

# Mission: Impossible FAQ/Walkthrough

by Pyroe

Updated to v1.1 on Dec 10, 2002

**This walkthrough was originally written for Mission: Impossible on the PSX, but the walkthrough is still applicable to the N64 version of the game.**

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|Game: Mission Impossible|    \  
|Author: Pyroe           |    |  
|Copyright: 2002        |    |  
|Last Updated: 11/11/02 |    /  
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Version 1.1

This is my first walkthrough so if you could give me places to improve. I would be greatly appreciative for the help. My e-mail is magicskater4@ hotmail.com (without the space) so send me the following:

Suggestions  
Complaints  
Comments  
Questions  
Some cool ASCII artwork of Mission: Impossible  
Anything else you can think of

In the making of this Walkthrough many good pens died. It is my own work, so don't plagiarize it or else I will hunt you down. Plus it took awhile too type. If you would like to use this on your website etc. E-mail me and I will talk to you about it. If you see this on another website, let me know. I have read that other people have had theirs taken and it doesn't sound pleasant. And remember ripping off work by me, Pyroe, can be taken to a court of law. We have the walkthrough coming up.

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Section 1  
Revision History

Version 1.0 | Just started, most of what you see. (11/10/02)

\*\*\*\*\*

Section 2  
Characters

Ethan Hunt: One of IMF's most reliable agents. He has the highest success rate in the agency. His numerous skills make him first choice for any mission.

In Other Words: The guy you will almost always use.

Jim Phelps: Leader of the IM Force, a true genius for organizing covert operations relying on disguise a psychology.

In Other Words: Uses his smarts for the good guys...or does he.

Candice Parker: Top cryptography expert. Former MIT researcher. Excellent support agent in missions involving computer security.

In Other Words: You would be lost without her even if she is annoying at times.

John Clutter: Professional mountain climber and cold weather enthusiast. He is a specialist in radio systems and explosives. Participated in the successful northern polar Arctic Shield Mission.

In Other Words: Not needed game wise but helps out.

Andrew Dowe: Ex-Marine colonel, one of the finest marksmen in the agency. He is a highly valuable partner for his electronics skills and knowledge of alarm systems.

In Other Words: Needed for support. Not a main character but is used.

Sarah Davies: Four years living in Prague. She has succeeded in infiltrating the local native high society. Invaluable for local intelligence.

In Other Words: Another supporting role.

Dieter Harmon: Schooled in several East European countries. He is the son of a traveling caviar salesman. Functions as bartender with useful access to parties and social events. Valuable information source.

In Other Words: Look for him for information and if a trick is needed.

Robert Barnes: Ultra-reliable high-risk operative. Seemingly intercepted while attempting rescue on Candice Parker.

Status: Missing In Action.

In Other Words: Doesn't look good for him.

Jack Kiefer: Organizational expert, specializing in smooth getaways. Impeccable timing. Can always be counted on to get us home safe.

In Other Words: Just like it says, used in getaways.

Luther Stickll: Ex-CIA agent suspected of bypassing internal security regulations. Allegations unproven. Trusted by Ethan Hunt.

In Other Words: Can Ethan bring him to freedom?

Krieger: Skilled CIA agent dismissed for unpredictability and hostile behavior bordering on the sociopathic.

In Other Words: Crazy.

\*\*\*\*\*

Section 3  
WALKTHROUGH

Here we go!!!!!!!!!!!!!!!!!!!!

Ice Hit

- 1a. Lundkwist Base
- 1b. Subpen

Recover NOC-List

- 2a. Embassy Function
- 2b. Warehouse
- 2c. K.G.B. HQ
- 2d. Security Hallway
- 2e. Sewage Control
- 2f. Escape I
- 2g. Escape II
- 2h. Fire Escape

CIA Escape

- 3a. Interrogation I
- 3b. Interrogation II
- 3c. Interrogation III
- 3d. CIA Rooftop
- 3e. Terminal Room
- 3f. Rooftop Escape

Mole Hunt

- 4a. Station
- 4b. Train Car I
- 4c. Train Car II
- 4d. Train Roof

Ice Storm (not done)

- 5a. Subpen (not done)
- 5b. Tunnel (not done)
- 5c. Mainland (not done)
- 5d. Gunboat (not done)

ICE HIT

- 1. Lundkwist Base

You'll have to put some speed into the beginning of this level. Jump over the fence using the boxes. Turn and go to that small building. Knock out the unfortunate bad guy. Use the face maker on him. Go around the desk and pick up the letter for the excuse for errand. Make sure guns are away. Go out of the building and turn left. Go past the fence and turn right. Hand the letter to the guy guarding the truck. Go to the back of the truck and hop on. MISSION COMPLETE!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

