GAME BOY ADVANCE

AGB-AIHE-USA

MISSION: IMPOSSIBLE®

M-i

Operation Surma

ATARI

INSTRUCTION BOOKLET

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:
1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

Table of Contents

CONTROLS

L Button ———→
R Button ←———
+ Control Pad ———→
A Button ←———
B Button ←———
Start ———→
Select ———→

POWER

GAME BOY
Nintendo®

GAME BOY ADVANCE

IN-GAME

+ Control Pad ☆ . . . . .Move
A Button . . . . . .Fire/Activate Gadget
B Button .Action*
R Button . . . . .Strafe/Target
L Button . .Next Ammunition/Gadget
Start . . . . .Map
Select . . . . . . .Inventory/Objectives

*Context-sensitive

MENUS

+ Control Pad ☆ . . . . .Select
A Button/Start . . . .Confirm Selection
B Button . . . . .Cancel/Back

In-Game Controls

Use the **+ Control Pad** to run in eight directions. You can also slide along certain walls to avoid being detected by the enemy. Press the **A Button** to fire the Multi-Purpose Gun. Press the **R Button** to strafe while firing. When close to an enemy, use the Take-Down (see page 15) to neutralize the enemy using a stealth maneuver.

You can toggle quickly between available ammo and Gadgets by pressing the **L Button**. Press the **A Button** to use the currently selected Gadget or fire the currently selected Ammunition. The **B Button** is context-sensitive to elements in the environment. When you can interact with an item, an icon appears in the lower right corner of the screen, indicating what action you can take.

Press **Select** to access the Inventory. Press **Start** to access the Map.

Menu Navigation

Use the **+ Control Pad** to make selections in a menu. Press the **A Button** to confirm your selection. Press the **B Button** to return to the previous menu.

HEADS-UP DISPLAY

The Heads-Up Display (HUD) will show you the most vital information related to your mission.

Health Bar

Ammunition/Gadget Icon

Context Sensitive Icon

Timer

05 29 37

Ammunition/Gadget Icon

This shows you which Ammunition or Gadget is currently in use. Depending upon which Ammunition or Gadget you are using, a secondary icon appears next to the Ammunition/Gadget icon. If the current item is Ammunition, the secondary icon shows an ammo counter. If the current item is a Gadget, the secondary icon can be a number of related symbols.

Context-Sensitive Icon

As you navigate through a location, you may pass a door, computer or other object with which you can interact. A Context-Sensitive Icon pops up, indicating that there is an object to be interacted with. The Context-Sensitive Icon shows what action you can take, such as an arrow pointing to a door, hinting that the nearby door can be opened.

Health Bar

You must keep an eye on the Health Bar to be sure you have enough stamina to last the duration of the mission. Once the Health Bar is empty, Ethan dies and the mission is a failure.

Timer

Certain objectives must be completed within a time limit. If the timer reaches 00:00.00 before you complete the objective, the mission will be a failure.

"Your mission, should you choose to accept it..."

A maximum-security prison and an advanced weapons facility have been penetrated by separate enemy organizations. Impossible Mission Force intelligence indicates that somebody possesses the ability to unlock the highest security complexes in the world at will. Now, they are selling the keys to any espionage, terrorist or criminal organization that can pay their price.

Uncover this shadow enemy, using your wits and weapons to investigate and eliminate any security breaches. This message will self-destruct in 5, 4, 3, 2...

Cutscenes

When you reach a key point in the mission, a Cutscene will give you important messages. This may occur near a Save Point. When this happens, the action pauses for a moment and you see the information or messages. Other characters may also converse during the game and you will be able to listen in on their conversation. Press the **A Button** to advance a Cutscene. Press **Start** to skip it.

MISSION INFORMATION

Briefing

Once you've selected a mission and you're ready to play, you receive a Mission Briefing. The Mission Briefing consists of location images with text describing the mission objectives. Press the **A Button** to advance a Briefing. Press **Start** to skip it.

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

THE MULTI-PURPOSE GUN

The Multi-Purpose Gun is a top-of-the-line, modular firearm that has several functions which change depending on the type of ammo loaded. During exploration, toggle through the different ammo types using the **L Button**. The HUD displays an icon indicating the selected ammo type and the number of rounds remaining.

Firing

• You can fire in the direction you are facing by pressing the **A Button** and moving with the **+ Control Pad**.

