

Mission: Impossible Walkthrough

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Note: All of the following missions are on the difficulty Possible. Also I am not doing CIA Escape, because I can only get to the rooftop. If any one can tell me how to beat the rooftop, I'll cover the CIA Escape as far as I can.

(1) means objective #1, (2) means objective #2, ect. Now the Walkthrough:

Contents:

- 1) Ice Hit
- 2) Recover NOC-list

- 1) Ice Hit

Lundkwist Base:

Objectives:

- 1) Change Identity
- 2) Find Excuse For Errand
- 3) Get To Subpen With Clutter

Go right and jump on top of the boxes. Jump over the fence and turn left. Head towards the white dot on your field scanner. It turns out to be a building. Go inside and knock the guard out (if he's not there, wait and he'll come back). Assume his identity (1) and grab the errand (2) (a letter on the desk). Put your gun away, get out of the building, and turn left. Head in that direction until you come to a T in the road. turn right and you should see a truck with a guard standing next to it. Give him the letter and he'll go start the engine. Once he's started the engine, jump into the back of the truck and Clutter will join you. (3)

Subpen:

Objectives:

- 1) Find magnetic mines
- 2) Give mine to Clutter
- 3) Sabotage gunboat
- 4) Join Dowey for getaway

As soon as you get of the truck, go towards the red dot on your field scanner. That is where the mines will be. When you get close to the mines, a tall building should come into view. Go inside and climb the ramps. At the top you should spot the magnetic mines on the FAR left shelf (1). Now exit the building and go towards Clutter. He will be the green dot on your field scanner. Give Clutter a magnetic mine (2) and go towards the white dot on your field scanner. You have to sabotage the gunboat to escape safely. Place a magnetic mine on it (3) and go towards Clutter on by using your field scanner (he's the green dot). When you see a ladder by the edge of the ground, climb down it into the boat that Dowey and Clutter are in (4).

- 2) Receive NOC-list

Embassy Function:

NOTE: Don't walk around with your blowpipe out, stay unarmed. Only draw your weapon when you're knocking out Scotfield or the Ambassador's Aide.

Objectives:

- 1) Find facemaker
- 2) Find score
- 3) Find nausea powder
- 4) Find drink
- 5) Place smoke generators in the vents
- 6) Assume Ambassador's Aide's I.D.
- 7) Access restricted area

Turn right, make sure the guard isn't around, and place a smoke generator in the vent. If the guard spots you, you're arrested and you fail your mission. Now slightly to your left there's another vent outside the restrooms. Again, check for a guard before placing the smoke generator in the vent. Go back to where you started and talk to the couple in front of the Chinese pottery. Talk to them, go away, and come back. Talk to them again and the man should walk away, leaving you alone with Sarah. Talk to her and she'll give you the face mask (1). Again, if the guard sees you, you're arrested and you fail your mission. Now stand in front of the Chinese pottery and walk these directions: left, right, left, right. You should now be looking at a couple admiring a painting of the Ambassador. Talk to them and they will go sit down. Proceed straight until you come to a set of stairs/ramps. There will be a vent on either side. Place a smoke generator in both of them. Now go talk to the bartender. He will give you the drink (3) and the nausea powder (4). After that, go have a chat with the piano player. Now go talk to the couple that were looking at a painting, but went to have a seat. They will stand up, and the score will be on the seat the man was sitting on. Grab the score (5) and head toward the bathrooms (to the left of where you put the second smoke generator). Once inside the bathrooms, pull out your blowpipe and wait for the lady in red to walk in. Take careful aim before shooting her, because you only get one shot at this. If you shot her, Ethan will automatically drag her into the lady's stall. Put away your blowpipe and exit the bathrooms. Go back to where you got the score. There should be a vent beside the lady. Check for security guards before placing the smoke generator in the vent. Once you have done that, give the score to the piano player, and he'll play the Ambassador's Aide's favorite song. The Ambassador's Aide will come downstairs. Give him the poisoned drink, and he'll run to the bathrooms. Follow him to the bathrooms, then knock him out. Assume his ID (6). Go back to the set of stairs/ramps. Go up the stairs/ramp and turn left. Place the last smoke generator in the vent (5) that's to the left of the chair. Turn to your left and go up the stairs/ramp that you haven't gone on. It should take you to an elevator. Go in it to access the restricted area (7).

Warehouse:

Objectives:

- 1) Find exit keycard
- 2) Find protection suit
- 3) Access KGB HQ

Exit the elevator and hit the guard. Pick up his gun and shoot one of the four steel boxes. Toxic gas will start to flow out. Jump through the hole you made and you will find an antidote on either side of you. Once you've gotten the antidote, shoot the explosive boxes (be a safe distance away before blowing them up). Go past them. Shoot the lower-right hand box in the second corridor on the right side. There you will find a protection suit (2). Suit up

and shoot anyone you see until you find the exit keycard. The person with the exit keycard will be a red dot on your field scanner. Once you obtain the exit keycard (1), make your way to the white dot on your field scanner. The white dot will be the door that will allow you to access the KGB HQ. It will be at the back of the warehouse. Use the exit keycard to gain access to the KGB HQ (3).

KGB HQ

NOTE: Just like in the Embassy Function, don't walk around with a gun out. Stay unarmed unless your knocking out the Head Officer of Security or killing the 2 guards in the servalliance room.

