

Mission: Impossible Walkthrough

by Nugget

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Mission:Impossible
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1) IntroDuction

Hello, I am Nugget this is my first Walkthrough so if you see any errors or have comments, questions , secrets or whatever just e-mail me nuggethead21@hotmail.com . I hope you like my walkthrough and I hope it helps you . this is probly the best Mission: Impossible Walkthrough becuae there isnt any others.

2.1)Lundkwist Base

Mission Code Name: Ice Hit
Lundkwist Base
Mission Checklist
- Get to subpen with Clutter
- Change identity
- Find excuse for errand
- Cut electric power
Strategy

him out in the bathroom. Take his face and head upstairs.

3) Be sure to use all the smoke generators on these grates. Make sure there are no guards around when you do it or you will be arrested.

3.2) Embassy Warehouse

Embassy Warehouse

Mission Checklist

- Find exit key
- Access to embassy HQ

Strategy

This area can be close to impossible until you find the chemical protection suit. This suit is in a box blocking one of the hallways. It's on the right just past the hallway with the two large explosion boxes. You will now be shot at but won't be affected by the gas in the level.

3.3) KGB HQ

KGB HQ

Mission Checklist

- Talk to Barnes
- Find video freezer
- Find facemaker cartridge
- Find dart gun
- Sabotage video link
- Find exit passcard
- Get transfer order
- Escape with Candice

Strategy

This area may seem big when you first get into it, but there are only a couple areas that you spend any long amount of time in.

1) This should be one of the first areas you check. Talk to Barnes to fulfill one of your objectives. To find some of the other pieces of equipment that you'll need you will have to go to the broom closet for the facemaker cartridge and the prison cell for the video freezer. The rest should be found as you go.

2) Knock out the chief and get the gun from his desk. Check the bookshelf on the right to open up the security area.

3) Once you freeze the video you will need to come to this communication area and get the transfer order. With that in hand you can walk into the cell and hand the guard the transfer order. Then walk out to the big metal doors to escape.

3.4) Security Hallway

Security Hallway

Mission Checklist

- Secure passage for Candice
- Activate master switch

Strategy

This part is not that hard but does require some precision jumps. There isn't a time limit though, so get your route set before you try to go through. You can stop on the blue tiles and shoot the guard who may come

out of the door at the end. Be sure to take out the guards or Candice will be arrested.

3.5) Sewage Control

Sewage Control

Mission Checklist

- Find super-computer
- Protect Candice
- Get NOC list
- Escape

Strategy

To start off in the right direction, go to the left at the first chance. Shoot the guard who is on the far side of the room and activate the panel that he was guarding. Shoot the guards who will race after Candice and head to the other passageway. There will be a couple more guards here and a few panels. Once you activate the final panel a counter will start and many guards will be released. You will need to move fast, but not so fast that you lose Candice. Take her to the computer and then backtrack out.

3.6) Escape

Escape

Mission Checklist

- Secure passage for Candice
- Find mask of Golystine

Strategy

Shoot the guns to send them spinning for a short time. The mask is in the wall box, and you must shoot the panel to open the door. If you are quick enough, you can shoot the guard who has the NOC list before he can get back to his group.

3.7) Fire Alarm

Fire Alarm

Mission Checklist

- Secure access to the lift
- Find Jack
- Dress as fireman
- Give Candice fireman outfit
- Escape the embassy

Strategy

To get through this area you have to be quick with the fire extinguisher or fist. There are a lot of guards in this area and you will have to sneak around a little bit to avoid getting overwhelmed. Jack should be close to the stairway. You need to talk to him and then make your way to the restrooms. One strategy to use is to just run past the guards and then take care of them when they follow you into the bathroom. Talk to Jack and you will be able to pass for a fireman. Once you are dressed like that, run back and talk to Candice. You will then need to be fast and run out the entrance.

4.1) Interrogation Room

Mission Code Name: CIA Escape

Interrogation Room

Mission Checklist

- Escape from interrogation
- Pick up equipment
- Get into hallway
- Get out of interrogation sector
- Take free access print
- Find sergeant for SAS access
- Reach elevator to infirmary

Strategy

- 1) To get out of here you will need to first push the button on the right side of the room. With the window now open talk to Candice through the speaker. Place the gum on the window and hop through. Collect all your gear and head out the door.
- 2) You must run through the gate before the marine outside it can close it. Once you do, copy his fingerprint and open the door. Run down and around the hall, collect the spray paint, and use it on the cameras.
- 3) Activate the switch on the wall to get to another area, be sure to click it twice so you can get the empty gun. Use the dart gun on the desk jockey, then equip the empty gun. Enter the office and point the gun at the sergeant. Follow him to the door, clear the hall if necessary, and go straight to the left and for the elevator. Once in, knock out the sergeant.
- 4) When you reach the infirmary be sure to unequip your weapons. Head through the door and talk to the lady on the left side of the room; she will cure you. Go by the man on the bike and press the button, then run over to the window and climb out.

