

Nintendo

GAME BOY **COLOR**

CGB-AIME-USA

**"EXPECT
THE IMPOSSIBLE"**

MISSION: IMPOSSIBLE™

**INSTRUCTION
BOOKLET**



ONLY FOR
GAME BOY
COLOR

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

EVERYONE

MILD ANIMATED VIOLENCE

LICENSED BY



NINTENDO, GAME BOY, GAME BOY COLOR AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1989, 1998 NINTENDO OF AMERICA INC.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.

TAKE CARE OF YOUR GAME CARTRIDGE

- Do not expose the cartridge to water, dirt, excessive heat or cold. If your cartridge gets wet, be sure it is completely dry before you use it again.
- Don't try to take your cartridge apart.
- Don't bend it or expose it to violent shocks.
- To clean the cartridge, wipe it carefully with a cloth dampened with soapy water. Don't use paraffin, solvents, alcohol or other cleaning products.
- This game has been especially designed to fully exploit the capabilities of the Game Boy Color.

• The Story	4
• Starting your mission	4
- Powering up	4
- Language selection screen	4
- Mission Impossible selection screen	4
• Using the agent organizer	5
- Agent organizer	5
- Secret files	5
- Secret files screens	7
- Calculator	9
• Playing the game	10
- Receive transmission	10
- Reset Database	10
- Selection screen	10
- Controls	10
- Your display	11
- Finding your way around	12
- The importance of stealth	13
- Pausing the game	13
- If you die	13
- Credits	15



> *The Story*

When a UN Weapons inspector is kidnapped while investigating a Doomsday weapon, the job to rescue him falls to the Impossible Mission Force (IMF), America's totally deniable covert action team. Your mission, should you decide to accept it, is to rescue the Weapons Inspector and destroy the Doomsday device. If you are caught, the secretary will disavow any knowledge of your actions. Good luck!

Starting your Mission

• *Powering Up*

Make sure your Game Boy Color is switched off.
Insert your **Mission Impossible™** game cartridge into the Game Boy Color.

Switch on your Game Boy Color.

Wait for the Language Selection Screen to appear.

• *Language Selection Screen*

You can play **Mission Impossible** in any of the following languages::

- > *English*
- > *Español*
- > *Français*

Use + **CONTROL PAD UP** and **DOWN** to select a language. Then press the **A BUTTON** to confirm your choice. Now wait for the Mission Impossible Selection Screen to appear.

• *Mission Impossible Selection Screen*

You are given a choice of two options:

> *Accept Mission*

> *Agent Organizer*

Use the **CONTROL PAD LEFT** or **RIGHT** to select one of these options. Then press **A BUTTON** to enter the selected option.

Select 'Start Mission' if you want to play **Mission: Impossible** (see page 10 for more information on how to play.) Select the 'Agent Organizer' if you want to work on your Secret Files, send Secret Files to other agents, or use your Game Boy Color as a Remote Control or Calculator.

> *Using the Agent Organizer*

Agent Organizer

When you start to use the Agent Organizer you are given the following options:

- > *Secret Files*
- > *Remote Control*
- > *Calculator*
- > *Receive Transmission*
- > *Reset Database*
- > *Exit*

Use + **CONTROL PAD UP** and **DOWN** to select one of these options. Then press the **A BUTTON** to enter the selected option.

Secret Files

The Secret Files computer program in the Agent Organizer is a tool to help you store and organise the intelligence that you will gather in your role as a secret agent. You can use your Game Boy Color's infrared capability to share intelligence with other agents equipped with **Mission Impossible**.

When you select the Secret Files from the Agent Organizer menu, you are given a choice of Addresses, Messages, and Notebook. To toggle between these, use + **CONTROL PAD UP** and **DOWN**, and to select an option press + **CONTROL PAD RIGHT**.

• *Addresses and Notebook*

This is your collection of intelligence files on subjects of investigation: friends and enemies, public figures, crime suspects, radicals and other threats to the peace and stability. You should enter basic personal information on your subjects (addresses, telephone numbers etc) in the spaces provided. You can send and receive Agent files to and from other agents.

• *Messages*

This is where you can store information on missions and other agent activities. You can also receive and transmit Message files to and from other agents. The files that you receive from other agents will be automatically integrated into your own database.

