

Mission: Impossible - Operation Surma FAQ/Walkthrough

by Da Hui

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This walkthrough was originally written for Mission: Impossible - Operation Surma on the GBA, but the walkthrough is still applicable to the PS2 version of the game.

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1. - Controls

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- D-Pad - Move
- A - Use Item
- B - Action
- L - Change Items
- R - Use Item
- Start - View Map
- Select - View Objectives and Inventory

2. - Walkthrough

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2.1 - Level 1: Sansara Prison

Swanbeck: Good day Mr. Hunt. IMF sources have discovered a serious breach in world security and IMF facilities. A break-in at a top security facility indicates the perpetrators are using highly sophisticated technology.

We believe there's a link between this activity and operations carried out by members of the Corboz Poppy Cartel. We need to infiltrate this operation and locate the link.

The man you are looking for is Angel Corboz. He is the head of the Corboz Poppy Cartel and is not only the largest supplier of heroin in the world, but also believed to be responsible for the death of thousands as a result of a 'manufacturing error' last year.

Presently, he is serving time in Sansara Prison.

Our informant has alerted us to a planned prison break being engineered by Corboz's brother, Poncho, also a wanted criminal.

Ethan, your mission, should you choose to accept it, is to:

1. Infiltrate Sansara prison.
2. Find the prison warden's access codes.
3. Plant explosives for your escape.
4. Find and assume the identity of Corboz, allow yourself to be 'rescued' by Poncho, locate and destroy the link that compromised IMF security.

Of course, should you or any of your IMF force be caught or killed, the Secretary will disavow any knowledge of your actions.

Good luck Ethan.

You only have six minutes for this mission but you don't need it so don't worry about time. Go straight ahead of you and shoot three shots at the guard. Go pick up the stuff the guard dropped. Now go through the door he was blocking by pressing B. Do what Luther says, knock the next guard out. You could do this by pressing B. Now open the door and enter the next room. Kill the guard and keep going through the hall. Open the door at the end and enter the next room.

Go kill Colin Hume. Pick up his disguise, but that doesn't mean you are wearing it yet. Keep pressing L to scroll through your inventory in the bottom left corner. Now press B and you will be disguised. You will know if you are disguised or not because the color of your clothes will change. Now open the door to the right. Open the door in the next room and go through it.

Now the timer will stop. You will now be in Colin Hume's cell. Go to the door and Luther will tell you what to do. Equip your jammer and go through the door. Use the jammer once Luther talks to you. Now go punch the guard and pick up the code card and the disguise he drops. Equip the disguise and go through the next door. Don't worry about the guards, the dog is the only one that will see through your disguise. Just avoid the dog and go in the second door to the left.

Now go down this short hall and go through the wall going down. Walk up to the guard from behind and punch him. Grab the sticky and go back up through the door you just came from. Walk to the ventilation shaft and equip the sticky. Hold R to aim and put the crosshair on the ventilation shaft. Press A to plant it then run away. Press A again once you the sticky is off the screen and press A again to detonate it. All of your equipment will fall out along with a few things you didn't have before. Pick it all up.

Make sure you still have the guard disguise on. Now go back out of the door and

go up. Go to the right when you can and follow the yellow lines. They will lead to a door you could go through. You will now accomplish the first objective, infiltrating the prison. Talk to Luther and you will have another six minute limit. Go down the next hall and open that door. Now go to the right along the top of this room and knock out all of the guards along the path.

Go in the first door above you that you will see. Go to the left and pay attention for ammo on the ground. Pick all of them up and keep going to the left. Knock out the guard and grab everything he has when you see him. Now go to the computer in the far left of this area, it will be the right-most computer. Use it and wait there until Luther contacts you again. Now go to the left and use the computer (it will be the top-most computer.) Go up this area and grab the ammo. Now walk out of this room.

Talk to Spelvin and he will tell you what to do. Be careful because you don't have a disguise anymore. Go to the left along the top of this room and you shouldn't have too many problems with guards. Go all the way to the left until you see Spelvin, he will be in a suit. Place a tracker on him the same way you placed the sticky on the ventilation shaft. Do not hit him or you will fail the mission. Talk to Luther once you place the tracker on him.

