

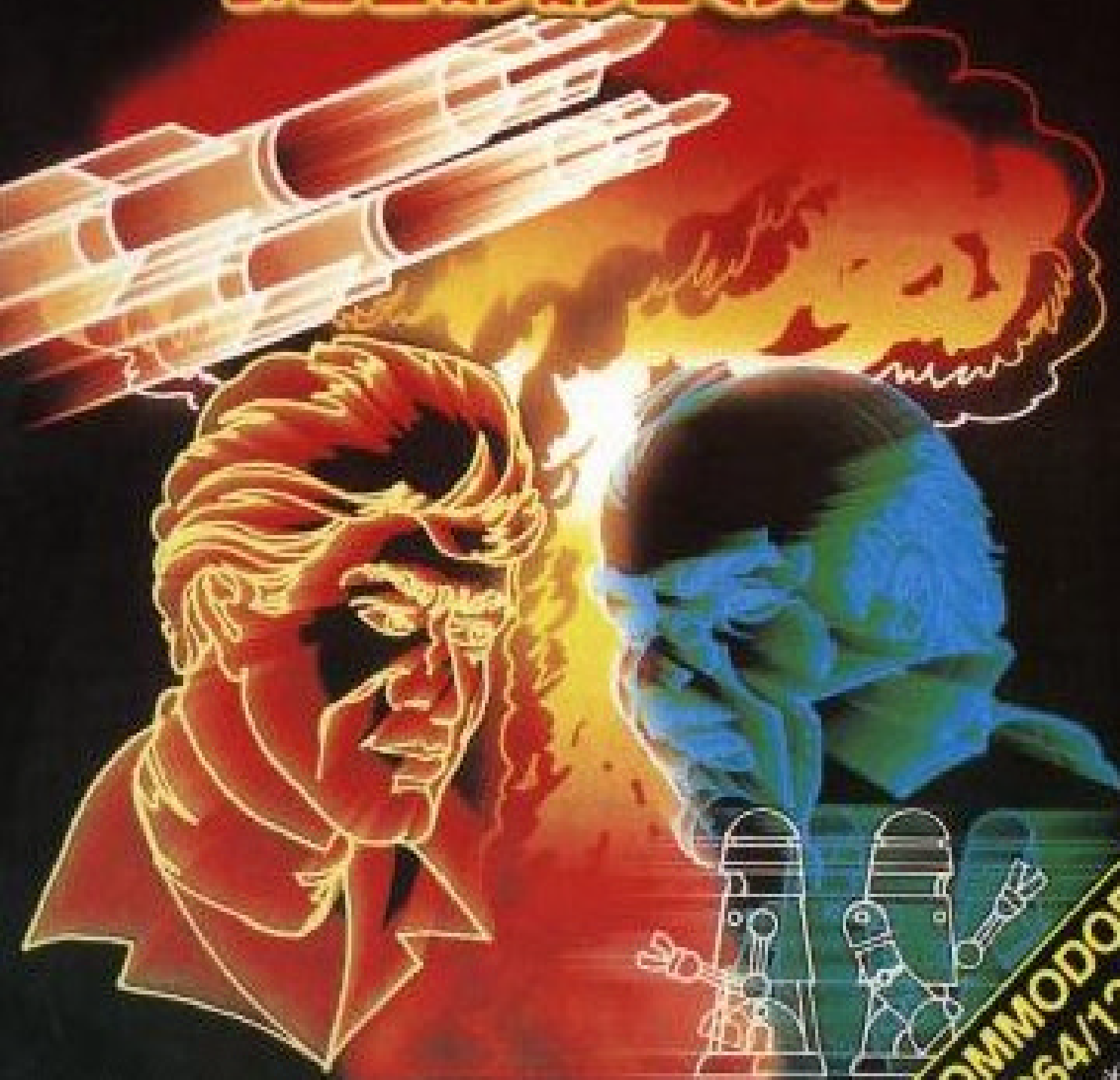


**EPYX**  
COMPUTER SOFTWARE

**RUSH  
WARE**  
COMPUTER SOFTWARE

*Strategy Games for the Action-Game Player.*

# IMPOSSIBLE MISSION



**COMMODORE**  
**C64/128**  
Diskette

Deutsch/English

# Impossible Mission

1. **Subject:** Mission of vital importance to national and global security. Operations to begin immediately. Utmost urgency.
2. **Situation:** During the past three days, key military computer installations of every major world power have reported security failures. In each case, someone gained access to a primary missile attack computer. Only one person is capable of computer tampering on this scale - professor elvin atombender (hereafter referred to as "elvin"). We believe that elvin is working to break the computer's launch codes. When he succeeds, he plans to trigger a missile attack that will destroy the world.
3. **Mission** You must penetrate elvin's underground stronghold and stop him. to succeed you will have evade the scientist's robot guards, break his security code and find his control center. Your predecessors, agents 4116 and 4124 (may they rest in peace), were able to send back some information about elvin's installation. It is detailed in the following pages. Your only weapons will be your keen analytical mind and your m1a9366b pocket computer. Good luck. The world is depending on you.

## Elvin's Stronghold

Using a fortune he amassed by raiding the computer systems of various financial institutions, elvin constructed a vast, underground stronghold packed with computer equipment. There, in seclusion, elvin spent four years working to breach the security of military computer installations around the world. As you know, he has succeeded.

Our computer estimate that he will break the launch codes and trigger the missile attack in exactly six hours. This is the amount of time you will have to complete your mission.