• *Using the Secret Files*

START returns to the 'Secret Files' page

Use + **CONTROL PAD** to navigate through your Secret Files:

Use + **CONTROL PAD UP** and **DOWN** to scroll the highlight bar up and down the menu – move it to a line with a link (shown by an arrow on its right) and the page you have chosen will be previewed at the bottom right of the screen.



> *Using the Agent Organizer*

Press + **CONTROL PAD RIGHT** to follow a link into the page, or press + **CONTROL PAD LEFT** to return to the menu.

Press the **B BUTTON** to transmit, print, or erase the selected page. The functions are represented by icons attached to the page's preview. Use the select key to cycle through the available functions.

• *Transmit*

Use this function to transmit the page you are viewing to another agent. You can also transmit file lists. Remember that the other agent will need to be in receive mode, which they can find on the Agent Organizer main menu.

• *Print*

If you have a Game Boy printer, you can use this function to print out the selected page.

• *Erase Page*

Use this option to erase the displayed page. You cannot erase an entire file list.

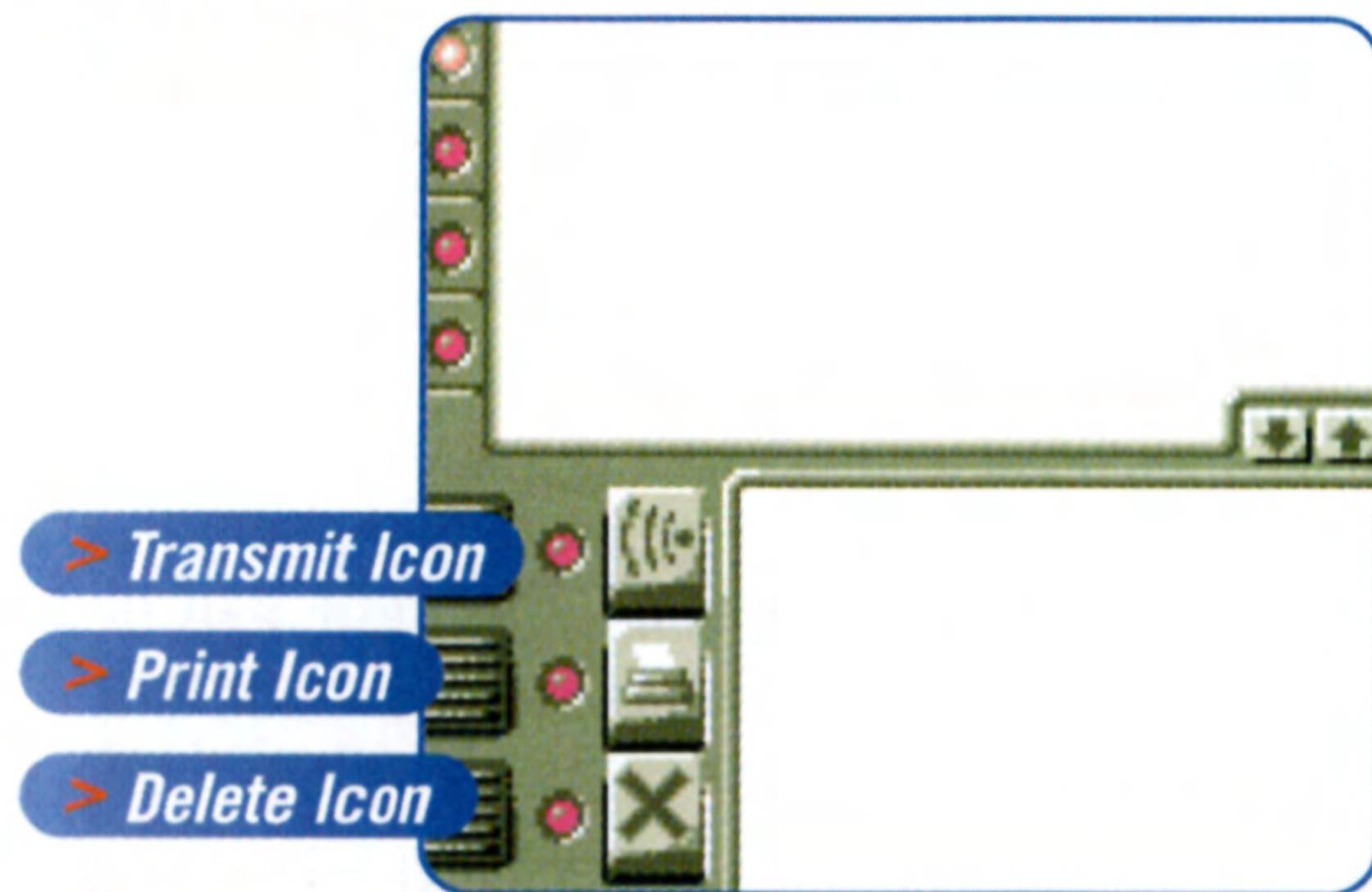
• *Viewing and Creating Pages*

When you have selected either Addresses or Notebook from the Secret Files menu, you can then view the files you have already stored in your Agent Organizer or create new ones.

1. To view your files, highlight ADDRESSES or NOTEBOOK from the menu using the + **CONTROL PAD**, then press + **CONTROL PAD RIGHT** to select.
2. You will then see a list of your current files. To view a file, highlight it using the + **CONTROL PAD** then press + **CONTROL PAD RIGHT** to view and edit the file.
3. For editing files, see the Controls Section on *How To Use The Key Pad*.
4. When you have finished editing a file press + **CONTROL PAD LEFT** to return to the previous menu.