Now you will have another six minute time limit. Again, you have more than enough time. Go down and through the door. Go to the right and down the hall. Don't go through the first door, but through the second. Look at the map to see where the showers are and enter it. Grab the code card. Now go back into the recreation area. Go to the top right door. Go through it and through this hall. Go through the next door and in this new corridor. Go to the left and up. Keep going up when you get the chance to go left and go through the door at the end of the corridor. Go up and through the door to the left.

Now talk to Luther again. Before even making your first step, equip the jammer and use it. Now go up and use the computer. Go to the left and grab the ammo. Now go back out the door and equip your gun. Now talk to Luther and once again you will have six minutes to go. In the hallway where you could go left will be a sleeping quarters, if you need health there will be some in there. Just be careful because there are a lot of guards there. Just get back to the recreation area and don't get the health if you don't need it.

Go to the bottom left and go through the door. Kill the guard there and pick up everything he drops. Now go through the door to the left. Go through the door on the left and grab the sniper rifle ammo in here. Now go down and through that door. Equip your jammer and use it, now go to the left and grab the sticky. Walk around the room and pick up the health pack and ammo. Now get back to the recreation area.

Once in the recreation area, go to the right. Go all the way along the bottom wall and go through the door on the right wall. Now go down in here and avoid the guard. Look for the prisoners and hit the prisoner that is walking around. Grab the code card from him and go up to the top of this room. Go through the door and get the jammer out. Use it and go to the right. Go up through the door and run to the right side. The jammer will open the door. Now go back out of this small room and go through the door to the south of you.

Kill the guards in here and go to the bottom left. Get out the sticky and aim it towards what looks like a door. Move the crosshair around until it turns red, plant it in the red area. Detonate it and Luther will contact you. You will have to go through the door to the upper top of this room. Now you don't have to worry about time. Grab the grenades at the top and go to the left. Kill the guard and go through the door.

Go straight ahead and use the computer. Now go to the left and kill the guard. Grab his disguise and wear it. Go to the left for some more ammo then go through the door. Go up and to the right at the end of this corridor. Go through the door and walk past the next corridor. Go through the door below you to the left. Grab the ammo then use the computer. Now get out and to the right. Use the jammer and open the second to last cell on the top half of the corridor. Go up to the prisoner and talk to him, you need your disguise on to talk to him.

Now start heading back to the loading dock. When you reach a safe place, he will start talking to you. Kill him after he finishes talking to you and grab everything he drops. Use the disguise and keep heading towards the loading dock. You will see some people there. Talk to Luther and kill everybody there. Go to the southwest wall and this mission will be finished.

2.2 - Level 2: Embassy Row

Swanbeck: Good day Mr. Hunt. I hope you enjoyed Sansara Prison! During your gun battle with Poncho Corboz we detected a third party. This is the link we've been looking for. Well done flushing her out. All we know is that her name is Sofia. She certainly fits the bill: young, attractive and well-connected. We've traced Sofia's movements to the heart of Rome, Italy.

We need to find out more about Sofia's background and who she's working for. We believe that Sofia will make a drop-off to her employer tonight somewhere in Embassy Row.

Ethan, your mission, should you choose to accept it, is to:

1. Follow Sofia without being detected.
2. Follow the package that Sofia drops off.
3. Make contact with Sofia.
4. Escort Sofia to safety.

Right away, just place a tracker on Sofia. Do it the same way you put the sticky in places in the last level. Now just follow her but don't get too close. You will eventually reach a dog, just avoid it and keep following her. Take the guard out from a distance with a gun and grab the ammo he drops. You will soon get a message saying an ambush is waiting for you. Keep following her until you see the people. Wait a few seconds until Sofia walks off the screen then shoot the guards.

When you reach the park, you will be near the end. Watch her give the package to somebody else and follow the person she gave the package to. Now you pretty much lost your tracker because you can't kill Sofia to grab it. If you kill her, you fail the mission. Grab the health pack by the dog and keep following the person. Just avoid the dog. Kill people that you come across if you need to. Stay close to the buildings while following him to stay in shadows. If you are close enough to them, the guards won't see you.

