

PITFALL!™ BASICS

The object of Pitfall! is to guide Harry through a maze of jungle scenes, jumping over or avoiding many deadly dangers, and helping Harry grab the most treasures in the shortest possible time.

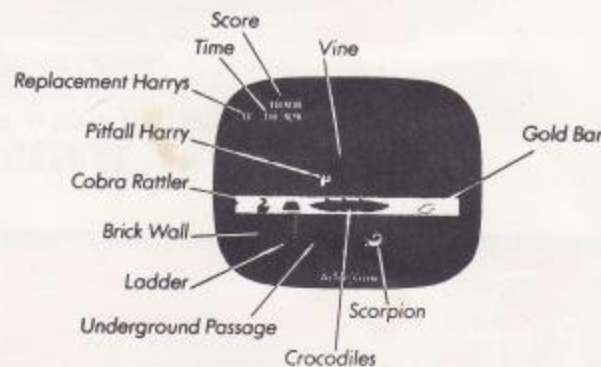
- Hook up your video game system. Follow manufacturer's instructions.
- With power OFF, plug in game cartridge.
- Turn power ON. If no picture appears, check connection of your game system to TV, then repeat steps 1-3.
- Plug in left Joystick Controller. (It's the only one you'll need. When playing, hold Joystick with red button in the upper left position.)
- Difficulty switches and the game select switch are not used in Pitfall! Each game is many games in one, with many difficulties to overcome.
- To start, press game reset. Action begins as soon as you move Joystick.
- Use of Joystick Controller.**
 - To run left or right . . . move Joystick left or right.
 - To jump over dangers . . . press the red button while running to the right or to the left.
 - To climb up or down ladders . . . push Joystick up to climb, pull down to descend.
 - To grab a swinging vine . . . press the red button while running to the right or to the left.
 - To let go of the vine . . . pull down on Joystick at the end of a swing.
 - To collect a Treasure . . . just run right to it.
- Scoring.** You start each adventure with 2000 points. Some misfortunes will cause a deduction of points. Should you fall down a hole by accident, you will lose 100 points. Rolling logs will also cause point loss depending on how long contact is made with them. Each treasure you find will add points to your score. There are eight of each type of treasure in the entire game, 32 in all, for a total of 112,000 points. A perfect score is 114,000 points (reached by collecting all treasures, without losing any points by falling down holes or tripping on logs).

DIAMOND RING 5000 POINTS	GOLD BAR 4000 POINTS	SILVER BAR 3000 POINTS	MONEY BAG 2000 POINTS
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- Time.** You have 20 minutes to complete each adventure. Harry has 3 lives in each game. (See "The Hazards of Pitfall!") Game is over when Harry is "lost" for the third time or when time runs out.

SPECIAL FEATURES OF PITFALL!™ BY ACTIVISION®

There are 255 jungle scenes through which Harry can travel. Each scene covered underground is equivalent to three on the surface. Pitfall! is a circular maze, which means that, if Harry safely goes through all 255 different scenes, he will come back to the starting point. In the course of that journey, Harry will also encounter all 32 treasures.



GRAND PRIX™ BASICS

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- Plug in left Joystick Controller. (It's the only one you'll need.) When playing, hold the controller with red button at upper left.
- Difficulty Switches are not used.
- Select game with game select switch:
 - Game 1: Watkins Glen
 - Game 2: Brands Hatch (1 Bridge)
 - Game 3: Le Mans (2 Bridges)
 - Game 4: Monaco (3 Bridges)
- To begin play.** Press game reset. Your racer will be in position at the starting line. Press the red button on your Joystick and the race begins!
- Gaining Speed.** The red button on your Joystick is your accelerator. Press it down to accelerate your racer. Shifting is automatic. The longer you keep the button depressed, the faster your racer will go until it reaches top speed.
- Slowing Down.** Releasing the red button on your Joystick will slow down your racer. To apply the brakes, move your Joystick to the left.
- Steering.** Pushing your Joystick up moves your racer toward the top of the track; pulling it back moves it toward the bottom.
- Object of the game.** To complete a race circuit in the shortest possible time.

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Crashes. They will happen, but should be avoided if at all possible. Crashes with other cars reduce you to a speed slower than that of the car you hit. To really cut your speed and avoid a crash, release the red button while moving your Joystick to the left to apply your brakes.

Steering Response. As in a real racing car, your steering becomes more responsive the faster you go; expect your car to react faster when you push the Joystick at high speeds. Your speed is slightly reduced every time you steer; to achieve the fastest time, keep steering adjustment to a minimum.

