

PITFALL IITM

L O S T C A V E R N S

THE TASK BEFORE YOU

Help Pitfall Harry find his niece Rhonda, the cowardly cat Quickclaw and the great Raj diamond. Be on the lookout for a pesky stone-aged rat! Then, venture through the forbidding second cavern and solve its surprising mystery of freedom. Throughout your journey, grab all the gold bars you can. There is no time limit!



Instructions for
the IBM[®] PCjr.TM

ACTIVISION[®]

STARTING OUT

- Insert cartridge into either cartridge slot with power OFF. Then, turn power ON.
- To start, follow on-screen instructions.
- To pause, press the ESC key. Press again to continue.

THE JOYSTICK CONTROLLER

- To move Pitfall Harry left or right, move the Joystick left or right.
- To jump, press either button.
- To descend a ladder, pull the Joystick back **just before** Harry reaches the hole. To ascend a ladder, push Joystick forward.
- To catch a balloon, push either button to jump. Move Joystick left or right to float left or right. To speed up, push Joystick forward; to slow down, pull Joystick back.
- To cross a shaft, press either button right before you jump and hold it down as you move the Joystick in the direction you're heading.

THE KEYBOARD CONTROLS

- To move Pitfall Harry left or right, press the 'left' or 'right' cursor key.
- To jump, press the Space Bar.
- To descend a ladder, press the 'down' cursor key just before Harry reaches the hole. To ascend a ladder, press the 'up' cursor key.
- To catch a balloon, press the Space Bar to jump. Press the 'left' or 'right' cursor key to float left or right. To speed up, press the 'up' cursor key; to slow down, press the 'down' cursor key.
- To cross a shaft, press Space Bar right before you jump and hold it down as you press the 'left' or 'right' cursor key for the direction you're heading.

DANGERS

Keep away from frogs, bats, condors, eels and albino scorpions. Touching any of them will really set you back!

RED CROSSES

Whenever Pitfall Harry succumbs to a danger, he is magically transported back to the last red cross he touched. So, be sure and touch each of these mystical Incan healing centers as you encounter them.

My PITFALL II™ score is at least 99,000. I have attached a picture of my TV screen displaying the score. I am including \$1.00 per patch for shipping and handling. Please enroll me and send my emblem to:

NAME (Please print)

ADDRESS (Street or P.O. Box)

CITY

STATE

ZIP CODE

Please circle those systems you own: Atari 2600, 400, 800, 5200; Coleco; Commodore 64; Intellivision. Mail your completed form, picture and check or money order (no cash please) to:

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Mountain View, CA 94039

coupon

BE A CLIFFHANGER!

Score 99,000 points or more and you qualify. Fill out and send in the attached coupon and we'll forward you a patch. Please write "Pit II/PC Jr." on the front corner of the envelope.

REWARDS

You start out with 4,000 points. Thereafter, receive:

- 5,000 points for every gold bar
- 15,000 points for the cave rat
- 20,000 points for the Raj diamond
- 10,000 points for Rhonda
- 10,000 points for Quickclaw

Touching dangerous creatures or falling unintentionally loses points.

Original design by David Crane.

This version skillfully designed by Gene Smith.

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U.P.S. or registered mail is recommended for returns.

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