

Mission: Impossible FAQ Final

by Flowerpot

Updated on Jun 10, 2001

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M I S S I O N : I M P O S S I B L E

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s y s t e m : Nintendo 64
l e g a l : Copyright © 1999-2001

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GROOVY TIP:

To quickly war to a particular section of the guide, push CTRL + F and search for the section number you want to see.

--> If you want to warp to the walkthrough, then simply search for "04."

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01 REVISION HISTORY

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2001 10 June | Version FINAL

I completely redesigned and rewrote the whole guide. This is a totally new guide from the old one that used to be on the site. Also, I finalized every aspect and this will be the last version of this guide. Also, I added some addition methods of contact...

1999 05 December | Version 1.5

I had a huge e-mail problem. My e-mail service (Nintendomail) has died. Anyone who has sent any important e-mails in the past month and still have not recieved a reply should consider resending their e-mail to my new e-mail address: flowerpot2000@email.com.

1999 01 October | Version 1.5

Made some small updates. I added some new ASCII artwork at the top of the guide, messed around with section 09, also updated the disclaimer.

1999 13 August | Version 1.0

Added ASCII art by graeme and updated the credits section.

1999 20 July | Version 1.0

First version of the guide. Mostly everything is complete, including the walkthrough.

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02 BASICS

=====

C O N T R O L S

Start button: Pauses game/ brings up menu

Analog stick: As always, used for basic movement

Z button: Shoot gun, darts, spray paint(blue), etc.

L button: None

R button: Gives you first person view, brings up the aimer for your gun.

A button: Multiple uses... such as, Jump, Listen to message on IMF communicator, climb, open doors, select item from menu, pushes button, etc.

B button: Brings up gun/equipment menu... Keep pushing B to scroll through guns.

C v: Crouch down, also used to scroll through equipment menu after pushing B.

C ^: None

C >: None

C <: Scroll through equipment menu

Joypad: Moves Camara Angle (not useful)

=====
03 WEAPONS/EQUIPMENT
=====

Communicator

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

My description: Looks like a small hand-held T.V.

Field Scanner

Game Description: A small wrist-wielded scanning device, can pinpoint
people, location or objects tagged with a special CIA
homing mechanism.

My description: A watch that doesn't tell time!

7.65 Silenced

Game description: Very Silent, very deadly. No IMF agent would risk
death without it.

My description: Silent but with a short range.

Facemaker

Game description: The most useful IMF gadget of all. Foam cartridges
will reproduce any face with 100% accuracy. Time &
Temp. can affect the duration of the mask. A lot of
laughs at the Langley Alumni reunion dinners.

My description: The name says it all.

Magnetic Mine

Game description: Diabolic piece of hardware. Used mainly on metal
plated marine vessels. Exsits with preset timer &
adjustable timer. The preset timer model is very
unreliable.

My description: Its magnetic & its a mine. Need i say more?

Smoke Generator

Game description: Compact gizmos give impression a serious fire's broken
out. Duration limited. Great for clearing areas,
creating panic & assuring yourself a seat on the metro
at rush hour.

My description: Full of gas. Put them in vents.

Blow Pipe

Game description: Primitive weapons best utilized when discretion is

essential. It doesn't react to metal detectors.

My description: Long & circular. You blow it. Heh.

Nausea Powder

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

My description: Open the bathroom window before leaving to let the smell out.

9mm Hi Power

Game description: Standard street weapon needs no introduction. Imprecise, noisy, hazardous when pointed at you.

My description: Nice range, strong, my favorite.

Dart Gun

Game description: Used with sleep inducing darts. Up to 20 rounds can be stored in one clip. Quite, powerful, and very silent.

My description: Very silent, short range, enemy may wake up.

Video Freezer

Game description: Electronic jewel that blocks all flow of multimedia data.

My description: Umm, what they said.

Explosive Gum

Game description: Looks like christmas. Press red to green, stick somewhere and get away. Five seconds later it will blow your adversary into New Year's. Best not to chew.

My description: Too bad they dont let you have the option to chew it in the game. Stick on your christmas tree for decoration!

Electro Stunner

Game description: Sends a 40,000 volt shock that will positively electrify the recipient. Leaves victim unconscious but doesn't kill.

My description: Horrible range. If hit you'll be all wobbily.

Finger Scanner

Game description: For copying a person's fingerprints & reusing them for access to areas protected by scanners.

My description: No two fingerprints match :)

EMS

Game description: An electromagnetic scrambler for disturbing instrument readings and radar.

My description: What about radar used to guide helicopters?

Deflector

Game description: A special device used to create a passage un security

laser barriers.

My description: Ideal for getting into secure areas. Lasers may be invisible.

Miniature Camera

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

My description: Catch the enemy while typing their codes!

IR Contact Lens

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

My description: Two contacts lenses. Clean them daily.

Pass Card

Game description: Candice's magnetic access card will allow ethan to start the computer & lock the room from the outside.

My description: The head of security will still get in after a certain amount of time.

Disk

Game description: Ethan will download the NOC list on this disk after starting the computer.

My description: A regular old floppy.

Virus Disk

Game description: Candice has devised a nasty virus that will shut down the security systems as soon as the disk is inserted in the mainframe computer.

My description: N/A

Winch Controller

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

My description: The N64 controller. Yup Yup.

