

PASTFINDER™

The Year: 8878

You are a member of an elite legion of planetary explorers known as The Pastfinders.

The Mission:

Collect artifacts from the mysterious, radiated planet below and drop them off at bases distributed across the lifeless terrain.

The Obstacles:

Searing radiation and a deadly, mechanized landscape defense: the only remnants of an extinct civilization.

**Good Luck.
And Happy Hunting.**

INSTRUCTIONS FOR ATARI® AND
COMMODORE 64™ HOME COMPUTERS

ACTIVISION®

GETTING STARTED

- With Power OFF, insert cartridge into computer. Turn Power ON. If using disk, type: LOAD "*"8,1 then press RETURN.
- Plug a Joystick into port one.
- To begin, press START (Atari®) or F1 (Commodore 64™). To Pause the game at any time, hit the space bar. To end Pause, hit the bar again.

MAP SCREEN

- To choose a direction, move the blinking pointer with the Joystick, then press the red button. Red areas are high in radiation, yellow are moderate, and green are low.
- As you uncover more of the map, BASES (white ovals) and STATIONS (blackened squares) will appear. These are where you deposit your artifacts.
- You begin with one ship in use and four in reserve. Pairs of arrows below the map point the way to extra ships. (A dot instead of an arrow indicates you are already in the right row or column.)
- As you successfully complete each map sector, more of the map will be revealed.

SUPPLY STATUS SCREEN

This screen displays your current status (rank and number of artifacts delivered) and lists supplies available for use. It will reappear after each sector is explored.

SUPPLIES

- Activate supplies by moving the arrow to the ones you want with the Joystick and pressing the button. Supplies (except deradiator) remain in use until you deactivate them after clearing a sector. However, if your ship is destroyed, all activated supplies are lost.

- List of supplies:

HEAVY METAL— Slows the rate at which your ship absorbs radiation

BEAM SHIELD— Protects your ship from enemy fire

SCRAMBLER— Prevents enemy craft from tracking your ship

DERADIATOR— Eliminates accumulated radiation (gauge drops to zero)

THE PLANET

- Your ship only moves forward. To veer right or left, move Joystick in that direction. To leap over obstacles, tap Joystick forward. To slow, pull Joystick back.
 - To fire laser, press red button. Points vary for each type of enemy mechanism and drone ship destroyed.
 - A radiation gauge is at the bottom of the screen. When levels get too high, you lose a ship. Destroy the small hovering crystals to reduce radiation!
 - Pick up artifacts (plate-shaped objects that do not explode when hit) with your ship and deposit them at bases or stations. BASES are rectangular; for each artifact delivered to a base, you will get a radiation-free second. STATIONS are legged platforms; for each artifact delivered to a station you will get a second of invulnerability.
- Also watch for box-like time capsules. These, buried by history-conscious members of the planet's extinct race, contain five artifacts each.
- The counter at the bottom right of the screen keeps track of the artifacts you've recovered. (Note: Every time you lose a ship, you lose half your artifacts.)
- Pick up extra ships and supplies strewn across the planet's surface. An extra ship is awarded every 5,000 points.
 - When you finish a sector, you automatically return to the map and status screens.

Original design by David Lubar.

Commodore version by Tim Wilson.

LET'S GET TO KNOW EACH OTHER

We're working hard to design the kind of home computer entertainment you want. And we'd love to hear your comments. So, drop us a note. We'll put you on our special mailing list. Also, if you'd like to find out about our newest computer software, call 800-633-4263 anytime on weekends. In California, call (415) 940-6044/5 (weekdays only).

ACTIVISION, INC.
P.O. BOX 7287
Mountain View, CA 94039

ACTIVISION® LIMITED WARRANTY

Activision, Inc. warrants to the original consumer purchaser of this Activision product that it will be free from defects in materials and workmanship for a period of one (1) year from the date of purchase. Activision agrees to either repair or replace, at its option, free of charge, any product discovered to be defective within the warranty period upon receipt of the product, postage paid, with proof of date of purchase, at its Factory Services Center.

This warranty is limited to the electronic circuitry and mechanical parts originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment or neglect. This warranty is in lieu of all other express warranties and no other representation of claims of any nature shall be binding on or obligate Activision. Any applied warranties applicable to this product are limited to the one-year period described above. In no event will Activision be liable for any special, incidental or consequential damage resulting from possession, use or malfunction of this product.

Some states do not allow limitations on how long an implied warranty lasts and or the exclusion or limitation of incidental or consequential damages, so the above limitations and or exclusion or limitation of liability may not apply to you. This warranty gives specific legal rights, and you may also have other rights which vary from state to state.

CONSUMER REPLACEMENTS

Consumer Relations
Activision, Inc.
2350 Bayshore Frontage Rd.
Mountain View, CA 94043

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

Atari® is a trademark of Atari, Inc.
Commodore 64™ is a trademark of
Commodore Electronics Limited.
G-943-17