MAP



DOWEY <--

SUB

--> GUNBOAT

CLUTTER <-- \*

Ware

h

o

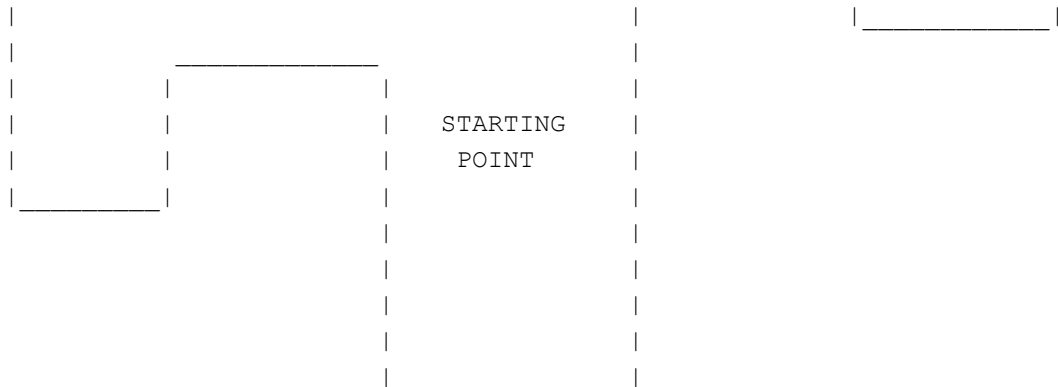
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s

e

GUARD

HOUSE



Credits to: Stinger 3:16

Recover NOC List

Embassy Function

Don't worry about Scofield (Impossible). Talk to the couple twice. Wait till the guy leaves. Then talk to the women (Sarah Davies). Turn around and make sure no one is looking. Talk to her again to get the face maker. Turn around and face the door. Turn right. Go around then turn left. Talk to this couple. Keep going and turn right. Go to the counter and talk to Dieter Harmon. Receive drink and nausea powder. Talk to the piano player. Go back out. Talk to the couple sitting down. Run into the guy's chair until you get the score. Go back and give the piano player the score. Give the ambassador the drink. Go to the bathroom. Directions: Go out, turn left then turn left again. Go down the hall. Go into the smaller hallway. Enter the bathroom. Knockout the ambassador for his face (?). Then use the face maker. Go out and turn left. Turn left immediately and put in the smoke generator. Turn till you see the standing couple. Go that way. Then turn left. Go next to that couple for the smoke generator. Go back to the start. Next to the door is another one. Go back to the main room (with bar). There is a place next to each side of the stairs. Next, go up the stairs. Turn left. Do the generator next to the chairs. Go forward all the way to the wall on the other side of the stairs. Talk to the guard. Mission Complete!!!!!!!!!!!!!!

Map



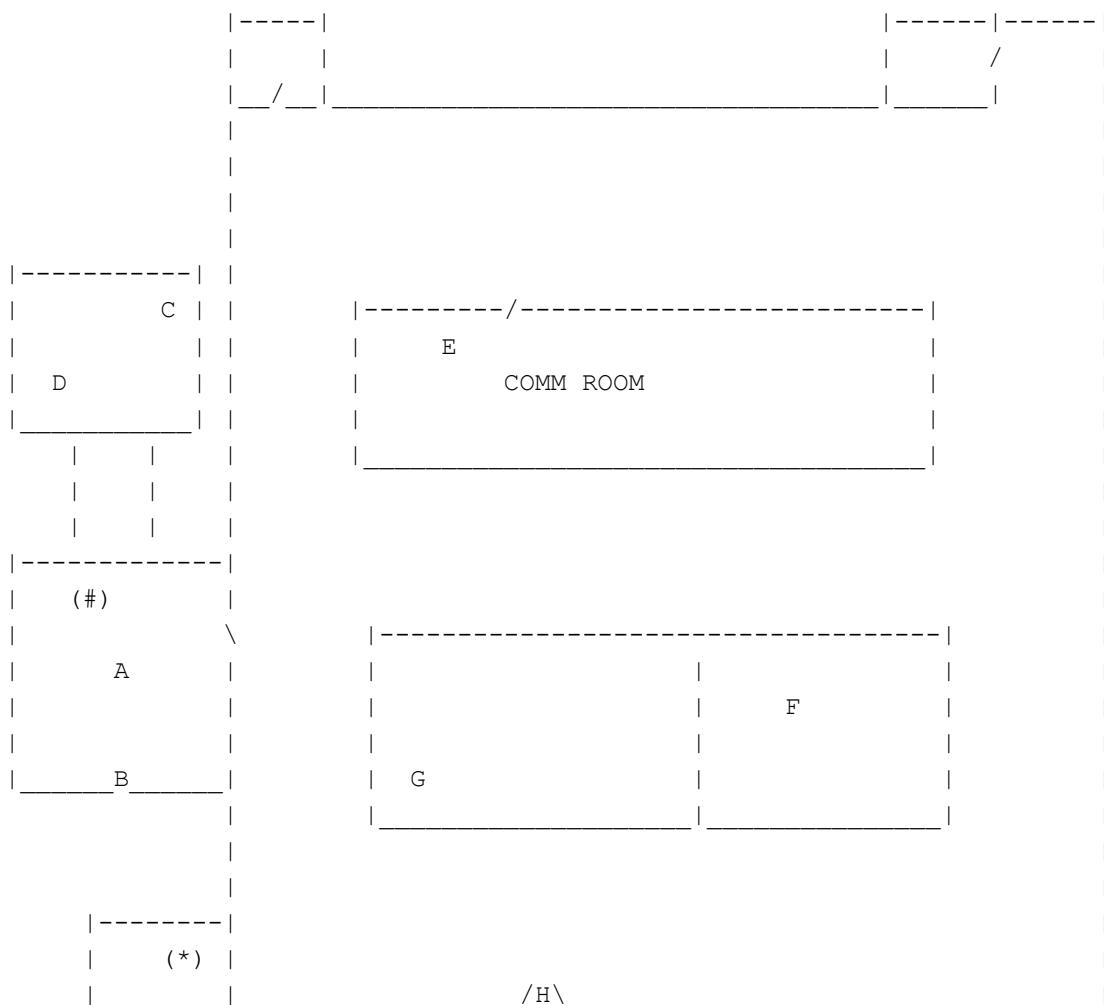


No map right now. If you would like to submit one send it in.