Sniper Rifle

Game description: High Precision rifle with very powerful telescope.

My description: Aim well.

Gas Capsules

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

My description: Full of green gas.

Rocket Launcher

Game description: A nice little handheld rocket launcher. Very portable.

Ideal for agents on the move.

My description: Shoots flowers not rockets!

Uzi

Game Description: Popular Black Market item. Compact, automatic, frequently seen in criminal circles & major motion pictures.

My description: The good ol' Uzi. Ahh.

Gas Injector

Game Description: Very powerful and compact spray device. Used in close areas can render almost an entire army unconscious in seconds.

My description: This game has a lot of gas.

Explosives

Game description: Combined with radio controlled detonator makes for great fireworks.

My description: A nice big bang. Ideal for blowing things up.

Detonator

Game description: Standard equipment. Radio controlled, requires no special installation.

My description: Makes the explosives go BOOM!

Mine

Game description: Standard IMF sabotage device. Detonation can be set on contact, depth or height.

My description: Yet another device that goes BOOM!

AF scan

Game description: When installed near an emitting device make IMF communication completely undetectable.

My description: I dunno.

Night Glasses

Game description: Useful on sabotage missions where power outages are frequent.

My description: Green!

Plastic Explosive

Game description: Can be used in minute quantities to blow away small equipment. Shoot to activate if without fuse.

My description: Blow up the smaller things in life.

SPECIAL NOTE

All mision were completed on the Impossible mode setting. The Impossible mode setting is exactly the same as the easier mode setting only with added missions. If you are playing on the easier mode, just omit the objectives not pertaining to the game you are playing.

M I S S I O N O N E

i c e h i t

-Ludkwist Base-----

- Objectives: 01 - Change identity
 02 - Find excuse for errand
 03 - Destroy electrical power panel
 04 - Get to Subpen with Clutter
-

You start the game in a small enclosed area after you jump off the raft. Run over to the side and jump up the crates and move onto the other side of the fence. Turn left from these crates and run to the building in the distance (red dot on scanner). Open the door and run inside. If the guy is already in the room, quickly run to him and pucnh him out. If he isn't, wait a few seconds until he enters then punch him out. Use the facemaker to take his face (Objective 01 Completed). Now, run behind the desk and pick up the envelope (Objective 02 Completed).

Exit the building, and go further left past some guards. To your left you'll see the river and a power station. Run in between the fence of the power station and the building to your right until you find a power panel. Open the door, and when no one is looking whip out your gun and shoot the two sections of the power panel until they explode (Objective 03 Completed).

Now run around the building on the road where you'll find a truck. Show the envelope you snatched in the previous building to the guard walking around the truck and he'll go to start the engine. Quickly run to the back of the truck and climb on (Objective 04 Completed).

M I S S I O N O N E

i c e h i t

-Subpen-----

- Objectives: 01 - Find magnetic mines
 02 - Give mine to Clutter
 03 - Join Dowey for getaway
-

The extreme cold will make your mask fall off so now you have to avoid enemies. You don't have a lot of ammo for this mission and fist fighting will get you killed. Look at your scanner and you'll see a red dot. Follow the scanner until you make your way there. It is a large building. This is a door off near the wall at the end of the building. Enter it and inside is a storage room. Search around the shelf to find the magnetic mines (Objective 01 Completed).

Once you have the mines, exit and run behind the entrance and along the building to the other side of the building. Follow the wall in front of you until you find Clutter (the green dot on your field scanner). Give him the mines (Objective 02 Completed). He will tell you that you now have to blow up a docked gunboat in order to escape safely.

Run in the direction of the white dot on your scanner. This will lead to two docks. A submarine is docked in one, and the gunboat in the other. Run down the stairs on the side of the wall and place the magnetic mine on the hull of the gunboat. After you do this, backtrack up the stairs and then run to the opposite side of the submarine. Along the edge you'll find a ladder (green dot on field scanner). Descend the ladder and make your escape (Objective 03 Completed).

