

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. 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
Atari® 5200™

ACTIVISION®

STARTING OUT

- Insert cartridge into your 5200™ with power OFF. Then, turn power ON.
- Press START to begin, or to restart the game at any time.
- Press PAUSE to pause. Press again to continue.

THE HAND CONTROLLER

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

DANGERS

Keep away from frogs, bats, condors, eels and albino scorpions. And if you make it to the second cavern, you'll also encounter rabid bats, fire ants and piranha fish. 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.

YOUR SCORE

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
- BONUS points for surprise findings in the second cavern.

Touching dangerous creatures or falling unintentionally loses points.

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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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/5200" on the front corner of the envelope.



This version masterfully designed by Mike Lorenzen.



Original design by David Crane.

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

Consumer Relations
Activision, Inc.
2350 Bayshore Frontage Rd.
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