When the person you are following starts going to the south, there will be a guard to the right. Stay in the shadows and walk behind the guard. Knock him out and keep following the person with the package. Stay in the shadows when he starts walking to the left. When you reach the dog, run to the left. The dog will stop and the guard won't know you're there. Just let the person with the package get a little further ahead and then start following him again.

You will soon get a message saying there are a lot of enemies ahead. Take out your stun pistol and go to the far left. You will walk into a fence, slowly start going north. Shoot the guard once you see him to the north of you. Now

get in the shadows by where the guard was and keep following the person with the package. He will make a call to his contact and then you will be contacted a few times.

Now go north and go along the shadows. You will have to kill the three guards here and go up the stairs. Get in the shadows again once you reach the top and go to the right. You will eventually reach Sofia's apartment. You will know when you're there because you will see her walk towards you and she will start talking to you. Now you have to get her out of here, you will just have to follow her but keep her safe.

Go to the left while you are in the shadows and punch the guard. Now just keep going shooting the guards with the stun pistol or punching them. Grab the ammo whenever the drop some. She will go north the first chance she gets so get rid of the guard on that road. Walk a little ahead of her and kill the guards later on in the road. Don't think your done when she talks to you about being safe again. Go left when you get a chance and go a little further ahead of Sofia. Kill the guards you come across.

You will eventually reach the park you followed her into. Don't go in it, instead go north when you reach it. There will be one guard in your path while you are going to the north. Now go left when you get to the end of this path. Go along the shadows of the building and go to the left. Kill the guard at the entrance of the park and just wait for Sofia to come to the end. Now talk with her and you're done with the level.

2.3 - Level 3: Yugarian Embassy

Ethan: Come in, Luther. Do you read me? Copy.

Luther: Loud and clear Ethan. You've been sleeping almost 24 hours and Sofia has left. Do you know where she's gone?

Ethan: She left a note. "Morning babe, gone to Yugarian Embassy party, see you later XXX"

Luther: I suspect we're being left behind, Ethan. We must catch up with Sofia and find out what she has to do with the Yugarian Embassy.

Ethan, your mission, should you choose to accept it, is to:

1. Locate Sofia.
2. Create Diversion.
3. Retrieve Evidence.
4. Exit Embassy.

Go to the left and watch the guard walking. Knock him out while he's in the shadow. Now walk to the right and do the same thing to the guard over there. Get behind the counter and knock the guard out. You could get behind it by going to the right side of it. Grab the ammo and go back to where you started. Now go back to the left and go up the stairs. Use the scanner and go to the right.

Put your disguise back on when you see a guard on the other side of the wall. Go behind him and knock him out. Grab the code card he drops and go to the left by the stairs. There may be a few guards here, if there are just sneak up behind them and knock them both out. Now go through the door. Now go behind the guard and knock him out. Get the ammo to the left and use the computer. Now get out of this room and through the door to the left.

Now go through the door below you. Watch the cutscene and read the whole conversation. Now Algo will have thrown you into a prison cell. A guard will come in soon. Knock him out and grab everything he has. Now exit this room for

another message from Luther. Now go to the left and shoot the guard with the ammo the last guard dropped. Grab the ammo he drops and the other ammo further to the left. Now use the computer so Luther could control the doors.

Now go through the door going north and go through the next corridor. Just go through it quickly because there aren't any guards in here. Now go to the left when you can and go through the first door you see. Kill the guard and grab the ammo in here. Also grab the medkit and then go through the door below you. Grab everything you can in here and get out of the armory. Go out the door to the left of you.

Now go to the left and up the stairs. Kill the guards over here and open the door at the top. Now go down and kill the guard down there. Grab everything he drops and put the disguise on. Now go to the left and open the door down here. Talk to the guard and he will let you pass. Grab the grenades to the left and get behind him. Knock him out so he won't bother you later on. Now go into the safe room to the right.