• Strafing is useful when you need to simultaneously avoid and return enemy fire. With your Multi-Purpose Gun equipped, hold the **R Button** to lock your gun in the direction you are currently facing. You can then move in any direction while keeping your gun pointed in the locked direction.

• If you have the Sniper ammo or Grenades equipped, holding the **R Button** will bring up the crosshair. Move the crosshair with the **+ Control Pad**. The crosshair will turn red when positioned on an enemy.

AMMO

The Multi-Purpose Gun uses seven types of ammo: two Pistol, two Assault Rifle, two Grenade and one Sniper. Enemy weapons carry ammo that you can use in the Multi-Purpose Gun. The available ammo types are listed on the following pages.

Sniper Rifle Ammo

Sniper Rifle: This ammo is a very powerful 7.62mm cartridge. The Sniper ammo improves accuracy and stealth at the expense of fire rate (one shot every two seconds).

Damage . . . . .High

Rate of Fire . . . . . .1 per 2 seconds

Noise . . . . .Loud

Special . . . . .None

Pistol Ammo

.45 Handgun (Silenced): This ammunition is used by the Special Forces for covert operations. The silencer reduces muzzle velocity, but the larger caliber bullet gives it quite a punch.

Damage	Low
Rate of Fire	1 per second
Noise	Soft
Special	None

Stun Pistol: These custom-built aerosol cartridges contain an advanced neuro-paralytic compound developed by the Impossible Mission Force. Upon contact with the skin, the victim is rendered unconscious immediately. Additionally, the drug causes short-term amnesia, preventing the victim from remembering he was even attacked.

Damage	None
Rate of Fire	1 per 2 seconds
Noise	Soft
Special	Instant effect, non-lethal

Assault Rifle Ammo

Submachine Gun: The design for this German-made ammunition is over twenty years old, but it is still the best made. This version packs quite a punch for its lightweight configuration. The Multi-Purpose Gun can fire 800 Submachine Gun rounds per minute.

Damage . . . . .Medium

Rate of Fire . . . . . . .800 per minute

Noise . . . . .Very loud

Special . . . . .Fully automatic

Carbine Assault Rifle: This ammunition is the type used in the M16A2 Assault Rifle. The rounds are NATO standard 5.56mm rounds. The Multi-Purpose Gun allows full automatic fire of this ammunition.

Damage . . . . .Medium

Rate of Fire . . . . . . .3 per second

Noise . . . . .Very loud

Special . . . . .Fully automatic

Grenades

Fragmentation Grenade: The Fragmentation Grenade is designed to explode and produce shrapnel, inflicting lethal damage on anyone within the blast radius. Helmets and body armor are effective against this grenade.

Damage . . . . .High

Rate of Fire . . . . . . .1 per 3 seconds

Noise . . . . .Very loud

Special . . . . .Area effect

M50A1 Gas Grenade: This grenade was developed specially for the Impossible Mission Force. It contains a neuro-paralytic similar to the Stun Pistol. The gas renders all unprotected people in the blast area unconscious almost instantly. A simple gas mask can protect a person from the effects.

Damage . . . . .None

Rate of Fire . . . . . . .1 per 10 seconds

Noise . . . . .Loud

Special . . . . .Renders all unprotected people in the blast area unconscious.

MELEE COMBAT

Take-Down

The Take-Down allows you to come up behind an enemy target and take the subject out with one clean and quiet move. This allows you to bypass a number of security points while avoiding detection.

