
PlayStation
NTSC U/C
PlayStation
"EXPECT THE IMPOSSIBLE"
MISSION: IMPOSSIBLE™
TEEN
CONTENT RATED BY ESRB
SLUS-01016
INFOGRAMES

>CONTENTS

4	Good Morning, Mr. Phelps
5	Powering up
5	Main Menu
9	Game Controls
13	The IMF Menu
16	Game Difficulty
17	Strategy Hints
18	Mission: Impossible Cast
21	IMF Technology
24	Technical Support



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>GOOD MORNING MISTER PHELPS...

As long as enemy spies, terrorists, international arms dealers and undercover agents continue to ply their heinous trades, your Impossible Mission Force remains our most invaluable ally in the pursuit of world peace.

For successful execution of dangerous, death-defying missions, it is imperative that agents possess a lethal combination of courage and stealth: missions such as penetrating a top security terrorist base or infiltrating the KGB's Prague headquarters.

Your mission, should you decide to accept it, is to assume the identity of Ethan Hunt, IMF's most capable agent and point man. You will assist him with your considerable talents. In addition, you will also have the full range of the agency's special weaponry and equipment at your disposal to help you successfully carry out your assignments — no matter how impossible.

However, should you or any member of your IM Force be caught or killed, the secretary will disavow any knowledge of your activities.

>POWERING UP

Set up your PlayStation® game console according to its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the MISSION: IMPOSSIBLE™ disc and close the disc cover. Turn the PlayStation on with the POWER button. Once the power is on, it is not advisable to insert or remove peripherals or Memory cards.

>MAIN MENU

In the IMF File System use the "up" and "down" ***directional buttons*** or the ***left stick*** to highlight an option. Confirm specific options by pressing the ✕ ***button.*** Go back within the menu-screens by pressing the △ ***button.***

1 - NEW GAME

Select this option to start a new game.

When playing Mission: Impossible for the first time, we suggest that you play the game in the POSSIBLE mode and save the more challenging IMPOSSIBLE mode for later.

• *DIFFICULTY LEVEL*



This screen allows you to select the difficulty level. If you've already played missions at a particular difficulty level, then you'll be allowed to play any level you've already successfully completed, as well as the last level you attempted at that same difficulty level.

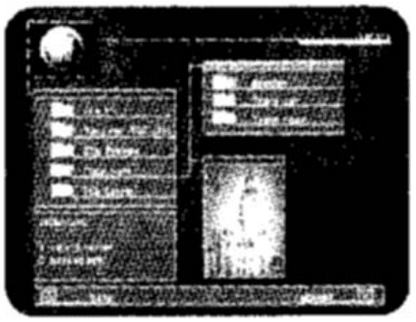
Select ***POSSIBLE*** for an easy, beginner's level of play. Ethan wears a bulletproof vest and so is less vulnerable to enemy fire; his mission objectives will also be simpler.

Select ***IMPOSSIBLE*** if you think you can meet the full challenge of being a real IM Force agent. Enemies will be more cunning and mission objectives more complex. There are, however, special rewards for the elite player...

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• ***Mission selection***

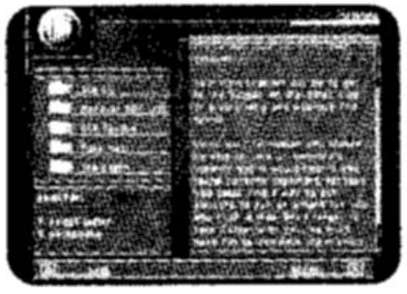
Move through the different available missions by using the "up" and "down" ***directional buttons*** or the ***left stick*** and select one of them with the ✕ ***Button.***



Then choose the level you want to play from among those available.

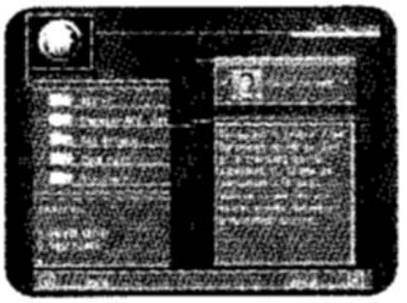
> **Remember:** You can always go back to the previous menu with the △ ***Button*** if you make a wrong choice.

• ***Briefing***



This is where the mission is explained. All the moves designed to deceive the enemy are described. Check your briefing carefully in each game level in order not to miss a vital step of the plan. But be careful! If things go wrong, you might have to improvise... The briefing can take up more space than a single screen. Move the ***left stick*** or use the "up" and "down" ***directional buttons*** to view the complete text. Press the ✕ ***button*** to continue.