K.G.B. HQ

This is a fun little level. Turn left and go forward for a while till you get to a door with a camera above it. Go in and talk to Barnes. Go out and go left again. Turn left at the double doors and enter the room with a camera on it. Get the facemaker from the shelf. Go out and turn right. Turn right down the middle hallway. Talk to the guard in the front of the double doors. Now enter. Wait for the doors to close then punch the officer. Hit X over him. Then use the face maker on him. Keep running around the desk till you get the dart gun. Go down the hall till you see the door. Enter. Go around the desk and get the video freezer. Go back to the officer's room. Go to the bookcase and hit the two switches. Turn around and enter the room. Shoot them both in the back with the dart gun. Go to the corner and put the video freezer there. Take the exit card from the desk next to the door. Put away the gun and leave the whole room. Turn left and go to the wall. Turn right and enter the Comm. Room with the blue door. Turn right and talk to the man. Go back to the room where you got the video freezer form by: turning left, turning left again, and again down the middle hallway. Enter the room and show the guy the transfer order. Talk to Candice. Turn right then turn right again, and again. Use the pass card on the BIG blue door. Mission Complete!!!!!!!

MAP





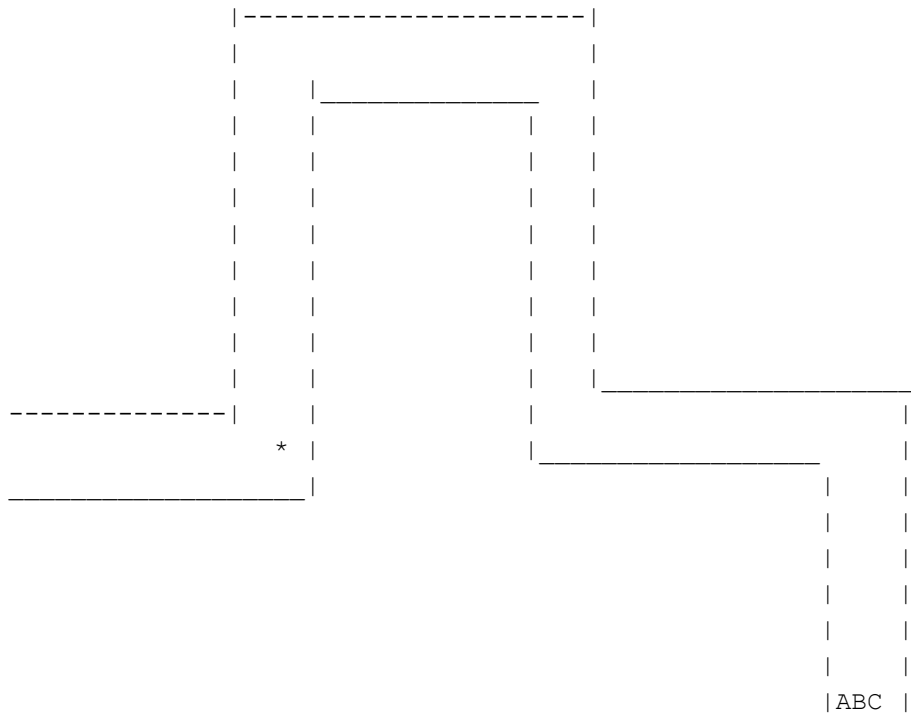
(\*) = Start  
 (&) = Barnes  
 (@) = Facemaker  
 (#) = Dart Gun  
 A = Head Security Officer  
 B = Switches  
 C = Place for Video Freezer  
 D = Pass Card  
 E = Transfer Order  
 F = Candice  
 G = Video Freezer  
 H = BIG Blue Door (Exit)

Sewage Control

This is a fun and easy level. When you walk up to a hallway, you will see red tiles and blue tiles. DON'T step on the red ones, but DO step on the blue ones. Also, guards will come out of doors so be sure to have your weapons drawn! When you get to the end just hit the switch so Candice can follow.

