

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. On the way, grab all the white 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
Apple II Series

ACTIVISION[®]

STARTING OUT

- Insert diskette into disk drive with system OFF. Then, turn system ON.
- The game is ready to begin after the title screen.
- Hit ESC key to start or restart at any time.
- To turn sounds off, hold down "CTL" and press "S." To hear sounds, repeat the same.

JOYSTICK CONTROLS

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

KEYBOARD CONTROLS

- To move Pitfall Harry left or right, press the LEFT or RIGHT arrow keys.
- To jump, press the SPACE BAR.
- To descend a ladder, press the DOWN arrow. To ascend a ladder, press the UP arrow.
- To catch a balloon, press the SPACE BAR to jump. Press LEFT or RIGHT arrow keys to float left or right. To speed up, press the UP arrow. To slow down, press the DOWN arrow.
- To cross a shaft, press the SPACE BAR to jump and immediately press the LEFT or RIGHT arrow to cross left or right.
- Press the SHIFT key to stop Pitfall Harry from moving left or right, and to stop him from climbing up and down the ladders.

(If your computer does not have all four directional arrow keys, the I=UP, J=LEFT, K=RIGHT and M=DOWN.)

DANGERS

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

WHITE CROSSES

Whenever Pitfall Harry succumbs to a danger, he is magically transported back to the last white cross he touched. 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 white 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.

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