

EPYX®

IMPOSSIBLE MISSION®-II™



**Apple® II and
Compatibles**

Double High-Res
128K Required

DISK 12403D

**ELVIN'S
BACK!**

IMPOSSIBLE MISSION® II™



Elvin returns in a high rise duel to the death...

...he's built a futuristic fortress filled with the most sophisticated destructive devices, deadly to anyone determined to stop him.

THAT'S where you come in. As a 25th century sleuth, your mission is to find the secret code accessing the stronghold of ELVIN, that malicious mastermind bent on world domination.

Uncover clues in the executive office suites without being zapped by lightning-shooting push-bots. Or maybe you'd rather search the parking garage where you'll have nasty mine layers to deal with. Each tower is wired with state-of-the-art surveillance cameras, robot guards and secret security-coded passageways.

Impossible Mission II requires strategic moves and sharp investigative sense to outsmart ELVIN and his band of destructive evil doers.

- ▶ **Use your pocket computer map to guide you through the towers or your tape player to listen to coded pieces of music you collect.**
- ▶ **Search objects on the screen for secret code numbers and weapons to destroy enemy robots.**
- ▶ **There are eight towers in all, each with a unique theme and level of difficulty.**



Maneuver through murky passageways...



...dodge human-seeking suicide-bots...



...desperately search for code numbers to the secret combination...



...and get to ELVIN before it's too late!

*Screens from Amiga™ version. Impossible Mission® II™ is a trademark of EPYX, Inc. © 1988 EPYX, Inc.



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IMPOSSIBLE
MISSION-II™

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128K

DISK 12, 13D

THE GAMES™

WINTER EDITION



- Enhanced by former Games athletes, you'll be entered in these history-making events: Downhill Skiing, Oval-Track Speed Skating, Cross-Country Skiing, Figure Skating, Slalom, and Luge.
- Set up cameras to "cover" your skiing performance, cutting from view to view -- just like the networks!
- Participate in opening, closing, and awards ceremonies.
- Play against eight friends, or the computer.

Only from **EPYX**

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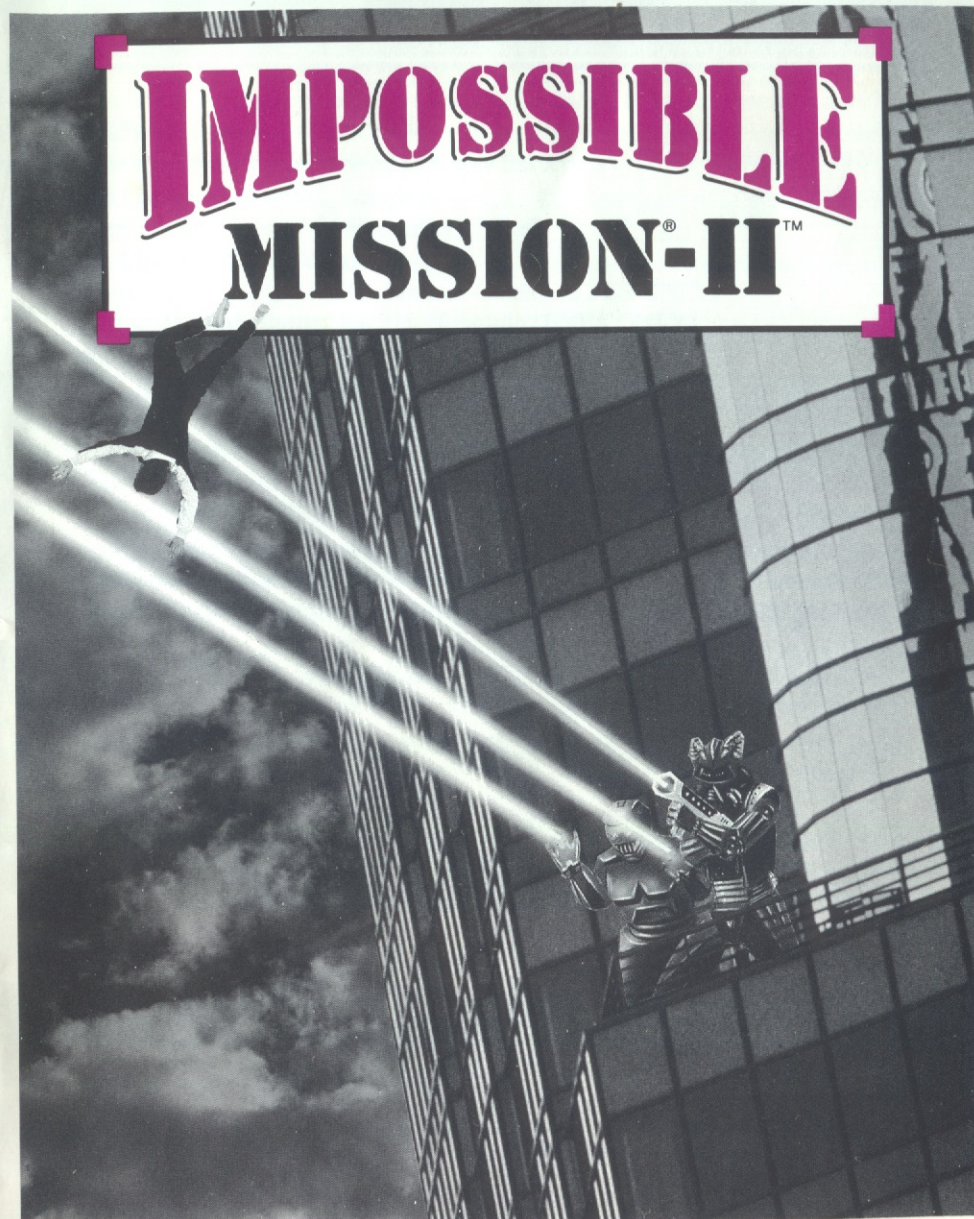
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Part #124OA-60
Rev. A

