



AMERICAN VIDEO  
ENTERTAINMENT

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IMPOSSIBLE MISSION II program and graphics (c)1989 EPYX, Inc.

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Programmed by Novotrade Software Studios.

Manual by Phil Mickelson.

Cover Illustration by Ken Rieger.

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Address all correspondence to:

American Video Entertainment, Inc. 577 Airport Blvd. Suite 700, Burlingame, CA 94010 USA

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# IMPOSSIBLE MISSION



**THANK YOU** for purchasing **IMPOSSIBLE MISSION II**, an exciting video game from **American Video Entertainment, Inc.** Our seal of quality guarantees challenging, reasonably priced software for play on the Nintendo Entertainment System.



**This game is a vast and complex challenge. For maximum enjoyment it is recommended you carefully read this instruction booklet and save it for future reference.**

▷ Features digitized sound effects.

▷ One of the most challenging games ever made for the NES.

▷ Use your high-tech micro Pocket Computer to map your location, assemble security access codes, and record encrypted musical information.

▷ Search over sixty rooms for tools, bombs, and safes as you explore the eight gigantic towers of Elvin's stronghold.

▷ Use reflexes, quick thinking, and stealth to disarm Elvin's deadly machine of mass destruction.

## PRECAUTIONS

- \* Do not store cartridge in very hot or cold places. Never hit or drop.
- \* Do not take apart.
- \* Do not touch connectors; do not get them wet or dirty. Doing so may damage game.
- \* Do not clean with benzene, paint thinner, alcohol or other such solvents.

## WARNING

### **DO NOT USE WITH FRONT OR REAR PROJECTION TV**

Do not use a front or rear projection television with your Nintendo Entertainment System. Your projection television screen may be permanently damaged if video games with stationary images or patterns are played on your projection television. Similar damage may occur if you leave your game in PAUSE mode. If you use your projection television with NES games, American Video Entertainment, Inc. will not be liable for any damage. This situation is not caused by your NES or by American Video Entertainment games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your television manufacturer for further information.

## Its late, maybe too late.

The feds didn't want me to have anything to do with this project. They were gonna send in there own hot shots. Said I was too emotionally involved.

Which I guess I am, seeing as the last time we met, Elvin almost did me in. After all, when it gets too personal you lose your edge, start thinking too much, make mistakes.

Elvin Atombender, a bonafide genius, a technological wizard, a terminally ill criminal master mind. Who's last dying wish is to immortalize his name in the history books with a nuclear firestorm.

He's one of the most brilliant and ruthless criminals I'd ever gone up against. He resurfaced two weeks ago infecting the National Defense network with a computer virus so advanced that in four days it had spread to almost half the computers in the country. If you were lucky you could erase it off your system, but it was just a matter of hours before the system would get reinfected by communication with outside data bases. Its been two days since they lost contact with their hotshots. They didn't want me involved. Hell, I don't want to be involved. But there is no one else to do the job. If I fail, how many thousands, maybe millions will die?

I take a slug of my cold coffee. I've got a pain in my gut telling me this mission could be my last. But I've got no choice. I'll quickly look over the mission directives once more, there's not much time.



# CONFIDENTIAL

**MISSION DIRECTIVES**  
**Case #AVPM 3291R-281**

TOP SECRET

# WARNING

## Restricted Information

The following restricted information may contain references to subjects affecting national and international security and is therefore CLASS 9 INFORMATION.



All CLASS 9 INFORMATION is protected from public viewing under federal and international laws. Unauthorized viewing of this information is punishable in the U.S. by a minimum \$25,000 fine and 9 years imprisonment. The following information is protected world wide from public viewing by:

\*Whitford Information Act Page 14 Sec. 44-052.

\*\*United Nations Internal/External Information Protection and Control Agreement, Sec. 28B.

**SUBJECT:** Elvin Atombender **AKA:** Adam Elvender  
**SEX:** Male **AGE:** 63 **HEIGHT:** 5-4 **WT:** 120  
**HAIR:** None **EYES:** Blue, wears glasses  
**PRESENT LOCATION:** StarCom International Building  
2270 Wilshire Blvd. Century City, California



### PERSONAL HISTORY:

Elvin is considered one of America's foremost authorities on robotics, fractal geometry and computer viruses. Employed by the Federal government for 22 years in various electronic infiltration and computer intelligence agencies. Disappeared in the late seventies, resurfacing in the mid-eighties under the name Adam Elvender. His true identity became known after an unsuccessful attempt at causing nuclear strikes on several major cities 1986. Imprisoned in 1988, he soon escaped after being diagnosed with a terminal illness. He has not been heard from since, until two weeks ago.