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M I S S I O N   T W O  
-----  
                           r e c o v e r   N O C   l i s t  
-----  
-Embassy Function-----  
Objectives: 01 - Find facemaker  
             02 - Find score  
             03 - Find nausea powder  
             04 - Find drink  
             05 - Place smoke generators  
             06 - Eliminate killer  
             07 - Assume Ambassador's Aide's I.D.  
             08 - Access restricted area  
-----
```

At the beginning of the level, you will see a man and a woman talking to each other just ahead of you. Go up and talk to them. Soon, the man will leave. When no guards are in the area, talk to her again and you will find that she is Sarah Davis, and IMF Agent. She will give you the facemaker (Objective 01 Completed).

Go left of where she is standing and you will see a small vent near the floor on the wall. Stand next to it and place a smoke generator inside [1 of 6 smoke generators placed]. Go forward past this vent and you will see another near the floor before a short hallway. Place a smoke generator here [2 of 6 smoke generators placed]. Now walk in the opposite direction as far as you can, as the music gets louder and until you reach the hall with a man and a woman admiring a painting. Talk to them and they will sit down. Then place a smoke generator in the vent next to where they sit [3 of 6 smoke generators placed].

Now walk past the painting they were looking at and into a large room with a staircase, a bar, and a piano. On each side of the staircase are vents. Place a smoke generator in each [5 of 6 smoke generators placed]. Now, talk to the bartender behind the bar. He will give you the drink and the nausea powder (Objectives 3 and 4 Completed).

Talk to the piano player and he will ask you to find the score. Go back to the man and the woman that were looking at the painting. Talk to them again and now they will stand up, revealing the score on the chair that the man was sitting on. Grab the score (Objective 02 Completed) and bring it back to the pianist.

The Ambassador's Aide will enter the room from the staircase because of the music. Give him the drink that is mixed with the nausea powder and he will

accept. Then he will begin to feel sick and run to the bathroom. Follow him as quickly as you can. Once you are in the bathroom with him, take the blowpipe and shoot him with it. Then, grab him and drag him into a stall. Take his face with the facemaker (Objective 07 Completed) and close the stall door as you leave.

Walk around the embassy until you find a black-haired lady with a red dress. She is the killer. Talk to her. You will fool her into going into the bathroom. Quickly follow behind her. Once inside, punch her lights out and drag her into the second stall (Objective 06 Completed). Close the stall door on the way out.

Make your way back to the main room with the staircase. You will be able to pass by the guards as the Ambassador's Aide. At the top of the stairs, go left until you find the last vent. Place a smoke generator inside of it [6 of 6 smoke generators placed] (Objective 05 Completed). Now go back the opposite way, past the stairs, and to the elevator at the end of the hall to access the restricted area (Objective 08 Completed).

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M I S S I O N   T W O  
-----  
                                r e c o v e r   N O C   l i s t  
-----  
-Warehouse-----  
Objectives: 01 - Sabotage 5 special crates  
              02 - Find exit key  
              03 - Access KGB H.Q.  
-----
```

As you exit the elevator, turn the corner and punch out the guard. Take his gun. To your right are a few crates. You'll have to shoot through them, and when you do poisonous gas will be released and you will slowly lose life energy. To conserve ammo, destroy one and then jump over any others. From this point on, whenever you see a green box attached to the wall, you can open in for an antidote from the poison to regain some life.

Now, you'll have to quickly follow these instructions to find the bio suit, which will make you immune to the toxic gases. From here, go forward, and from a distance destroy the large crate (large crate = large blast). Destroy the second large crate behind it and take a right after this. If you are playing on the easy mode, the crate containing the bio suit should be right ahead, if not, then blast the crates in front of you and go forward to the end of this hall and hook left. Go straight up, past a wall with a green bio kit on the wall and then left again. Shoot through the first row of boxes and then you'll find the second row of boxes, one of which contains the bio suit.

You should be low on ammo now, so try to conserve it until you see another enemy that you can take some from. Also, with the suit on enemies will no longer salute you, they will shoot you. Go back past these two rows of crates and into the area with a bunch of crates on the floor and two large crates near them. You'll see an odd looking brown crate. This is one of the five "special crates." Destroy it [1 of 5 special crates destroyed].

Behind these crates is a large crate, destroy and go behind where it was. Jump over the large pool of acid and you'll find another "special crate." Destroy it [2 of 5 special crates destroyed]. Jump back over the toxic pit and destroy the large crate to the right. Go forward and to the right of the next acid pit. Go forward and take the first left possible. You'll see another "special crate" across from an acid pit to the right. Destroy it [3 of 5 special crates

destroyed].

Behind that special crate is a row of crates. Destroy these and kill the guard behind them. He will drop the key card (Objective 02 Completed). Jump back across the acid pit before the row of crates and continue running to the end of the hall. Make a right and kill the guard waiting here. Go forward past the long vertical crate and you'll find another "special crate." Destroy it [4 of 5 special crates destroyed].

Run past the destroyed crate and then right. Follow this hall forward and across an acid pit. Kill the guard that comes running at you. Then turn around the corner and kill the next guard awaiting you. Go forward and you'll see a large acid pit. Destroy the crates first, then jump across. Destroy more of the large crates until you read the last "special crate." Destroy it [5 of 5 special crates destroyed] (Objective 01 Completed). Behind the destroy crate is the exit door. Use the key card to exit (Objective 03 Completed).

```
-----  
M I S S I O N   T W O  
-----  
                    r e c o v e r   N O C   l i s t  
-----  
-KGB H.Q.-----  
Objectives: 01 - Talk to Barnes  
             02 - Find video freezer  
             03 - Find facemaker  
             04 - Find dartgun  
             05 - Sabotage video link  
             06 - Find exit passcard  
             07 - Get transfer order  
             08 - Escape with Candice  
-----
```

As soon as you exit the elevator, turn left and go all the way to the end of the hall. Open the door here and go inside and talk to the man sitting on the chair. It is Barnes (Objective 01 Completed). He will tell you about a mask.

Exit this room, and then go to the middle hallway. Go into the room here. This is where Candice is behind held. Talk to the man in here, and after you're done chit-chatting go behind the desk, and when he or the cameras aren't facing you, take the video freezer on the desk (Objective 02 Completed).