MAP

NOT TO SCALE

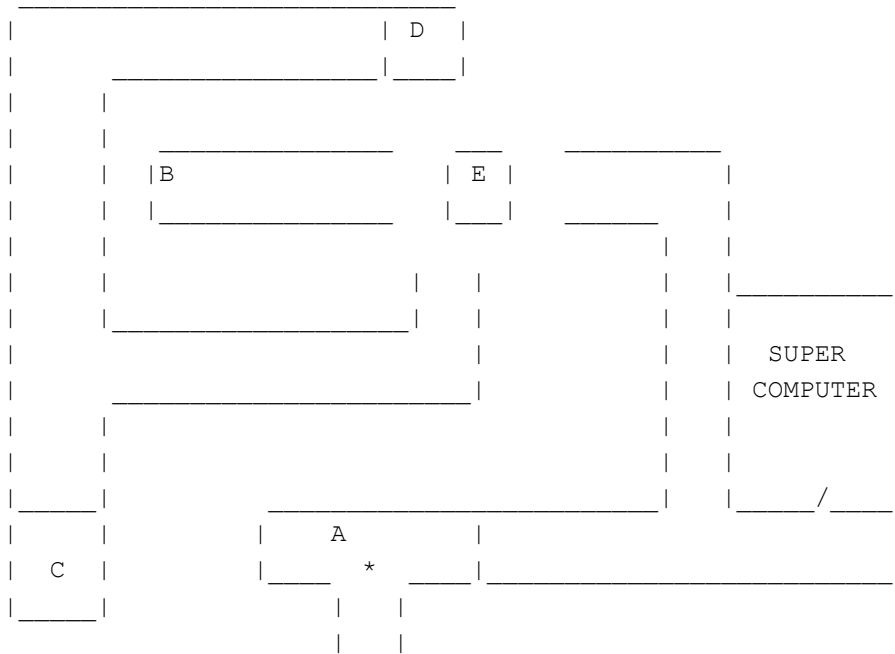


\* = Start  
 ABC = Master Switch

Sewage Control

This one is a bit tricky. I would strongly recommend Quicksave. Pick up the ammo and shoot the guy at the door. Go through and turn left at the opening. Go forward and jump onto the moving platform. Kill the guy and hit the switch. Kill anyone who tries to hurt Candice. Go back to Candice. Get back on the platform and get off at your left. Now wait for her. Continue down the path. Turn left and kill the man. Hit X to open the door. Kill the guy and hit the switch. Turn around and open the door. Continue down the path. Go down the stairs and turn right. Shoot the guys. Now go down that way. Open the big door and shoot the guy. Now hit the switch. You're timed now. Go down the path and turn left. Turn left at the next place. Continue down the path and hop on the platform. Now wait for Candice on the place opposite of the switch. Go down the path and turn left. Turn left at the open space and fire at every one except Candice. Go in and let Candice use the computer. Now follow her to the exit while killing off the two bad guys. Mission Complete!!!!!!!!!!!!

Map



\* = Starting point  
A-D = Switch  
E = Moving platform

\_\_\_\_\_  
| Credits to: |  
| Stinger 3:16 |  
\ \_\_\_\_\_ /

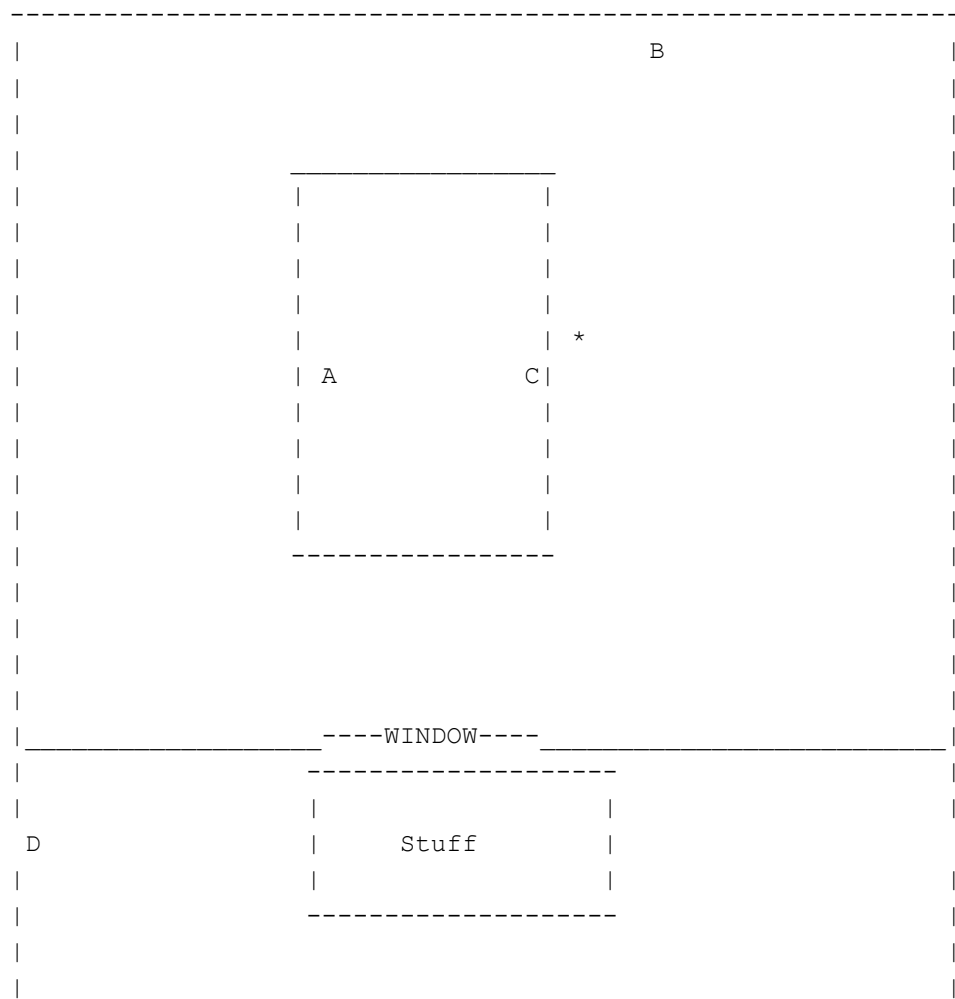
Escape

This isn't as hard as you would think. Take out the noisy gun. Go to that gray line. Now, shoot the gun at the machine gun, and run across. Candice should follow. Do that to the next one, except shoot the previous gun. And again in the same way. Now do this once again. Now you just have to shoot the gun above you. Enter the room. Go up to the box and open it. Get the facemask. Shoot at the panel next to the box and kill everyone. Go out where you came in and turn right. Run