Elvin's stronghold consists of 32 rooms in which each room can be accessed by an elevator or lift for each room there may be a lift (1 inch b/w thing that moves up or down sometimes both) in which you access each level in the room.

## Elvin's Security System

Our intelligence indicates that elvin uses three types of codes (or passwords) in his security system. One code deactivates the robots, another operates the lifts and the third code (a password) unlocks the control room.

Now comes the really strange part.

-> We believe that elvin hides the passwords in his furniture <-

Elvin, who is extremely absent-minded, frequently forgets the passwords for his security computer. His solution is to scatter them haphazardly around the house

Fine. But you must find them. Without the passwords, you will almost certainly end up like agent 4124 (but we don't want to think about that, do we?)

Once you find the codes, using them should be relatively easy (for the most part). you should be able to log onto a security terminal as you enter each room and deactivate the robots or reset the lifts (if necessary) from there. Note -> You can deactivate or reset lifts depending upon how many "init lift" passwords you have or find <- This should present no problems.

Note-> You can deactivate the robots with a "snooze" password (temporarily) in that room.. when you find one it shows the picture of a robot with a series of zzzzzz's...or you can check your status while standing in the elevator and pressing the fire button.

(-> Extreme note!! <-) However, the control room password is another matter. Realizing the importance of this particular code, elvin has broken it into dozens of pieces, scattering them throughout the complex. You will have to find and retrieve all of the pieces and match them up like a puzzle to form a password. (Objective of game)

With the completed password, you can gain access to the control room where elvin is preparing to launch the missiles. You have to stop him, or the world is going to be terminally late for dinner tonight. (All gone)

## Overview Objective

Idea is to run about room avoiding robots and holes (on bottom floor) and try to find the pieces of the puzzle to solve.

## Controls

- In the elevator: Push the joystick forward or back to go up or down. Push the joystick left or right to move in either direction along the corridor. Running to the edge of the screen takes you into a room. (this is the place where you start in the beginning) Also -> This is where you use your button to view your status or use equipment which will be explained later on.
- In the rooms: Push the joystick left or right to move in either direction. If you press the fire button, your agent will perform a mid-air forward flip that you won't believe (this is especially useful for somersaulting over pesky robots and gaps in the floor.
- On lifting platforms: If you're standing on a striped lifting platform (b&w 1 inch block) in one of the rooms, you can push the joystick forward or backward to go up or down (to it's limits of course)

## Game Play

As you explore elvin's stronghold, your pocket computer (at the bottom of the elevator screen) will display a map of the rooms and tunnels you have entered. in every room, you should conduct a search.

## Searching For Codes

Search every object or piece of furniture in the rooms for codes and password puzzle pieces (if you can avoid the robots). you can do this by standing directly in front of an object (sofa, desk, fireplace or whatever) and pushing the joystick forward.

The word "searching" will appear in a box at the top of the screen. You will also see a horizontal bar indicating the length of time it will take to search the object. You must continue holding the joystick forward until the bar disappears

Resume searching where you left off. But if you leave the room, you'll have to start the search from the beginning.

When you have finished searching the object, one of four things will replace the words "searching" at the top of the screen:

- The words "nothing here." (then the object disappears)
- A picture of a striped lifting platform with an arrow above it. This represents a lift init password which allows you to reset all of the lifting platforms to their original positions (not elevators)
- A picture of a sleeping robot. This represents a snooze password which allows you to temporarily deactivate the robots in a room.
- A puzzle piece. This is part of the password which allows entry to the control room. It will be entered into the memory of your pocket computer automatically

## Using Security Terminals

You can use the -> snoozes <- and -> lift inits <- at any security terminal. These terminals are usually located near the entrance to each room. They look like television sets with darkened screens facing toward you. (actually it look like facing an apple w/a monitor which is off (it's on a stand))

To use a security terminal, move directly in front of it and push the joystick forward. The screen of the security terminal will enlarge to fill your display. You can select one of three functions with the joystick joystick (press button when the arrow points to the function you want):

- Reset lifting platforms. To use this option, you must have a lift init password in your possession. (your pocket computer displays the number of 'lift inits' you have.)
- Temporarily disable robots. To use this option, you must have a "snooze" password in your possession. (your pocket computer displays the number of 'snoozes' you have.)
- log off.

## Code Rooms

Elvin's stronghold contains two code rooms where you can earn additional passwords. Walk up to the console and push the joystick forward as if you were searching it. A sequence of squares will flash on the wall, each with a musical note, and a white glove will appear. Use the glove to touch each square in a sequence so that the notes are sorted in ascending order (from low to high)

If you produce the proper sequence of notes, the checkerboard will flash and you will get a -> snooze <- or -> lift init <- password. you can do this as many times as you like, but the sequence gets longer each time. You can quit at any time by touching the purple bar at the bottom of the checkerboard.

## Pocket Computer

Your pocket computer is an amazing device. It allows you to play with the puzzle pieces right on the screen, twisting them around to figure out how they go together.

To activate your pocket computer, you must be "standing" in one of the "elevators" or corridors. Press the button to turn on the pocket computer. Note -> you can't use the pocket computer in any of the rooms. Pressing the fire button in a room will cause you to do a somersault.

When the computer is activated, the map of elvin's stronghold will vanish and a white glove will appear. Use the glove to put the puzzle pieces together, to form the password which will let you enter elvin's control room.