EPYX®

IMPOSSIBLE MISSION-II™



Instruction Manual

for Commodore 64®/128™, Apple II® series,
Atari® ST™, IBM® PC and compatibles

PROOF-OF-PURCHASE
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PRODUCT
#124OA

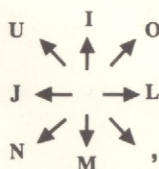
IMPOSSIBLE MISSION II

Command Card for the Apple II series

Read the Impossible Mission II instruction manual for loading and general game-play instructions. Read this command card for keyboard controls and variations from the manual for the Apple II version of the game.

Keyboard Controls

Press the keys shown in the diagram in place of joystick moves. (The arrows indicate joystick moves.)



Open or Closed Apple key = fire button

Additional Keys

- If you find yourself in a position with no way out, press **Esc**. This returns you to where you started in the current room.
- When in the hallways, press **P** to pause the game. Press any key to resume play.
- Press **Control R** to start a new game.
- Press **Control S** to toggle the sound on and off.

Note: To save a game to a disk other than the game disk, be sure to have a disk formatted with DOS 3.3 ready before you begin the game.

Impossible Mission® II is a trademark of Epyx, Inc. Apple® is a trademark of Apple Computer, Inc.

Hints

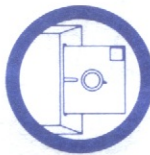
To blow open a safe, place a bomb on the right corner of the safe. If your placement is too far to the right, you'll blow up the floor. If this happens, you can try to place a second bomb on the edge of the floor next to the safe.

To enter the central tower, stand in front of the door with the skull on it. Play all six unique pieces of your music, then turn as if to search the door. You'll then automatically enter the tower.

**For extended media life—
here's how to take care of your flexible disk**



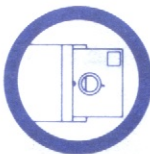
Precision surface.
No fingers, please!



For your disk's sake
(and the system's, too)
insert disk carefully.



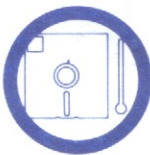
Magnetic fields erase.
Keep them far away.



Keep it safe—
in the jacket
when not in use.



Bending and folding
may damage.
Handle with care.



Keep disks comfortable.
Store at: 10° to 52° C.
50° to 125° F.

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for the Apple II® and Compatibles

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