5. To create a new file, use the + **CONTROL PAD** to highlight **NEW AGENT** or **MESSAGE**, and press the **A BUTTON**. The new file will appear in your list of files, and you can then view and edit it just like your other files.

> Using the Agent Organizer

Secret Files Screens



The page preview shows the top left corner of the next page. Headings have bullets to their left.

• Memory Full

A warning message appears on screen if the cartridge memory is nearly full. Delete unwanted pages to make more memory available.

• How To Use The Keypad

If the currently highlighted line is editable (it has the edit icon at the right hand end) press the **A BUTTON** to call up the Key Pad.

Rows in which you can enter text are marked with a pen symbol at the far right.

> To enter text

1. When you open the Keypad, an I-beam, or *caret*, appears at the insertion point on the line.
2. Press and hold the + **CONTROL PAD** to select a letter group on the Keypad.
3. Press the **A BUTTON** to move through the three letters: First one letter, then the next, then the next and finally no letters are highlighted (letter 1 - letter 2 - letter 3 - no letter).
4. When the letter you want is highlighted release the + **CONTROL PAD** and the highlighted letter is entered at the insertion point. You can also enter a 'space' in this way, by selecting it from the Keypad. If no letter is highlighted then neither a letter nor a space will be inserted.

When the text reaches the end of a line it automatically wraps to a new line.

> To move the Caret (Insertion Point)

Press + **CONTROL PAD DOWN** + the **B BUTTON** to move down and just the **B Button** to move up.

> Using the Agent Organizer

> To start a new line

If your caret is on the bottom line then use **+ CONTROL PAD DOWN** and press the **B BUTTON** to insert a new line. The caret appears at the left of the new line.

> Backspacing

Press the **B BUTTON** to backspace. The letter to the left of the caret, if any, is deleted.

> To Enter Numbers

Press **SELECT** to switch between the number and letter Keypads when the Keypad is visible.