## Using The Pocket Computer Commands

Arrow keys- (upper left corner) - moves other pieces that were found into memory window

Phone key- (bottom left corner) - dials out for help (see using the phone)

Password- (mid lowest left) - the computer assembles elvin's control password here

Memory window- (mid upper left) - displays two pieces of the puzzle your working with - (arrow command moves up a piece or down a piece to add to the puzzle)

Snooze & init passwords - just tells how many of each you have found if any

Selected puzzle piece(s)- (mid right of center box)- the only way the piece gets here is when you move it from the memory window to assemble it.

Off key- turns off the pocket computer (pauses game)

Game clock- shows time left to play. (game ends at 6:00:00)

Vertical flip key- (first top command on the 8 keys together (from left to right)) -flips the selected puzzle piece vertically

Horizontal flip key- (to right of vertical) -flips the selected puzzle piece horizontally.

Trash can key- (right of horizontal key) deletes the selected puzzle piece from the display (not memory)

Exclamation key- (right of "off" key) - if you just deleted a puzzle piece or put two pieces together, you can use this to "undo" it.

Color keys- (to right of exclamation key) - changes the color of the selected puzzle piece.

pause key- (bottom right corner) (two of them) pauses the game.

## Using The Glove

- To move the glove, move the joystick in the desired direction.
- To activate a function key, "point" to it with the glove and press the joystick button.
- To pick up a puzzle piece in the memory window, "point" to it with the glove and press the joystick button. Then you can move it by moving the joystick.
- To drop a puzzle piece, press the joystick button.
- To make a copy of the selected piece, "point" to it with the glove and press the joystick button.
- To put back a copy- of the selected piece, position the copy directly over the selected piece and press the joystick button.
- To select a puzzle piece- that isn't selected, "point" to it with the glove and press the joystick button.
- To find out if two pieces match, position one piece directly over the other and press the joystick button.

## Solving The Puzzles

- Some pieces are upside down or backwards (or both) when you find them, so if a piece doesn't seem to match anything, try flipping it with the function keys.
- Pieces must be the same color, or they won't match. If two pieces with different colors look like they should match, then use the color keys to change them.
- A completed puzzle looks like a computer punch card: A solid rectangle with several little holes in it
- A completed puzzle may be upside down or backwards when you finish putting it together (you may have to flip it around before it is recognized as a solution)
- There are four pieces in each completed puzzle, and nine puzzles in the game, each time you complete a puzzle, one letter of elvin's password will appear at the bottom of the pocket computer screen.
- when you have all nine of the letters in the password, you can open the door to elvin's control center and save the world.



## Control room

The door to elvin's control room is in one of the bedrooms. When you have completed the password, position your agent directly in front of the door and push the joystick forward. The door will open, and you'll finally have the last laugh.

## Using The Phone

When you touch the phone key on your pocket computer, it dials up the agency's main computer (to get some help with the puzzles). But there is a charge for using it. Each use of the phone cost two minutes on the game clock.

The agency's computer will give you three choices. Select the one you want with the glove, and then press the joystick button

## Choices

Correct orientations of leftmost pieces - The computer will flip the two puzzle pieces in the memory window to orient them correctly (right side up and forwards, instead of upside down and backwards). A read mark will appear to the left of each piece that has been flipped.

Have we enough pieces to solve the upper left puzzle? - The computer will look at the upper puzzle piece in the memory window and tell you whether you've found all three of the pieces that go with it to make a completed puzzle.

Hang up - Hangs up the phone.

Continuing playing - you can start a new game at any time by depressing the 'esc' key. The rooms and robots will be re-arranged, and the computer will generate a new set of puzzles.

## Scoring

The game clock (on the pocket computer display) starts at 12:00 the game end when the clock reaches 6:00.

## Losing time

Each time you fall of the bottom of the screen or get zapped by a robot or floating orb, you are penalized 10 minutes.

Each time you use the phone, you are penalized two minutes. When the game ends, you are awarded points as follows:

1 point for each second remaining on the clock  
100 points for each puzzle piece found.

100 points for each snooze & lift init password found.  
500 points for each puzzle solved.  
1000 points for completing the mission.

## Hints

Here are some playing hints from the author of Impossible Mission:

- Some rooms are harder than others. If a room seems too hard (presumably because you don't have any passwords to reset the lifts and turn off the robots), come back to it after you've aquired some passwords.
- Each robot has a different behavior program. Some robots move faster than others, some of them shoot lighting bolts, and some have no sight or hearing. so watch them closely. You can often figure out what program a robot is running before you try to get past it.
- Your pocket computer will let you combine any two pieces that don't overlap, but this isn't always enough. Puzzle pieces which don't overlap may not really belong together. If you find that it's impossible to ginish a pertially-completed puzzle, you may have combined the wrong puzzle pieces.
- You don't have to somersault over every hole in the floor. If a gap is no wider than a lifting platform, try stepping across it. But don't let up on the joystick until you get to the other side, or you'll fall.
- If you have to cross a very large chasm, you can actually have one foot in the abyss before you press the fire button to jump. If you do this just right, it will give you the extra distance you need.

**Impossible Mission (C) 1984 Epyx**



# Complete Impossible Mission Strategy Guide to master all 30 rooms!

(Originally created by James Burrows, recycled with his kind permission)



Let's start with the last room of the game. This is the entrance to Elvins control room. Memorize its position, as you've to enter the big blue door after solving all the puzzles!



