IMPOSSIBLE MISSION II
CBM 64/128 Cassette

When the title screen has loaded, zero your tape counter. When prompted to rewind upon completing the game, press SPACE bar and rewind to play again.

Quand l'écran initial s'est chargé, remmettez le compteur du lecteur de cassettes à zéro. Quand l'on vous demande de rembobiner, ayant fini le jeu, appuyez sur la barre d'espacement et rembobinez à zéro pour rejouer.

Nachdem der Titelbildschirm geladen worden ist, stellen Sie das Zählwerk des Daten-rekorders aus Null. Nachdem Sie das Spiel beendet haben, und Sie vom Programm aufgefordet worden sind, die Kassette zurück-zuspulen, drücken Sie die Leertaste und spulen Sie die Kassette bis Null zurück.

Una volta caricato lo schermo iniziale, azzera il contatore. Finito il gioco, quando appareil messagio REWIND premi la barra spaziatrice e riavvolgi il nastro Fino a zero per ricominciare.

OBJECTIVE

You as the Agency's Field Agent must reach several objectives to prevent the world from being destroyed. Firstly, you must assemble the 3-digit pass code for each tower while at the same time avoiding and fighting off Elvin's robots, using his own security system to help you. Then you must locate and open Elvin's safes and recover the musical sequences locked inside. After securing the musical sequences you must tie them together into a full melody that will open the express elevator doors to Elvin's central tower control room. Finally you have to find the correct computer terminal in Elvin's control room that will disarm the missile launch codes before they destroy you and the world.

You score points by entering towers, exploring rooms, finding passcode numbers and reaching the central control room. The sooner you reach the control room, the more points you earn.

GETTING STARTED

CBM 64/128 Cassette: Press SHIFT and RUN/STOP keys together. Press PLAY on the cassette recorder.
CBM 64/128 Disk: Type LOAD "*", 8, 1 and press RETURN. Game will load and run automatically.
Spectrum Cassette: Type LOAD " " and press ENTER. Press PLAY on the cassette recorder.
Spectrum +3 Disk: Turn on computer. Insert disk and press ENTER. Game will load and run automatically.
Amstrad Cassette: Press CTRL and small ENTER keys. Press PLAY on the cassette recorder.
Amstrad Disk: Type RUN "DISK and press ENTER. Game will load and run automatically.
Atari ST Disk: Insert disk, turn on computer and game will load and run automatically.

KEYBOARD CONTROLS

CBM 64/128:

PAUSE	RUN/STOP
SAVE GAME	COMMODORE KEY-S
RESTART	RESTORE

Spectrum Cassette:

PAUSE	SHIFT-DEL
UP	Q
DOWN	A
LEFT	O
RIGHT	P
FIRE	ALL KEYS ON THE BOTTOM ROW

Spectrum +3 Disk:
KEYS AS SPECTRUM CASSETTE

Amstrad:

PAUSE	ESC
RESTART	DEL

Atari ST:

UP	CURSOR UP
DOWN	CURSOR DOWN
LEFT	CURSOR LEFT
RIGHT	CURSOR RIGHT
JUMP	SPACE BAR
	ENTER
	INSERT
	CLR/HOME
PAUSE	ESC
SAVE GAME	ALTERNATE-S
RESTART	F10
RETURN TO DESKTOP	ALERNATE-Q
COMMIT SUICIDE	ALTERNATE-F10

IBM:

	KEYBOARD	KEYPAD
UP	I	8
DOWN	K	5 or 2
LEFT	J	4
RIGHT	L	6
JUMP	SPACE BAR	+
	HOME	
	PG UP	
PAUSE	ESC	
SAVE GAME	ALT-S	
RESTART	F1	
RETURN TO DOS	ALT-Q	
COMMIT SUICIDE	ALT-F1	

STARTING PLAY

While the game is loading, you will see an outside view of Elvin's tower stronghold on the screen. When loading is completed, you will see your agent inside an elevator in a random tower of the stronghold. The display on the bottom of the screen is your pocket computer.