Now go through the next door and you will be by the safe. Put a sticky on the combination in the middle. Detonate it and Luther will talk to you again. Grab everything that will fall out at the door and then get back to the stairs near the armory. Go to the right and up the stairs. Go through the door at the end of the hall. Talk to Luther when you're in here, knock out the guards after the conversation. Use the computer to the left.

Now go back out the door and go through the door on the right. Quickly kill the guard there. Try to knock him out because this one is easy to knock out. Now go through the door to the right and get into the kitchen. Put a sticky on the chef, he's the only person in the room. Now just watch him walk into the next room and wait for a message from Luther. Now get back out of the kitchen and go through the door you just came in through.

Go down a little bit and through the door to the left. Go up the stairs in the main hall and go through the door to the right. Go up into the first door in this corridor. Now get behind the ambassador's desk and grab the code card. Now go back to Algo's office, that is where Algo killed Sofia. Just get out of the room and go left. Go through the first door below you, but don't go down any stairs that you see.

Once in the office, run towards the desk. Keep moving around it until you get a message from Luther. Walk out of the office after this quick conversation that has ended too soon and you will run into Algo. Toss a grenade at the guards. It may be hard to take out both at once but it's possible. There will also be a guard that walks in once it goes off. Go to the right through the door and down the stairs. Kill everybody that gets in your path and head for the front door.

2.4 - Level 4: Surma HQ

Swanbeck: Good day, Ethan. I trust you are feeling pretty good. You have successfully extracted the technology we've been looking for. The ICE WORM device is the technology that has been used to undermine our security systems. We know Surma are behind this in some way. We want you to infiltrate Surma HQ and bring back conclusive information on the perpetrators.

Ethan, your mission, should you choose to accept it, is to:

1. Infiltrate Surma HQ.
2. Access Mainframe.
3. Locate Perpetrators.

4. Escape Surma HQ.

The first thing you have to do is extremely easy. You only get twenty seconds but you really don't even need that much time. Go down and you have to put it below the rear rotar. That's the farthest part of the helicopter to the bottom left. Now go up and get the stun pistol out. Shoot the guard up here and continue to the right. Stay along the top and you will reach some ammo. Now go down and knock out the guard there. Now just go to the elevator and get in.

Once inside the elevator, hit the switch to the right. Get out of the elevator when you can and go to the right. Go through the door and equip the jammer. Start using it to avoid the camera and go through the southern door. Kill the guard in here and use the computer. Now go back to the corridor with the elevator and go down when you get a chance.

Right away, equip the jammer again. Try not to turn it off even if you do see an enemy. If you're good with stealth you could get past this whole area without using your gun. Knock out the guard in front of you while he's walking the other way then go to the left. Go to the right and through the first door to the south. Knock out the scientist and grab his disguise and code card. Now get out and go to the left through this corridor.

Don't bother killing any of the guards if you have your disguise on because they won't do anything to you. Go through the last door to the south and grab the code card. Now get out and go up and through the first door to the right. Now you will have to find the scientist holding the keycard. He will be in the north eastern part of the room and he'll just be standing by the door. Knock him out to grab it. There is also ammo in here and one of the scientist are carrying a medkit.

Now go up through the door the scientist with the code card was standing by. Grab the ammo and just disregard the scientist there. Go through the door to the left and make sure you have your disguise on. Now run towards the person in the room and talk to him. Knock him out after you talk to him quickly and grab the code card he drops. Now get out of here and get back to the corridor with the carpeting.

Go to the left and through the last door in the corridor. Now they don't trust you anymore. Quickly kill the three guards in this room, you could use the assault rifle now because you don't need to be quiet. Once you killed all of them, access the computer to the right. Now you have to chase down Christensen. He's in Office 01 which is upstairs, so you'll need to get upstairs. While going to the stairs there will be two guards that come towards the room. Run to the bottom left corner and this area will be dark enough that they won't see you.

Now the next guards you have to avoid is also pretty easy except this time you'll have to knock them out. Slowly continue through the corridor until you see some guards walking towards you. Go back and through the door where all of the scientists were before. Hide in the bottom left corner and the guards will open the door. Wait for them to all turn around and one to walk away. There's your chance to knock three of them out. Now just follow the last guy and knock him out too.