In this room you had to remember the pitch of the musical notes that were played then play them back in the correct order (from low to high). Each time you guessed the entire sequence correctly one more note was added to the next sequence.



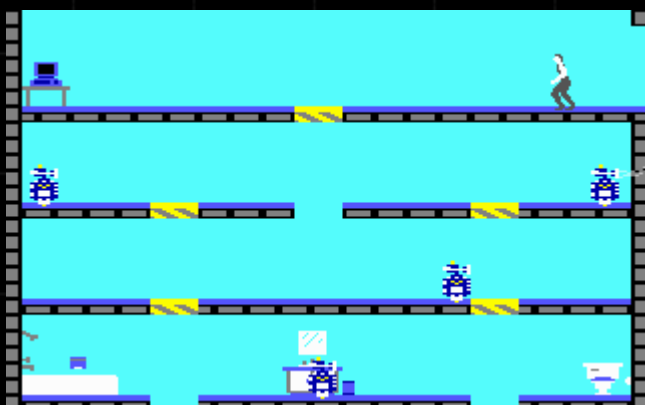
Easy room this... just step across the first two gaps, drop down on the next platform, search the two objects, jump over the robot, get the next two objects on the platform below and hope the robot guarding the typewriter is Stevie Wonder.



This room was either a doddle or impossible. If the robots had lasers you had no chance and you had to use a snooze or end up getting zapped about 20 times. If they didn't have lasers, it couldn't be easier... simply using jump-search-jump-search tactics coupled with mocking the robots as they couldn't get you was enough to ensure successful completion of this room.



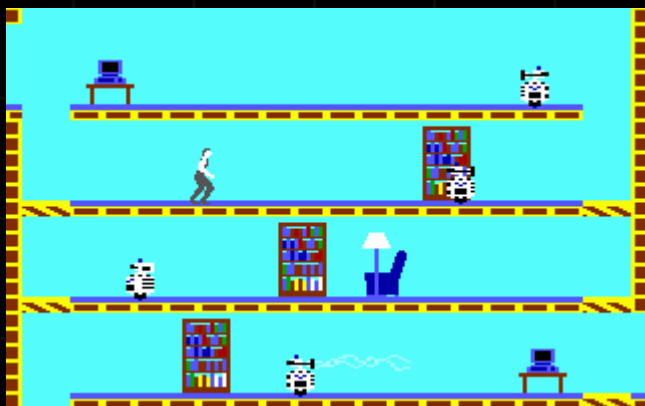
Don't let the deadly Orb in this room give you the shits! To kill it, all you have to do is quickly get to the platform below the robot guarding the bed. Once you're there, the Orb will follow you and if you judge it right... it will hover straight into the robot and disappear!



This room's difficulty was dependant totally on the robots. No matter which route you took to the bottom level, you had to pass one or two of them. Lazy players would use a snooze to get the two items that the bottom robot is guarding. Oh yeah.. remember to laugh as your guy searches the toilet.



This room used to always cause me troubles. The two robots on the right nearly always were fast and had lasers. If you could do this room without dying once and without using a snooze you were doing well!



Quite an easy room this, except that you could only get to the bottom level by dealing with all the robots as the lift platforms only moved one level in either direction. The wide spacious platforms in this room made searching the furniture and avoiding the robots quite easy.



Probably one of the easier rooms. Beware of the first robot as you enter the room though, he can quickly charge at you before you have time to think if you're not careful!



The only tough item in this room was the one on the top-right platform. If the robot guarding it was not deaf, blind and dumb you had little chance of success without wasting a snooze. Damn it I hated wasting snoozes on ONE item (especially as you didn't even know if it would contain a puzzle piece)!!!



In my opinion this was one of the more (and rare) boring rooms. Nothing particularly taxing here except the robot guarding the top platform, who if you catch on a bad day can give you quite a bit of hassle.



This screen was a nightmare! That little bugger on the top-left platform always used to get me! Also, if you actually managed to get to the bookcase on the right you did well but getting back out of the room was impossible if those two robots in the centre had motion sensors. I usually saved a snooze for this room.



Nothing really difficult about this room... depending on how smart the robots were! You could always waste a snooze if that robot guarding the two search objects gave you a spot of bother.



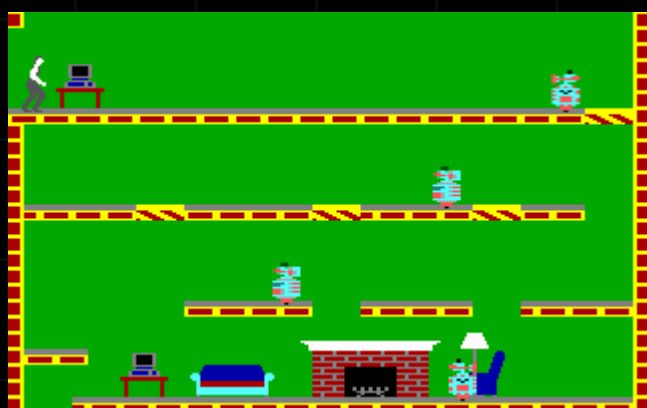
The tough part on this room surprisingly was NOT the robot guarding the items at the top, but the three robots on the lower levels. Depending on the robots' abilities, you had to time it just right to get past them and make it up to the higher platforms.



Searching the top platform was quite easy in this room if the robot patrolling there was not motion sensitive; the lift platform on the left made for a quick escape route. If you're not careful, you can waste a few lift-inits when searching the other three items on the right due to running off the platform when avoiding the robot that is guarding them.