Exit this room and go to one of the side hallways and enter the white door. This is the communications room. Across from the door, on top of the equipment is a beeper. Grab it and exit this room. Turn to the right and stay to your left side. Near the end of the hall, Ethan will say, "This feels like the right place to use the beeper." So place the beeper here and run forward and to the left (make sure the guard can't see you). When it beeps, the guard that is guarding the room here will go investigate. Quickly run into the room and grab the facemaker from one of the shelves and then quickly run out before the guard returns (Objective 03 Completed).

Once you have done this, find the double doors with a guard standing out in front. Talk to the guard, and he will let you in. Talk to the Head Security Officer and when he isn't looking grab the dartgun from his desk (Objective 04 Completed). Shoot him in the back. Go up to him and drag him behind the desk, then, using the facemaker, take his identity.

Now, stand in front of the book shelf with the portrait above it. Press the [A]

button and it will move the painting. Press the newly revealed red button and it will open a secret passage behind you. Go into this passage and through the door. Stand behind the two men in this room and shoot them both in the back with the dart gun. Then, search around the room until Ethan says, "This looks like the right place to put the visual freezer." Place the visual freezer there (Objective 05 Completed). Before leaving, grab the exit passcard that is on the table opposite of where you place the video freezer (Objective 06 Completed).

Now, exit back into the halls. Go back to the communications room (white door). Talk with the man in here and he will give you the fake transfer order (Objective 07 Completed).

Exit back into the halls and go into the center hallway and enter the security room. Show the fake transfer order to the man and he will release Candice. Go up and speak to her. After you are done chatting, lead her out of the room and to the large metal doors near the elevator you enter the level from. Use the exit passcard on the lock next to the door and exit the level (Objective 08 Completed).

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-----  
M I S S I O N   T W O  
-----  
                                r e c o v e r   N O C   l i s t  
-----  
-Security Hallway-----  
Objectives: 01 - Secure passage for Candice  
              02 - Activate master switch  
-----
```

This is a pretty straight forward level. You run through the halls to the end, where there is a switch. As you get close to each set of blue floor tiles, the harmful tiles will go red. Jump across these and only stay on the blue tiles. Landing on red tile will lead to an electric shock, explosion, or gunfire from the chain guns on the ceiling. Also, along the route you'll see a few guards come after you. Shoot them down with the dart gun.

The first two sets of tiles always have the same red spots so I mapped them out:

HALL 1	HALL 2	KEY:
-----	-----	----
R R X	R X X	R red tile (dangerous)
X R R	X R R	X blue tile (safe)
R X R	R R R	
X X R	X X X	
R R X	R R X	
X R X	R X R	

At the end of all the tunnels, press the switch to deactivate the tiles and make the passage safe for Candice and also activate the master switch (Objectives 1 and 2 Completed).

```
-----  
M I S S I O N   T W O  
-----  
                                r e c o v e r   N O C   l i s t  
-----
```

-Sewage Control-----

- Objectives: 01 - Find Super-Computer
 02 - Protect Candice
 03 - Get NOC list
 04 - Escape

When the missions starts, whip out a gun. When Candice opens a door there will be a guard on the other side. Shoot him. Go forward and then left up the ramp into a room with a lot of acid pools. Wait for the horizontally moving elevator and jump on. Shoot the guard near the computer terminal on the other side. Run to the computer terminal and activate it. Then a platform will be lowered and two guards will enter the room. Candice will be in trouble so aim sharp and pick off the two guards.

Get back on the horizontal elevator and this time get off on the path to the right. Follow this to a door and enter through it. Go to the left, killing the guard in this hall. Open the door and be ready for a guard inside. Access the computer to open a new passage. Exit this room and go forward. In the next area, kill the guard and go through the door at the end of the hall. Kill the guard inside and access the computer terminal. This will open the door to the Super-Computer and set a time of two minutes. Quickly (without losing Candice), back track to the first hall after the entrance to this level.

Go through the door that was opened and leads to the Super-Computer (Objective 01 Completed). Kill the two guards in here and allow Candice to do her work on the Super-Computer (Objective 03 Completed). Now, run back to the entrance of this level to make your escape with Candice (Objectives 02 and 04 Completed).

M I S S I O N T W O

 r e c o v e r N O C l i s t

-Escape-----

- Objectives: 01 - Secure passage for Candice
(part 1) 02 - Find the mask of Golystine

- Objectives: 01 - Unfreeze video cameras
(part 2) 02 - Assume Golystine's identity
 03 - Find exit key
 04 - Destroy 4 cameras
 05 - Escape with Candice

PART 1 OF THE MISSION:

You're back in the security hallway, but the floors are still deactivated. The guns above them, however, are still working. You have to make your way back through the hallway. Before running through each hallway, shoot the ceiling guns so that they are temporarily deactivated so you can get Candice through. At the end of the hallways, let Candice do her work on the computer terminal (Objective 01 Completed).

Go through the newly opened door and then you'll see a video of Candice getting beat up and taken away. Open the control panel and you'll find the mask of Golystine (Objective 02 Completed). Destroy the control panel on the wall with your gun to open the doors. Be ready, because two groups of two guards will enter on both sides of you.

Exit back towards the computer terminal and run forward through the security hall (the guns are deactivated). Soon, you will see a guard come out of a door and start running for his life. Run your butt off to catch and kill this guard. If he escapes, you fail. Once you kill him, pick him the restolen NOC list that he was carrying. Go back to the door that guard came out of and you'll find Candice. Take her back to the end of the security hall and exit.

PART 2 OF THE MISSIONS:

Mission Note: If the time limit on your mask runs out and it falls off, simply put it back on. Also, if Candice gets captured, go to the security room, kill the guard, and use the explosive gum on the desk to blow up the cell she is being held in.

You are back in KGB H.Q. First, run to the head security officer's office. Open up the secret passage by using the switches on the book shelf with a portrait about it. Go into the secret room and pick up the video freezer to unfreeze the cameras (Objective 01 Completed). Next, put on the mask of Golystine (Objective 02 Completed).

Exit this room and head over to the communications room (white door). Kill the guard inside and pick up his exit key (Objective 03 Completed). Exit the room. Now you have to find the four security cameras and destroy them as Golystine.

Location of Cameras:

- 01 - Above the supply room.
- 02 - Above the room where Barnes died.
- 03 - Inside the security room with the holding cell where Candice was being held.
- 04 - Same as 03, in the opposite corner (Objective 04 Completed).

Now, exit into the hallway and search for the door with the smoke coming through it. Use the exit card and leave with Candice (Objective 05 Completed).

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-----  
M I S S I O N   T W O  
-----  
r e c o v e r   N O C   l i s t  
-----  
-Fire Alarm-----  
Objectives: 01 - Secure access to the lift  
            02 - Find Jack  
            03 - Dress as a fireman  
            04 - Give Candice fireman outfit  
            05 - Escape the Embassy  
-----
```