Bridges. On the Brands Hatch, Le Mans and Monaco courses, after each mile of the race, you'll cross a bridge over blue water. As your car enters the bridge, your elapsed time to the bridge is displayed and held. Normal time display is resumed as your race car leaves the bridge. If you scrape the side of the bridge, you'll hear it, and your car will slow down. If you crash into a bridge, your car will stop altogether, and you'll have to steer around to cross it, while the clock continues to run.

GETTING THE FEEL OF GRAND PRIX™ BY ACTIVISION®

We suggest you take it easy at first. A couple of slow practice runs through the courses will help you get the "feel" of the track.

You'll find that, just as in real racing, the faster your car is going, the easier it will be to lose control. That's why "pacing" is so important. Try to think ahead and anticipate what's coming up.

When you pass another car, you'll almost never have to worry about it catching up with you from the rear. So, keep your eyes on the road ahead. That's where the action will be.

NOTE: *Make game selection with joystick then press firing button. To start a new game, turn Atari off and then on again.

BARNSTORMING™ BASICS

- Hook up your video game system. Follow manufacturer's instructions.
- With power OFF, plug in game cartridge.
- Turn power ON. If no picture appears, check connection of your game system to TV, then repeat steps 1-3.
- Plug in left Joystick Controller. (It's the only one you'll need.) When playing, hold the controller with red button at upper left.
- Set both difficulty switches to **b** to begin.
- Select game with game select switch.
 - Game 1: Hedge Hopper (Fly through 10 barns, fixed course)
 - Game 2: Crop Duster (Fly through 15 barns, fixed course)
 - Game 3: Stunt Pilot (Fly through 15 barns, fixed course, different than Game 2)
 - Game 4: Flying Ace (Fly through 25 barns, a new course each time you select Game 4)
- The object of the game** is to fly through a set number of barns in the shortest possible time (elapsed time indicated at top of screen).
- Scoring.** Each time you make it through a barn, your barn count number (upper left corner of screen) will decrease by one. If you miss a barn, your barn count will remain the same and you will have to fly further to reach an additional barn. When your barn count reaches zero, the game is ended.
- To take off,** simply press the red button on your Joystick, and push the Joystick up to climb.
- Using the Joystick.** Once airborne, the red button acts as your throttle: press it for greater speed, release it to slow down. To increase your altitude, push the Joystick up, and to descend, pull the Joystick down.
- Difficulty Switches.** The left difficulty switch in the **a** position will lower the clearance heights of the barns, the **b** position is normal. The right difficulty switch in the **a** position will add more geese, the **b** position is normal.

LASER BLAST™ BASICS

- Hook up your video game system. Follow manufacturer's instructions.
 - With power OFF, plug in game cartridge.
 - Turn power ON. If no picture appears, check connection of your game system to TV, then repeat steps 1-3.
 - Plug in left Joystick Controller. (It's the only one you'll need.) When playing, hold the Controller with red button at upper left.
 - Difficulty switches (skill levels on Sears Tele-Game Video Arcade system) have no effect in Laser Blast by ACTIVISION.
 - Select game with game select switch.
 - Game 1: Cadet Level
 - Game 2: Lieutenant Level
 - Game 3: Captain Level
 - Game 4: Commander Level
- NOTE:** The difference between games is how rapidly the speed and firing rate of the enemy ground attackers improves as the game progresses. The relative difficulty of an attack group is calculated by multiplying the speed times the firing rate for that group.

GAMES	DIFFICULTY OF GROUND ATTACK GROUPS					
	GROUP ONE	GROUP TWO	GROUP THREE	GROUP FOUR	GROUP FIVE	GROUP SIX or more
CADET LEVEL	1	2	4	8	8	8
LIEUTENANT LEVEL	1	2	4	8	16	16
CAPTAIN LEVEL	1	2	4	8	16	32
COMMANDER LEVEL	1	32	32	32	32	32

The chart above shows how the difficulty of each attack group changes during play of each game. For example, at Captain and Commander Levels, the most difficult attack groups are 32 times as difficult as the easiest.

- To begin play.** Push your Joystick up to begin play. To start a new game, press game reset or push your Joystick up again.
- Piloting.** Your Joystick is used to pilot your spacecraft. You can only pilot one ship at a time. Pull the Joystick toward you to lower your ship and push it away to raise your ship. Move your Joystick left or right to move your ship left or right. When your Joystick is in the centre, your ship will hover, spinning in a fixed position (not recommended!).
- Aiming and Firing.** The red button on your Joystick is used to fire the ship's laser blaster. Press this button to project the blaster from the bottom of your ship; release the button to fire. The laser blaster can be aimed by holding the button down and moving the Joystick left or right. But remember, the blaster will not fire until the button is released.
- Scoring.** Your score is kept in the upper left hand corner of the screen. You are awarded points for each attacker you destroy. As you progress through each game, attackers are worth more points but they're also tougher to destroy.
- Reinforcements.** For each 1,000 points you gain, you're given a reinforcement ship. You can receive an unlimited number of reinforcements during the game. But, you can only have six reinforcement ships on the screen at one time. No matter how many points you score, you must have less than six reinforcement ships before the computer will add to your fleet.

