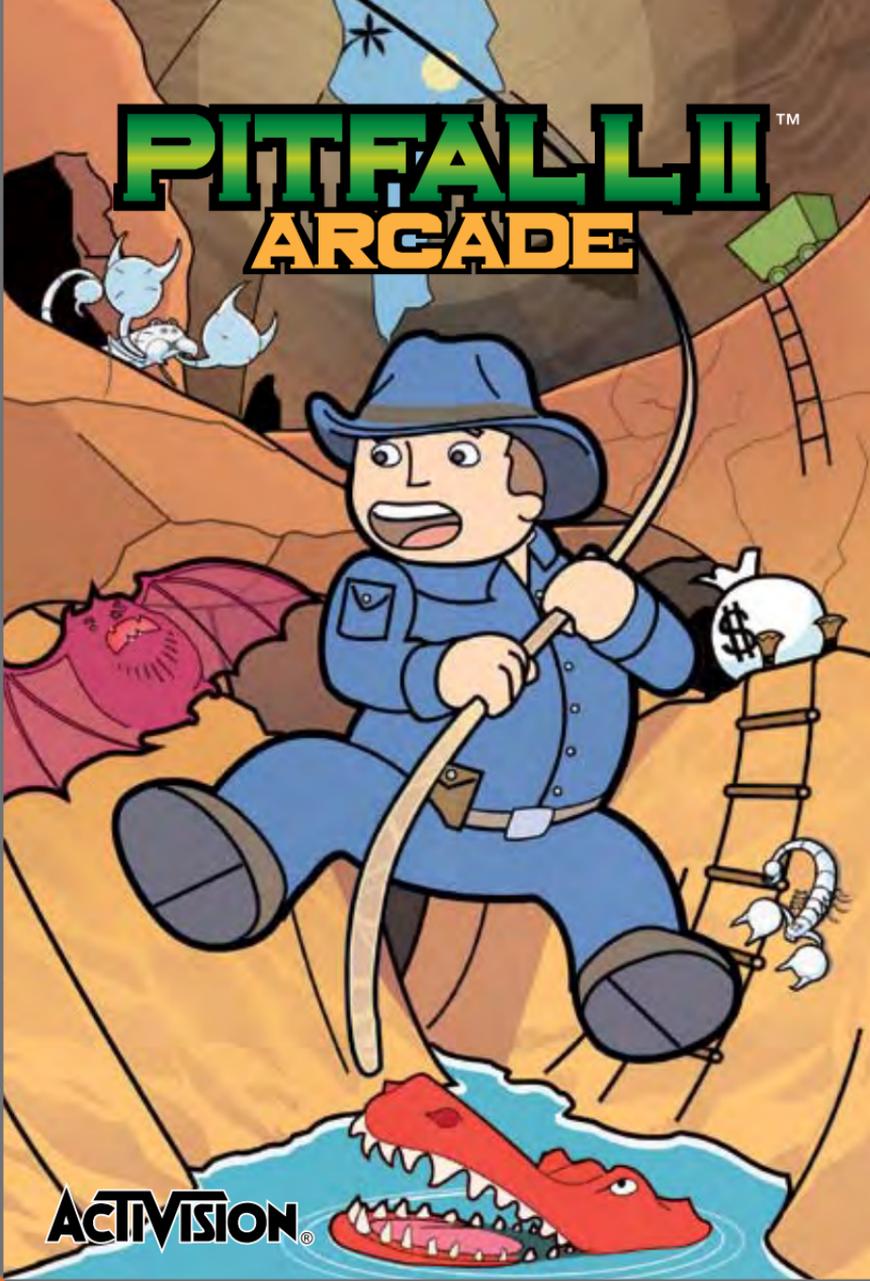


COLECOVISION™

PITFALLO™ ARCADE



ACTIVISION®

Published by



INSTRUCTION MANUAL

Thank you for selecting the Pitfall II Arcade game cartridge for your ColecoVision game system or ADAM computer. Please store this instruction booklet for future reference, and be sure to read it thoroughly to ensure maximum enjoyment of your new game.

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PITFALL HARRY IS AT IT AGAIN!

You know you can't keep a good adventurer down, but they really broke the mold after they made Pitfall Harry! The legendary jungle explorer has committed himself to recovering museum treasures that were lost in a plane crash somewhere in South America. The plane was also carrying money bags and priceless water crystals.

After Harry eventually located the plane wreckage, he learned that the natives took the treasures and stored them in their sacred caves. Now it's up to Harry to enter these caves filled with dangerous animals and various other hazards, and recover every last money bag, water crystal and treasure. What wonders await Pitfall Harry in these lost caverns? Only one thing is certain: Harry's going to need your help!