As soon as you enter the level, whip out a gun and round the corner. Kill the two guards across the hall quickly before they can do any harm to Candice. Follow the hall to the end where you'll find the lift and Candice will wait inside (Objective 01 Completed).

Now, run to the stairs and go down. Kill any enemies you see, but don't shoot the firemen. Talk to the firefighter who is standing in the middle of this room. This is Jack. He will tell you to meet him in the bathroom, so when he runs away make your way to the bathroom, killing any enemies on your way. Once in the bathroom, talk to Jack and he will give you the fireman suit. Put it on

and conceal all weapons (unless you have a fire extinguisher). Remember not to shoot anyone (Objective 03 Completed)!

Head back to the lift and push the button to let Candice out. Give her the fireman suit and she will suit up (Objective 04 Completed). Now just lead her to the main entrance of the Embassy and leave (Objective 05 Completed).

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M I S S I O N   T H R E E  
-----  
C I A   e s c a p e  
-----  
-Interrogation-----  
Objectives: 01 - Escape from interrogation  
             (part 1) 02 - Pick up the equipment  
                   03 - Get into hallway  
  
Objectives: 01 - Get antidote  
             02 - Create distraction  
             03 - Gain access to roof  
-----
```

PART 1 OF THE MISSION:

You start off in a room with Ethan complaining about the coffee. Search around the walls and push the button hidden somewhere on it. This will open a viewing window. Talk to Candice on the gray box on the table and she'll tell you about the explosive gum. Pick up the explosive gum from under the coffee and then place it on the glass window and watch the glass blow away. Jump over to the other side (Objective 01 Completed).

Pick up the field scanner, dart gun, and finger scanner from the desk on the other side (Objective 02 Completed). Exit this room and watch the short video. Once the two men in black suits are gone, shoot the guy behind the desk and snatch his fingerprints with the finger scanner. Use them on the panel near the desk to open a nearby door.

Go through the door and walk down this hall and kill the guard near the crates. Pick up the can of spray paint near the crates and use it to blind the security cameras (just spray it at them). Blind all cameras on your way down the hall and when you come upon a few guards and a door, kill the guards. Take each guard's fingerprints and see if they work on the door, and when you find the right one go through the door.

Go down to the next door and use the same fingerprints to get through. Shoot the agents behind the desk even when he says, "I'm unarmed!" He really is armed :P Then, go through the door next to the desk to find the other agent, but DON'T SHOOT HIM. Simply follow him. He will lead you to an elevator. Once on the elevator you can shoot him (Objective 03 Completed).

PART 2 OF THE MISSION:

Go to the nurse here to get the antidote to your dizzy spell (Objective 01 Completed). Now, to create a distraction, either push the red button on the hospital bed on or the exercise machine (Objective 02 Completed). Once the distraction has been created, climb out the window in the back of the room.

M I S S I O N T H R E E

C I A e s c a p e

-CIA Rooftop-

- Objectives: 01 - Sabotage heliport lights
02 - Find bag of equipment
03 - Find zone digitcards
04 - Fix lights
05 - Paralyze helicopter with EMS
06 - Enter security level
07 - Find security level code
08 - Meet Candice

Whip out your dart gun and go around the corner. Shoot the guard here and pick up his digitcard. Go to the crate lying against the mini-guard house and jump up onto. Then, jump onto the guard house and then onto the platform above it. Don't go to the left, it's an electrical floor. Go forward and use the switch to deactivate that floor. Run across the now safe floor and activate the console on it to deactivate heliport lights (Objective 01 Completed).

Jump over the railing to the left of the console and this will leave you on top of another mini-guard house. Jump back on to the upper level on the other side of the fence that was in back of the console. Run around until you come to a guard blocking a door. Be sure to kill him before he tries to arrest you. Go through the door and up to the upper level. Kill the two guards up here quickly and then go into the mini-guard house to find the bag of equipment that Candice has left you (Objective 02 Completed).

>From the bag, put on the repairman's disguise. Go across the bridge to the left of the door that led to this top level. The guard behind the gate will allow you to enter so you can fix the heliport lights. Go down the stairs to the left and kill the guard with stealth (don't ruin your cover!). Take the digitcard he drops and then use the switch near here to reactivate the heliport lights (Objective 04 Completed).

Go up the stairs to the helipad where the helicopter has now landed. Place the EMS device on the gray box on the wall behind the helicopter to keep it grounded (Objective 05 Completed).

Go down the staircase to the right of the bridge and keep going down until you come to a door. Go through the door (your disguise is no longer able to protect you in this area). Turn to the left and you'll find a guard. Quickly kill him and pick up the last digitcard (Objective 03 Completed). Enter through the next door into the security level (Objective 06 Completed).

Go forward and after the first turn, jump on the crates near the wall to get up to the next level. Put on your IR Contact lenses and you'll see a laser security system on the floor. Use your deflector to get through. Run towards the mini-guard house and jump on the crate opposite of it. Ethan will say, "Maybe I should be the camera high up." That's when you know to place the camera.

Wait around the corner so no guards can see you. Wait for a guard to go into the mini-guard house and then come back out and you get a message saying you have gotten the code. Retrieve you camera (Objective 07 Completed).

Go into the mini-guard house and into the door inside up to the next level. Go into the door on this level to find the room where Candice is waiting for you

(Objective 08 Completed).

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-----  
M I S S I O N   T H R E E  
-----  
C I A   e s c a p e  
-----  
-Terminal Room-----  
Objectives: 01 - Switch on the computer  
             02 - Get the NOC list  
             03 - Escape  
-----
```

