we just came through the right way). Use Grant again to get by easily. Head to the right and take the stairs to B2.

Now you're back in the ridiculously unfair room with the flamethrowers. And they're all back, so you need a lot of luck, yet again, to get through the area with everyone alive (and you do need everyone) so make sure to switch if you get hit once. Try to imagine the frustration of getting to this room with every single one of your characters having full life - and then getting killed. It's happened to me, and it will probably happen to you at some point. I can't stress how unfair this room is, and I think it's ridiculous. By the time you're able to get through this room without getting hit (and you will be eventually) you will be a master of the rest of the level because you've done it so many times. Anyway, once you get to the top, take the stairs to B1.

Once again, we're faced with some machines that pop out of the ground and shoot what look like Chinese stars at you. You can time your moves to always be under cover when they pop up and shoot, however. Go straight up to take the stairs up to 1F and immediately walk left once you've gotten up the stairs.

Reminder: IMMEDIATELY walk left. The floor opens up below you. (If you fall through, fortunately you won't die, but you'll end up in the middle of the room below with those machines shooting at you.) There are four green guards waiting for you as you enter. Take them out with Grant, then continue left. You'll see a wrong-way orange door on the bottom, followed by a right-way orange door. In addition, there is a string of purple machine gunners. Gas them, then take them out. If you go through the right-way orange door, there are two MED KITS and two BRIEFCASES (this room has fumes that we've disabled so if you didn't flip the fume switch, you'll be killed by the fumes. The room also lets you scope out what's around you. When you've powered up, head left through the two-way orange door and watch out for the two bomb throwers right on top of you. The best way to avoid getting hit by them is to use a disguise with Nick. Use the med kits and briefcases strategically - if you don't need them, wait until later

to use them. The whole level is interconnected so you can come back when you need them and not have to worry about fighting your way around since the enemies that you kill the first time through won't come back.

You're going to have to go down, then right, then up, to get to a right-way orange door that will take you back to the room with the falling floor. Standing between you and your goal are a bunch of red shooting guards. Use the shoot and retreat tactic, or Nick's disguises or Grant's gas for the tougher parts. Ultimately, work your way up to the right-way orange door on the upper right of the area and re-enter the falling floor room.

Take the falling floor room all the way to the left and go through a right-way orange door. There are strings of enemies as you proceed left. I'll list them along with my suggestion for getting by unharmed. The first string is green guards (which you should have already killed). I shouldn't even have to tell you at this point to switch to Grant to take them out easily. The next string is purple machine gunners (who you probably killed the first time you were in here). Use one of Nick's disguises to catch them off guard, or gas them with Grant. The third obstacle is a string of green guards. Once again, use Grant. The fourth string is a bunch of red shooting guards. Hang back a bit so you can shoot a couple of them with Max, then switch to Grant and either gas them or use your speed to punch them out before you get hit. The fifth obstacle is a single pusher, who stands at the top. Go to the bottom left of the screen and keep walking left with Grant. When the pusher sees you, keep holding left so you're in the corner and he can't push you into the pit, then hit him seven times to kill him. If you can't pull this off, gas him immediately or he'll knock you down to the room below. The sixth obstacle is a string of bomb throwers. Keep walking left at the very bottom of the screen with Nick. As soon as you see the first bomb thrower, kill him with two boomerang hits, then throw boomerangs up to kill the other three. They only shoot to the right and won't turn down to throw directly at you. The seventh obstacle is another pusher, who stands at the bottom. Use the previous technique but this time start at the top of the screen, not the bottom. The eighth obstacle is another string of purple machine gunners. Use another disguise and/or gas. When you're all the way over to the left, head through the door.

In this room there are a bunch of holes in the floor, some purple machine gunners, and a pusher. Use Nick's disguises to sneak around and kill them easily. You can go under disguise, then kill the guy on the upper right, then kill the both guys on the left (upper and lower). Now switch to Max and go to the very top left corner. From there, you can shoot diagonally downward and take out the pusher. Once you've done that, go diagonally down-right a little bit to get a good angle on the last purple guard and kill him. The stairs on the upper left will take you back to the room where we turned out the lights. This can be useful if you've left any powerup items behind that you'd now like to collect. Anyway, ultimately, you'll need to move down. There is a door that you'll need the pass on that also has a pusher behind it. If you time it right, you can use Grant and sneak around the pusher so your back is against a wall and then kill him. Or, you can gas him or kill him with a bomb before he pushes you to your death. Once you're around this obstacle, kill the purple machine gunners and head through the door to the room where the final boss was earlier.