# Map



## Key

\*-Start

A-Pager/Beeper

B-Button

C-Cup with gum

D-Door/Exit

## Interrogation II

This one took me a while to figure out. Step out and shoot the guard. Take his fingerprints and use it against the lock. Exit. Go about half way down the hall and wait for the guard. Shoot him and run along the left side of the hall to avoid being seen by the camera. Go around the boxes and get the paint on the floor. Go back and paint the camera(s). If you trigger an alarm, shoot the guy. Run down the hall and paint the camera. Again and as always, kill the guy if you trigger the alarm. Turn the corner and paint the other camera. Do this until you see the two guards. Shoot them and get their fingerprints. Go back around till you see the blue door that looks like it could rotate. Use the fingerprint scanner and run into the hall before you get locked out. If a camera saw you, there won't be a guy behind the desk behind you. Kill him if he's there and take the gun from the desk. Go down the hall and paint the camera. Turn the corner, shoot the guy and pick up his stunner. Use your fingerprint on the other large door. Shoot the guy before he hits the alarm. Pull out the blank gun and enter the next room. Aim it at the guy and follow him. Be sure not to get ahead of

him. After he opens the door, shoot him. Go in and turn left. You will slow down no matter what. Open the elevator door, enter, and close. Mission Complete!!!!!!

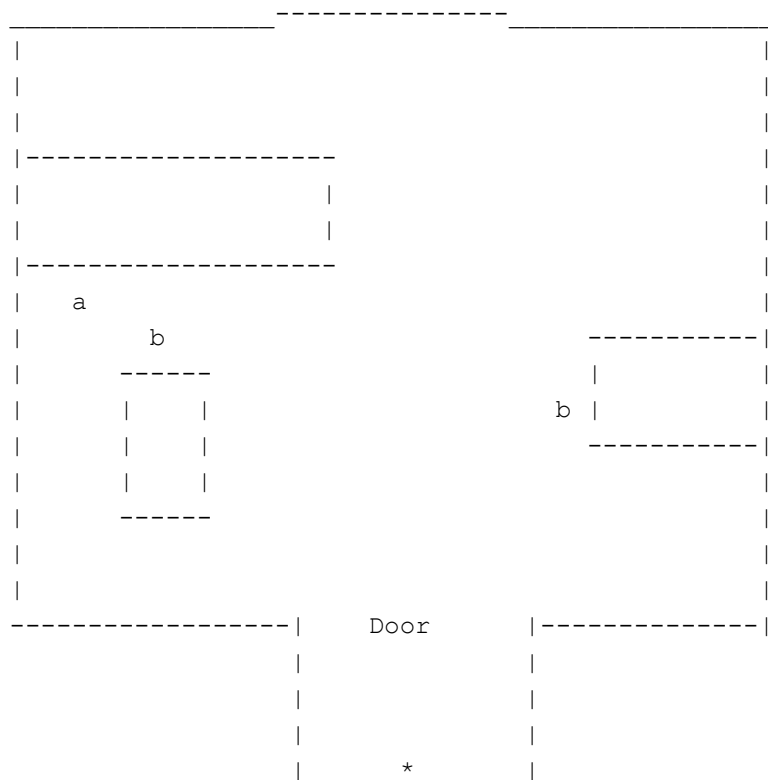
Map

It's just a bunch of halls; e-mail me if you want one up.

### Interrogation III

This is another easy level. Just enter the door, and go to the women doctor. Turn around and hit the guy's treadmill for a little humor or hit the patient lying in the bed. When it says "distract attention," go out through the window. Mission Complete!!!!

Map



### Key

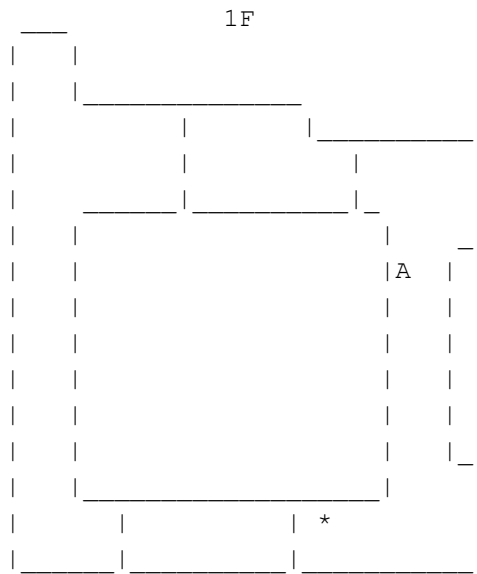
- \*- Start
- a- Women Nurse
- b- Distraction place
- c- Window to escape

### CIA Rooftop

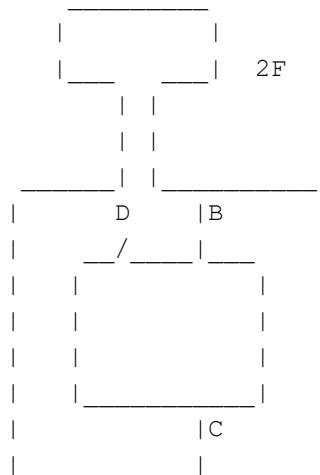
This one is tough. There are two ways to beat this, this is the easier one. Go around the corner and shoot the guy. Get the security card from him. Now, get up the boxes and onto the roof. But don't run any corners. Go straight and deactivate the floor. Go across the floor and hit the other switch for the lights. To get to the other side jump off this roof and climb the boxes to the other side. Put away any weapons and get the bag. Put on the face maker. Go around the building and go in the door the guy is next to. Go across the bridge and try to open the door. Enter and turn left. Go down the ramp and hit the

switch to turn on the lights. Go back up the ramp. Go to the back wall and use the EMS on the little box. Shoot the guy and pick up the security card. Go down the other ramp and go down another one. Enter that door with weapons. Turn left and shoot the guy. He has another card. Go through the left door. Put on the glasses and go around the corner. Go u the boxes and use the light breaker. Go left and shoot the guy. Go through the door and hit the guy with a dart. Keep going right around the corner. Go through a door. Go to the boxes and place the camera on top. Get down, go around the corner and wait. When it says got the code, wait 20 seconds. Then go back and get the camera. Go u and hit X twice at the door. Go through the next door. Turn around and go around a corner. Enter the door. Mission Complete!!!!