This level is pretty basic... but very hard. You need to know the controls well in order to complete this level.

```
-CONTROLS-----  
R BUTTON  
Hold for first person view.  
  
C-UP / C-DOWN / C-LEFT / C-RIGHT  
Camera Up / Camera Down / Camera Left / Camera Right  
  
A BUTTON  
Move down  
  
B BUTTON  
Move up  
  
ANALOG STICK  
Swing and rotate  
-----
```

Every few minutes, a man will walk in. When he does, stop what you're doing and hope you aren't discovered. When no one is around, move down through the lasers using the camera angles to your advantage. Red lasers damage your life and yellow lasers trigger the alarm. Once you're low enough, swing towards the door. When you swing close enough, you will be able to switch on the computer (Objective 01 Completed).

If the guard trys to get in while the computer is on, he won't be able to and it will only be a matter of seconds before security comes so hurry up and get the NOC list by swinging at the computer. Once you swing far enough you will get the NOC list and also insert a virus into the computer (Objective 02 Completed).

All the security will be shut down so just glide your way back up to escape (Objective 03 Completed).

```
-----  
M I S S I O N   T H R E E  
-----  
C I A   e s c a p e  
-----  
-Rooftop Escape-----  
Objectives: 01 - Join heliport  
             02 - Unactivate EMS  
             03 - Escape with helicopter
```

Turn left and jump down. Now, get on the crates and whip on your IR contact lens and put them on. Jump over the lasers to the other side and then use your explosive gum on the pipes to the right of here to create a distraction. Now, run to the left until you see two guards and the entrance to the helipad. Kill the guards, go to the door and open it and then get ready to shoot. Kill the guard right in front of you quickly. Now, run up the heliport (Objective 01 Completed).

Run to the gray box behind the helicopter and grasp the EMS device. Destroy it by selecting it again (Objective 02 Completed). And when the helicopter begins to take off, get next to it so you are able to escape (Objective 03 Completed).

M I S S I O N F O U R

m o l e h u n t

-Station-----
Objectives: 01 - Protect Ethan
 02 - Take the train

-CONTROLS-----

C-UP
Zoom in.

C-DOWN
Zoom out.

Z BUTTON
Fire sniper rifle.

This level is fairly basic. Ethan will walk around the entire station and every once in a while someone in the subway will take out a gun and try to kill Ethan. Simply zoom in with your rifle and shoot these bad guys before any harm comes to Ethan. Don't shoot civilians or you will fail the mission. Sometimes, a civilian may look like he/she is taking out a gun, but they are really just tying their shoe or getting drink. Keep protecting Ethan until he gets on the train (Objectives 01 and 02 Completed).

M I S S I O N F O U R

m o l e h u n t

-Train Car-----
Objectives: 01 - Neutralize Max's henchmen
 02 - Meet Candice
 03 - Find switch to block exits
 04 - Knock out Max's bodyguards
 05 - Stop Max and seize NOC list
 06 - Defuse Max's back-up plan

Car-by-car walkthrough...

TRAIN CAR 1

Three of Max's henchman are here. One is to the left of you in between two seats. One rolls out from behind a wall, and the other is all the way at the end. Be careful not to hit the fleeing civilians.

TRAIN CAR 2

Kill the baddie that rolls out first. Then the guy at the very end before going in too far. Right after the wall, there is a henchman holding a lady hostage and another across from him. Go into the third row behind some seats and shoot him in the head. Then go bizerk on the last guy. Now, preceed to the next car.