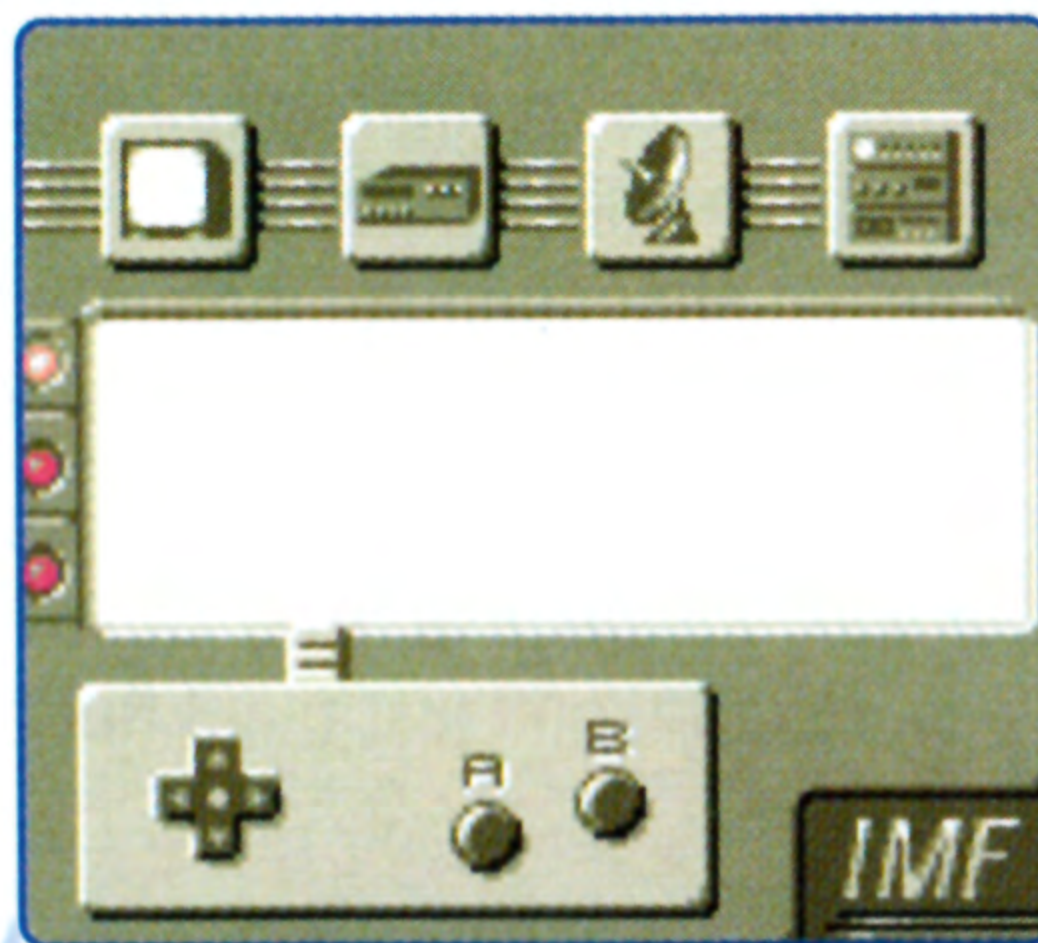
Numbers are entered in the same way that letters are entered.

> To close the Keypad

Press the **START BUTTON** to close the Keypad.

• Remote Control

*You can assign Remote Control codes to the four **+CONTROL PAD** directions and the **A** and **B BUTTONS**.*



> To learn remote control codes

1. The first screen of the Remote Control lets you choose the device you want to use: TV, Video, Satellite or Other. Use the **+ CONTROL PAD** to highlight the device you are using, then press the **A BUTTON** to select the device.
2. Next you'll see the REMOTE CONTROL menu for the selected device. From this menu you can either select LEARN or SEND. Use **+ CONTROL PAD UP** and **DOWN** to highlight a choice and **+ CONTROL PAD RIGHT** to select it.
3. When 'LEARN CODE' is highlighted, press the **A BUTTON** or **+ CONTROL PAD RIGHT** and the Game Boy Color is ready to learn remote control codes.
4. Point the infra red window on the end of the Game Boy Color at the infra red window of a Remote Control.
5. Hold down one of the four **+ CONTROL PAD** directions or the **A** or **B BUTTON**. This button will then start flashing in the picture on the Game Boy Color screen.

> *Using the Agent Organizer*

6. Now press the relevant function button on the Remote Control. The code sent by this button is received by the Game Boy Color and assigned to the highlighted button. The new code replaces any code the highlighted button already had associated with it.
7. Once the Game Boy Color has stored the code the highlighted button loses its highlight, and you can release that button.
8. Repeat steps 5 to 8 to store further Remote Control codes.
9. Press **SELECT** or **START** to exit the "LEARN" mode.

> *Sending Remote Control Signals*

1. Select 'Use Remote' to enter the "SEND" mode.
2. Point your remote at the device you are using and press the button where you have stored the signal you wish to transmit.
3. Press **SELECT** or **START** to exit "SEND" mode.

> *To close the Remote Control*

To return to the Agent Organizer screen, use **+ CONTROL PAD LEFT** to exit to the main REMOTE CONTROL menu, then press **START**.

Calculator

The Agent Organizer Calculator works much the same as a normal calculator. You can use the **+ CONTROL PAD** to move the selection highlight around the keys, and then press the **A BUTTON** to press that key. The numbers will appear on the display at the top of the screen. If you make a mistake when entering a number, press the **B BUTTON** once and enter it again. Pressing **B BUTTON** at any other time, or pressing it twice after entering a number, will clear both the display and any calculations the calculator was doing at the time.