To execute a successful Take-Down, run up behind an enemy without being detected. When the Take-Down icon appears in the bottom right of the screen, press the **B Button**. You will attempt to grab the enemy from behind. If you've lined up correctly at this point, the Take-Down is successful.
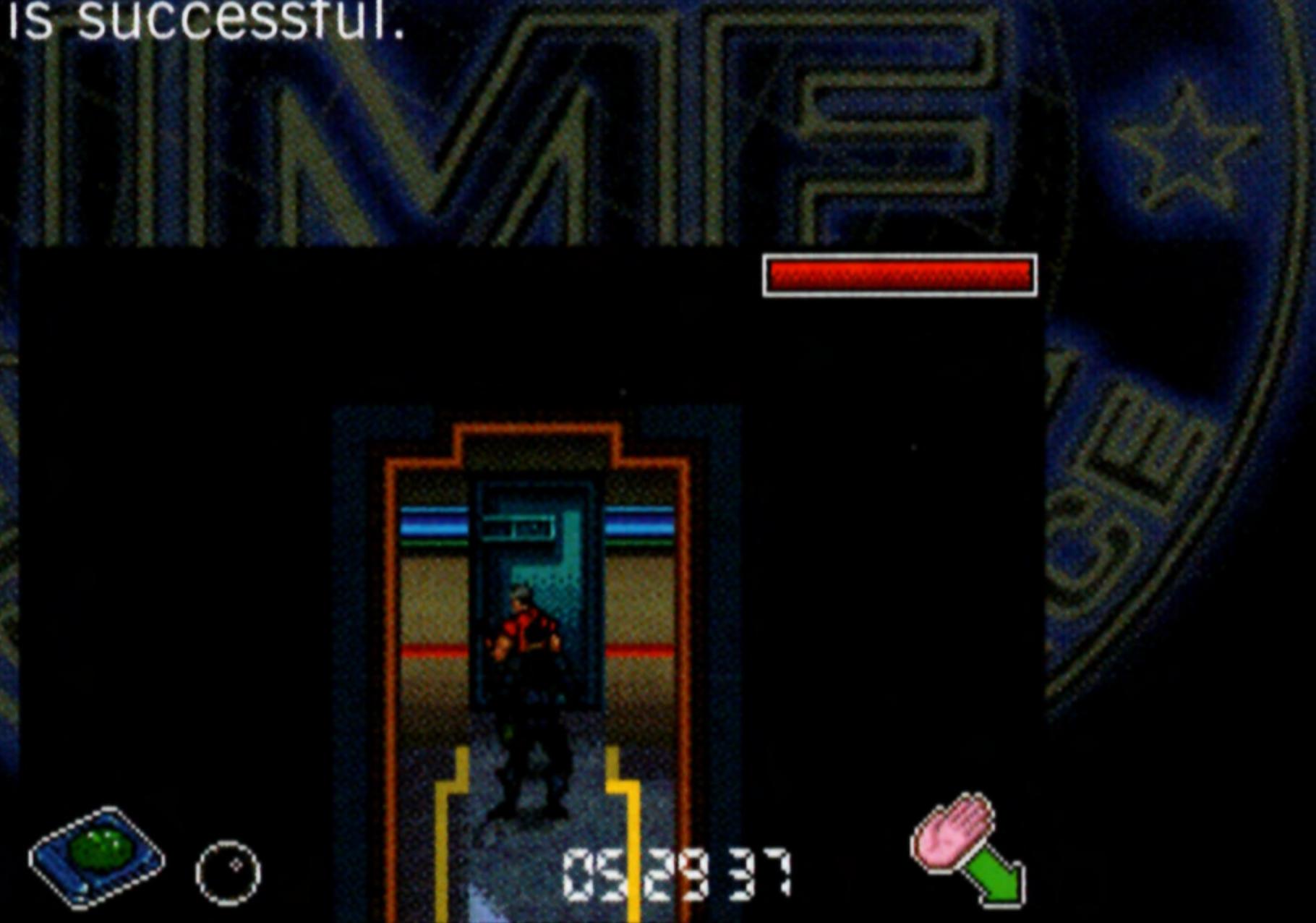
GADGETS

No IMF agent should leave home without one. Gadgets assist you in overcoming all manner of security systems.

To use a Gadget, select it by pressing the **L Button**. When you've selected the required Gadget, press the **A Button** to activate.

Active Gadgets

Scanner

The Scanner is a critical piece of infiltration equipment. When active, the Scanner automatically monitors the screen area and warns you of a nearby electronic device. When the scanner detects nothing, the light next to it is green. When an electronic device is detected, the light turns red and a warning sounds. Once warned, if you don't stop quickly, you risk tripping an alarm. The Scanner detects hidden electronic devices, regardless of whether the device is radiating, hard-wired, or even turned on.

Jammer

The Jammer is a subversive tool that allows you to disable a location's security measures. The Jammer combines an alarm jam, fuse bypass and communication scrambler.

Using the Jammer

The Jammer prevents an alarm sensor from activating. To use the Jammer, first detect the device to jam with the Scanner. Then stand near the device to be jammed, activate the jammer, and wait for the indicator light to change from red to green. Once the Jammer has been successfully used, the Scanner no longer registers the deactivated device.

Health Pack

Health Packs can be found in places like a medical room. A Health Pack will restore one quarter of the health bar.