• ***Team***



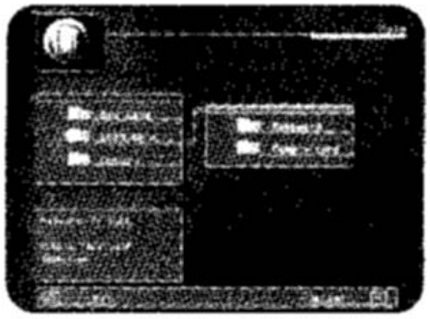
Check your team members' profiles in this database to get an insight into their different specialities and their roles in the mission. Move the ***left stick*** or use the "left" and "right" ***directional buttons*** to display the different files. Press the ✕ ***button*** to continue.

• ***Equipment***

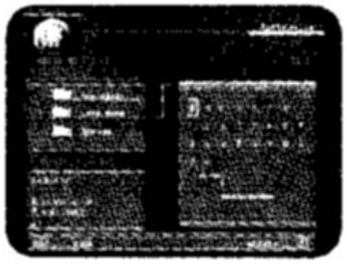
A very useful file containing information about your IMF equipment, gadgets and weapons. There's also information about some of your enemy's weapons. Make sure you have a look at these files as vital clues can be found here. Move the ***left stick*** or use the "left" and "right" ***directional buttons*** to display the different files. Press the ✕ ***button*** to continue.

NOTE: In all the Mission: Impossible Menus, it's possible to cancel a choice and go back to the previous menu by pressing the ▲ button.

2 - LOAD GAME



When starting the game, you'll access a first screen that looks like a file organizer that we call the IMF File System. You can here access all the main options/menus.You can select saved game files to play a game that has already been started. Either use the password function or the ***memory card*** function. Using a memory card to store a saved game will store additional information such as your game settings. It is however recommended that you write down the passwords as well. Make sure there are enough free blocks on your Memory card before commencing play.



• ***Password***

Select the letters of your password from the available set of letters by using the ***directional buttons*** or the ***left stick.*** Press the ✕ ***button*** to confirm your choice or press the ○ ***button*** to delete the previous letter from your password. After entering the password completely, press the ✕ ***button*** again to confirm it; the saved game then automatically starts if the password you entered is correct.

• ***Memory card***

The saved games on the current ***memory card*** is displayed. Only if there is at least one "Mission: Impossible" game on the current ***memory card***, a "Load game" option is provided. You can highlight either the "Swap memory card slot" option or the "Load game" option (if applicable) using the ***left stick*** or the ***directional buttons*** "up" and "down"; pressing the ✕ ***button*** will confirm the selected option. When loading a game, use the ***left stick*** or the ***directional buttons*** to move your cursor to the desired game file and press the ✕ ***button*** to load it.

It is recommended that you only remove and insert ***memory cards*** while your PlayStation is turned off.

NOTE: In all the Mission: Impossible Menus, it's possible to cancel a choice and go back to the previous menu by pressing the ▲ button.

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3 - OPTIONS

You can browse through the option-menu by moving the ***left stick*** or using the ***directional button.*** Press the ✕ ***button*** to enter one of the available option-screens.

• ***Sound options***

Highlight any item and move the ***left stick*** or the ***directional buttons*** right and left to adjust the options.

> ***Sound FX Volume***

Adjust volume of game sound effects

> ***Music Volume***

Adjust volume of game music

> ***Speech Level***

Adjust volume of speech

> ***Audio Mode***

Mono / Stereo / Surround

> ***Language***

Speech only / Speech + subtitles / Text only

> ***Speech language***

Alternative language for speech.
Useful if you wish to learn a language.

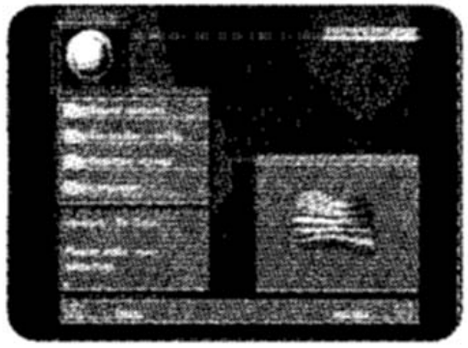
• ***Controller configuration***

This screen offers to change the configuration of your controller. Browse through the different actions you can take by moving the ***left stick*** or use the ***directional buttons.*** Press the ✕ ***button*** to change the button which is linked to the current highlighted action. You will then be asked to press the new ***button*** which should execute the action. If you press a ***button*** that is already linked to a different action, the ***buttons*** assigned to these actions will be swapped. In this menu, you may also turn the vibration function of your ***controller*** on or off. This will only work for a DUAL SHOCK™ analog controller. ***Note:*** the Vibration function of the DUAL SHOCK™ analog controller will only operate when the DUAL SHOCK™ analog controller is in LED Red Mode.