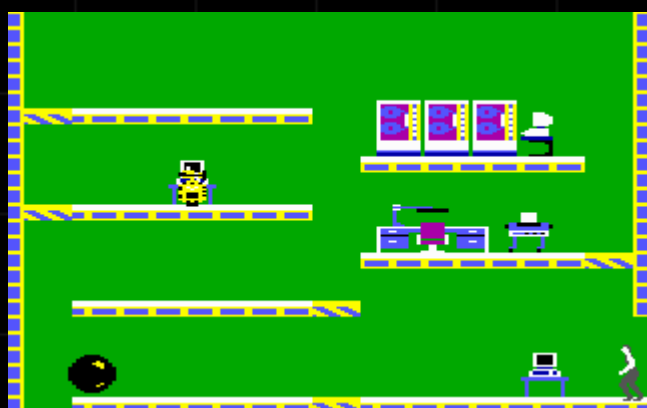
That bloody robot on the bottom floor of this room used to really yank my chain! The little bastard used to just chase me constantly and never let me search the items there! After a while I just got pissed off with it and put him to sleep with a snooze.



Thank God for that computer terminal on the bottom floor! If you get a clever robot guarding the items there it's an absolute nightmare searching everything unless you use a snooze.



I used to find this room quite easy. It's probably best to search the typewriter first then get the items on the left from the bottom upwards so that getting back out of the room is not too difficult.



You have to run very quickly on this room to avoid the nasty Orb. You're safe, however, once you get to the platforms above, where you can take your time searching the items. It doesn't matter how bloody fantastic that other robot is, he can't get you!



This is one of the hardest rooms in the game. Even if the robots are complete muppets you still have to avoid the fast-moving Orb. The best way to beat this room without dying is to use a snooze. Failing that, try to fall directly onto the platform containing the three search items (narrowly missing the Orb) and do some quick search-jump-search moves before making your way over to the lonesome typewriter. Nothing can get you there so you can catch your breath and prepare yourself for the route back to the exit.



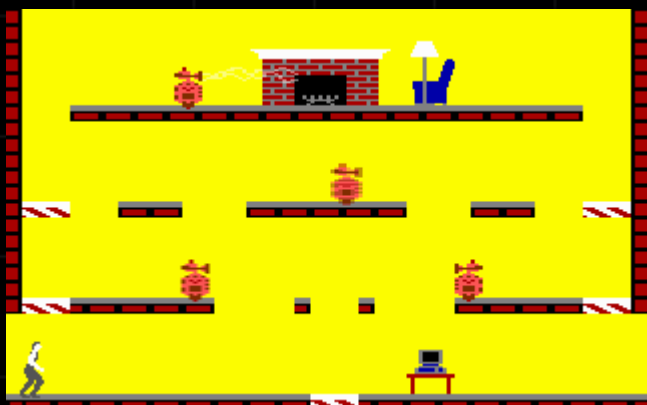
The thing to look out for in this room is the low ceilings on some of the platforms. You can quickly die loads of times by trying to jump over the robots when there isn't enough room above your head! Also, if that robot on the top platform can sense where you are... good luck getting out of the room again!



What was the point of this room Epyx? The robots can't move anywhere, even if they have lasers you don't need to go close enough to them to worry about it. The Orb is easy to beat by just running / jumping to the platform on the top-right so that the robot gets it. This is by far the easiest room.



In my opinion this was one of the more (and rare) boring rooms. Nothing particularly taxing here except the robot guarding the top platform, who if you catch on a bad day can give you quite a bit of hassle.



This was a tough room. The nasty route to the top via three possibly very pissed robots meant that even if you used a snooze you might not have time to get to the top, search all the items and return back to safety before the robots woke up and fried your brains.



Due to the orientation of the lift-platforms in this room you never had a simple route to the top. Once up there though, it's relatively straightforward to search the items, unless that robot at the top is a fast moving, motion sensing, laser shooting git.

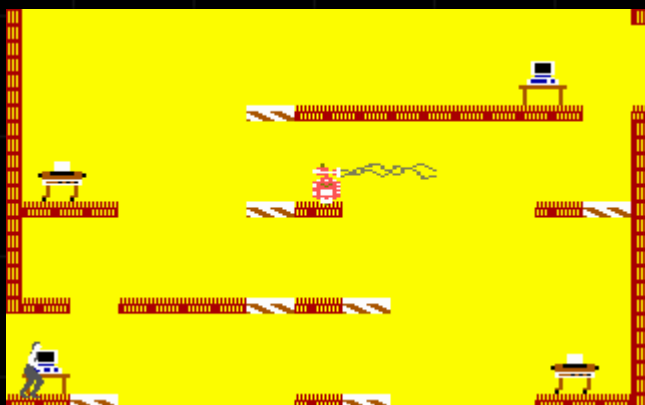


The two difficult items in this room were the bottom left one and the one on the far right on the second platform from the bottom. I personally used a snooze on this room, as more often than not that robot near the bottom left was Einstein with an attitude.