Tracker

You can use the Tracker to track where an object or individual is. You have one tracking pin per mission. To place the pin, select the Tracker and hold the **R Button** to bring up the crosshair. The crosshair can be aimed at any part of the screen but can only used on certain characters or objects. The crosshair will turn red when you have targeted an object upon which the pin can be placed. Press the **A Button** to place the pin. Once the pin is placed, a locator in the HUD shows in which direction the pin is. You may decide to stop using the Tracker to use either another Gadget or Ammunition. When you return to using the Tracker, the device updates the current location of the tracked pin.

Sticky

The Sticky is a bomb that can be placed on any surface, including enemies. To use a Sticky, select it from the inventory and hold the **R Button** to bring up the crosshair. Aim the crosshair at any part of the screen, then press the **A Button** to place the Sticky. Press the **A Button** a second time to detonate. Stickies have a very small effective area, and must be applied near the target. Detonation causes damage in the blast area.

Disguise

A Disguise is often acquired from another character during the course of a mission. You can conceal yourself as another character with a Disguise. When using a Disguise in the correct place, you can bypass certain types of security. Be sure not to raise anybody's suspicion by your weapon or a Gadget while in disguise.

Passive Gadgets

These Gadgets are used automatically and are assigned at the beginning of a mission.

Transceiver

This allows you to receive and transmit various forms of data. You can tap into a system to record image and audio data for transmission later. The Transceiver is automatically activated whenever you are close to a character, object or other item with which it can be used.

By activating the Transceiver within range of an electronic communication device, Luther can lock on to the device and tap all communication traffic going through the device. The Transceiver can also lock on to nearby radio and cell phone communications. After lock-on, the Transceiver sends and receives information. The signal interceptor works on these objects: cell phone, radio, communication junction box, video camera, intercom, phone and walkie-talkie.

You can also use the Transceiver to record any live voice data being communicated in the screen area. You can play back this data to fool an enemy or security system. Again, when data or a voice is played back, it is done automatically.

Code Card
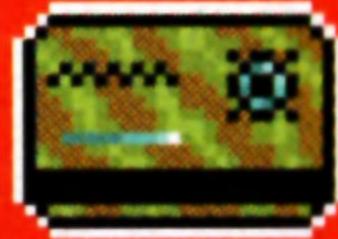
The Code Card enables you to replicate and reuse secure code information. The Code Card combines a programmable card key with a memory card.

Card Key

When you find a card key on a dead or unconscious target, or just lying around on a desk, you can copy the information from the card key to the Code Card. The information is stored for later use to open a door or locked system. The programmable Code Card can read and store an unlimited number of card keys.

Data

The Code Card can also copy vital data that may be required to complete a mission objective. Such information may require entry into another system. When the copying process takes place, an icon appears in the HUD that shows you that data is being copied.
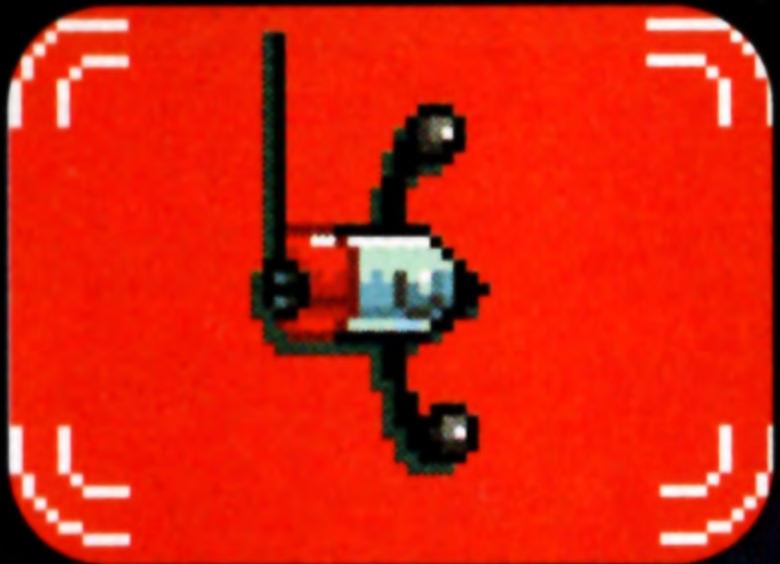
Inner Ear Communicator

An essential piece of equipment, the Inner Ear Communicator allows you to receive information from Luther or another remote operative. These communications will give you up-to-the-minute information regarding the mission at hand.