### PSYCHIATRIC PROFILE:

Elvin has been under Psychological treatment since 1973 for severe paranoia, delusions, and antisocial behavior. He has grown increasingly unstable over the years, and is now believed to be completely insane. Because of extreme paranoia he is most likely alone, protected only by robots within his towers.

### CRIMINAL RECORD:

Prior to his arrest in 1988 he had no known criminal record.

### CASE BACKGROUND:

Eleven days ago Elvin infected the national communication network with an intelligent electromutative virus. It quickly found its way into the NORAD defense computers. Using this virus, he somehow reprogrammed the security codes. Elvin now has absolute control over the nation's entire nuclear missile force. He is making a second attempt at causing a major nuclear disaster! Several attempts to coordinate extradition of Elvin through State and local authorities have thus far proven unsuccessful.

### MISSION OBJECTIVE:

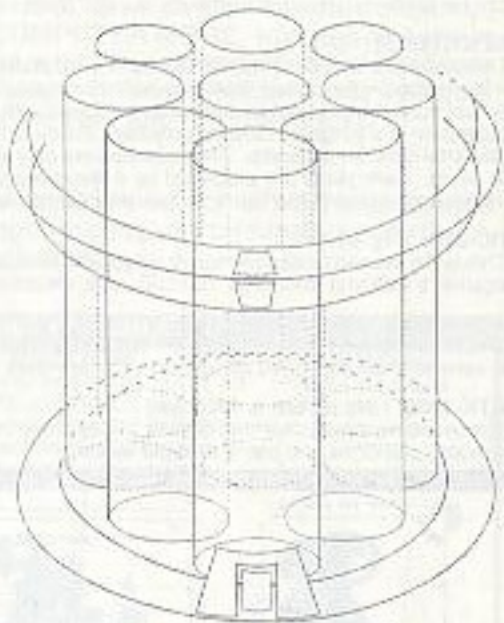
Manipulation of the Nation's nuclear defense system is being controlled through Elvin's mainframe computer, located in the central core tower of the massive StarCom International Building. A lone operative must enter the StarCom Building searching every room in the complex for the safes that contain M.K.D.S. (Musical Key Data Sequences). Information has been encrypted into these musical tunes, so when the musical tunes are recorded and played back at the entrance to Elvin's express elevator, the doors will open allowing access to Elvin's central control room.

You must then reach the main control console and shutdown Elvin's mainframe computer, bringing to an end what could be the greatest crisis in the history of mankind.

Warning! Elvin has three terminals in his central control room. Two of the terminals are decoys rigged to discharge 750,000 volts if they are touched. Only one terminal can be used to disarm the system.

### BUILDING LAYOUT:

Elvin's headquarters is located within the six story StarCom International Building. It is made of 8 outer towers that surround a inner core tower. This core tower is where Elvin's central control room is located. To reach the core tower you must go through all 8 towers. These towers are connected by a series of elevators and passage ways. Access from one tower to another is restricted by two inch thick steel doors. These can be breached by using your Pocket Computer (see PIN Assembler mode).



### SECURITY DROIDS:

The complex is guarded by advanced Security droids that are networked to the main computer system and can be controlled through terminals in each room. These are some of the droids you may encounter:

#### SENTRYBOT: (Fig. A)

These are the most common and also the most deadly. These drones are custom designed by Elvin, information on them may therefore be incomplete. These droids see using Infrared photosensors that detect human body heat and are also equipped with motion detection and audio sensing capability. The outer skin is a tungsten carbide polymer. Inside is housed two high voltage plasma guns that generate powerful directional beams. These beams are only effective at closer than six feet, and are therefore easy to avoid. Sentrybots are propelled by a linear magnetic induction system, and must ride along special tracks embedded in the floors and usually cannot leave their defined floor pattern.

#### HC-910: (Fig. B)

This is the second most common droid you will encounter. It is programmed to grab an intruder, trap them against a wall and discharge 750,000 volts, electrocuting its victim.

#### ATK-1000C: (Fig. C)

This is a modified version of the ATK-1000. It is equipped with a supply of exploding mines. When danger is sensed it will lay mines at random. These mines are easy to see but sometimes difficult to avoid.

#### ATK-1000: (No picture is available)

These are harmless unarmed drones. They move on three wheels and are highly mobile. They can ride elevator platforms and patrol multiple levels.

Images created using Magnetic Resonance Technology. Actual object may look slightly different to the human eye.