Now run to the stairs and up them, there won't be any more guards until you get upstairs. Go to the left at the top of these stairs and kill the guard from a distance with a gun, preferably the stun pistol. Grab the code card he dropped then walk through the door to the left. Shoot the guard walking straight towards you and go through this corridor to the north. Open the door and shoot the guard walking by.

Continue through this corridor and shoot the guard. Grab the code card he drops and keep going down this path. Stay to the left in the shadows and knock out the guard down here. Grab the sniple rifle he drops and the medkit near him. Now go back up and through the first door to the left for a medkit. Now keep going up and through the next door to the right. Knock both the people out and use the computer.

Now get out of this room and go south again. Go through the next door to the right. Talk to Christensen and he will now be helping you. Now get out and kill the guard coming towards you. Go down and kill the next. Just keep leading the way for Christensen to his office without him getting hurt by the guards. The next guard will just come straight at you and you will have to shoot him. Go through the door and you could sneak up behind this one to knock him out.

In the next corridor will be two guards near each other. Now go to the right and through the door at the end. Kill the guard in there. Now get a grenade out if you have one and go through the northern door. Quickly throw it to take out about three guards. Take your gun out before you get any further and kill the guard ahead of you. Move a little further to reach another guard you need to kill. Get to the end of this path and shoot the last guard. Now just get into Christensen's office and go behind his desk.

Now get back to the corridor with the elevators. There won't be any guards for a while so you could be quick. Keep going to the left and then up when you can't go left any further. Now go left and you will reach two guards. Just take them out with a quiet gun from a distance. Now go through the door to the left. Use the computer in there and get back to the elevators. There won't be any guards on the way there so you have plenty of time. Go into the elevator on the right and press the button on the left.

Now your on the roof. This part may look hard but it's very easy. Open the elevator door but don't get out. There will be a few guards at the door but they won't shoot you until you leave the elevator. So shoot them all while they're running around. The other guards will be in the same formation as they were when you started the mission. Just go down and left and go to the person with civilian clothes on to finish this mission.

2.5 - Level 5: Algo's Mansion

Swanbeck: Ethan, you and the team successfully escaped Surma HQ with Christensen. However, the opposition was one step ahead. Luther has been kidnapped; we received this communication from the perpetrator:
Algo: IMF is no match for the power of Algo, criminal mastermind.

Think again agens, return Christensen to me at my hill top mansion in the next 24 hours or I'll execute Luther.

Swanbeck: Ethan, you must disguise yourself as Christensen to gain access to the inner circles of Algo's mansion, save Luther and destroy Algo's operation. Christensen will support you remotely in place of Luther.

Ethan, your mission, should you choose to accept it, is to:

1. Access Algo's Computer, Get IMF Gear.
2. Liberate Luther.
3. Hunt Algo
4. Destroy Algo and his operation.

Just follow Jong Ho. You will eventually reach Algo and you will have a conversation with him. At the end you will have fifteen seconds to access the

computer. You don't have to go where the chair is, stay on the side you are on and use the computer. At the end of this next conversation, run to the left. Knock out the first guard you see then run down and right. Hide in the shaded corner so the guards will forget about you.

Now go north and to the top corner. Knock out these two guards and grab the ammo they drop. Go to the left and shoot the last guard over there. Now keep going to the left and go in the upper door. Go to the left and down when you have to. When you finish going down, go right through a door. Grab everything in this room and walk through the southern door. Go to the left and through the next door. Grab the ammo and health and get back to the kitchen.

Keep going left and stay in the shadows at the bottom. Knock out the guard when you see him. Go in the last door and run down the stairs here. Go through the door at the bottom of the stairs and go to the right quickly. Go in the last section of the wall you could go in so the guard doesn't see you. Let the guard pass you then knock him out. Now continue through this corridor and go through the first door you see. Use the computer in this room.

Get out of this room and go through the door to the right. Go in the first small section in the wall you could hide in and wait for the guard to come near you. Knock him out and keep going to the right. Stay along the top of this corridor and knock out that guard. Now go through the door to the right. Kill all of the guards in this room (there will be three of them) and go through the door to the right.