CONTROLS

In the elevators: Push the joystick FORWARD or BACK to go up or down. Push the joystick RIGHT or LEFT to enter a corridor.
In the corridors: Push the joystick LEFT or RIGHT to move along the corridor. Running off the edge of the screen will take you into a room or another section of corridor.
In the rooms: Push the joystick LEFT or RIGHT to move in either direction. If you press the FIRE BUTTON, your agent will do a forward flip, useful for leaping over robots, jumping up to higher levels and somersaulting over gaps in the floor and over low walls. PUSHING the joystick BACK will put your agent in a crouching position. This position is required for laying a bomb or mine.
On lifting and sliding platforms: If you are standing on a striped lifting platform (you can see the vertical track in the wall), push the joystick FORWARD or BACK to go up or down. If you are standing on a striped sliding platform (you can see the horizontal track in the wall) push the joystick FORWARD or BACK followed by LEFT or RIGHT to move the platform.

GAME PLAY

As you explore Elvin's tower complex you can check your location and the rooms you have explored with your pocket computer. The pocket computer's display appears at the bottom of your screen any time your agent is in a corridor or elevator. A map of the current tower and connections to two neighbouring towers shows in the centre of the display. A dot of light shows your location in the tower. Any room you have entered appears in black. An overhead view of the tower complex appears to the left of the map display on the pocket computer. It too, has a light showing your location as well as a lighted display of your current tower number.

SEARCHING FOR CODES

Search as many objects in each room as possible. These objects range from automobiles in Elvins garage tower to athletic equipment and lockers in his gymnasium tower. Don't overlook house plants and pictures on the wall either. Search each object by standing directly in front of it and pushing the joystick FORWARD.

The word 'Searching' will appear in a box near your agent's shoulder. You will also see a horizontal time line indicating how long the search will take. You must continue to hold the search joystick FORWARD until the time line disappears. If your search is interrupted for any reason (usually a robot bearing down on you), you can go back to the object and resume searching where you left off. Each object disappears after it is searched.

One of four things will appear above your agent's shoulder when he's finished searching an object:
• The word 'Nothing' indicating you've drawn a blank.
• A passcode number.
• A security terminal command icon.
• An extension of time.

USING SECURITY TERMINALS

You can use the security terminal commands you have collected at any security terminal in Elvin's complex. These terminals are usually located near the entrance inside each room. They look like television sets with darkened screens facing forward to you.

To use a security terminal, move directly in front of it and push the joystick FORWARD. The security terminal screen will fill your display. Security terminal command icons and the number you have available appear on the screen. These include:

Platform symbol—resets vertical lift platforms.

Platform symbol—moves the floor segments left or right.

Electric plug—temporarily deactivates robots.

Light bulb—turns on lights in darkened room (can be used in any room within a tower to light other rooms in the tower).

Time bomb—arms time bomb that can be placed by agent to blow up a safe (pull BACK on the joystick and press the FIRE BUTTON to place the bomb).

The bomb explodes a few seconds after it is placed allowing the agent to go back to the safe and search for pieces of music.

Mine—arms mine that can be placed by agent. Mine explodes whenever anyone including field agent makes contact with it. It blows a large hole in the floor that the agent can only cross with a leaping somersault.

Push the joystick LEFT or RIGHT to move among the command icons and press the fire button to select whichever one you want to use.

POCKET COMPUTER

Your pocket computer is an amazing device that not only locates you in Elvin's complex, it also helps you assemble the passcode that lets you move from tower to tower with its built-in tape recorder you put together the musical sequence you need to get into Elvin's central tower. Your computer also shows you how much time you have left before Elvin destroys the world.

To activate these last two functions, you must be standing in a corridor or elevator and press the FIRE BUTTON.

Note you cannot use the pocket computer in any of the rooms. Pressing the FIRE BUTTON in a room will make you do a somersault.

When you activate the functions, a hand appears near three buttons at the bottom right of the screen. The right button has three numbers on its surface. The centre button has the drawing of a tape cassette deck. The left button has the word 'OFF' written on it. Above these buttons you will see three sets of up and down arrow buttons.

