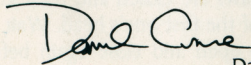## TIPS FROM DAVID CRANE, DESIGNER OF PITFALL!™

"As you set off on your first adventure with Harry, you'll notice two important features: that the logs always roll from right to left, and that the "replacement" Harrys drop from trees on the left side of the screen. So, to minimize the number of rolling logs to be jumped, simply run to the left.

"Pitfall Harry's trip must be 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. Knowing the jungle is the only way to ensure 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.

"Good luck."

David Crane

David Crane

By David Crane

PITFALL!

ACTIVISION.

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

LOADING INSTRUCTIONS

1. Before you commence to load your cassette tape, make sure you have disconnected all peripheral equipment such as the disc drive and printer.

2. Place cassette tape in the recorder and rewind to the beginning.

3. Press "SHIFT" and "RUN/STOP" key simultaneously on your Commodore 64 computer.

4. Press play on the cassette recorder when the command to do so appears on the screen. Apart from a brief title identification screen, the screen will remain blank during loading, which will take approximately 5 minutes. Please be patient.

PLAY THE GAME

- Using your joystick—
   —To run left or right—move left and right.
   —To jump—press red button.
   —To climb up or down ladders—push up to climb, pull down to descend.
   —To grab a swinging vine—press the red button while running.
   —To let go of the vine—pull down on the joystick.
   —To collect the treasure—just run right to it.

- You start each adventure with 2,000 points and will lose 100 points each time you fall down a hole. Harry begins with 3 lives but scorpoins, fires, cobras, crocodiles, swamps, quicksand and tar pits will cause Harry to lose a life.

- Collect money bags, silver bars, gold bars and diamond rings within the 20 minutes allotted for the game to earn the highest points possible.

- To jump across crocodiles, wait until the crocodiles' jaws are closed and then jump to the top of the first one's head. Wait for the jaws to open and close again before jumping to the next one.