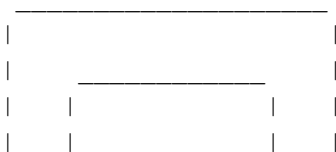
Map

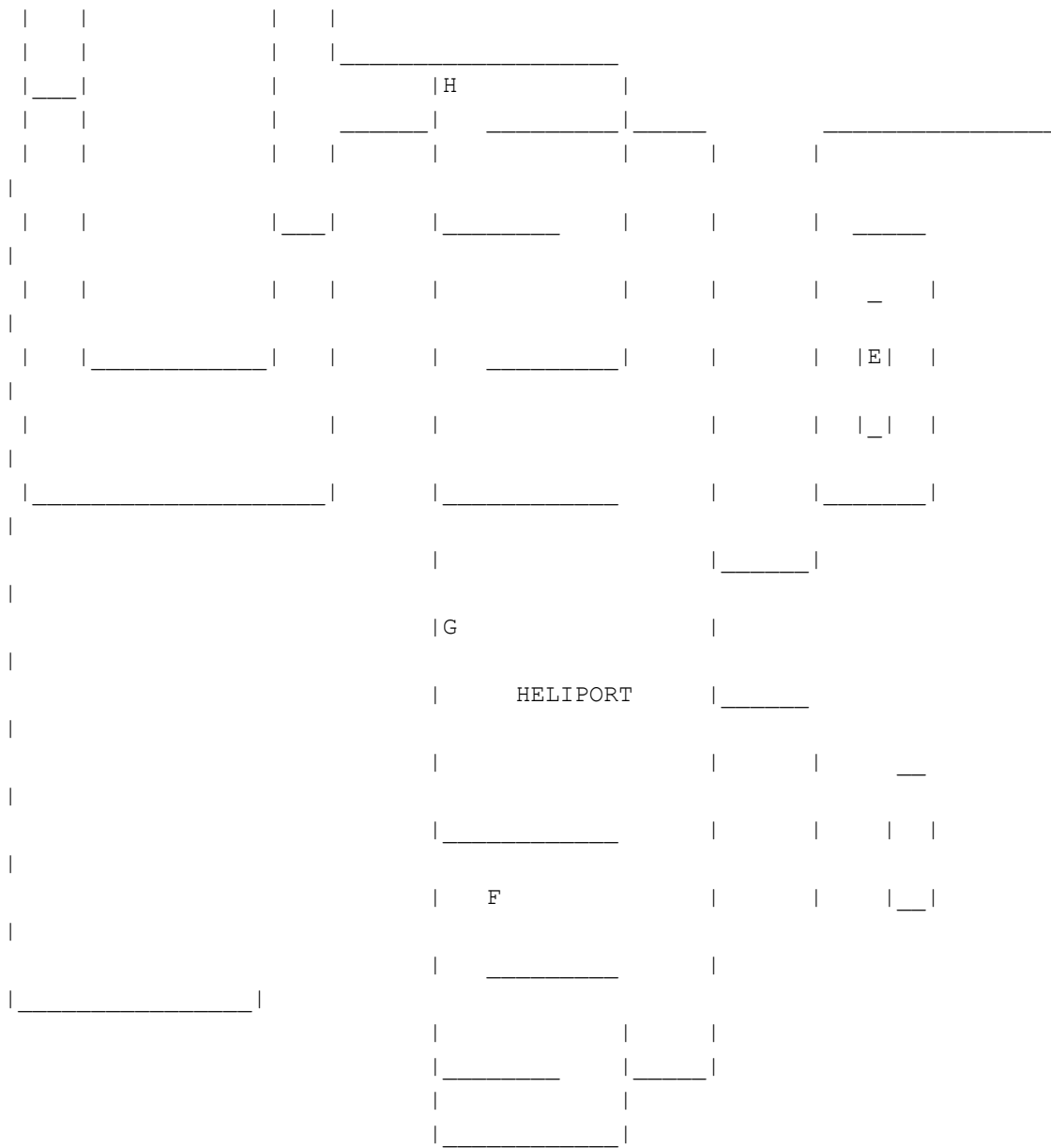


\* = Starting point  
 A = Box to climb to 2F



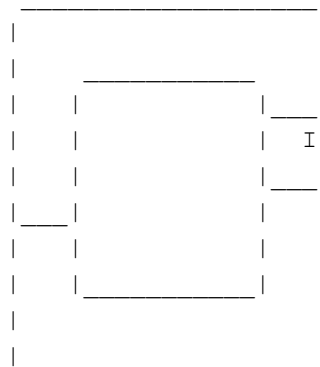
B = Device to deactivate the electric floor  
 C = Device to sabotage the heliport light  
 D = Door to 3F