• ***Position screen***

This menu allows you to position the gaming screen according to your TV Set using the left stick or the ***directional buttons.***

• ***Language***



Change the language to
> ***English,***
> ***French*** or
> ***Spanish*** using the ***left stick*** or the ***directional buttons.***

NOTE: In all the Mission: Impossible Menus, it's possible to cancel a choice and go back to the previous menu by pressing the ▲ button.

>GAME CONTROLS

• *Game screen*

> ***Health Bar:*** Don't let the fuse burn all the way or your mission is over!

> ***Ethan's IMF Communicator:***
Check this device for information about possible actions:

- ***Yellow light:*** incoming message from the team.
- ***Green light:*** talk with a character is possible.
- ***Red light:*** interaction with an object is possible (open door, push button, climb wall...).

Use the ✕ ***button*** to read the messages or perform an action.

> ***Field Scanner:*** It can show you objects or people with a special electronic tag. All objects and equipment will display as a red dot, key people will show as green dots and key locations to reach will be white (example: a place to drop explosives).

> ***Weapon Icon:*** Shows the weapon selected with available ammo (see also: Inventory).

• *Inventory*

Press the △ ***button*** at any time during a game when you want to display Ethan's inventory. Weapons will be displayed horizontally at the bottom of the screen and objects vertically on the right side. Pressing the △ ***button*** again will bring a new weapon into the highlighted area. Press the △ ***button*** as many times as is needed to get the desired weapon into the highlighted area. Press the ✕ ***button*** to confirm your choice.

Press the ○ ***button*** to bring the cursor on the Objects inventory on the right side of the game screen. Press the ○ ***button*** as many times as is needed to highlight the Object you want to use. Confirm your choice with the ✕ ***button.***

Selecting an object in the inventory does not pause the game. Keep on running and interacting with the environment as you make your choice. It may save Ethan's life to keep running until he can get one of his self-defense gadgets out of his pocket!

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• *Game controls*

In most levels, the game controls will be as follows:

> ***R2 button:*** Press and hold to get the first-person view.

> ***L2 button:*** when aiming: weapon zoom. Otherwise switches the camera modes.

> ***R1 button:*** when aiming: right sidestep. Otherwise move camera around Ethan to the right.

> ***L1 button:*** when aiming: left sidestep. Otherwise move camera around Ethan to the left.

> ○ ***button:*** crouch / stand up. While the inventory is open this button scrolls through the available objects (see also: Inventory)