4.2) CIA Rooftop

CIA Rooftop

Mission Checklist

- Sabotage heliport lights
- Find bag of equipment
- Find zone digitcards
- Fix lights
- Install EMS near heliport
- Enter security level
- Find security level code
- Meet Candice

Strategy

The trick to getting through this area is to realize that you can climb up the boxes next to the guard houses. Once you start doing that you will start to complete a couple of the beginning objectives.

1) Go up this first box to be able to shut off the electric floor and take a major shortcut across the first part. From the switch for the electric floor you can also run across and sabotage the helipad lights. Hop over the railing by the light switch and then around the guardhouse and back up to collect the equipment bag. Once you collect the bag use it to empty its contents. [click here for screenshot](#)

With the repairman outfit you can run right past the guards and can get into the restricted area by the helipad.

2) Head over to the left-side stairs first and turn the helipad lights back on, then run back up and use the EMS on this switch box. [click here](#)

for screenshot From there head down the opposite stairway and go over by the guard. You will need to drop your cover here and knock this guy out for his card. Once you get it, head farther down the stairs and through the tunnel. Knock out the next guard you come to and get his card. Head through

the security gate then and over to the stack of boxes.

3) You will need to use the infrared goggles and the deflector here to get past the beams. To get the door code you will need to go up on the boxes and place the camera facing the door on the top box. Hide behind the guard house and let him do his rounds. You will then get the code and be able to go through the door.

4.3) Terminal Room

Terminal Room

Mission Checklist

- Switch on the computer
- Get the NOC list
- Escape

Strategy

One of the easiest ways to get through this area is to get in the "diving forward" position. Like that you can dive through most of the beams. You can afford to take the hits from the other stationary beams and be sure to avoid the yellow beams. When you get toward the bottom stop, wait until the operator comes back and leaves, then continue on with the mission.

4.4) Rooftop Escape

Rooftop Escape

Mission Checklist

- Avoid all guards
- Reach helicopter landing pad
- Escape

Strategy

1) Your first challenge is getting past the laser beams. In order to do that you must backtrack to these boxes and make a jump off of them. Try to jump a little diagonally to avoid getting hit by the beams. When you pick yourself up you will need to create a diversion.

2) Head over to these ducts and put the explosive gum on them, then backtrack to the tunnel and back to the heliport. When you get back to the heliport, grab the EMS device from its hiding spot and then use it to break it. Once you do that you will need to head over to the helicopter and grab the gear once it starts to take off.

5.1) Train Station

Mission Code Name: Mole Hunt

Train Station Mission Checklist

- Protect Ethan
- Take the train

Strategy

The hardest part of this area can be keeping track of Ethan when he starts running. To easily find him, switch your snipers with the B

building. Destroy the building and they will die.

2) When you get to the gas factory, try destroying the walls first instead of the turrets. When you flatten the walls the guns will go with them.

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7.0)Secrets
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Secrets

Secret Weapons

In three of the five missions in the game there is the possibility of getting a secret weapon. To get this weapon you must finish the entire mission on one life. If you can do that, you will get a special gun from the second mission, a gun with a silencer from the third, and the Uzi from the fourth. You may not be able to use the gun in the next mission, but you will eventually have the option. To start a level with any of the weapons below already in hand simply follow the directions to each.

Mini-rocket launcher with 30 rounds: At level select screen highlight one of the levels, then press R, L, C-left, C-right, C-down. If entered correctly you should here Ethan say "Ah, that's better".

Uzi with 30 rounds: At level select screen highlight one of the levels, then press C-right, C-left, C-right, C-down, R. If entered correctly you should here Ethan say "Ah, that's better".

9mm with 30 rounds: At the level selection screen highlight one of the levels, then press R, L, C-down, C-up, C-up. If entered correctly you should here Ethan say "Ah, that's better".

Silenced handgun with 30 rounds: At the level selection screen highlight one of the levels, then press C-up, C-right, C-left C-up. If entered correctly you should here Ethan say "Ah, that's better".

Turbo mode: At the level selection screen highlight one of the levels, then press C-up, Z, C-up, Z, C-up. If entered correctly you should here Ethan say "Ah, that's better".

Kid mode: At the level selection screen highlight one of the levels, then press C-down, C-up, R, L, Z. If entered correctly you should here Ethan say "Ah, that's better".

Big feet: : At the level selection screen highlight one of the levels, then press C-down, R, Z, C-right, C-left.

(Note: some of these codes won't work on a few levels.)

After you beat the game your in the Embassy. Talk to all of the programmers that are in groups, then Candice and Ethan will come from the Security Elevator by the piano player they will hug and a huge party will begin.

Also at the Embassy (in Recover NOC List) use the mini-rocket launcher code and take out all of the guards the go to the Piano player and punch him . He will be lying down knocked out in mid air!

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