E = Equipment  
 F = Device to fix the light  
 G = Place to put the EMS  
 H = Sealed door

SECURITY LEVEL



I = Place to put the miniature camera

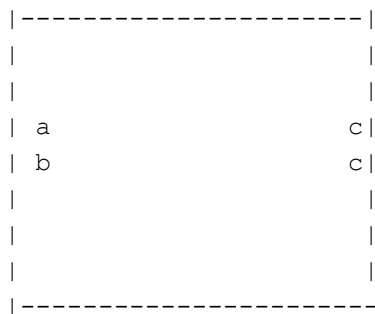
| Credits to: |  
 | Stinger 3:16 |  
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### Terminal Room

This can be fun, but tough and frustrating. Basically avoid lasers. When he says so, start swinging. If the guy comes in, stop. If you're below all the lasers, pull up a little. After you do the key card thing, hit the computer. Then hit Triangle for the ride up. Mission Complete!!!!!!

### Map



### Key

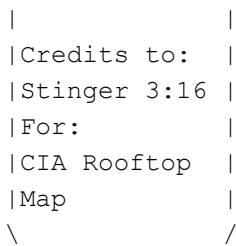
- a-card reader
- b-door(guy comes out of)
- c-computer

### Rooftop Escape

Not hard and not easy. You don't really need the gum in this. Go straight and jump over the railing. Shoot the guy and turn left. Go around the building. It would be wise to put on the glasses. Hop onto those four boxes and jump over the lasers. Don't worry if you hit them. While facing the outer edge, turn left. Keep going till you get to the door. Shoot the guys. Go through the door on the blue wall. Go up the two ramps shooting anybody in your way. Go to the back wall and take out the EMS. Now select the EMS to destroy it. Go to the helicopter and keep on hitting X to it until you escape. Mission Complete!!!!!!

### Map

Use the 3F and Security level map on CIA Rooftop to navigate.



### Mole Hunt

Station

This is one of my favorites! Shoot the two guys and zoom out. Shoot everyone who pulls out a gun. Follow Ethan with your aim. When you can't see him hit Triangle to switch men and views. When it says, protected Ethan, don't worry, you're done.

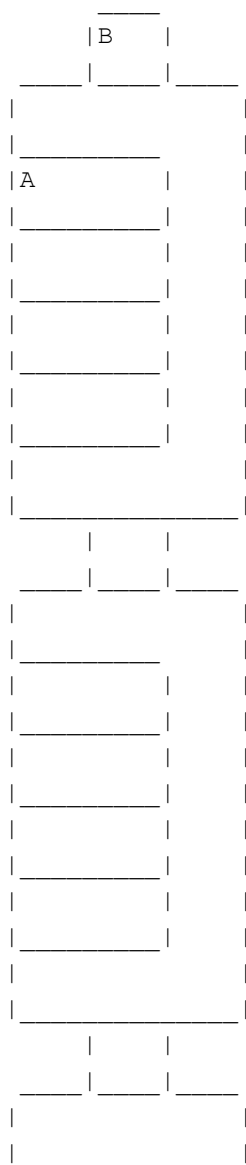
Map

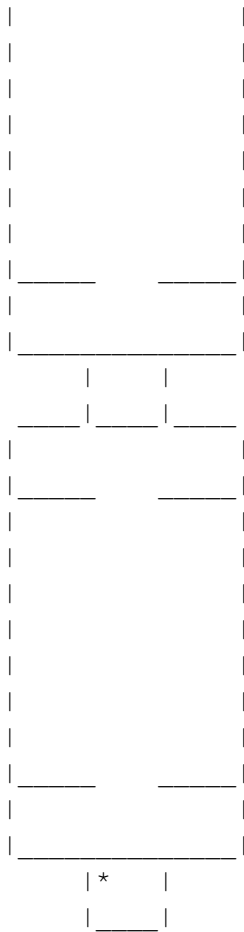
I seriously don't think a map is needed.

Train Car I

This isn't that hard. Pull out a weapon and go through. Shoot any guys who are shooting at you. Go to the next section. Enter and shoot. About halfway through this section, snipe the guy who is holding the lady hostage in the head. Proceed to the next section. Enter and go down the isle entering each room and shooting the guy. If there's ammo, pick it up. Go to the next area of the train. Go down and shoot down any men Max has sent. Secure the section and talk to Candice. Go in the next connection and hit a button on the wall. Mission Complete!!!!!!!

Map





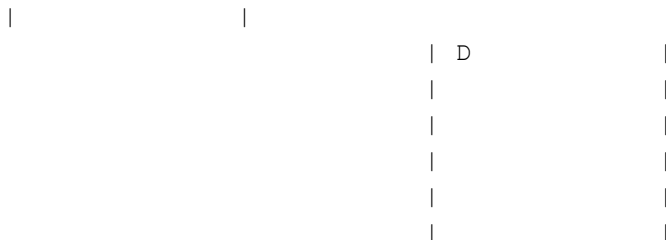
\* = Starting Point  
A = Candice  
B = switch