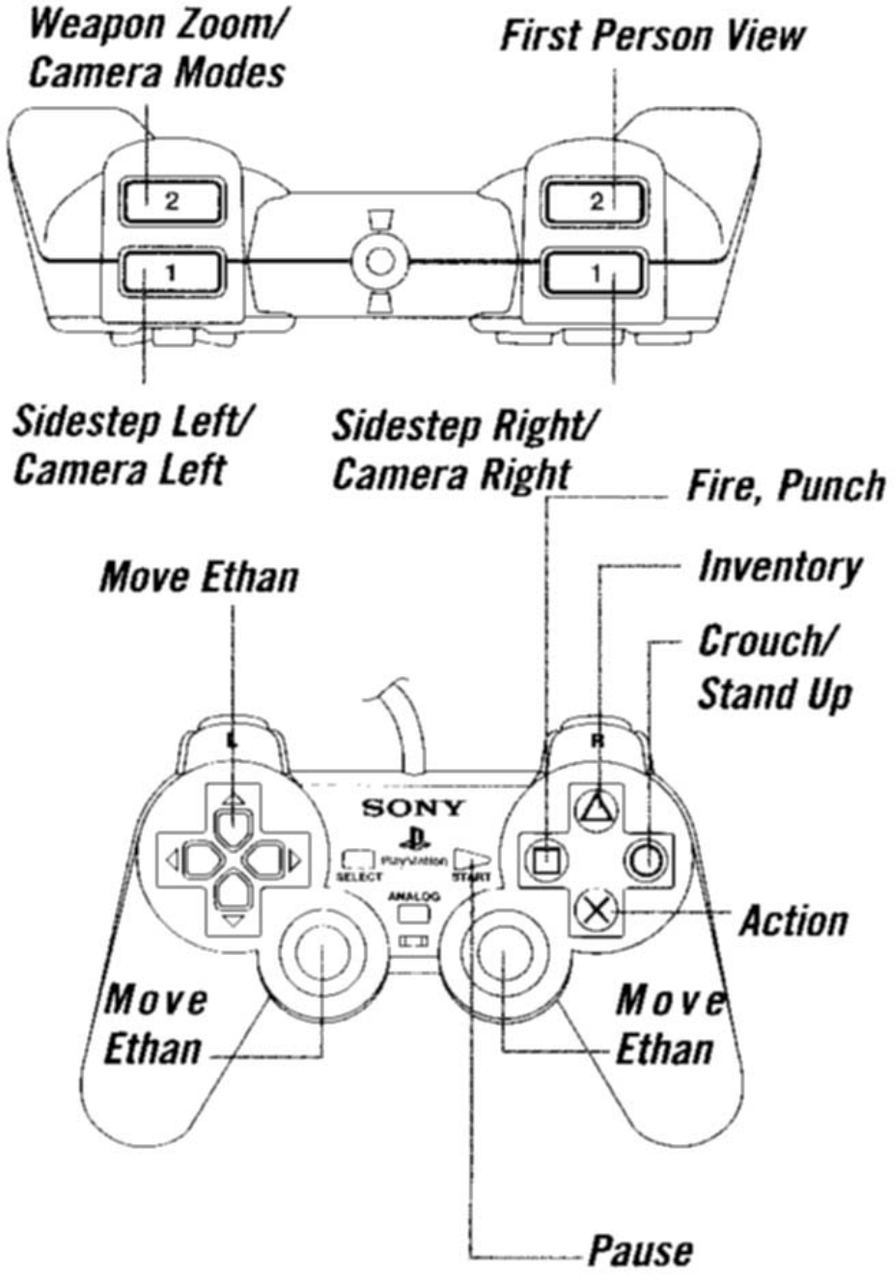
> △ ***button:*** open the inventory and scroll through the weapons (see also: Inventory)

> ✕ ***button:*** action (open door, push switch, receive message, etc.) default function is jump. While aiming this button zeroes in onto the nearest target. While the inventory is open this button selects the current highlighted weapon or object.

> ***START button:*** pause and enter the IMF File System Menu.

> □ ***button:*** trigger, shoot or punch.

> ***Left stick or Directional buttons:*** direct Ethan's moves in the 3D environment.



• ***Camera Modes***

The game camera will always follow Ethan during his moves inside the mission environment and adjust in the most appropriate way depending on the position of objects, obstacles and buildings around him. In some levels the camera can be programmed to follow Ethan in two different ways. By pressing the ***L2 button,*** you can change the camera in many of the levels.

> ***Flying Camera Mode:*** In this mode, the camera will follow Ethan from above and allow you to have a clear view of Ethan's direct surroundings.

> ***Rear Camera Mode:*** In this mode, the camera will follow Ethan from behind. It will always stay behind him, so you can always see what lies in his path.

> ***Rotating Camera Mode:*** When using the ***L1*** and ***R1 buttons*** you can move the camera around Ethan to explore the environment. Handy for making big jumps or looking around corners.

> ***First-Person View:*** Keep the ***R2 button*** pressed to move the camera on to Ethan's shoulder and give you a first-person view of the situation. Ethan's head will be displayed as semi-transparent so as not to hide important details of the surroundings. Releasing the ***R2 button*** will send the camera back to a more remote position, depending on which camera mode you have set.

If Ethan has a weapon in his hand, a targeting cross-hair will appear on the screen. The ***left stick*** or the ***directional buttons*** will allow you to adjust the aim in any direction--left, right, up or down--so that Ethan can shoot anything threatening him. To make Ethan do a right or left sidestep, press the ***L1*** or ***R1 button.***

You can also zoom in on your target by pressing the ***L2 button.*** Releasing the ***L2 button*** releases the Zoom. The zooming distance depends on the accurate shooting distance of the weapon in Ethan's hand. The more powerful your weapon is, the further it will be possible to zoom. Watch out: a powerful zoom will not compensate for poor weapon accuracy.

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• SPECIFIC GAME CONTROLS

In specific levels, you will command Ethan or his IMF team members in special ways.