Objectives:

- 1) Talk to Barnes
- 2) Find video freezer
- 3) Find facemaker
- 4) Find dartgun
- 5) Sabotage video link
- 6) Find exit Passcard
- 7) Obtain transfer order
- 8) Escape with Candice

Go straight to the end of the hallway, then go left. Keep going straight until you come to a wooden door on the left at the end of the hallway. Go inside and you'll find the facemaker (3) on the shelves on the left side. Exit the storage room, turn right, and go down the hallway on your right side. Go down to the end of the hallway and go in the wooden door on your right. Talk to Barnes (1) and exit the room. Go talk to the guard guarding the red door. He'll let you see the Head Officer of Security. Talk to the Head Officer of Security. When he's not looking at you, grab the dartgun (4) on the desk and shoot him with it. Drag him behind the desk. Now go push the golden vase on one of the bookcases. It will reveal a button behind a picture on the same bookcase. Press the button and it will reveal a hidden door behind the opposite bookcase. go inside the door unarmed. Go behind them and bring out your dart gun. Shoot them both before they even get a chance to set of the alarm. Exit the hidden room and go look at the Head Officer of Security. Assume his Identity with the facemask. Now exit the room back into the hallway. Go 1/2 accross the hallway in front of you. Now go in the wooden door on your right. Talk to the KGB guard, and when he's not looking, grab the video freezer (2) on the desk. While in there, you'll notice that Candice is being held prisinor there. Exit that room and go back to the hidden room. Place the video freezer on the black console (5) in the upper-right hand corner. Grab the exit passcard (6) (buy the door) before leaving. Now stand outside the room where Barnes died. One of the doors by Barnes door will be white. Go inside the white door and talk to the man to receive the trensfer order (7). Exit that room and go to the room where Candice is being held hostage. Give the KGB guard the transfer order, and then talk to Candice. Exit the room and find a big steel door. Use the exit passcard to escape with Candice (8).

Security Hallway:

Objectives:

- 1) Secure Passage for Candice
- 2) Ativate Master Switch

Talk to Candice, then go up to the blue tiles. The tiles that turn red you should avoid, unless you want to get shocked. Jump diagonally whenever you can and take out any guards you happen to run into. when you get to the end, activate the master switch (2) on the wall. This will turn off the eletric

tiles, securing the passage for Candice (1).

Sewage Control:

NOTE: In this mission, you have to walk slowly because Candice has been drugged.

Objectives:

- 1) Find Super-Computer
- 2) Protect Candice
- 3) Obtain NOC-list
- 4) Escape

Open the door and kill the guard. Turn left and get behind the moving platform slightly to your left. Nail the guard ahead of you on the other side from a far off distance. Get on the moving platform and go across to the other side. Type something in on the computer, then get back on the moving platform. Shoot the guard that has a gun pointed at Candice, then kill the one shooting at you. Now walk off the moving platform and onto the place where the guard was shooting at YOU. Keep going, turn left and shoot the guard that should now be in front of you. Open the door the guard was guarding, and shoot yet another guard. Be careful not to hit the computer. Again, type something in on the computer. Exit that room and go straight down the hallway. Turn the corner and shoot a guard. go on the bridge and open the door. Shoot the guard in there, and for the last time in this mission, type something in on the computer. You will be given 3 minutes to find the Super-Computer. Make your way back to the place where a guard was pointing a gun at Candice (by moving platform). Then a guard comes (present time) and takes aim at Candice, take him out. Go down the ramp and turn left. Go through the brick passage way until you see an opening in the wall on the left side. Kill the guards in there and turn around. There will be a guard pointing a gun at Candice, make him pay dearly. Now go in the room in the brick passage way. Candice will go type something in on the computer, and then get the NOC-list (3) out of the Super-Computer (1) (in the same room). Go back to where you first started this mission and go up to the door in that room. You will then escape (4) the Sewage Control with Candice still alive (2).

Escape:

Objectives:

- 1) Secure Passage
- 2) Find Golytsine mask
- 3) Take back NOC-list
- 4) Unfreeze video cameras
- 5) Assume Golytsine's I.D.
- 6) Find exit key
- 7) Escape with Candice

Shoot the mechanical guns before entering the blue passage ways. This will secure the passage ways for Candice (1) Once past all of the security, go in the now open door. The door will shut behind you, and the game will show a little clip of Candice struggling with the guards. Open the blank box to find the Golytsine mask (2). Grab it and shoot the control panel next to it. The doors will open back up, and there will be 2 guards on either side of you. Kill them and start searching for Candice. You should see a guard running. Follow him to a group of guards. Kill all of the guards, and take the NOC-list back (3). Find Candice in one of the rooms, and go to the big steel door. Go in it and assume Golytsine's identity (5). Go to the hidden room and unfreeze the video cameras (4) by taking the video freezer off the black console. Find the white door and go inside. Take the guard out on your right, and he will drop the exit key. Pick the exit key (6) up, leave the Comms Room, and go to

the smoking red door. Use the exit key to escape through the smoking red door with Candice (7).

Fire Alarm:

NOTE: When dressed as a fireman, have out a fire extinguisher or be unarmed. The guards will not attack you now unless you attack them.

Objectives:

- 1) Secure Access Lift
- 2) Find Jack
- 3) Dress as a Fireman
- 4) Give Candice Fireman Outfit
- 5) Escape Embassy

Take out any guards pointing a gun at Candice. After that, go down to the main floor and look for Jack (he'll be the only fireman with a black helmet on). Once you find him (2), follow him to the bathrooms. Killing a few guards along the way will secure the access lift (1). When you're done talking to Jack in the bathrooms, he'll give you two fireman suits, one for you, another for Candice. You'll automatically be dressed as a fireman (3). Go back to the elevators and give Candice a fireman suit (4). Now go back to where the hallway splits. Go on the right side this time. You and Candice will escape the Embassy (5) with the rest of the fire dept.

If you have any questions or find a mistake in the FAQ, you can e-mail me at Jark87@aol.com and I'll answer as best as I possibly can.

Don't send any junk mail, or you'll regret it!