You can move the hand with the joystick. To select a button, move the hand on top of it and press the FIRE BUTTON. When you select the number button, the tower complex map disappears and three windows appear in its place. This is where the three digit passcode to enter Elvin's tower is assembled. The numbers are in three different colours and each colour appears in its own window. When you move the hand to the up and down arrow keys and select one with the FIRE BUTTON. Numbers you have found in the tower appear in the windows to the left. There may be duplicates. When you find the correct number the 'Found' indicator below the windows will

light up. Go on to the next window and find the next correct number. When all three numbers for the passcode are found, the 'Complete' indicator below the windows will light up. You can now move through the security access doors into a tower next door.

When you have collected one or more musical sequences from Elvin's safes, you can play them on your pocket computer. Move the hand over the cassette button and press FIRE BUTTON. A tape cassette deck complete with standard play, fast forward and rewind controls appears in the centre of your pocket computer. Rewind then press play and any musical sequences you have collected will play. Listen to them carefully because there may be duplicates. A digital tape counter helps you keep track of where you begin a musical sequence. Use this to help you record a new sequence over a duplicate piece of music as you collect them from the safes in each town. When you collect and play six non-duplicate musical sequences linked together on your tape recorder as a song, you can enter the express elevator to Elvin's control room.

You MUST record a musical sequence before you leave a tower because you can't return to a tower once you've left it. If you forget to record the music in each tower's safe, you can't win the game. However, you might get really lucky and still win the game IF the music you forgot in a tower's safe is a duplicate.

ELVIN'S ROBOTS

The basic security sentrybot: The most common and most dangerous, these are armed with high voltage plasma guns. It can fire any time it detects a human within six feet and they never miss at this range. Humans always die as a result of the weapon's massive electrical discharge. Humans have one advantage however in that they have greater mobility. You can dodge sentrybots with a well timed somersault. Sentrybots cannot leave their assigned floors or platforms, and may be found in any room.

Minebots: Encountered in rooms in any tower, they crawl around and lay mines at random. The mines are visible and easily detected. Unlike the mines a player can lay, they have no effect on the floor.

Pestbots: Relatively harmless but annoying, these appear in any tower. They constantly ride the lift platforms and mess up a player's lift platform strategy. They are not dangerous.

Squatbots: Small robots that squat on the floor like a turtle, may be encountered in any tower. With good timing, you can step on one and use it as a stepping stone to get higher in the air. However, after three seconds it will rise up and smash you against the ceiling if you're not careful.

Bashbot: The second most common robot type, found in all towers, it is shaped like a mini bulldozer. Upon detecting you it will attempt to shove you off the edge of the nearest platform or into a nearby wall. Sometimes if you encounter one near a door into a room, he will shove you back into the adjacent hallway.

Suicidebot: When it senses a man is near, it leaps to its death trying to take the man with it. May be found in any tower.

NOTE: The robot diagrams are representative of the Commodore version, therefore robots in other versions may vary.

ELVIN'S EXPRESS ELEVATOR

You can find doors to Elvin's express elevator between the inter-tower security doors in either the underground passageways or the aerial hallways. Stop in front of the express elevator and push your joystick FORWARD. You will enter the elevator and reappear in Elvin's control room.

ELVIN'S CONTROL ROOM

This is an extremely complex room filled with robots. It has security terminals so you can use your collected security commands to help you. Notice the three terminals in the centre of the room. One of these can be used to deactivate the missile launch control codes and save the world. The other two will kill you. Select a terminal, stand in front of it and search it by pushing your joystick FORWARD. If you are lucky, you will deactivate the control codes and confront Elvin.

SCORING

A scoreboard will appear if you successfully end the game or if you die too many times while you are in Elvin's control room or if time runs out. This signals the end of the game, entering each tower and for completing the mission. You earn points for entering each tower and for completing the mission.

SAVE GAME (C64 Disk).
Press C=(Commodore) key and S simultaneously.

STARTING A NEW GAME

You can start a new game any time by pressing the RESTORE key (on the Commodore 64). The rooms and robots will be rearranged and the computer will generate a new set of passcodes. Pause the game at any point by pressing the RUN/STOP key.

EPYX®

© 1988 EPYX Inc. All rights reserved.

U.S. GOLD
All American Software

IMPOSSIBLE MISSION II

CBM 64/128
Atari ST Amstrad
Spectrum Spectrum +3