TRAIN CAR 3

There is one guy in the first room. Shoot him in the head. Kill henchman who rolls out and then the guy at the very end being sure not to hit the coward civilians. Next car.

TRAIN CAR 4

After killing all the hench man in this car (one at the end, one rolls out, and one in the second room; Objective 01 Completed), speak to Candice (Objective 02 Completed). She is at the end of this car. She will give you the facemaker and some info. Now leave this car. But, before entering the next car push the red & yellow switch (Objective 03 Completed). Now enter the next car.

TRAIN CAR 5

See this guy in front of you? Well either shoot at the wall and he will run away or talk to him & he will move. Go to the end of this car. Punch the train worker (wearing blue) and take his face. Conceal you weapon. Go to the next car.

TRAIN CAR 6

You have to kill all the body guards in this car. Go up to each one and punch his brains out. If they start shooting at you & you can no longer punch them, leave and try the next one, if this fails, just go & shoot Max in the head. She will die & drop a bunch of stuff. Kill the bodyguards & leave (Objectives 04 and 05 Completed).

TRAIN CAR 7

Shoot everyone in this room. They will all take out guns. Shoot the bartender then the guy he was serving then the passanger in the back. Go to the back and you will find out that the MOLE was Phelps!! Follow him to the next car.

TRAIN CAR 8

He got away. Kill the three guys in here. Grab the flamerthrower and the freezer thingy. See the big vault? Well, freeze the two hindges until they break off then use the detonator you took from Max to disarm the bomb (Objective 06 Completed). Now Ethan will climb up onto the train roof.

MISSION FOUR

m o l e h u n t

-Train Roof-----
Objective: 01 - Catch Phelps

There are many dangers on this level. First, there are the standard guards that will come running at you on the train roof. Then there are the crouching down on the floor guards, which are harder targets, but still easy. Next, there are drive-by shooters in cars that drive along side the train and try to shoot you. You can either blow the car to pieces with the rocket launcher, or simple shoot the drive and watch the car crash. And last, are the helicopters. Shoot the helicopters with your rocket launcher or shoot the driver to get rid of them.

You have to complete this level quickly. If you take too much time, Phelps will get away. Once you catch up to him, either shoot him or blow up the helicopter he gets into (Objective 01 Completed).

MISSION FIVE

i c e s t o r m

-Subpen-----
Objectives: 01 - Get the A.F. scrambler
 02 - Get the mine
 03 - Bring Clutter the A.F. scrambler and mine
 04 - Get the gas injector
 05 - Get the R.C. detonator
 06 - Get the explosives
 07 - Sabotage the pump house
 08 - Regroup on comm. building

Run up the stairs from the starting point and kill the guard up here with your fists. Grab his gun. Go to the right of the starting place and the dot on the scanner to find the A.F. scrambler (Objective 01 Completed). Go to the next dot on the scanner to find the mine (Objective 02 Completed). Run back to the starting place and you'll find Clutter still waiting. Give him the A.F. scrambler and the mine (Objective 03 Completed).

Go to the next dot on the scanner and grab the explosives (Objective 06

Completed). Next, run over to the pumphouse. Behind the pumphouse is where you'll find the gas injector (Objectives 04 Completed). Go inside the pump house and grab the wirecutters. Then place the explosives in a good spot and then leave the building.

Go to the side of the pumphouse and you'll find one of your teammates. Give him the wirecutters. Next, go to the guardhouse. Inside are a lot of guards. Use the gas injector to kill them off quickly or just run in shooting like a madman. Inside, grab the night vision goggles and the R.C. detonator (Objective 05 Completed). Use the detonator to destroy the pump-house (Objective 07 Completed).

Head over to the last dot on your scanner and use the crates to get on the top. Help your men battle the two enemies with UZIs. Once they're dead, you'll all jump onto a truck and make your escape (Objective 08 Completed).

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-----  
M I S S I O N   F I V E  
-----  
                                     i c e   s t o r m  
-----  
-Tunnel-----  
Objectives: 01 - Find explosives  
              02 - Sabotage anchor belts  
-----
```

While avoiding hazards on the truck, be on the lookout for a platform to jump on. A guard and some explosives will be here. Take the explosives (Objective 01 Completed) and place one each at each anchor bolt. Ethan says, "This must be the anchor bolt." Keep hopping on the truck & off. Kill any men that get in your way. Be careful not to jump too soon. You'll get used to it. The level is basic and you'll be able to beat it easily if you get the truck hopping part done (Objective 02 Completed).

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-----  
M I S S I O N   F I V E  
-----  
                                     i c e   s t o r m  
-----  
-Mainland-----  
Objectives: 01 - Find electronic diagram  
              02 - Find explosives and plastic  
              03 - Sabotage power plant  
              04 - Cut off camera power  
              05 - Take on accountant's I.D.  
              06 - Get briefcase from bunker  
              07 - Sabotage briefcase  
              08 - Bring briefcase to deal  
              09 - Blow away helicopter  
              10 - Eliminate the seller  
              11 - Escape on gunboat with Clutter  
-----
```

You start off near a fence with a hole in it. Go in. See the two houses enclosed in a concrete perimeter straight ahead of you? Well go into the house on the left. Kill the sleeping guard. Take the I.D. pass from the small night table next to the bed. No go into the other house. Kill whatever is in here and then take the electronic diagram from off the wall (Objective 01 Completed).