Go down the and open the door in this small room, now go down the stairs. Go to the left and knock out the guard you see. Now keep going and go through the first southern door you see. Go down this hall and open the door at the end. Watch the cutscene and knock out the person that is walking. Pick up the ammo he drops and talk to Luther. Now make sure Luther is following you before you go any further.

Take out an automatic weapon and start going back upstairs. Shoot the guard that is coming down the hall. Grab all of his ammo and go upstairs the way you came downstairs. There will be a guard in the middle of those stairs. Kill him and shortly after, Luther will say he can't make it. Now go through the door and through the next door to the left. Go back to where you met Algo.

Go to the right side of this room and go through the northern door. Stay to the top of this room and try to knock out the guard, shoot him if he sees you. Use the computer he was standing in front of. Now go through the southern door. Go to the right and all the way to the end of this corridor. Don't even bother checking the rooms on the way, they won't have anything in them. Knock out the guard at the end and go through the door.

Go through the only door in here. Now go to the right of this room and use the computer. Now you will have to get back down to where the cells were downstairs. This was where you rescued Luther. Get there and kill all of the guards on your way. When you go down the stairs to the prison cells, hug the wall to the right. Go to the bottom and knock the guard out.

Go to the left and there won't be any guards until the end of the corridor. You will need an automatic weapon because there will be about ten guards all group together. Kill all of them and head towards the last door for a message from Christensen. Open the door and kill the rest of the guards in here. Now kill the Berkut and grab the code card. Now go down and to the left.

Now go counter-clockwise circling the garage. Kill all of them including Algo. Now go to the bottom right corner, by the door you came in through. Put a

sticky on the bottom right pillar and go up. Blow it up and put one on the upper right pillar. Now go to the bottom left and blow it up. Put one on the bottom left pillar. Go to the upper left and blow it up. Put the last one on the upper left pillar and go to the upper left corner of the garage. Blow it up and run to the garage door.

3. - Weapons

3.1 - Lethal Guns

.45 Handgun (Silenced)

Favored on Special Forces covert operations, the inbuilt silencer on the IMG gun reduces the muzzle velocity of this ammunition but the larger caliber bullet still gives it quite a punch.

Damage - 5-35
Rate Of Fire - 1 Per Second
Noise - Soft
Special - None

Rifle Assault Carbine

These are standard but powerful 5.56 mm rounds. However, the ammunition comes into its own when used by IMF agents, as the multi-purpose gun allows full automatic fire.

Damage - 15-60
Rate Of Fire - 3 Per Second
Noise - Very Loud
Special - Full Automatic

Sniper Rifle

This very powerful 7.62mm cartridge was developed in Russia after the Chechnya conflict. Improved accuracy and stealth have been utilized at cost of the fire rate.

Damage - 20-80
Rate Of Fire - 1 Per 2 Seconds
Noise - Loud
Special - None

Rifle SubMachine

Over 20 years old, but this is still by far the best "machine pistol" ammunition around. It packs quite a punch for its lightweight configuration.

Damage - 10-50
Rate Of Fire - 800 Per Minute
Noise - Very Loud
Special - Full Automatic

3.2 - Non-Lethal Guns

Pistol Stun

These cartridges contain an advanced neuro-paralytic compound developed by IMF. Upon contact with skin, the victim is rendered unconscious immediately.

Damage - None
Rate Of Fire - 1 Per 2 Seconds
Noise - Soft

Special - Area Effect, Always Hits, Instant Non-Lethal Effect

3.3 - Thrown Weapons

M30 Fragmentation Grenade

This grenade is designed to explode and produce shrapnel to inflict lethal damage on anyone within the blast radius.

Damage - 20-90

Rate Of Fire - 1 Per 3 Seconds

Noise - Very Loud

Area - 10 Meters

Special - None

Gas Grenade

This grenade has been specially developed for the IM Force. It contains a neuro-paralytic compound similar to the IMF stun sprayer ammunition. All people caught in the blast area are rendered unconscious.

