
PITFALL II

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. On the way, grab all the gold bars you can (and be on the lookout for a pesky stone-aged rat). There is no time limit in the caverns!



Instructions for the
Commodore 64™

ACTIVISION®

STARTING OUT

- Turn on equipment. Follow manufacturer's instructions.
- If using disk, type: Load "*" 8,1. Press RETURN.
- Press F1 to begin or start a new game.

THE JOYSTICK CONTROLLER

- To move Pitfall Harry left or right, move the Joystick left or right.
- To jump, press the red button.
- To descend a ladder, pull the Joystick back **just before** Harry reaches the hole. To ascend a ladder, push Joystick forward.
- Push the red button and jump to catch a balloon. 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 the red button right before you jump and hold it down as you move the Joystick in 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 touches. So, be sure and touch each of these mystical Incan healing centers as you encounter them.

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.

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" on your envelope.

coupon

H07/C35

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:

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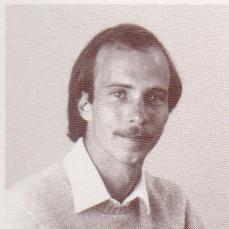
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Original design
by David Crane.



This Commodore version skillfully
designed by Tim Shotter.

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