ENEMIES

Normal Guard

Normal Guards are standard-issue security and often used for sentry or patrol purposes. As you progress through missions, Normal Guards become more difficult to overcome, especially in greater numbers. Normal Guards are armed with rifles only. Although Normal Guards are often found in limited numbers, they do have the power to request support from their comrades. If you're not careful, you could find yourself quickly surrounded by Normal Guards. The sentry variation of the Normal Guard is mostly stationary and doesn't stray far from his original position. The patrol variation follows a path around a location, sometimes a large area, and pursues a target further than a sentry.

Elite Guard

Elite Guards are Special Forces, used as defense or attack teams. Elite Guards appear in response to a major alarm or other security breach. Elite Guards are much harder to overcome than Normal Guards. They have access to a combination of weapons and are faster than Normal Guards. The defense Elite Guard rushes in to protect a vital location, object or character, and doesn't stray far from the element they are protecting. The attack Elite Guard rushes in and pursues targets over a wide area.

Dogs

Dogs are either companions to Normal Guards or free-roaming in a set area. Dogs bite and are very vicious. Rabid dogs are less predictable and have a lethal bite. Combat dogs are well- trained, intelligent and pack a mean bite.

OBSTACLES

Throughout the game you must negotiate various obstacles. You must look for clues as to the whereabouts of some obstacles, and there may be occasions when you cannot see them and must use the Scanner to detect them.

Alarms

There are several types of detection devices that a security system uses to raise an alarm. Each device can be overcome, but only through due diligence and use of the correct tools. Often you'll find that dealing with an alarm may not be difficult, but the time it takes to disable can cause anxiety. In some cases you may want to trip an alarm to bring enemies into an area you have booby-trapped. In some cases, tripping an alarm completely blows the chances of a successful mission.

Pressure Pad

The Pressure Pad cannot be seen or avoided. You must disable Pressure Pads.

ID Verification Chokepoints

Some locations require a specific Disguise for access. It is not possible to disable these.

Surveillance Cameras

Surveillance cameras can be disabled by using the Jammer.

Locked Doors

Quite often, you discover a high-security locked door that requires something particular to open it.

Lock/Key

You may need to locate a key or key card in a container, such as a desk drawer or on an enemy's person.

Gadget Needed

Some doors may require image recognition to open successfully. In such situations, you need to use a Gadget, such as a Disguise.

Trick Enemies to Open

You may be able to trick an enemy into opening a door by using a Disguise.

SAVE POINTS

You must complete a mission objective in order to save. You are prompted to save or continue without saving. The game saves data about your Ammunition, Gadgets, Items, etc. The environment data, such as enemies overcome, map area explored, etc. is also saved. There are three game save slots, allowing you to save three different positions.

INVENTORY/OBJECTIVES

You can access the Inventory/Objectives Screen by pressing **Select**. This screen is split into two areas: The Inventory, which shows items collected such as Gadgets and ammunition, and Objectives, which shows completed and pending objectives required to complete your mission. Switch between the sections by pressing Left or Right on the **+ Control Pad**.

In the Inventory section, you can cycle through the objects by pressing Up and Down on the **+ Control Pad**. When you're looking at an object in detail, you see a full description of the object and a larger image of the object. Press the **A Button** to scroll down if the description text extends beyond the screen. You do not need to access the Inventory to use objects like ammo, Gadgets and Items; these are dealt with in-game.

In the Objectives section, you are given a list of goals for the current mission.

MAP

You can access the Map by pressing **Start**. The Map shows you the level currently being explored. You'll see the room that you are in, any other rooms that you have already explored, and a highlighted room to indicate your objective location.

1. Unexplored areas are not displayed.
2. Explored areas are displayed in gray.
3. Current room location is displayed in bright green.
4. Objective locations are displayed in bright red.

As you progress through the game, you'll learn that some areas of the game can only be reached by carefully examining the map to find secret or hidden entrances to those rooms.

You can scroll around the map using the **+ Control Pad.**

HINTS AND TIPS

1. Don't forget to use your Scanner frequently, as it will help you detect security devices. The Scanner will flash red when you are in range to deactivate a device.

2. Remember to disable security devices by first using the Scanner (even if you can already see it the device). Once you see the Scanner flash red, immediately use the Jammer to completely disable the device.