• Sniper Mode – Waterloo Station & Mainland

Sometimes it's possible to help Ethan by playing one or two of his team members and covering him with a sniper rifle from a higher position.

Use the inventory to go from the normal game mode to the Sniper mode and back. Once the Sniper icon is selected in the inventory, the controls become as follows :

> ***L1 button:*** zoom in.

> ***L2 button:*** zoom out.

> △ ***button:*** inventory (Mainland)

> ***START button:*** pause and enter the IMF File System Menu.

> □ ***button:*** trigger, shoot.

> × ***button:*** zero in onto the nearest target.

> ***Left stick or Directional buttons:*** aim the targeting cross-hair.

> ***R2 button:*** precision aiming.

NOTE: The controls specified above apply only if the controls have not been changed in the main menu.

• Descending down the Terminal Room

Ethan will have to infiltrate a security area by hanging from a cable attached to the ceiling. Here is how you can help him to avoid obstacles and reach his goals :

> ○ ***button:*** hold to get the view in the first-person.

> ***L1 button:*** move camera up.

> ***R2 button:*** move camera right.

> ***L2 button:*** move camera left.

> ***R1 button:*** move camera down.

> △ ***button:*** go up.

> □ ***button:*** go down.

> ***START button:*** pause and enter the IMF File System Menu.

> ***Right stick:*** move camera around (as the L1, L2, R1 and R2 buttons).

> ***Left stick or Directional buttons:*** swing and rotate Ethan around.

• Gun Boat Cannon

When he's on a gunboat, Ethan will need to be able to control a cannon.

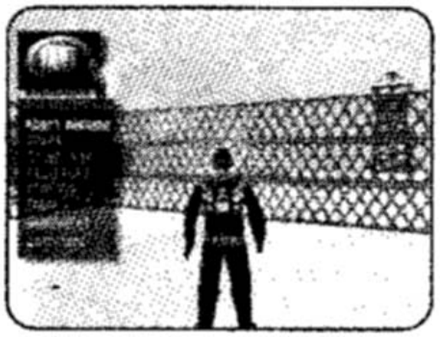
The controls will be as follows :

> ***START button:*** pause and enter the IMF File Menu.

> □ ***button:*** shoot.

> ***DUAL SHOCK™ analog Controller or Directional buttons :*** aim the targeting cross-hair.

>THE IMF MENU



Press the ***START button*** at any time during play to pause the game and display the IMF File System Menu. These files can give you useful information for your on-going mission. Highlight any file using the "up" and "down" ***directional buttons*** or the ***left stick*** and select it with the ✕ ***button.*** Press the △ ***button*** to go back to your previous choice. Press the ***START button*** at any time to resume play.

• ***Briefing***



This is where the mission is explained. All the moves designed to deceive the enemy are described. Check your briefing carefully in each game level in order not to miss a vital step of the plan. But be careful! If things go wrong, you might have to improvise.

The briefing can take up more space than a single screen. Press the "up" and "down" ***directional buttons*** or the ***left stick*** to view the complete text.

This information screen is automatically displayed at the beginning of your play.

• ***Objectives***

These are your mission objectives. Check them during your mission to make sure that you haven't missed an important step in Jim Phelps' carefully calculated plan. As you fulfill your objectives, they will be checked one after another. Failed objectives will count against you. If you get into this situation it's a fair bet your mission is about to fail.



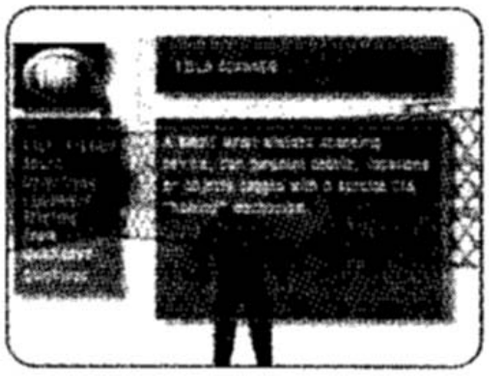
US

• ***Team***



Check your team members' profiles in this database to get an insight into their different specialities and their roles in the mission. Push the "left" and "right" ***directional buttons*** or the ***left stick*** to display the different files.

• ***Equipment***



A very useful file containing information about your IMF equipment, gadgets and weapons, there's also information about some of your enemy's weapons. Make sure you have a look at these files as vital clues can be found here. Push the "left" and "right" ***directional buttons*** or the ***left stick*** to display the different files.

