

Who are you?? We'd love to know!! Fill out the reverse side, and mail it, in a stamped envelope to the address below. Feel free to include a letter describing your software interests as well. In either case, we'll keep you informed of upcoming innovations from the Activision designers.

**ACTIVISION UK INC.**  
**15 Harley House,**  
**Marylebone Road,**  
**London NW1 (UK)**

URK-007  
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### LOADING INSTRUCTIONS

1. Be sure that the EAR socket of the Spectrum is connected to the EAR socket of the tape recorder.
2. Place the cassette in the recorder and rewind to the beginning.
3. TYPE LOAD "" (using the **J** key for LOAD, and the **P** key and **SYMBOL SHIFT** for the "" quotes).
4. Press the **ENTER** key.
5. Press PLAY on the recorder.
6. After several seconds, the program title should appear. After a minute or so, a full title screen will appear, surrounded by a moving, static-like background, and lasting approximately eight minutes. If this loading sequence does not occur, adjust the volume on the recorder and repeat this entire procedure.

### SUMMARY

#### REQUIRED DISCOVERIES

Rhonda }  
Quickclaw } Game ends as soon as  
Raj Diamond } all three are found

#### OPTIONAL DISCOVERIES

Gold bars }  
The rat } For extra points

#### WHAT TO AVOID

Bats, scorpions  
Frogs, condors  
eels ... and  
unintentional Falls

### TIPS FROM DAVID CRANE

#### *Designer of Pitfall II™*

*"You absolutely **must** draw a map. Visualize the entire cavern (eight chambers wide and over three times as deep), and sketch it as you go."*

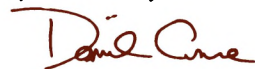
*"Time your approach to condors and bats so that you'll run exactly below their highest elevation."*

*"A short-cut to the river bottom is by way of a free-fall down the entire shaft. Time this jump, however, to avoid the bats on the way down."*

*"If you're **unintentionally** falling down a chute of ladders, hold the Joystick or keys to the left or right. You will **slowly** move in that direction."*

*"The rat can only be subdued from behind."*

*"Carry on, then.....and good luck."*



DAVID CRANE'S <sup>TM</sup>  
**PITFALL II**  
LOST CAVERNS

**ACTIVISION**

*Pitfall Harry is on a treacherous search in an underground cavern. Help him find his niece Rhonda, his cat Quickclaw and the Raj Diamond. Only then will his quest end. On the way, pick up as many gold bars as you can (there are 28), and one rat for good measure.*

## BASICS

1. **Load Pitfall II** into your system (see instructions on reverse).
2. When loading is complete, the demonstration mode will begin, followed by the menu. To go directly to the menu, press **[M]** on the keyboard. **Select desired controller** by pressing the corresponding numerical key.
3. **The keyboard screen** will now appear, displaying all controls. When you are ready, press **[ENTER]** to begin.
4. **Joystick/Keyboard Controls:**
  - To move Harry left or right, move Joystick left or right. On the keyboard key **[O]** is left and key **[P]** is right.

- To jump, press the red button, or press **[CAPS SHIFT]** on the keyboard.
  - To descend a ladder, pull the Joystick back, or press key **[W]** while holding down a directional key. In either case, do so **just before** Harry reaches the hole. To ascend a ladder, push the Joystick forward, or press key **[Z]** while holding a directional key.
  - When Harry travels by balloon, the balloon will follow the left and right movements of the Joystick, or keys **[O]** and **[P]**. Push Joystick forward to speed up; pull it back to slow down (or use keys **[Z]** and **[W]** respectively).
5. **To pause** the game at any time, press **[H]** on the keyboard. To resume the action, press it again.
  6. **To reset the game** you have just played, press **[CAPS SHIFT]** and **[ENTER]**. **To reset back to controller menus**, press **[SYMBOL SHIFT]** and **[ENTER]**.
  7. There is no time limit.

## SPECIAL FEATURES

**Red Squares.** When Harry succumbs to any danger, he doesn't die! He is transported to the last red square he touched (ancient healing sites).

**Balloons** float by in one, specific shaft, and are a perfect cross-cavern transport. Wait for one on a ledge, jump up and hang on. Float just above the ledge you're headed to, wait for a bat to burst the balloon, and you'll gently fall to the ledge.

**Great Leaps** are also useful when crossing caverns. Stand on a ledge and jump diagonally down to a ledge across the way. Press the red button, or **[CAPS SHIFT]** on the keyboard, right **before** you jump and hold it down as you move the Joystick or keys in the desired direction.

**Dangers** to be avoided: bats, frogs, condors, scorpions and electric eels.

## SCORING

199,000 is a perfect score, attained only when Rhonda, Quickclaw, the diamond, the rat and all 28 gold bars are found, without **once** falling victim to any danger. Highly unlikely.

You'll begin with 4,000 points. Thereafter, you'll 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

Whenever danger strikes, you'll continually lose points as Harry floats back to a red square. Also, every unintentional fall deducts 100 points.



Please print in BLOCK CAPITALS

NAME

ADDRESS

POSTCODE

AGE

Pitfall II

Spectrum