3. Devices will take a few seconds to disrupt and disable when using the Jammer. Make sure you use it long enough to affect the device. You will see the Jammer button change color from red to green when it has successfully disabled a device.

4. If you get lost, look at the Map by pressing START. On most levels, it will tell you where you are and where you need to go.

5. Use your ammunition wisely. Do stealth Take-Downs whenever possible.

6. When in disguise, if you attack an enemy and another enemy witnesses this, your cover is blown and the Disguise will be temporarily lost.

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This console-based product has automated support, which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).
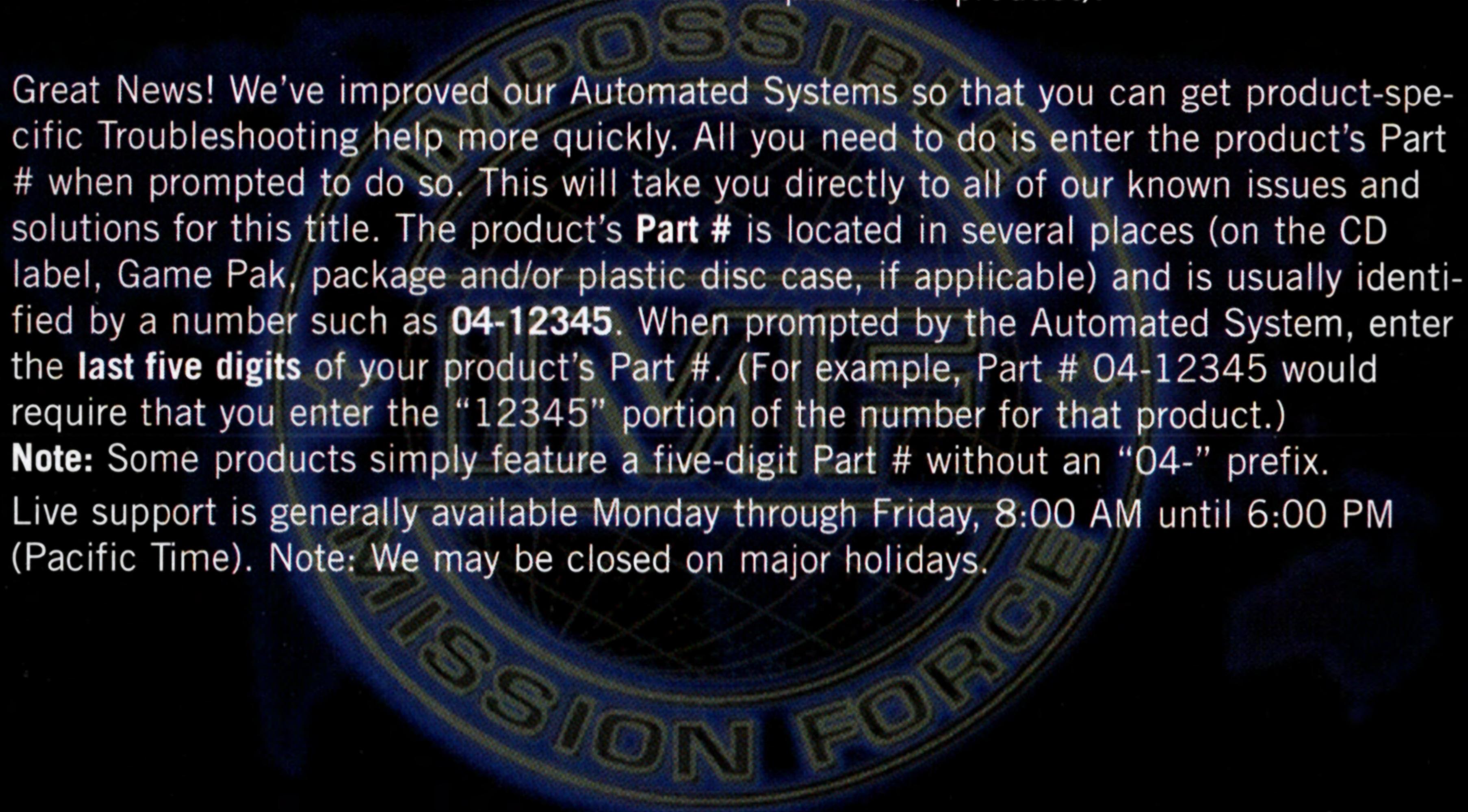
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Note: Some products simply feature a five-digit Part # without an "04-" prefix.

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