The **B BUTTON** also clears the calculator when an error occurs — you will not be able to use any other button until you have pressed the **B BUTTON** to clear the error. To close the Calculator, move the highlight to the backward arrow button and press the **A BUTTON**.



> *Playing The Game*

> *Receive Transmission*

The Receive Transmission command allows you to receive Secret Files from other Agent Organizers. When you press Receive Transmission your Agent Organizer will go to the **RECEIVING** screen and listen for signals being sent. If you want to stop the transmission press the **A BUTTON**. This will return you to the Agent Organizer menu. You must be in Receive Transmission mode to be able to receive files from other agents.

> *Reset Database*

Reset Database will delete everything in your Secret Files. **ONLY** use this when you want to remove **ALL** of your Secret Files. When you press Reset Database, you will see a screen asking you if you definitely want to delete all your files. If you do, then use the **+ CONTROL PAD** to highlight **YES** and then press the **A BUTTON**. If you want to keep your Secret Files, then use the **+ CONTROL PAD** to highlight **NO** and then press the **A BUTTON**.

Selection Screen

You are given a choice of two options:

> *New Game*

> *Continue Game*

If you have not played **Mission Impossible** before, then move the cursor to 'New Game' and press **SELECT**. The game will start by showing you a text briefing for the first mission, and a list of equipment available for that mission. Press the **A BUTTON** to move on to the next screen.

If you have played before and wish to continue from the level you reached, move the cursor to 'Continue Game' and press **SELECT**. You then continue playing from the start of the last level you reached.

Controls

• *CONTROL PAD*

Use the **+ CONTROL PAD** to move your character around the screen.

> **A BUTTON** - Jump (indoors) or Run (outdoors)

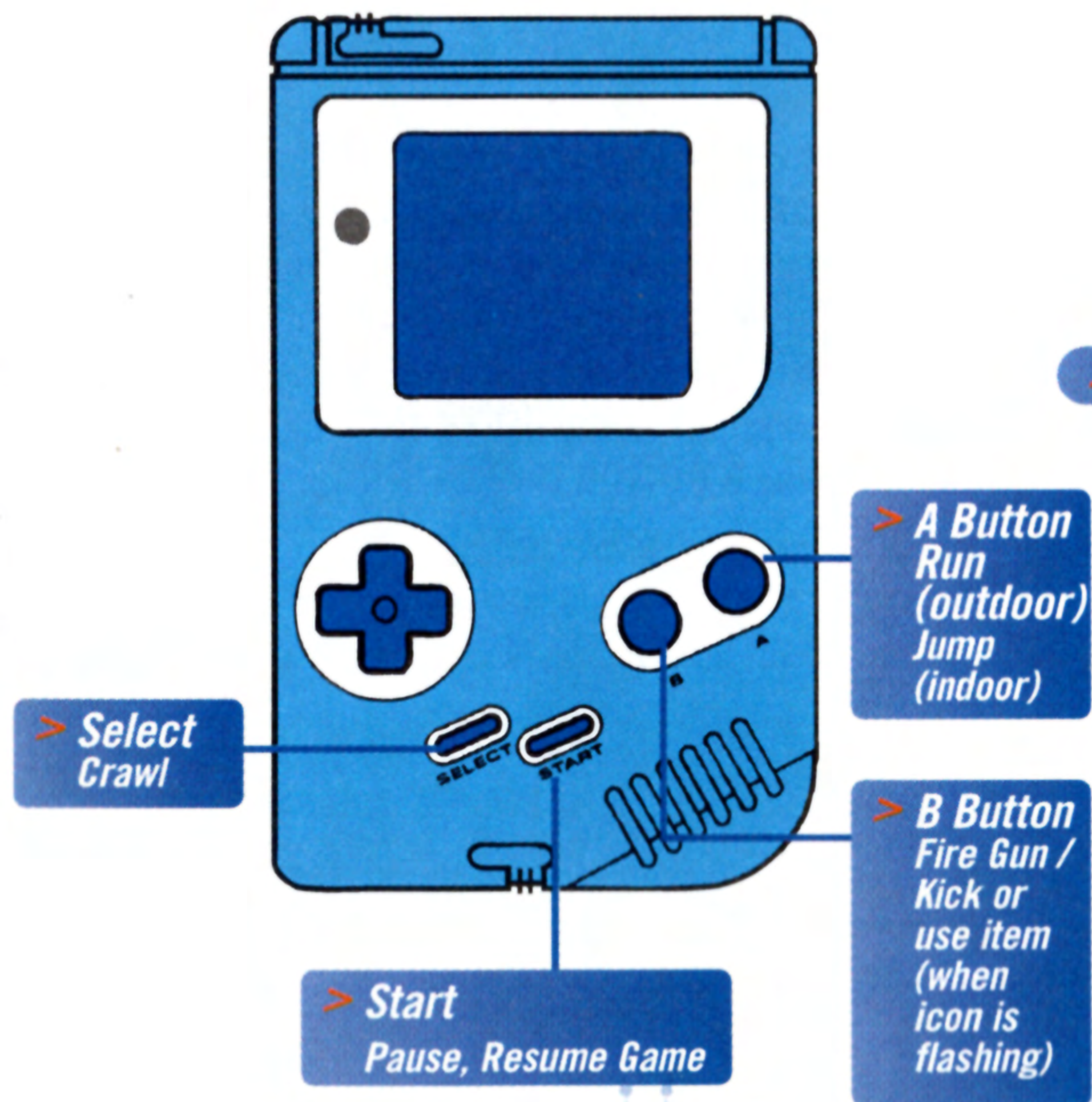
> **B BUTTON** - Fire Gun / Kick or Use Item
(when icon is flashing)