Now, run out of here. Go straight out of here until you see a bunch of crates concealing another hole in a fence. Go through here and go over the tunnel to the other side of the river. Get on top of this building and kill the guards. Jump down and run to Clutter (green dot on scanner). He will give you the explosives and plastic charge (Objective 02 Completed).

Use the sniper rifle to kill the two guards around the power plant. Now take Ethan to the power plant and place the explosives when Ethan says, "This looks like the right place to set the explosives" (Objective 03 Completed). Then, go over to the power box to the right of the power plant. Open it to find a green and red panel. Look at the electronic diagram and then destroy the one that controls the camera and guard towers with the plastic charge (Objective 04 Completed) (place plastic charge then shoot it).

Now, you can go to the little building containing the accountant. Punch him out and take his face. Take his I.D (Objective 05 Completed) card from the desk. Now go get the breifcase from the bunker. Once in the bunker, go in front of the guard and show him your I.D. Card. He will open the doors. Use the accountants I.D. card to open the vault and get the briefcase (Objective 06 Completed).

Now go to Clutter. He is still in the same place. He will sabotage the briefcase (Objective 07 Completed). Now take it to the building near the helicopter, give them the briefcase (Objective 08 Completed). When everyone leaves, run to the truck that at the left of the copter and kill the seller (Objective 10 Completed).

Then, watch the fireworks as the copter blows (Objective 09 Completed). Go back to the meeting place and talk with clutter. Now you have to secure the area around the gunboat. Kill the 4 guards then hop on the gunboat (Objective 11 Completed).

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M I S S I O N   F I V E  
-----  
                               i c e   s t o r m  
-----  
-Gunboat-----  
Objectives: 01 - Escape enemy base  
             02 - Destroy gas factory  
             03 - Destroy radar  
             04 - Destroy main defense structures  
-----
```

In this level, just destroy everything that shoots at you. Look out for mines and other gunboats. Also, destory the factory walls first, then kill the smokestacks. Be careful and be quick with the guns. Thats it!

Congratulations! You just did the impossible! You beat Mission: Impossible.

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05 CHARACTERS

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Ethan Hunt: One of IMF's most reliable agents. Highest success rate in the agency. Numerous skills make him first choice for any mission.

Jim Phelps: Leader of the IMF team. In radio contact with Ethan. Has hacked into the Embassy's security system but needs to have his access unlocked from the inside.

John Clutter: Professional mountain climber and cold weather enthusiast. Specialized in radio systems & explosives. Participated in the successful Arctic shield mission in the north pole.

Andrew Dowe: Ex-marine colonel, one of the finest triggers in the agency. An inestimable ally for his electronics skills & knowledge of alarm systems.

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

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

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

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

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

Krieger: Skilled CIA agent disavowed for unpredictability & hostile behavior bordering on the sociopathic.

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

=====
06 CODES/CHEATS/GAMESHARK
=====

FROM CHEATCC.COM

Enter the following codes at the Mission Select Screen. If done correctly you'll hear Ethan say, "Ah, that's better."

7.65 Silenced Pistol with 30 Rounds:
C-Up, L, C-Right, C-Left, C-Up

High powered 9mm Pistol with 30 Rounds:

R, L, C-Down, C-Up, C-Up

Uzi with 30 Rounds:

C-Right, C-Left, C-Right, C-Down, R

Mini Rocket Launcher with 30 rockets:

R, L, C-Left, C-Right, C-Down

Kid mode:

C-Down, C-Up, R, L, Z

Big Feet Mode:

C-Down, R, Z, C-Right, C-Left

DK (Big Head) Mode:

C-Down, R, C-Up, L, C-Left

Super Big Head Mode:

If Big Head Mode wasn't enough, try this!

C-Down, L, C-Up, C-Right, L

Turbo Mode:

C-Up, Z, C-Up, Z, C-Up

Infinite Health:

R, Z, C-Down, R, C-Down

Infinite Ammo:

C-Up, Z, C-Left, Z, L

Bonus level:

Successfully complete the game and wait until the Infogrames logo disappears after the ending credits. The development team will appear on the Embassy level.

Speak to all the people here and Ethan and Candace will enter the room.

GameShark Codes

Uzi with Infinite Ammo	800A8EA7 0063
	800A8EA5 0002
Infinite Ammo	800a8ea7 0063
	800a8eb7 0063
	800a8ec7 0063
	800a8ed7 0063
	800a8ee7 0063
	800a8ef7 0063
Infinite Health	810862b2 ffff
Turbo Mode	800899c80001
Big Head Mode	800892a10001
Huge Head Mode	800892a10002
Big Hands Mode	800892a10003

Big Feet Mode	800892a10004
Big Hands, Head And Feet	800892a10005
Tiny Mode	800892a10006
Kid Mode	800892a10007

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07 LEGAL DISCLAIMER
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08 END
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E-mail me any questions, answers, riddles, jokes, codes, cheats, hints, tips,
constructive criticism, typos, animal crackers, boogers, and
anything else you want to flowerpot2000@email.com.

Until i am needed to save the gaming society once again... this is JASON GOMER,
signing off.

this has been a helpful guide by FLOWERPOT
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