GEARING UP FOR ADVENTURE

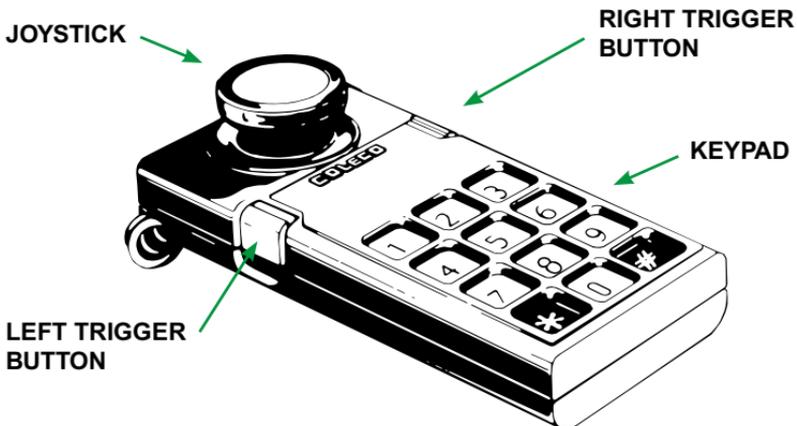
Hook up your ColecoVision console or ADAM computer to a TV set, as described in your owner's manual. Make sure the machine's power supply unit is plugged into a regular residential power outlet.

Plug a compatible hand controller into joystick port #1. For a two-player gaming session, plug another hand controller into joystick port #2.

Any compatible controller should normally function with Pitfall II Arcade, but if you use a third-party controller without a numeric keypad, you will not be able to pause the game during play.

Insert the Pitfall II Arcade game cartridge firmly into the cartridge port, with the label facing you.

Push the ColecoVision's (or Adam's) power switch to the ON position to begin playing. (Remember to turn the machine off before removing the cartridge, or else you may damage the cartridge or the machine itself.)



USING THE CONTROLLER

On the title screen, press either trigger buttons on player 1's controller to start a one-player game, or press either trigger buttons on player 2's controller to start a two-player game. In the two-player game, players take turns playing the game: When one player loses a life, control is given to the other player, who will restart near the location where the previous life was lost.

During the main game, press the joystick left or right to make Harry walk in the desired direction. When Harry is standing next to a hole with a ladder under it, push the joystick down to make Harry climb down the ladder. Likewise, when Harry is standing near the bottom of a ladder, push the joystick up to make Harry climb up the ladder. To make him let go from a ladder, climb up or down until Harry's feet are lined up with a platform, then move the joystick left or right.

Press either trigger buttons to make Harry jump. Harry will jump straight up if you don't move the joystick when you press the button, otherwise he will jump forward in the direction he is moving.

When Harry encounters a vine that swings back and forth, he can catch the tip of the vine with a well-timed jump, and swing over danger like Tarzan. To let go of the vine, press either trigger buttons, but be careful not to let go too soon!

Harry being a hardy swimmer, he can dive into any body of water, and you can make him swim around by pressing any direction on the joystick. Movement is sluggish while Harry is in the water, however, so plan ahead to avoid danger.

At any time, you can press [*] on the numeric keypad to pause the game, and press the [*] key again to resume play. This only works on the controller of the active player.

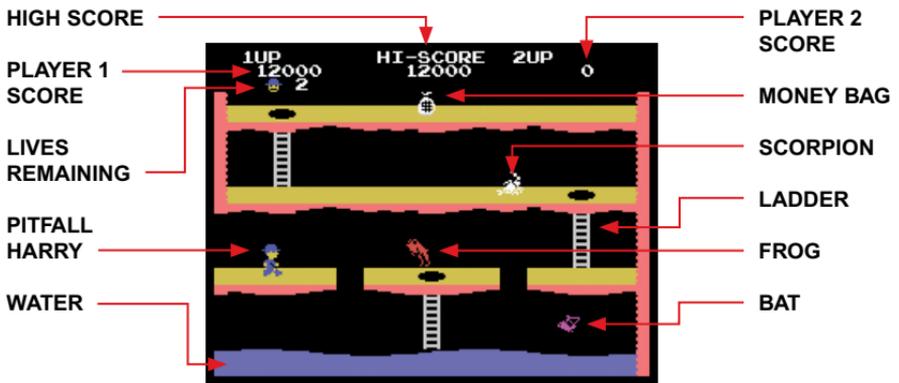
There are other actions Pitfall Harry can perform in this game, so keep reading this manual for further details.

HOW TO PLAY

Guide Pitfall Harry across the jungle forest and into the caverns below, and avoid all dangers while you hunt for treasure. Harry can run left and right across platforms, jump, climb up and down ladders, swim in water, and perform other actions as needed. He can also fall down from any height without taking injury. Use these abilities to explore the caves ever further until all treasures have been collected. Each treasure you collect adds points to your score.

Your main objective is to find the four special treasures, namely the Crown, the Diamond, the Key and the Orb. Note that you cannot collect the Orb until you have collected the other three special treasures, and your journey will end successfully once all the special treasures are in your possession. You can also collect money bags and water crystals along the way for extra points, and ultimately extra lives which you will surely need on this difficult journey.