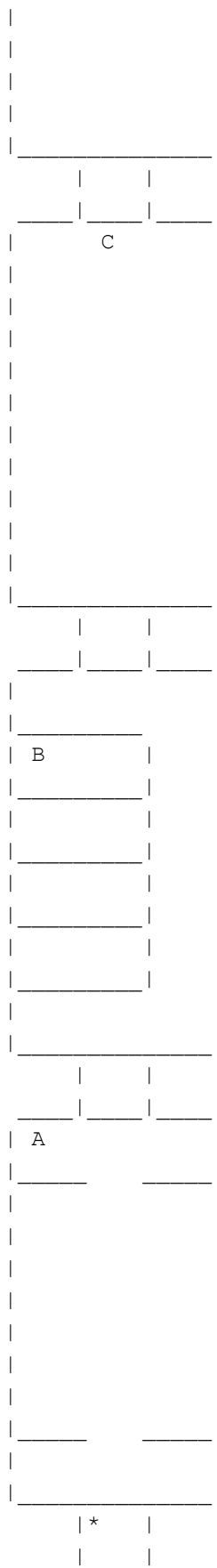
|  
|Credits to: |  
|Stinger 3:16|  
|\_\_\_\_\_|

Train Car II

You don't need guns till I tell you. Go to the end of the car and talk to the guy in a blue jacket. Use a face maker on him. Go to the next car. Just go through to the next one and worry about this section later. In the next one, pull out your gun and shoot everyone here. Turn around without your guns and run to where Max was. Throw the gas capsule in her place but don't get to close! After she dies, shoot everyone around you. Go into her place and get everything. Go back through the bar and run at Phelps. Enter the next section and take out everyone, pick up the nitrogen and blowtorch. Go to that safe and freeze or burn the hinges till they break. Run u to the open safe and use the detonator thing. Mission Complete!!!!!!

Map





\* = Starting point  
 A = Conductor  
 B = Max  
 C = Phelps  
 D = Bomb

|  
 |Credits to: |  
 |Stinger 3:16|  
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## Train Roof

I think this is one of, if not, the hardest levels in the game. After killing the first guy, pick up his rocket launcher. Use it on the cars to your left and the helicopters above. Use the normal gun on all the guys on the train. When you catch up to Phelps, shoot the copter with a rocket. Watch the cool, but not the best explosion. Mission Complete!!!!!!

## Map

Not needed, just go straight.

\*\*\*\*\*

## Section 4

### Frequently Asked Questions

There have been no questions asked so far.

\*\*\*\*\*

## Section 5

### LEVEL RATINGS

## My System

Here's how I rate the levels

Fun: 1-10

Difficulty: 1-10

My thoughts:

## ICE HIT

### 1. Lundkwist Base

Fun: About a 4, not to good.

Difficulty: 2, harder ones to come.

My thoughts: This is one the easiest levels. It is pretty much a tutorial to teach you how to use the face maker and guns.

### 2. Subpen

Fun: 3, very aggravating the first time through.

Difficulty: 6, for the first time and then about a 2 for the next times through.

My thoughts: This is much harder than the first one but wait till you go back through later in the game. As I said earlier this is aggravating and took a couple times to get through.

## RECOVER NOC-LIST

### 1. Embassy function

Fun: 7

Difficulty: 2

My thoughts: There isn't much that can go wrong if you're not careful and that's why it got a 2 difficulty. This is where the game really starts. This is somewhat long but interesting especially on Impossible

mode.

## 2. Warehouse

Fun: 1

Difficulty: 6

My thoughts: It's just a giant maze. It can be confusing at times but not always. Not fun at all.

## 3. K.G.B. HQ

Fun: 8

Difficulty: 3

My thoughts: Very fun and not hard. Try punching Barnes for little laugh.

## 4. Security Hallway

Fun: 7

Difficulty: 2

My thoughts: Very easy with a little practice. One of the most fun levels in the game and a break before some harder stuff.

## 5. Sewage Control

Fun: 3

Difficulty: 6

My thoughts: One word, Blah.

## 6. Escape 1

Fun: 5

Difficulty: 5

My thoughts: Basic, shoot and run.

## 7. Escape 11

Fun: 4

Difficulty: 6

My thoughts: It's kind of redundant of the other levels.

## 8. Fire Escape

Fun: 3

Difficulty: 4

My thoughts: Resist urge to kill. I found it difficult to.

## CIA ESCAPE

### 1. Interrogation I

Fun: 2

Difficulty: 1

My thoughts: You are invincible. For this level at least. May seem like a rushed atmosphere but nothing can kill you here.

### 2. Interrogation II

Fun: 4

Difficulty: 7

My thoughts: The reason it got a seven was because the guys got a little mixed up. You don't have to paint the camera since you will eventually kill all of the guards.

### 3. Interrogation III

Fun: 8

Difficulty: 2

My thoughts: I laughed so hard when the guy fell off of the treadmill. It would be a one for difficulty if you couldn't be caught.

### 4. CIA Rooftop

Fun: 6

Difficulty: 6

My thoughts: The game gets harder right here.

### 5. Terminal Room

Fun: 3

Difficulty: 4

My thoughts: I hated swinging. It was hard to get it right.

### 6. CIA Rooftop

Fun: 5

Difficulty: 5

My thoughts: Again, getting a little redundant.

\*\*\*\*\*

Section 6

SPECIAL THANKS

I would like to take the time to thank a few people:

1. Stinger 3:16. For his help with maps as you have probably noticed. Check out his FAQ/Walkthrough too.

\*\*\*\*\*

Section 6

HELP ME/E-MAIL ME

Once again my email address is [magicskater4@hotmail.com](mailto:magicskater4@hotmail.com) (without the space).

Send me pretty much anything relating the game or this FAQ:

Suggestions

Spelling Errors

Typos

Questions

Complaints

Comments

That's all so far but check GameFaqs often for updates

<END OF FAQ>

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