> **SELECT BUTTON + CONTROL PAD**

- Crawl

> **START** - Pause / Resume Game / View Briefing Screen

> *Playing The Game*



Your Display

The screen display in Mission Impossible looks like this:



> **Lives**: This indicates how many lives you have left.

> **Equipment**: This shows what equipment your agent is carrying. The equipment icon highlights when a certain piece of equipment is required or is available.

> **Stealth**: This displays the number of stealth points that the player has received. You stop earning stealth points as soon as the enemy detects you. You can earn bonus stealth points by completing your mission objectives undetected.



> *Playing The Game*

Finding Your Way Around

Each level in Mission Impossible is divided into two areas, the Mission Location and the Interior Location.

- *The Mission Location*

You'll start in a Mission Location and move around by using the **+ CONTROL PAD**. You can also scale buildings with a grappling hook if you have one. To use the grappling hook, walk **UP** to the front of the building. The grappling hook icon will light up when it can be used. Scale the wall by pressing the B Button. Enter a skylight by pressing **DOWN** on the **+ CONTROL PAD**.

You may need to use some of your equipment while you move around the Mission Location. If this is the case, the icon of the needed item will flash when you are in the right position. To use the flashing item you must press the **B BUTTON**. For example, if you are required to smash a window, the hammer icon will flash when you are close to the correct window, and pressing the **B BUTTON** will smash the window.

You must explore the Mission Location to discover the entrance to the Interior Location for that level. When you find the entrance (e.g. a doorway or window) you automatically enter the Interior Location.

- *The Interior Location*

Once you have entered the interior location you must achieve your mission directives (such as infiltrating the Ministry of Information to steal some top-secret information.) Again, you may need to use one or more of the items of equipment provided in the level. As in the Mission Location, the use of items happens when you press the **B BUTTON**.

- *Completing a Mission*

When you complete a mission you will see a debriefing message. To go to the next screen, press the **A BUTTON**.

> *Playing The Game*

The Importance Of Stealth

A good secret agent is a sneaky one. Therefore, you are rewarded for using stealth rather than force and weapons when completing your missions. You gain Stealth Bonus Points for every time you complete a mission without using your pistol (if you are carrying one), plus extra points for the time you remain undetected during a mission. It is in your best interests to take care and not alert others to your presence during missions, as you can also lose Stealth Bonus Points by being particularly careless. You gain one Bonus Life if you gain 100 Stealth Bonus Points.

In addition to the Stealth Bonus Points, you are rewarded for using stealth during missions with points added to your Stealth Indicator total.

Pausing The Game

You can pause play at any time by pressing **START**. To continue playing press **START** again. While the game is paused you can view the mission briefing.