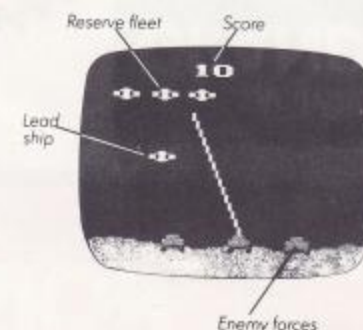
ENEMY RADAR AND FORCE FIELDS

The ground attack forces are equipped with radar detection systems which help them aim their lasers at your ships. If you allow your ship to hover in one place too long, the enemy will quickly lineup your ship in its sights, leading to disastrous results. By flying low to the ground, you can keep your craft under their radar.

However, as the battle progresses, each new wave of enemy attackers has a stronger force field, which gradually forces your ship farther away from the ground, making it an easier target for the attackers' radar to spot. Your ship will be pushed higher and higher into space until you can't go any lower than the very top level. This is when you must be very quick to avoid enemy fire.

WHEN YOUR SHIP TAKES A DIRECT HIT

Don't give up! Even though your ship will quickly lose altitude after you are hit, you can control the descent of your crippled ship and try to land on an attacker. This accomplishes two objectives: first, it destroys that attacker, and second, it adds the value of the destroyed attacker to your point total. After your spaceship has been destroyed, it will be replaced by one of the remaining ships from your fleet (if any). When you're out of ships, the game is over.



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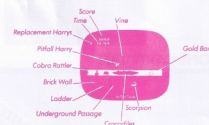
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- To start, press game reset. Action begins as soon as you make any track.
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 - Game 3: Le Mans (2 Bridges)
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- To begin play.** Press game reset. Your race will be in position at the starting line. Press the red button on your Joystick and the race begins.
- Gaining Speed.** The red button on your Joystick is your accelerator. Press it down to accelerate your racer. Shifting is automatic. The longer you keep the button depressed, the faster your racer will go until it reaches top speed.
- Slowing Down.** Releasing the red button on your Joystick will slow down your racer. To apply the brakes, move your Joystick to the left.
- Steering.** Pushing your Joystick up moves your racer toward the top of the track; pulling it back moves it toward the bottom.
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- Set both difficulty switches to **b** to begin.
- Select game with game select switch.
 - Game 1: Hedge Hopper (Fly through 10 barns, fixed course)
 - Game 2: Crop Duster (Fly through 15 barns, fixed course)
 - Game 3: Stunt Pilot (Fly through 15 barns, fixed course, different than Game 2)
 - Game 4: Flying Ace (Fly through 25 barns, a new course each time) (unavailable in Game 4)
- The object of the game is to fly through a set number of barns in the shortest possible time (elapsed time indicated at top of screen).**
- Scoring.** Each time you make it through a barn, your barn count number (top-left corner of screen) will decrease by one. If you miss a barn, your barn count will remain the same and you will have to fly further to reach an additional barn. When your barn count reaches zero, the game is ended.
- To take off.** Using the red button on your Joystick, and push the Joystick up to climb.
- Using the Joystick.** Once airborne, the red button acts as your throttle; press it for greater speed, release it to slow down. To increase your altitude, push the Joystick up, and to descend, pull the Joystick down.
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 - Select game with game select switch.
 - Game 1: Code Level
 - Game 2: Lieutenant Level
 - Game 3: Copal Level
 - Game 4: Commander Level
- NOTE:** The difference between games is how rapidly the speed and firing rate of the enemy ground attackers improves as the game progresses. The relative difficulty of an attack group is calculated by multiplying the speed times the firing rate for that group.

GAMES	DIFFICULTY OF GROUND ATTACK GROUPS							
	GROUP ONE	GROUP TWO	GROUP THREE	GROUP FOUR	GROUP FIVE	GROUP SIX	GROUP SEVEN	GROUP EIGHT
CODE LEVEL	1	2	4	0	0	0	0	0
LIEUTENANT LEVEL	1	2	4	0	16	16	16	16
COPAL LEVEL	1	2	4	0	16	32	32	32
COMMANDER LEVEL	1	32	32	32	22	22	22	32

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 - Aiming and Firing.** The red button on your Joystick is used to fire the ship's laser blaster. Press this button to project the blaster from the bottom of your ship; release the button to fire. The laser blaster can be aimed by holding the button down and moving the Joystick left or right. But remember, the blaster will not fire until the button is released.
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NOTE: Make game selection with joystick then press firing button. To start a new game, turn Atari off and then on again.