• ***Sound***

Highlight any item and move the ***left stick*** or the "left" and "right" ***directional buttons*** to adjust the options.

> ***Sound FX Volume:*** Adjust volume of game sound effects.

> ***Music Volume:*** Adjust volume of game music.

> ***Speech Volume:*** Adjust volume of speech.

> ***Audio Mode:*** Mono / Stereo / Surround.

> ***Vibration:*** Turn the vibration function on or off (Analog Controller (DUAL SHOCK) only).

• ***Abort Mission***

If you have failed in one or more of your mission objectives, you might want to quit the game right away. You will have to restart at the beginning of this same level on your next attempt.

• *Quicksave*

If you feel that you are about to encounter a dangerous situation or if you have just mastered a tricky one you might want to use this incredibly useful function. Choosing Quicksave will store the current game exactly as it is into the memory of your PlayStation. Your Quicksaved mission will be accessible until you switch your PlayStation off, enter a new mission or go back to the main menu. Quicksaving a mission will overwrite a previously quicksaved one.

• *Quickload*

If you fail a mission objective, or die in action, or even if you just think you didn't do so well, you can select "Quickload" and restart the mission at where you last Quicksaved it. Quickload will not work if you haven't Quicksaved in this mission before.

• *GAME OVER*

Too many hits from enemy fire, deadly traps, or the non-completion of your mission objectives may cause a game to be over. When this happens, you will proceed to the debriefing screen where you can have another try at the level.

• *Debriefing screen*

If you have succeeded, you will be presented a password which you can write down and use later on to continue from this point on. You may now:

> ***Press the ✕ button to proceed to the next mission.***

> ***Press the ○ button to save the current game to a memory card.***

If your IMF training was not sufficient to help you accomplish the mission, you might want to:

> ***Press the ✕ button to replay this mission from the beginning.***

> ***Press the □ button to quickload to the last position quicksaved.***

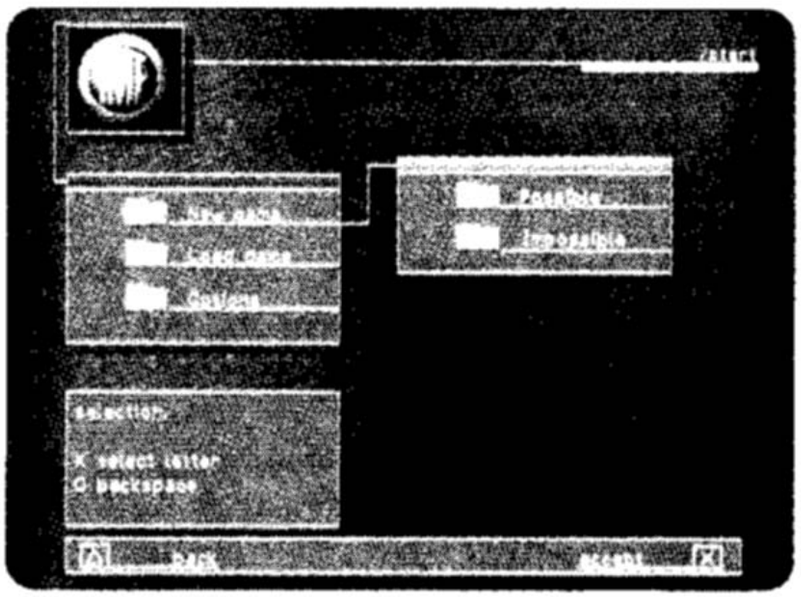
> ***Press the △ button to go back to the main menu. Remember that this will destroy your quicksaved game.***

Pay attention to all the details while you play; the crucial element in the fulfilling of your mission may not be obvious at first glance. A special agent should keep his eyes open at all times and always be on the lookout for the unexpected... even the impossible!

http://www.psxmanuals.com

>GAME DIFFICULTY

Each Save File contains two saved games, one for the ***POSSIBLE*** (easy) difficulty level and one for the ***IMPOSSIBLE*** (hard) difficulty level. It is therefore feasible on the same Save File to have, for example, the whole game finished at one difficulty level AND the game incomplete at the other difficulty level. It is not necessary to have finished the game at the lower difficulty level to start playing the higher difficulty level. Starting a game at a new difficulty level always brings you to the first level of the first mission.



The first time you play Mission: Impossible, we recommend that you try the ***POSSIBLE*** game mode for easier play, this will also let you get into the game more quickly. Playing the ***POSSIBLE*** mode means that you won't be penalized for small mistakes in the course of the mission. Ethan will wear a bulletproof jacket to protect him from enemy fire, mission objectives will be simpler and the enemies will be less smart than in the more challenging ***IMPOSSIBLE*** mode.

