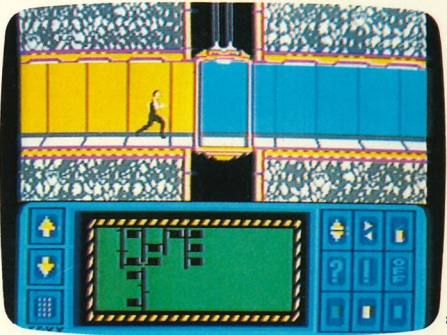
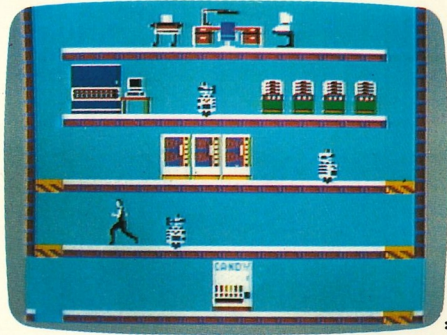


IMPOSSIBLE MISSION™

Designed by Dennis Caswell



- 32 Rooms with 90 Different Robots for Never-Ending Challenge
- Computer Assisted Puzzle Solving (Over 240 Different Variations)
- Room Configuration and Robot Defenses Change in Each Game
- Voice Synthesis for Added Realism
- Joystick Controlled
- One Player

RATING: 



IMPOSSIBLE. It's been a long time since the Agency stamped a mission that way. (Back then, agents had numbers like 006 and 007.) But the Agency has never faced a foe like the fiendishly clever Elvin. Until now.

Your mission, Agent 4125 (we've lost an Agent or two since 007), is to foil Elvin's horrible plot. From his underground laboratory, the nefarious scientist is holding the world's population hostage under the threat of nuclear annihilation. You must penetrate the rooms and tunnels of his stronghold, avoid his human-seeking robots and search for the pieces of his security code.

Somersault over the robots or use a precious snooze code to deactivate them long enough to search each room. As you find code pieces, the Agency's computer will help you unscramble the passwords, or you can try to solve them yourself. You've got to reach Elvin's control center, but you'd better watch your step... They didn't stamp this **IMPOSSIBLE** for nothing!

EPYX CODING

To help you choose the game that's right for you, EPYX games are coded to indicate the degree of emphasis on "Action," "Strategy" or "Learning." These symbols will appear on the front of all EPYX packages:

Action	Strategy	Learning
		

*Screens from Commodore 64 version of game.

EPYX™
COMPUTER SOFTWARE

Strategy Games for the Action-Game Player

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EPYX™
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Strategy Games for the Action-Game Player™

IMPOSSIBLE MISSION™



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APPLE II
Disk
64K

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