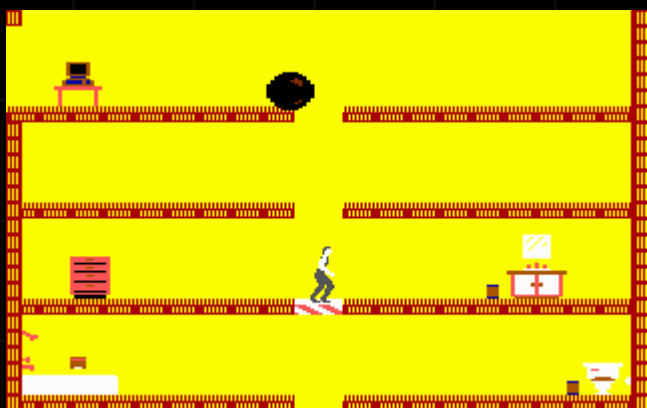
You have to judge your jump quite well to get to the platform with the Chest of Drawers. Other than that, this room is relatively simple. You might have a problem searching the fireplace if that robot can sense your position (and can move) as there isn't enough room jump over him.



Strange room this one... Quite simple but you may need a well timed jump to get to the typewriter on the far bottom right. It's a simple case of timing to get past the robot on the way to the top floor so you can drop down and search the remaining typewriter



How many times did I die in this room? Not only are the robots usually on the ball, but one wrong foot and you plummet to your death through the chasms at the bottom! If you use a snooze you usually end up having to use 2 or 3 because there are so many items to search and you have to judge your jump to perfection to get to the top-left candy dispenser. Unless the robots are absolute dumb schmucks, you'll end up either dying loads or using all your snoozes and lift-inits in this room.



This room had no robots, but a single Orb following you. It's a simple puzzle to determine the order of which items to search so that you avoid the Orb, but if you can't figure it out you can always freeze it with a snooze.



What is the point of that robot on the bottom? Yeah, like you're ever gonna go down there! This room was just put in as a through-room to get to other rooms in the complex. Getting from left to right was dead easy: just stand still as soon as you enter the room and press jump four times! From right to left though is a different story as you have to judge every jump, but hurry lest you wish to become Orb fodder!

# Impossible Mission Strategy Guide to solve the puzzles!



Believe it or not, but these 4 pieces solve one of the puzzles in Impossible Mission!



First match their colors.

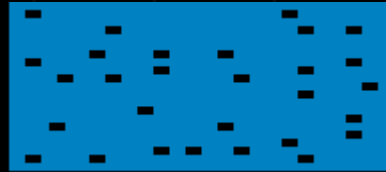
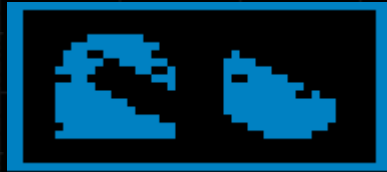


Then flip the pieces horizontally/vertically until they fit



Copy the left sides over the right ones





Finally copy the resulting two pieces over each other: Voila! All you've to do now is to flip the result again, until it's accepted by your pocket computer. Then all four parts disappear from your pieces list and you get another letter of the password!

# I talked to Peter Filiberti about the Apple 2 port of Impossible Mission

**First of all I'd like to know, if you were an Epyx employee or contracted outhouse?**

*"Contracted software company specializing in conversions. Applied Computer Technology, Inc."*

**The original version was the C64 one, done by Dennis Caswell. Did you already contribute to this original version?**

*"No, but he did answer our questions from time to time."*

**Can you describe the process of converting the game to Apple 2 computers?**

*"It was somewhat difficult given that the apple had no graphic sprites and limited sound resources. However the code base was close since both machines were based on a 6502 processor core, we could easily understand the original author's code. The programmer that worked with me was Brett Sperry and he was responsible for most of the graphics of the apple version. We simulated sprites with very very fast routines we wrote that did shape shifting and bit overlays onto the apple screen using tables."*

**I assume you had the C64 source as a base, or did you have to totally recreate the game?**

*"See above. The graphics had to somewhat be re-created because of the differing screen resolutions."*

**What were the major obstacles in porting such a big C64 title to the Apple 2?**

*"The apple graphic and sound limitations."*

**How would you compare your version to the original one?**

*"About 90 % accurate graphic wise, 50 % sound wise and 100% game wise."*

**Where there other people involved in porting the game?**

*"Brett Sperry who today runs Westwood Studios."*

**Are there any specialities in the Apple 2 version?**

*"Not really, we tried to keep the game as close to the original as possible. We even wrote a simulated voice quantizer to simulate the speech at then end."*

**Any additional stories or trivia you can tell about Apple 2 Impossible Mission?**

*"Yea, I remember going over to Brett's to discuss a problem we were having with the graphics engine. On the way I saw a nice 19 inch tv that someone was throwing away in the neighborhood. I remember Brett needed a tv and was short on cash at the time so I picked it up and brought it with me. The only problem was the cord had fell out and the owner was not smart enough or did not like it enough to keep it so Brett got a new tv and we finished the engine that day."*

**Was it fun or just work to port somebody elses brainchild?**

*"It' always a little of both and also educational."*

**Did you work on any Epyx games besides that port?**

*"I'll have to check. I don't recall but I do remember doing a lot of imagic stuff."*

**Thank you for the interview!**

# **I talked to Stuart Whyte about Impossible Mission.**

**First of all I'd like to know how it came that Microprose did the sequel to 'Impossible Mission' instead of Epyx.**

*"Not sure of the exact history of that one. I remember at the time there were a number of old 8-bit classics being remade and we all sat around and started thinking about classic games we played when we were younger... and Impossible Mission was very high on our list. We wanted to take the core mechanics (jumping/puzzle/searching) of the original game and write an updated version for the SNES and Megadrive. At the time MicroProse was flagging way behind it's major competitor (EA) as it had concentrated on PC entertainment rather than console games (big mistake in retrospect). Impossible Mission (and a number of other titles) were an attempt to bring some console games to market quickly - I think from memory the original development timescale for Impossible Mission was 9 months - which was pretty short even then!"*