The ***IMPOSSIBLE*** game mode will provide a greater challenge for the experienced player. Ethan will be more vulnerable to enemy fire and all kinds of physical damage. The game will require advanced tactics and clever thinking in order to solve new unexpected challenges, avoid enhanced traps, and defeat more aggressive and resilient enemies. No mistakes will be allowed in this mode, and you'll get a real taste of an Impossible Mission!

>STRATEGY HINTS

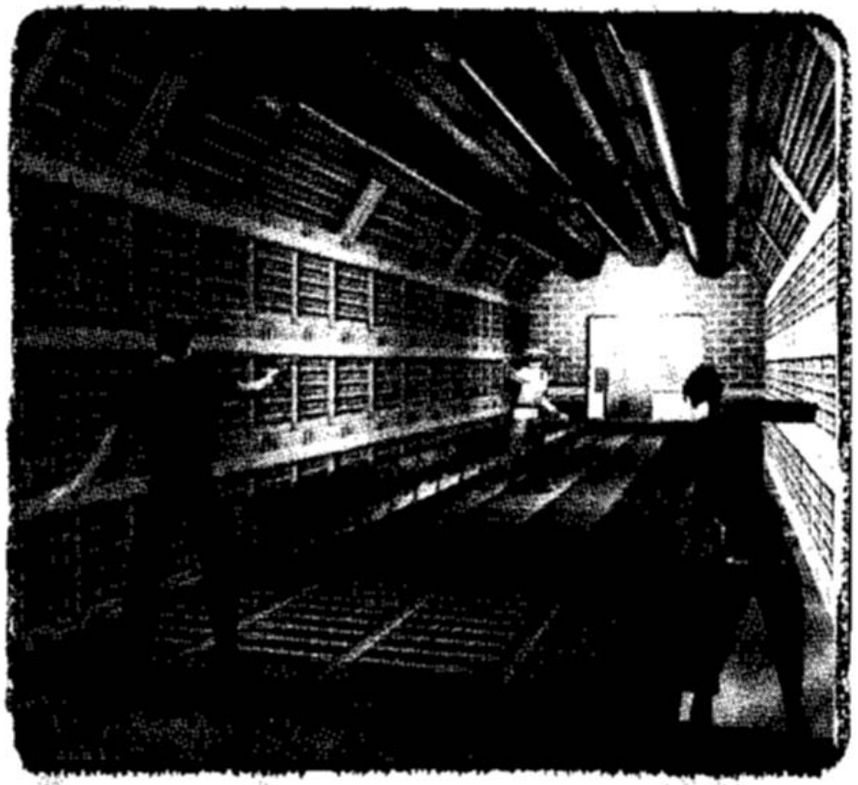
Unlike many action or adventure games, Mission: Impossible simulates the dangers and difficulties of a covert agent's life. Ethan Hunt, despite his skill and abilities, is not a Superman and cannot run through hordes of enemies with blazing guns and get out of it without a scratch! Enemies are lethal, and in an unknown environment, any mistake may prove fatal.

As you enter a new level, it's useful to sneak around a bit and simply observe, without shooting anyone... Don't trigger an alarm that will summon more enemies to the location. Keep an eye out for searchlights, radars, or cameras that might detect you!

Enemies are often more easily put to sleep or knocked out, rather than killed, provided that you can make an unobserved silent approach, that is.

When being chased by an enemy, make use of all possible hiding places, corners of buildings and obstacles in order to ambush them and turn the tables!

Don't forget that whatever the situation, Ethan Hunt is a government agent. Shooting is not an action an IMF agent should take lightly and under no circumstances are he or any of his team members allowed to cause harm to civilians and innocent bystanders. Watch your aim in public places and crowded situations...



>MISSION: IMPOSSIBLE CAST

IMF members



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



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.



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.



Andrew Dowey: 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.



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



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.



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



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



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



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



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

Villains



Basil Prokosh: World-class international arms dealer. His global involvement with terrorist organizations make him a formidable and powerful enemy. The Agency has thus far been unable to loosen his grip on our planet, but now the IMF has found a way to infiltrate Prokosh's secret base and put an end to his criminal reign forever. If they succeed, that is.



Aleksander Golytsine: Former KGB Line X officer now working in international intelligence as a mercenary. Has captured one of the Agency's top cryptography experts and her half of the invaluable NOC list and turned her over to the KGB.