If You Die

When you have used your last life (including any bonus lives gained) the game ends and you are returned to the Selection Screen, from which you can start a **New Game** over or **Continue** to play from the beginning of the level you died in.

Customer and Technical Support

Infogrames North America provides customer service, news, demos and technical support by these services:

Phone: Infogrames North America has some of the friendliest and knowledgeable Technical Support Representatives in the industry. We can help you by phone between the following hours: Monday-Thursday 8:00am-5:00pm Pacific time and Friday 9:00am-5:00pm Pacific time at **(408) 296-8400**

FAX: Faxes may be sent anytime to: **(408)246-0231**

ONLINE: <http://www.mission-impossible.net>
<http://www.infogrames.net>

Email: help@infogrames.net

Postal Contact:

Infogrames Tech Support
5300 Stevens Creek Blvd., Ste. #500
San Jose, CA 95129

Infogrames Hint Line

1-900-454-HINT: \$.99/minute. If you're under 18, please get a parent's permission before calling.

> CREDITS

BRUNO BONNELL PRESENTS AN INFOGRAMES GROUP PRODUCTION

- **PRODUCTION HEAD**
 - > Olivier Goulay
- **PRODUCER**
 - > Ralph Laemmche
- **MARKETING**
 - > Guillaume Rosier
 - > Alexis Vanot
- **U.S. MARKETING**
 - > David Riley
 - > Francois Lourdin
 - > Frederic Balay
- **GAME DEVELOPMENT**
 - > Rebellion
- **DESIGN STUDIO**
 - > Olivier Lachard
 - > Sylvie Combet
 - > Sophie Meliet
- **QA DEPARTMENT**
 - > Dominique Morel
 - > Jérôme Di Tullio
 - > Emmanuel Cholley
- **U.S. QA**
 - > Jamie Fike
- **THANKS TO**
 - > Monique Crusot,
 - > Jean-Philippe Agati,
 - > Eric Labelle,
 - > Rebecca Pernered,
 - > Emmanuelle Tahmazian,
 - > Agnè Dalard,
 - > Monica Steinhauer,
 - > Ramiro Vaca Schommartz,
 - > Markus Friedrich,
 - > Christoph Winkler
 - > Jill Dos Santos
 - > Bruce Harlick





> *Legal Information*

©1999 Infogrames North America. Authorized user.
All rights reserved. ©1999 INFOGRAMES MULTIMEDIA
TM & ©1999 Paramount Pictures. All rights reserved.





> **NOTES**



WARRANTY AND SERVICE INFORMATION

90-Day Warranty

Infogrames North America, Inc. warrants for a period of 90 days from the date of purchase by the original purchaser of this software that the medium on which it is recorded will be free from defects in materials and workmanship. Defective media which has not been subjected to misuse, excessive wear or damage due to carelessness may be returned during the 90-day period without charge. To receive warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify Infogrames North America Customer Service of the problem by calling (408) 296-8400 between the hours of 8 am and 5 pm (Pacific Time) Monday through Friday. Please do not send your Game Pak to Infogrames North America before calling. Infogrames North America can also be reached 24 hours a day by FAX at (408) 246-0231 or by email at help@infogrames.net. Check us out on the World Wide Web at <http://www.infogrames.net>.
3. If a Customer Service Technician is unable to solve this problem by phone, you will be given a Return Authorization number. Record this number on the outside packaging of your Game Pak (be sure your packaging is at least 4" x 6", as many shipping companies will not ship anything smaller.) Send the Game Pak and your sales slip or similar proof-of-purchase within the 90-day warranty period to:
Customer Server, Infogrames North America, Inc., 5300 Stevens Creek Blvd., Suite 500, San Jose, CA 95129.

After the 90-day period, defective media may be replaced in the United States for \$10 (U.S. dollars; plus 8.25% sales tax if the purchaser resides in California). Make checks payable to Infogrames North America, and return to the address listed above. (To speed processing, please do not return manuals or game boxes.)

*This game will not self-destruct
in five seconds, but you may.
Good luck, Jim!*



REBELLION

INFOGRAMES NORTH AMERICA
5300 STEVENS CREEK BLVD., SUITE 500
SAN JOSE, CA 95129

© 1999 Infogrames North America Authorized user. All rights reserved.
© 1999 INFOGRAMES MULTIMEDIA.
TM & © 1999 Paramount Pictures. All rights reserved.



PRINTED IN JAPAN