**Why was Microprose interested in continuing this series?**

*"We all loved the original game and really want to try and bring it up to date. Plus it fitted with our strategy of getting some console games out quickly - it was an established name, had good gameplay.. and I think we naively thought it'd be quite easy to 'bring it up to date'"*

**Was it done by Microprose UK or in the U.S.?**

*"UK. Tim Cannell and Paul Dunning were the programmers (on SNES and Megadrive respectively). Initially both Tim and Paul worked as external programmers but then midway through the project they became salaried at Microprose UK. Both were really strong coders and did a hell of a lot in the short timescale! Design, production and most of the artwork was done out of Microprose Chipping Sodbury with one artist working out of Microprose Manchester."*

**What was your job on the game? Can you describe what and how you contributed to it?**

*"I was the producer (it was called Project Manager in those days) and it was my job to manage the team and try and ensure that the game came out on time to a sufficient quality level."*

**Who were the other main people behind the project? Who designed it, who coded it and who made the graphics?**

*"Ooh.. It seems so long ago now! Paul Ayliffe was the main artist and he did some excellent work. The other art was done by a really young artist in Manchester called Mick McAllion - Mick now works for Reflections I think. Scott Johnson was the designer on it - but he was also the designer on about three other games in "console kingdom" (our affectionate name for the console dept. at MPS UK)."*

**Were the people in the team fans of Impossible Mission or was it just a job to them?**

*"I was a fan - as was Scott, Tim and Paul (I think from memory!)"*

**Who had the idea of including a 1:1 port of the classic C64 Impossible Mission?**

*"I honestly can't remember - but it was a cool idea! I remember the biggest hassle was getting the sound fx right - we asked Epyx to provide some samples but they'd lost a lot of the original source as it'd been destroyed in an Earthquake! Tim and Paul coded the port by look and feel - they didn't have any original game code! They did a pretty amazing job - it really did feel like the original... only problem was that the original version within 2025 was arguably more enjoyable than the remake ;-)"*

**Was the classic version ported especially for 'Impossible Mission 2025' or did an Amiga port exist before?**

*"The Amiga version of Impossible Mission 2025 actually came quite a bit later - the SNES and Megadrive versions had been finished for at least six months - year by that point... but Microprose had run out of cash and couldn't afford the monstrous costs required to ship cartridges into the marketplace... thus the SNES and Megadrive versions were never released (this happened with a number of the games I/we worked on at that point - which was a real shame as some of them were excellent!) It was so frustrating to put all that time and effort into the games only for them to end up going nowhere. The Amiga version (CD32) was our only release."*

**The famous speech of the C64 version seems to be sampled straight from the C64, do I hear that right?**

*"Once we couldn't get the original source I think Tim or Paul sampled it directly from a C64 - even including the classic "Stay a while... Stay forever!""*

**Why wasn't the classic version done with better graphics & music? Even for a 1:1 port I think it's a bit disappointing. But I assume your main focus was on the new version.**

*"We spent a lot of time thinking about updating the original - but then we decided that we wanted it to be a homage to the original game and that if we started improving it graphically/aurally we'd never stop! There was also the concern that the original game, if improved graphically, could be better than the remake... which would have been really bad. (As you can probably guess reading between the lines - I never really thought Imp Mission 2025 was that good a game - we rushed it to a market that we couldn't afford to enter.. and it would've been great to have spent more time on it - but we weren't given the chance)"*

**Since I \*missed\* 'Impossible Mission 2025' when it came out the mid-90's (I already had a PC back then) I'd like to know how the IM fans accepted the new version. Did they like like the scrolling of the rooms for example?**

*"Reviews were actually pretty good - this was really pre-internet so we didn't get a huge amount of feedback from people who'd bought it. There was a lot of crap on the CD32 at that point and Imp Mission 2025 was average.. so it did stand out!!!"*

**How would you compare the new game to the original Epyx one?**

*"The Epyx original, whilst graphically inferior, had a certain charm that we never recaptured."*



**I found traces of ports for the Super Nintendo and the Mega Drive, did these versions exist? So far I only knew about F-15 Strike Eagle and Pirates! games for 16 Bit consoles from Microprose.**

*"Yup - there was SNES and Megadrive. We also had the following titles Boo! SNES, F-15 II Strike Eagle Megadrive and Tinhead Megadrive/SNES (really great game that never got released 8-) Pirates Gold on the Megadrive was done in the US by Arnold Hendrick - and it was really really good."*

**If yes: Did the Sega & Nintendo versions include the classic Impossible Mission too?**

*"Yup! It was all there! SNES actually had a lower resolution than the C64 so we had to have limited scrolling (which was a shame) but other than that it was an exact match."*

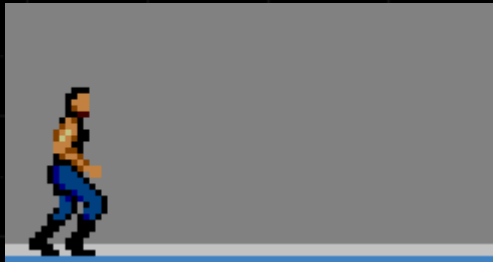
**Was the package successful on the market? I fear it didn't too well, since I never heard of it until recently. And I really wonder why it was released for almost \*dead\* systems only. Where there no plans for a PC version?**