MAX: Code name for anonymous mastermind of a privately-owned international intelligence ring. Suspected (but not proven) that Aleksander Golystine might be in MAX's employ.



Terrorist Leader: His identity is unknown, but his deal with Basil Prokosh's international arms ring for the purchase of nuclear warheads has already earned him notoriety with the IMF. Only a decisive strike while these two enemies of world peace are together at the same location can save our planet from mass destruction.



>IMF TECHNOLOGY

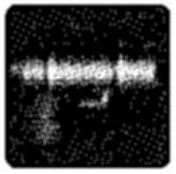
Weapons



7.65 mm silenced Gun: Silent, very deadly. No IMF agent would risk death without it.



Sniper Rifle: High precision rifle with very powerful telescope



Mini Rocket Launcher: A nice little hand rocket launcher. Very portable. Ideal for agents on the move.



Dartgun: Used with sleep-inducing darts. Up to 20 rounds can be stored in one clip. Moderately powerful and silent.



Blowpipe: Primitive weapon best utilized when discretion is essential. One advantage is that it doesn't trigger metal detectors.



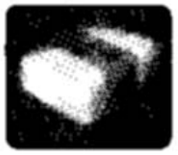
Electro-Stunner: Sends a 40,000 volt shock that will positively 'electrify' recipient. Leaves victim unconscious but doesn't kill.



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



Sensor Mine: Standard IMF sabotage device. Detonation can be set to trigger on contact, depth, or altitude.



Plastic Explosive: Can be used in minute quantities to blow away small items of equipment. Shoot to activate if without fuse.

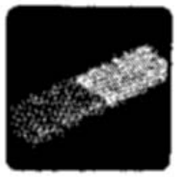


Hi Power Explosives: Combined with radio controlled detonator make great fireworks.



Gas Injector: Very powerful and compact spray device. Used in closed area can render almost an entire army asleep in seconds.

US



Explosive Gum: Looks like Christmas. Press red to green, stick somewhere and move away. Five seconds later and it'll blow you into the New Year. Best not to chew.



Gas Spray: Used by CIA guards as internal security weapon. When inhaled slows down all muscular movement and control.

NON-IMF weapons



9 mm Hi Power Gun: Standard street weapon needs no introduction. Inaccurate, noisy, hazardous when pointing at you.



SMG [Sub-Machine-Gun]: Popular black market item. Compact, automatic, frequently used in criminal circles and major motion pictures.



Gun Boat Cannon: Mounted on an old river patrol boat, this double barreled cannon may well originate from the Civil War. Very large caliber with very low impact, only multiple hits will cause real damage.

Gadgets



Face-Maker: The most useful IMF gadget of all. Foam cartridges will reproduce any face with 100 % accuracy. Time and temperature can affect the duration of the mask. A lot of laughs at Langley Alumni reunion parties.



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



IMF Field Scanner: A small wrist-worn scanning device, can pinpoint people, locations or objects tagged with special CIA homing beacon.



Auto- Frequency Scrambler: The AFS when installed near an emitting device makes IMF communication completely undetectable.



Night-View Glasses: Useful on sabotage missions where power cuts are frequent.



Wire-Cutters: Zirconium bladed! Will cut through virtually anything. Insulated up to 50,000 volts.



Radio-Control Detonator: Standard equipment. Radio controlled, requires no special installation.



Nausea Powder: Tiny dose mixed in a drink will result in nasty stomach upset. Guaranteed to stall victim in lavatory for hours.



Smoke Generator: Compact gizmos give impression a serious fire has broken out. Only limited in duration. Great for clearing areas, creating panic and guaranteeing yourself a seat on the Tube at rush hour.



Video Freezer: Electronic jewel that blocks flow of all multimedia data.



Spy Cam: Miniature video camera, can be easily placed to record hard-to-get-at information like digital codes.



Fingerprint Scanner: For copying a person's fingerprints and re-using them for access to areas protected by digital scanners.



Electro-Magnetic Scrambler: An electromagnetic scrambler for disrupting aircraft instrument readings and radar.



Infra-Red Vision Goggles: Infra-red glasses enabling security personnel to see security lasers normally invisible to the naked eye.



Laser Deflector Prism: A special device used to create a passage through security laser barriers.

Laser-proof Harness and Cable: A classified technology owned exclusively by the CIA. Both harness and cable are woven from light-absorbing fibers that are undetectable by lasers.