Fig. A



Fig. B



Fig. C

### GAME CONTROL:

Your Control Pad has two modes **ACTION MODE**, which allows you to walk, jump, and search the building, and **POCKET COMPUTER MODE**, which allows you to use your ultra high-tech micro Pocket Computer. This powerful piece of hardware can be used only in elevators and hallways. It keeps track of your location, assembles PIN codes to unlock tower entrances, and records M.K.D.S.

#### ACTION MODE:

In **ACTION MODE** you move through the building in search of the things needed to complete your mission. You can also logon to computer terminals in each room, and use Elvin's master system to your advantage.

### ACTION MODE CONTROLS

#### DIRECTION PAD:

Controls running, ducking, and searching. Also controls up and down movement of elevators.

#### B BUTTON:

Press to jump and lay BOMBS. To lay BOMBS and MINES you must crouch down by pressing **DOWN** on the Direction Pad and press **B Button** at the same time.

#### A BUTTON:

Press in halls to enter the Pocket Computer Mode.



**SELECT:**  
Not used.


**START:**  
Begins new game and pauses game in progress.

## SEARCHING:

You must be sure to search everything, from automobiles, garages and athletic equipment to plants and pictures on the walls. To search a location stand in front of it and push the Direction Pad UP.

A window will appear that says SEARCH. You will see a time line indicating how long the search will take. Some places take longer to search than others, so be sure to keep searching until the time line disappears and the SEARCH WINDOW displays what you have found.

If nothing is found it will say NOTHING. During your searches you will find TERMINAL COMMANDS, PINS (security Entrance Codes), SAFES (these contain M.K.D.S. the MUSICAL KEY DATA SEQUENCES that you must record), and TIMER ICONS (these extend the time you have to complete your mission).



SEARCH

SEARCH WINDOW



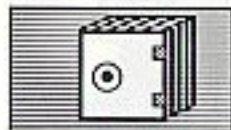
NOTHING

NOTHING

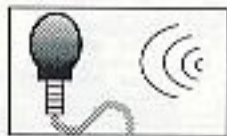


+ 10

TIMER ICON



SAFE



M.K.D.S.

## TERMINALS:

By standing in front of a Computer Terminal and pushing UP on your Direction Pad you will logon to Elvin's computer system. Pictured on the screen are 6 TERMINAL COMMANDS and to the left the number of each that you have collected. The Direction Pad moves the selector UP and DOWN. Pressing A Button will activate the TERMINAL COMMAND you've chosen and return to the main screen.

### TERMINAL COMMANDS:

**V-PLAT RESTORE:** This will reset the position of the platforms that move up and down to their original positions.

**H-PLAT RESTORE:** This will reset the positions of the platforms that move Right and Left to their original positions.

**DROID DISENGAGE:** This will disengage droids from the main computer, rendering all Security Droids completely harmless for 17 seconds.

**BOMBS:** Can be laid on floors by pressing A Button while pushing the Direction Pad DOWN. BOMBS will explode after about 20 seconds destroying anything near them and blowing holes in the floors and safes. There are many floors with special insulation where you cannot lay bombs.

**MINES:** Can be laid on floors in the same way as BOMBS but they only explode when touched. Just like BOMBS there are many floors where you cannot lay MINES.

**LIGHT:** Sometimes you will enter darkened rooms where it is hard to see. Choosing lights will turn on the lights not only in the room you are in, but in every room in the tower.



### M.K.D.S. and SAFES:

To open a SAFE you must first blow it up with a bomb. Inside the SAFE is the M.K.D.S. so search it thoroughly. You must record the M.K.D.S. before you go to the next tower. To record it simply turn on your RECORDER. You will see that the tape counter has gone forward. Rewind your tape and listen to the tune. There are six different M.K.D.S. (musical sequences) in the eight towers. Two pieces are duplicates. This is why you must always listen to the recording. If you have duplicates recorded, you must rewind your RECORDER to the beginning of the previous M.K.D.S. and record the new one over the top of the duplicate. It will take six different M.K.D.S. to complete the tune that will open Elvin's express elevator to the main control room.

### THE POCKET COMPUTER:

This is one of your most important pieces of equipment. It can only be used in halls and elevators and cannot be used in rooms. The TIMER counts down how much time you have left. The light spot on the map screen shows your present location. The number of the tower you are in is shown under the map.

### POCKET COMPUTER MODE:

To use your Pocket Computer press B Button this will make a small HAND appear on screen. Use this to point to the RECORDER, PIN ASSEMBLER (293) or OFF to return to ACTION MODE.

