

Pitfall: The Mayan Adventure **By Activision**

Jungle Fever

The jungle can be a dangerous place, but when your guide is Pitfall Harry and his son, Harry Jr! Pitfall Harry and son were exploring, "deep in the Mayan Jungle" when they discovered the, "legendary Temple of Uaxactun." Harry Jr. rushes into the temple room discovering a valuable artifact. As Pitfall Harry approaches the entrance, thunderous footsteps are heard. Then a deep growl, and Pitfall Harry is gone--kidnapped by someone or something! Now Harry Jr. must travel through the forests, temples, and mines of the Mayan Jungle to save his father from the evil Zakelua!

The Windows 95 Adventure

Pitfall the Mayan Adventure is written for Windows 95. Being written for this new operating system, I was unsure if it would run very well at all. At first I was afraid that the game would run too slowly, or be completely unplayable--quite the contrary. Pitfall is a well behaved, and well written game. The graphics are great, the gameplay is fast, the music & sound effects are rich. But the most important part is that this game is fun!

Play it again, Harry.

One nice feature of Pitfall--and this is due to the autoplay feature of Windows 95--is that when you place the CD in the CD-ROM drive, the game starts up automatically. You don't have to run a setup program, specify a hard drive to "install" to, or worry about pathnames! Pop the CD in, and go!

Unlike many other games of this type that require you to keep a list of passwords for each level, or those that force you to start from the beginning everytime you die, Pitfall Mayan Adventure lets you choose which level you want to play. You are given a list of levels that you can play, but only those that you've found or been to are active--the rest are grayed out. That way if you want to play the 3rd level (and you've already been there before) just click on the name and you're there!

The Panoramic Pitfall.

Once started, you can change many options from the difficulty of the game, to the choice of keyboard or joystick, to the screen size. If you don't have a VESA Local Bus video card, then you'll probably want to run Pitfall in one of the two Full screen resolutions (320x200 or 320x224) to get the screen updates that constitute smooth scrolling gameplay. If you do have a VLB or PCI card, then you can resize (stretch) the game to play in 640x480 all the way up to the limit of your video hardware (1024x768 on most systems). No matter how you resize the game, it plays the same--that's amazing!

The character graphics, enemy graphics, backgrounds, background animations, and sprite graphics are very well done. Harry Jr. moves with the fluidity often lost in this type of arcade/action game. The animation is not as smooth as say, Alone in the Dark, or Out of this World, but it's still very good. I was expecting every level to look similar but was pleasantly surprised to see that instead each had it's own look and--to an extent--feel. Each level looks beautiful with hidden areas everywhere!

Is that a Crocodile I hear?

The music for Pitfall is played directly from the CD, providing a rich, full sound. The music is a mix between a jungle drum beat and some form of rock and roll--which is good. If you're not into listening to music, then you can change the CD-music to CD-ambient sounds.

Activision recorded sounds of a real jungle with screeching monkeys, cawing birds, and rustling leaves--very cool.

It's all in the game.

So the graphics are good, and the music is great, but what about the game? The game itself is as good as action titles found on SNES or SEGA. In other words, Pitfall is fun. With secret areas, hidden treasures, bungee jumping, and challenging (but fair) play, Pitfall is a winner. There's a secret area in the game that takes Harry Jr. back to the original Pitfall game found on the Atari 2600!

Mayan Temple Blues.

One problem that I couldn't figure out had to do with the CD. If you try to play Pitfall off of a CD-ROM drive that's on a network, the game will refuse to run. The same happens if you have the CD-ROM player that comes with Windows 95 running when you start Pitfall. Other than that, it works without a hitch!

The Final Word.

Activision has brought great gameplay to your home-pc in Pitfall: The Mayan Adventure. Pitfall is a great arcade/action game with great graphics, marvelous music and fun gameplay. If you're feeling in the mood for some vine-swinging, crocodile-chomping, bungee-jumping fun then Pitfall is the only choice.

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Rating		System Requirements
Graphics:	90	486 / 33 Windows 95
Sound :	91	VESA Local Bus or PCI video or 256-color SVGA (640x480)
Interface :	90	8 MB RAM
Fun Factor	97	Double-Speed CD-ROM drive
Overall:	92	Mouse