Once you get back to the boss room, he'll be gone. This time when you try to go through the door on the right, there won't be a floor trap, so you'll get through to the next room. Read the paragraph below before you do so you won't get caught off guard. In fact, I like to switch to Nick and use a disguise just before I enter so I don't get shot.

In this room, there are some red shooting guards and a floor that falls apart if you stand on it for too long. Use one of Nick's disguises to get by without

getting hit. Take out the red guards while under disguise, then head toward the bottom right of the screen. When the pusher attacks, use one of Max's bombs to take him out instantly. You'll almost definitely have to enter the door on the bottom right, which leads to the room where the fumes were. That's ok, because you've taken out all the enemies anyway; there's nothing to hurt you. I think it works better to do it this way than to try to make it to the stairs on the upper right in one shot. You're risking a fall through the floor if you do, and it will kill you. Just remember your goal is to take out all the obstacles so the next time you go into the room, you can just walk where you need to go.

From the room with the fumes, do a big loop around to head to the door on the upper right of the room. Do a big loop around and go through that door to end up in the room with the falling floor. Keep heading left and go through that door, then head down then right to get into the former "boss" room. Go through the door on the right to end up in the room with the breaking floor. Now with no enemies, head to the stairs on the upper right and take them up to 2F.

The next room is large and contains flamethrower enemies like you encountered in the unfair room. Luckily, this time there's no auto-scroll on the screen and you have some pillars to hide behind. If you still have Max, it's not too bad because you can take them out from a distance. Just be warned - they run really fast at you after they see you, so have Grant ready to gas them if they get too close since they do six bars of damage if they hit. I've found that the best strategy is to try to sneak around, rather than to kill all the enemies. The stairs you want are on the lower right. Take them up to 3F.

This room is actually pretty weird. There are bronze-colored jars on the top and bottom of the screen that appear to hold brains and hearts. What are they trying to do here?? The Sinister Seven really ARE sinister! There are two green guards just as you start to work left. Take them out easily, then continue left. A little further left, there are two purple machine gunners. Gas them and kill them quickly. If you don't have Grant anymore, use one of Nick's disguises before they get onscreen so they won't open fire. A little more to the left, there are two more purple machine gunners. Again, gas them or use a disguise to catch them off guard. All the way to the left, there is a staircase. Take it up to 4F.

This is where the infamous computer is. Read the rest of my walkthrough now, rather than as you go, so that you won't be surprised or caught off guard with anything; time is critical in this situation. As soon as you enter the room, a timer on the bottom right of the screen starts to count down from "999". Your character will walk over to the computer console and your screen will change to a computer screen. First of all, you need to use the code "MTKN" to start the program. Enter the code and you'll be prompted with four options.

```
Start Defense System
Evaded Defense System (sic)
Kill Defense System
Game
```

If you try the first and second options, you'll get an error - "Code won't access". The third option makes the computer say "Missile on target" or something like that. But remember what Dr. O said - make the computer play a game. So choose "Game".

The game menu gives you four options:

```
Poker
Chess
Madelinette
```

Poker and Chess give you the "Code won't access" error. (This is in contrast to the other two Mission: Impossible walkthroughs in which they state that you have to make the computer play a game of chess to win. That information is simply wrong. I'm not sure if the problem was that they never got this far or something else, but trust me, Chess won't work.)

So choose "Madelinette". The game board has seven positions, three going down on each side and one in the middle. The computer controls the blue pieces and you control the red pieces. You have the first move. You essentially just select the piece that you want to move. It must have a clear path, and if none of your pieces have a clear path, you lose. Here is a graphic representation (R are your pieces, B are the computer's pieces, and O is the open one):

```
R---B
|\ /|
B-O-R
|/ \|
R---B
```

Madelinette is like Tic Tac Toe in that it is unwinnable when both players play perfectly. Remember that Dr. O said to make the computer realize that there's no winner in war. Basically, we've got to keep playing the computer to a stalemate. When you play to a stalemate (which is after a certain number of moves), the computer recognizes a stalemate and resets to the original position. You need to stalemate the computer three times, and then it will start to go crazy, realizing that the game is unwinnable. Unfortunately, the whole time the computer's going crazy, the timer is counting down. The "crazy" phase takes about 300 seconds to complete, so you'll be ok if you pull off the stalemates with around 300 remaining on the counter.

