

Impossible Mission 2 Hints & Tips

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by Adam Lamontagne

The following are some Hints & Tips to help you through the game:

OBJECT:

There are a total of 8 towers you have to go through. Each tower is locked from the one next to it. You have to accomplish a couple things in each tower before you exit to the next one. Those will be discussed below. When you finally make it through all 8 towers, you will be able to enter Dr. Elvin Atombender's Control Room.

THINGS TO DO:

PIN ASSEMBLER CODES: Find the 3 digit Pin Assembler codes for each tower. To do this you must search objects in the tower and find numbers. When you are in the hallway of the tower you can check your Pocket Computer to see what numbers you found. There are 3 numbers, each a different color. When you have found the right number of a certain color, ''Found'' will be highlighted in the display. Once you find the correct 3 numbers in a tower, it will unlock the door between towers so you can go on to the next one. However...

MUSIC PIECES: In each tower you must also find a Safe. Planting a bomb somewhere in front of the safe will blow it open. Inside will be a piece of music. When you are in the hallway, go to your Pocket Computer and select the icon in the middle. This will display a tape recorder to the left, where you can play the piece of music you just found. You can play the music, rewind, fast forward and stop. Each music piece is 25 units long. Each of the 8 towers has a music piece, however you must have 6 different pieces, meaning that 2 of the pieces are duplicates. That's where the tape recorder comes in. If you find a music piece and play it, but it is one you already have, rewind the recorder to the start of that piece so when you find the next piece it will automatically record over it.

Note that once you leave a tower you cannot get back in, so you have to find the music piece before leaving the tower. The purpose of collecting the 6 music pieces is to collect a song that is 150 units long. Once you have this song, you can open the door to Dr. Atombender's Control Room, which are located in any of the hallways between the towers.

OTHER HINTS:

-There are computer terminals in each room. When you access a terminal you can activate certain commands, depending on what you may have found while searching objects in the towers.

-Always be sure to use the ''Light'' command as soon as you can in each tower. Any rooms that are dark in that tower will be lit up, no matter what room you used the ''Light'' command in.

-Bombs are used to blow open safes and destroy robots. Try to save them for safes. The Mines are good to blow open holes in floors so you can access the rooms below that you couldn't get into any other way.

-The Platform icons either reset platforms to their original position after you have used them or they will move part of the floor over to the other side of the room. You will have to use the one that moves the floor to search certain items that are located over gaps.

-Some platforms actually move through the ceiling into the room above, or down into the room below. You will be able to tell by looking at the map in the hallway as to which rooms you need to get into using platforms.

-Every game is different. A walkthrough for this game would be useless, as the location of PIN numbers and other objects is different for every game.

-When you reach Dr. Atombender's Control Room, you must access one of 3 computers in the room. Access the wrong 2 and you get fried. Access the correct one and you finish the game. For me it was the one on the right, but I'm sure that varies every game.

-If you are using an emulator, use the following addresses to help you cheat (I used NESTen):

\$738B - Freeze Timer-Minutes
\$738C - Freeze Timer-Seconds
\$7354 - Infinite Droid Disengages
\$7359 - Infinite Platform Restores
\$735C - Infinite Horizontal Floor Relocaters
\$7362 - Infinite Bombs
\$7365 - Infinite Mines
\$7368 - Infinite Light Bulbs
\$766F - Freezes Robots...forever

That last code freezes the robots for the entire game. As a general rule you should freeze each of these addresses at a value greater than 2, even higher to be safe.

-If you have any questions, email me at: alamont1@maine.rr.com