

PITFALL HARRY'S GUIDE TO JUNGLE JOURNEYS

ACTIVISION®
COLECOVISION™ SERIES

Guide Harry through a treacherous jungle maze. He must leap over obstacles and dodge deadly dangers while grabbing all the treasure he can reach!

GETTING UNDERWAY

1. With power OFF, insert game cartridge. Turn power ON.
2. To begin action after the title screen, move the Control Stick left or right.
3. **Use of Hand Controller:**
   - To run left or right, lean Control Stick in that direction.
   - To jump over obstacles, press either side button.
   - To climb up ladders, push the Control Stick forward; to descend, pull back.
   - To grab a swinging vine, press either side button while running left or right.
   - To release a vine, pull the Control Stick toward you.
   - To pick up a treasure, run by it.
   - To pause the action, press "2" on the Controller keypad.
   - To resume action, press any number other than "2."
   - To start a new game at any time, press "*" or "#" on the Hand Controller, or Reset on the console unit. Uses no overlay.
4. **Scoring.** You start each adventure with 2000 points. Should you fall down a hole you will lose 100 points. Rolling logs will also cause point loss depending on how long contact is made with them.

   Finding treasure earns you points. There are eight of each type of treasure in the game, 32 in all, worth a total of 112,000 points. Collect them all without losing any points for falling down holes or tripping on logs and you'll have earned a perfect score—114,000!

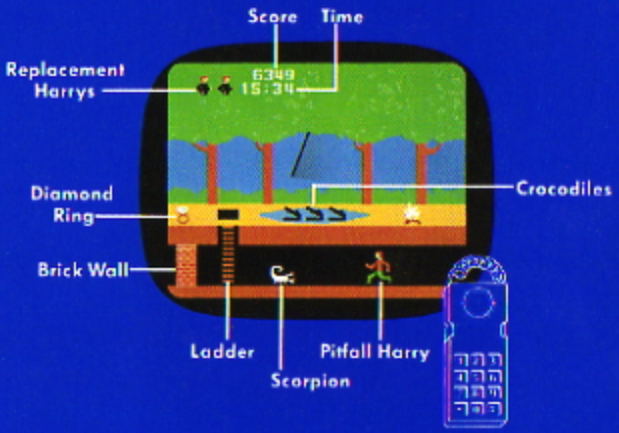


MONEY BAG	SILVER BAR	GOLD BAR	DIAMOND RING
2000 points	3000 points	4000 points	5000 points






5. Time. You have 20 minutes to complete each adventure. Harry begins each game with 3 lives (see "The Hazards of Pitfall!"). Game ends when time runs out or Harry uses all 3 lives.



THE PERILS OF PITFALL!

Pitfall Harry's Jungle Adventure™ involves great danger. Some hazards slow him down, robbing you of points; others stop him cold. The "inconvenient" hazards are open holes in the ground and rolling logs (see "Scoring"). The "catastrophic" hazards include scorpions, fires, cobras, crocodiles, swamps, quicksand and tar pits. These obstacles will not cost you points, but they will cost Harry one of his three lives.

JOIN "PITFALL HARRY'S EXPLORERS' CLUB"

Score 20,000 points or more on any one of your adventures with Harry and you will be eligible to join this prestigious organization. Just send us a picture of your TV screen showing your score and we'll present you with the special "Explorers Club" membership emblem shown below.



A FEW WORDS ABOUT JUNGLE EXPLORERS

Pitfall Harry aside, perhaps the best-known jungle explorer was David Livingstone, a Scottish medical missionary who spent many years in Africa.

In 1868, Livingstone lost contact with the outside world. Henry M. Stanley, a journalist who wrote for newspapers in New York and London, mounted an expedition to locate Livingstone. In 1871, after a difficult and exhausting search which often seemed destined to fail, Stanley located the missing missionary. He approached him and uttered the now-classic line, "Dr. Livingstone, I presume."

Livingstone and Stanley were only two of the Europeans who explored the vast continent of Africa, and they were latecomers. The earliest written histories tell us that ancient Egyptians were exploring Africa thousands of years ago!



HOW TO PURSUE YOUR FORTUNE WITH PITFALL HARRY

Tips from David Crane, designer of Pitfall!™

David Crane is an award-winning Senior Designer at Activision. He also designed The Activision Decathlon, for the Atari® Video Computer System™.

"As you set off on your first adventure with Harry, you'll notice two important features: The logs always roll from right to left, and the "replacement" Harrys (after Harry loses a life) drop from the trees on the left side of the screen. So, to minimize the number of rolling logs to be jumped, and the catastrophic hazards to be re-tried, simply run to the left.

"Pitfall Harry's trip must be made through a maze of surface and underground passages through the jungle. To capture all 32 treasures in under twenty minutes, Harry will have to use some of the underground passages. I'd suggest that you make a map of the terrain each time you play. Knowing the jungle and planning the best route to all the treasures is the only way to insure success time after time.

"Until you get really skilled at making Harry jump from croc to croc, you might wait until the crocodiles' jaws are closed, jump to the top of the first croc's head, then wait for the jaws to open and close again before jumping to the next one. Soon, you'll be skipping across crocs like they were stepping stones in a stream.

"If you can find any writing materials deep in the jungle, drop me a line. I'd love to hear how you and Harry are getting along."



David Crane



Adapted by The Game Weavers.

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