*"CD32 wise it did pretty well - but you're right - by the time these games were finished Microprose realised that it'd tried to get into the console market too late..."*

**Did Microprose/you have any plans for another Impossible Mission sequel?**

*"No"*

**Thank you for the interview!**



# IMPOSSIBLE MISSION™

The original C64 version of Impossible Mission was done by Dennis Caswell in 1984:



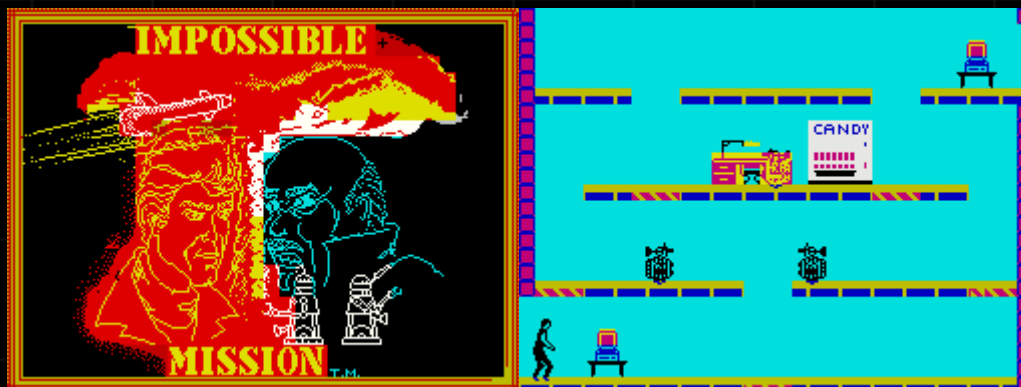
Peter Filiberti & Brett Sperry ported it to the Apple 2:



1987 saw an Atari 7800 version:



And later it was ported to the Sinclair Spectrum:



To the Amstrad CPC:



In 1990 Gary Priest made a conversion for the Sega Master System:

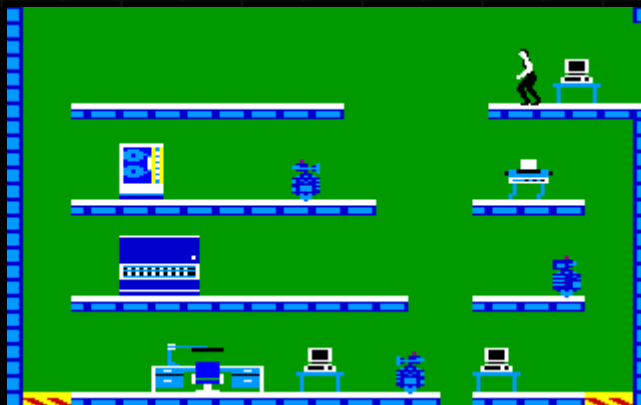


Finally in 1993 an Amiga version was integrated into Microprose's 'Impossible Mission 2025' game by Tim Cannell and Paul Dunning:

# IMPOSSIBLE MISSION 2025

THE SPECIAL EDITION

NEUES SPIEL STARTEN  
SPIEL FORTSETZEN  
KLASSISCHE VERSION  
OPTIONEN



## Creators speak:

I talked with Peter Filiberti about the Apple 2 port of Impossible Mission.

[Click here to read the interview](#)

And I talked to Stuart Whyte, the producer of Impossible Mission 2025.

[Click here to read the lengthy interview](#)

## Trivia:

The game idea struck Dennis Caswell whilst toying around with a salti doing sprite, which originally was an unused Summer Games animation.

The digitized speech in the C64 version was done by a company called "Electronic Speech Systems". This company worked its magic not only for Impossible Mission but enhanced some other games like Activisions "Ghostbusters" with digitised speech too.

The Atari 7800 version actually is impossible, since some of the puzzle parts are uncollectable hidden behind the computer terminals.

Super Nintendo and Sega Genesis verisons of Impossible Mission 2025 had been programmed, but these versions were never released.

## What Impossible Mission to play nowadays?

To my own surprise - the Sega Master System version is the best! While the game play'n'feel is 100% the same as in the C64 version, it had superb improved graphics. Soundwise the little Sega offers - yet another surprise - not only the full speech, but an additional title tune! Next in line is the C64 version, then all the others, doing almost equally well - at least gameplay wise - with the Amstrad version sitting on the last spot, since it's having a way too sensible collision detection!

## Manual:

All versions: The original manual, [Click here to read](#)

## Winning Strategy:

James Burrows wrote a complete strategy guide to master all 30 Impossible Mission rooms: [Click here to read!](#)

If you don't understand how the puzzles in Impossible Mission work, take a look at this example: [Click here to see!](#)

When everything fails, I can show you some of the ending sequences:

[Click here to see the C64 ending sequence!](#)

[Click here to see the Sega Master System ending sequence!](#)

## Download:

C64: Impossible Missions legendary digitised speech in SID format: [Click here to download](#)

## Links:

Impossible Mission once was the "Game Of The Week on Gamebase 64:

[Read the excellent article about the C64 version](#)

MayhemUK wrote another feature about Impossible Mission:

[Read his views in another good article](#)

Don't forget to check out the homepage of Peter Filiberti:

[Bitstream Technologies](#)

The **EPYX** Shrine