Note: A two-player game is actually a race between the players: The first player to reach the Orb wins, and the game ends no matter how many lives the other player has left in reserve.



HOW TO PLAY (continued)

The caves are filled with deadly creatures, and any contact with such animals as bats, scorpions or frogs will cause you to lose a life. Harry carries no weapon, so all you can do is maneuver Harry to avoid roaming critters.

The terrain itself carries dangers of its own: Be careful not to step in shifting lava lakes and ponds, and beware of other hazards such as falling stalactites, spike beds, brick walls that drop down from the ceilings, or arrow traps set up by the natives to thwart intruders. All these can cost you lives if you're not careful.

You start the game with 3 lives. When you lose a life, another will be taken from your reserves and you will restart the game near the spot where Harry bit the dust. When you run out of lives, the game is over.

You earn a bonus life every 10000 points.



BEWARE OF DANGER!

Here are the various hazards Pitfall Harry will encounter in the game. Even the slightest contact with any of them will cost you a life!



SCORPION



CROCODILE



BAT



CROW



POISONOUS FROG



EEL



ROLLING LOG



FALLING STALACTITE



RUNAWAY MINE CART

Also be wary of holes, ponds and lava lakes that open and close under Harry's feet! Spike beds and moving brick walls are equally deadly!

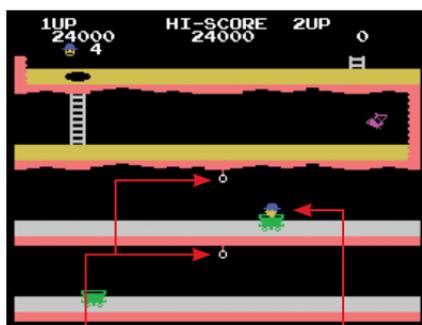
MORE ADVENTURES AHEAD

In certain spots, you may see a blue balloon flying across the screen. If Harry can touch the balloon with a precise jump, he will automatically grab onto it, and the balloon will carry him up to otherwise unreachable platforms. Harry being a little scared of heights - Shh! Don't tell anyone! - he will not let go of the balloon unless it pops after hitting a piece of ceiling or a wandering bat.

As Harry flies upward, you can control his trajectory: Press the joystick left or right to make him glide in those directions, press down to slow the ascent, or press up to gain upward speed. Move the joystick diagonally to control both ascent speed and direction simultaneously.



BALLOON



**CEILING
HOOKS**

**PITFALL HARRY
IN MINE CART**

A portion of the caves is actually an abandoned mine, and runaway mine carts zoom along the tunnels at breakneck speeds. Harry will lose a life if he's hit by one of those mine carts, so it's best to jump over them or to climb a ladder to avoid a collision. It is possible to hop into a runaway mine cart with a precise jump, but it's far less dangerous to find a stationary mine cart and hop into it instead. While Harry rides a mine cart, he cannot jump out of it unless he grabs onto a ceiling hook: Simply press a trigger button to jump up as Harry approaches a ceiling hook and he will grab onto it automatically.

SCORING

You earn points by picking up these items:



MONEY BAG
4000 POINTS



WATER CRYSTAL
4000 POINTS



CROWN
8000 POINTS



DIAMOND
8000 POINTS



KEY
12000 POINTS



ORB
20000 POINTS

There are 33 money bags and 3 water crystals hidden in the game. Find them all to maximize your score!

TIPS AND HINTS

Harry can only grab a ladder from the bottom if it extends all the way down to the ground.

Harry is always safe from all hazards while he's swimming along the surface of water.

Immobile mine carts cannot injure Harry. He can walk safely past them, but a mine cart will start moving when Harry hops into it.

While you are riding a mine cart, if the cart reaches a dead end, you can save yourself by jumping up just before the cart crashes.

Various types of holes will only open and close at regular intervals while Harry is standing on the platform next to them. If Harry climbs up or down a nearby ladder, holes will freeze up. Use this to your advantage when trying to pass tough spots that feature such holes.

It is said the Key is guarded by an ancient demon... Are the stories true?

TEAM PARTICIPANTS

- Stephen Seehorn: Software port and beta-testing
- Luc Miron: Game manual, cart label, software beta-testing
- Todd Scheele: Software beta-testing
- Chris Coles: Box and manual artwork
- Dale Crum / Doc4: Box and manual layout (<http://doc4design.com>)
- Oliver Puschatzki: Box printing services
- Fred Quimby: Cartridge PCB design
- Albert Yarusso / AtariAge: Electronic sourcing and assemblies

SPECIAL THANKS : Bruce Tomlin, Jacob Hawk and all AtariAge forum members.

UNLIMITED WARRANTY INFORMATION

If your game cartridge should become defective at any point in time, contact Team Pixelboy by sending an e-mail to pixelboy@teampixelboy.com. The proper course of action (for the repair or replacement of your game cartridge) will be determined in all deliberate speed. Please keep in mind that you may (and probably will) be required to pay shipping fees. Replacements for boxes and manuals may or may not be available. Contact Team Pixelboy for information.

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