### PIN ASSEMBLER (293):

While searching the building you will find colored PIN numbers. These NUMBERS are stored in the PIN ASSEMBLER and can be used just like a combination lock to open the security doors that separate the towers. Although you may collect many numbers, only three (one of each color blue, yellow, green) are correct. To see the different numbers of each color that you have collected use the Arrow Keys to the right of the PIN numbers. The three sections correspond to one of the three colored numbers. Push the Arrow Keys with the HAND to rotate the PIN numbers. To open the door you must have all 3 CORRECT numbers displayed. To line up all the correct numbers you must know which numbers are right and which are wrong.

When one of the 3 numbers is correct the word FOUND will appear. To isolate all three correct numbers roll each until FOUND turns off. The last number rolled is a correct number. Try turning it back to make sure it's correct. If FOUND turns back on it is a correct number. Test all three numbers this way, if you don't have all three correct numbers keep searching. You must find them. When all three numbers are correct the word COMPLETE will appear in the display. You can now enter the next tower.

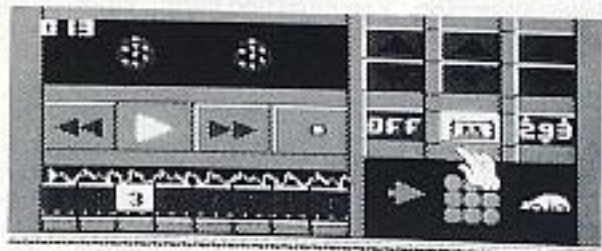




### RECORDER:

Selecting the RECORDER will let you record and play back M.K.D.S. To operate the RECORDER move the HAND to REW, PLAY, FF, or STOP. The counter will tell you where one tune ends and the next begins. This will help you record over duplicate music. Use as you would any tape recorder.

When you have recorded six non-duplicate M.K.D.S. to form a complete song you can enter Elvin's express elevator. You must record the M.K.D.S. before you leave a tower because you can't return to a tower once you have left it. If you don't record the M.K.D.S. in each tower's SAFE you cannot complete the mission. You could however get lucky if the M.K.D.S. you forgot to record was a duplicate. In this case you could still enter the express elevator. When you finish using the recorder move the HAND to OFF and press B Button to return to ACTION MODE.



### ADDITIONAL INFORMATION:

PLATFORMS will only move as far as the track they are mounted in will allow.

Sometimes PLATFORMS go through ceilings and floors leading to other rooms.

To move a PLATFORM Left or Right stand in the PLATFORMS center and press DOWN on the Direction Pad while pushing Left or Right.

Some rooms are inaccessible, so you must blow a hole using a BOMB or a MINE to enter.

The doors to Elvin's express elevator are located between the inter tower security doors in either the under ground passageway or the aerial hallway. After you have recorded the six different M.K.D.S., stand in front of the access door and press UP on your Direction Pad. This elevator will take you directly to Elvin's central control room.

Always remember to listen to the M.K.D.S. you have recovered from a SAFE before you leave a tower.

# MEMO

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## Notice to American Video Entertainment™ Customers

Should you encounter any problems with this cartridge two important questions must be asked.

- A. **Was your Nintendo control deck purchased after October of 1990?**  
B. **Does the cartridge play on other control decks purchased prior to Oct. 1990?**

If the answer to both of these questions is yes then you probably have a control deck which was secretly modified by Nintendo to prevent you from enjoying this game. In order to enjoy many fine products from independent American manufactures, American Video Entertainment, recommends you get a control deck compatible with all legal games. If you do not, you will be prevented from enjoying many great, value priced cartridges. You have several options available to you:

1. If you would like we can provide you with repair instructions which will instruct any qualified T.V. repair technician with the necessary information to repair your unit, and a letter requesting Nintendo refund any repair charges. (They are not legally obligated to refund your money but we think they are morally obligated)
2. American Video Entertainment will upgrade your incompatible Rev. 11 unit free for a postage and handling charge of \$9.95. NES unit must be in working order. AVE cannot repair non-functional units. THIS CHARGE WILL BE CREDITED TO ANY FUTURE PURCHASE OF AN AMERICAN VIDEO ENTERTAINMENT PRODUCT PURCHASED DIRECTLY FROM AMERICAN VIDEO ENTERTAINMENT. (Call 1-800-HOT-4-AVE and allow 1 week for return.)
3. If none of the above is suitable please call our consumer hotline at 1-800-HOT-4-AVE and one of our counsellors will help you further.



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