Damage - None

Rate Of Fire - 1 Per 10 Seconds

Area - 10 Meters

Noise - Loud

Special - Renders all people in the blast area unconscious.

4. - Gadgets

Scanner

The scanner is a critical piece of infiltration equipment. It detects hidden electronic devices, regardless whether the device is radiating, hard-wired, or even turned on at all.

Transceiver

This device allows the agent to receive and transmit various forms of data. When used the agent can tap into a system to record image and audio data that can be sent to another system or agent.

Inner Ear Communicator

An essential device, the inner communicator allows the agent to receive information from Luther or other remote operatives. These useful communications will give the agent up-to-the-minute information on the mission at hand.

Gas Filter

When a mission requires the use of gas as a weapon, the agent will also be assigned a gas filter to negate the effects of the gas used.

Body Armor

Some missions are expected to go more AWOL than others. When the crap is likely to hit the fan the agent is assigned body armor to cope with a 25% reduction in damage from conventional weapons.

Code Card

The code card is a very useful device, enabling secure code information to be replicated and re-used.

Jammer

The jammer device is a subversive tool that allows the agent to corrupt existing systems that are installed as part of a location's security

measures.

Disguise

The Disguise gives the agent the ability to assume the identity of another individual, allowing certain types of security to be bypassed.

Sticky

The sticky is a combination of a proximity mine and an EMP detonator. It can be attached to either a mobile or stationary object, but thereafter can be activated remotely.

Tracker

Agents armed with the Tracker can easily see tabs on the whereabouts of patrolling guards and important individuals.

Health Pack

The health pack is an essential item and can fix up even the most heavily wounded IMF agent.

5. - Strategies

5.1 - Stealthiness

Try to stay as stealthy as possible throughout the whole game. It could save ammo, health, and even time. A great way to stay stealthy is to hide in the shadows. The most shaded areas are usually doorways and corners. There are also basically three levels of darkness.

One is the light, which is just you're in the wide open. Definately don't do that unless you want to get in a fight. The next is fairly dark but the guards will still see you. They usually won't know you're there unless they look directly at you. The next is the darkest which is in corners and doorways. They won't see you even if they look straight at you.

There are also plenty of ways to get stealthy kills. Hide in a corner and just run up behind them. You could knock them out by pressing the Action button (B.) That will take them out in one hit and its quiet. You could do this all the time but it really doesn't work while they are shooting at you.

Whenever there is a time limit, you will usually have plenty of time. So try not to ever worry about time. You will still have plenty of time to do whatever stealth you want, or you could just go out and kill everybody in a huge fight in which you will lose a lot of health.

Don't forget to always grab disguises. Always put them on whenever you can, the guards will always just let you by.

5.2 - Shooting

There will be a few times when you just absolutely have to shoot them. There will only be eight directions you could shoot in, these are the eight directions:

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You could aim in that position and run in a different by holding R. This is useful when fighting more than one person at a time, especially with an automatic weapon. It's also useful with the stun pistol when you know what position somebody is in further ahead of you.

Try to always use the stun pistol, especially while they don't know where you are. If there is ever more than one guard at a time, you should try any automatic weapon unless they don't see you. The stun pistol is really useful when you are far away from them. If they are just barely in the screen, they won't see you. You could still easily shoot them with this advantage and take them out in one shot.

If you are in a door and there are guards looking at you from the other room, they won't shoot. Even if the door is open, they still won't shoot you. This gives you the perfect opportunity to take out a large group of guards with ease. The best weapons for these situations are the grenades or the sniper rifle. They move around a lot so having something you could aim with is quite useful.

5.3 - Other

If you are ever stuck and you can't find out where to go at all, you can look at the map by pressing start. This will show you the room you are in and which you have to get to. The small yellow bars in between rooms are doors but don't always go by those because there are a lot of locked doors.

If there are times when you don't know where to put a sticky, just aim and look around the general area. Look at what color the crosshair is. If it is green, it won't do anything there so you will basically just waste it. If the crosshair is red, that is where they want you to put it.

6. - Disclaimer

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