If you run out of time, or lose the game, Jim comes on screen and tells you "You've failed. The missile was launched. The world has ended." And we don't want that! So work fast against the computer. The best hint I can give for stalemating the computer is to study the graphic I've put above. Think out the computer's responses to your responses and so forth. I've found that the best move to make first is the R on the right into the middle.

Once you successfully stalemate the computer three times and it goes crazy, the computer tells you "Dr. O, this game isn't fun. Can we play another one?"

Then Jim will come on to congratulate you for defeating the Sinister Seven, and use some poorly written dialogue: "You have succeeded. For Sinister 7 - we'll send the helicopter."

CONGRATULATIONS - you've beaten this ridiculously hard game! The ending scene shows a helicopter flying around the New York City skyline at sunset. First you'll see the Statue of Liberty and Twin Towers, and finally end up under a bridge. Quite a short ending for such a hard game, if you ask me.

=====
4. Enemies
=====

The enemies of the game.

=====
4.01 - Regular Enemies
=====

These names are taken from the instruction manual. You'll notice that I don't use the official names in my walkthrough. This is for two reasons: 1) I didn't want to take the time, and 2) the names are totally lame.

Neo Knight

Hit Points: 7
Damage: 0

These are the "pushers". They don't actually harm you when you touch them, but they're always set up in a way that they can push you into a pit or the water, which kills you. Gas them or bomb them if you don't have time to hit them 7 times.

Willie the Water Demon

Hit Points: 1
Damage: 2

One of the annoying characters that harrass you on the second (boating) stage.

Slash Stiletto

Hit Points: 1
Damage: 1 / 2

The "green" guards. Grant is the best at fighting these guys because of his speed. If they're really close when they hit you, you'll take 2 points of damage, but usually it's only 1.

The Iron Claw

Hit Points: 2
Damage: 2

These are the guys that arrive on the scene if you trip an alarm. They will crowd you and do a ton of dammage. The best thing to do is use Max's bombs.

Fido T. Flamethrower (aka: Light 'Em Up Joe)

Hit Points: 2
Damage: 6 / 12

These are the "bombthrowers". They take half you life if you get hit, and if you're really close, one hit will kill you, so watch out!

Guido the Gondola Gangster

Hit Points: 1
Damage: 2

Another one of the enemies you face in the boating stage.

Jorge Burns

Hit Points: 2
Damage: 6

These are the "flamethrower" guys. They come in two varieties: one that shoots a "bullet" of flame with a lot of range, and one that shoots a stream with less range.

Sigfred Sniper

Hit Points: 1
Damage: 2

These are the "purple machine gunners". They're quick, so your best bet is to sneak around them and kill them when they're not looking.

Blitz Blizzardski

Hit Points: 1
Damage: 2

One of the enemies you'll face when skiing.

Jean Claude Killer

Hit Points: 1
Damage: 2

Another nuisance on the ski slopes.

Pistol Pete Piranovich

Hit Points: 1
Damage: 2

These are the "red shooting guards".

=====
5. Secrets
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Passwords, codes, hidden things and cool stuff in Mission: Impossible.

5.01 - Passwords
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Stage 2: HMPR
Stage 3: KMWV
Stage 4: XDGJ
Stage 5: TVJL
Stage 6: QBYZ

Computer Password: MTKN

5.02 - Glitches
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Hit and Retreat

This probably isn't a "glitch" in the true sense of the word, but when you're walking around, if an enemy spots you and starts to attack, you can retreat and return to find that the enemy's position has reset. This gives you another chance to catch the enemy off guard. I strongly recommend using this technique.

Stage 6 Conveyor Area

For some reason, when you're moving up and there are red guards on your right behind the doors that swing open, sometimes when you shoot a guard, there will be a delay before they die.

=====
6. Guide Closing
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The beginning of the end...

6.01 - Credits
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I'd like to acknowledge the other Mission: Impossible two faq writers here, since they did theirs first. Their work was a helpful reference point for me as I played through the game.

6.02 - Legal Disclaimer
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6.03 - Contacting Me
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If anyone out there would like to get in touch with me, please double check to see that I haven't covered your question in this guide. I welcome questions and comments and if I put an idea of yours into this guide, I will credit you. I would love to hear from other Mission: Impossible fans. If you play through the game and use this, let me know - I will be curious as to how many people actually use it! I hope all this work wasn't for nothing!

My email address is: [kingpalpatine\(at\)gmail.com](mailto:kingpalpatine(at)gmail.com). And yes, I am a Star Wars fan. The Emperor is my favorite character by far so that's how I chose this screen name.

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