

**Pitfall: The Lost Expedition (PS2)  
Reviewer's Guide**

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## Introduction

Twenty two years ago, Activision released *Pitfall* for the Atari 2600. This 8-bit classic rocked gamers with an innovative blend of action-puzzle-adventure gameplay, set the stage for a new genre of play, and established one of the industry's very first franchises.

In *Pitfall: The Lost Expedition*, Pitfall Harry finds himself—as usual—in quite a jam. After a startling opening sequence that immediately drops the gamer into a major boss battle and a harrowing airplane crash, gamers will find themselves immersed in a fast-paced, non-stop blend of action, combat, puzzle-solving, and engaging storyline.

As Harry jumps, fights, and thinks his way through the lush jungles, dark tombs, ancient Incan ruins, and glacial mountains of South America, he'll encounter traditional Pitfall elements that will feel familiar and enjoyable to gamers who remember the Atari 2600 classic, and entertainingly enjoyable to those who weren't even alive when it was released.

*Pitfall: The Lost Expedition* combines traditional play elements like vine swinging, gaping chasms, and crocodiles with a whole new series of mental and physical challenges. Sophisticated combat moves, interesting characters, story twists, daring heroic feats, and stealthy sneaking are all part of the game's non-linear play style. Harry has an updated arsenal of weapons and tools, which is a good thing, because the deeper he delves into the mysteries of this region, the more exotic and metaphysical the adventure becomes, right up until the game's surprising, action-packed finale.

Pitfall allows gamers an unprecedented level of customizability; as gamers make their way through over 50 challenging levels—including ice pick races, twisted boss battles, and back-stabbing characters—players will be able to purchase an arsenal of special moves and unique equipment that will aid good ol' Harry in his quest to stay alive, find the treasure, and get the girl.

We encourage you to dive headfirst into Pitfall's action, combat, and puzzle-solving. Explore the game's branching pathways. Feel free to get nostalgic and misty-eyed at the vine-swinging and log jumping, and enjoy the modern day story that's been attached to the classic play mechanics.

Most of all, however, we want you to enjoy the modern day retelling of a classic action-adventure.

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## Characters

**Pitfall Harry:** Confident, brash, and resourceful, Pitfall Harry laughs in the face of danger. Whether he's leaping across the backs of crocodiles, dashing over deadly pits, or evading venomous scorpions, Harry never turns his back on a perilous quest. A more roguish video game version of Indiana Jones, Harry's adventures start with a bang—literally—and get progressively more intense.

**Jonathan St. Claire:** A rough and tumble French mercenary who makes a living selling precious artifacts to the highest bidder, St. Claire is Pitfall Harry's nemesis. Growing up on the streets of Paris taught St. Claire to be ruthless and charming. Harry and St. Claire have tussled more than once all around the globe.

**Nicole:** Equal parts gorgeous good looks and brainy smarts, Nicole wins Pitfall Harry's heart the moment they meet. Unfortunately, Harry's more crass demeanor fails to do the same for Nicole, who can quote whole chapters on the flora and fauna in the jungle. Unfortunately, her lack of fieldwork means that she occasionally gets caught in some pretty precarious spots.

**Bernard Bittenbinder:** This longtime archaeologist has extensive field training, but has toiled away in relative obscurity. Over the course of this adventure, Bittenbinder is always on the go, which seems a little odd...

**Leech:** Leech is more than an inventor, he's one of the great scientific minds of his age, and is capable of creating some crazy concoctions.

**Mole:** An experienced commando who can get a little bit overzealous with explosives, Mole is tough, durable...and destructive.

**Quickclaw:** A smart-alecky talking jungle cat, Quickclaw adds some comic relief to some otherwise tense adventuring. Just make sure you don't let his witty retorts distract you!

**Princess Micay:** What is this gorgeous native princess doing out in the jungle? Harry will find out, and in the process, may find himself being forced to make some difficult decisions...

## Playing Pitfall Harry

*Pitfall: The Lost Expedition* begins with a bang—literally. Immediately upon beginning the game, players square-off against a humongous fire-breathing jaguar, get introduced to a few of the characters, and then see the airplane Harry's traveling in crash. Yikes!

Here's how to get through the early stages of the game.

### THE RUINS OF EL DORADO

Immediately upon starting the game, Pitfall Harry encounters his very first boss battle. Set in an arena of fire, Harry takes on Supai—a demonic, ferocious jaguar consumed by a demonic hellfire. Thankfully, Harry's fists are glowing with a magical power, which is all the clue we need to figure out what to do here: Take the battle to Supai.

Don't worry too much about Supai—he's not all that deadly. When you meet him later in the game (he's the next to last boss monster), you'll get another shot at defeating him. Actually, he'll get another shot at defeating you, and that time around, he's much more powerful.

This is a perfect opportunity to learn some basic combat moves. Press the ■ (SQUARE) key to punch. If you press X to jump, and then press ■ (SQUARE), Harry will execute a cool-looking jumping attack. As a side note, as you play through Pitfall, you can upgrade Harry's combat arsenal with a variety of special moves you can purchase using the idols (some of which are hidden) you recover during your adventures.

When you see Supai charge or lunge at Harry, move the left analog controller left or right to get out of the way. You can even jump over Supai if you time it right. If Harry gets hit, he gets thrown violently backwards. If this happens, get up, and get close to Supai again. Punch him repeatedly to win. You can see the hellcat's health in the top left corner.

Once you've successfully defeated Supai, the game's opening cinematics reveal that the startling introduction was actually a flash-forward in the story's plot.

After a series of character introductions followed by a plane crash, Harry wakes up at the crash site.

## CRASH SITE

When Harry wakes up from the crash, he'll find himself facing a corridor of jungle carved out by the destruction of the plane crash. At the end of the corridor, you'll be able to make out flashing lights in the wreckage of the plane.

Let's take a moment to learn how to use the controls to look around at your environment. The R2 key to rotate the camera to your right and the L2 key rotates the camera to your left. The **▲** key is particularly helpful—tap it to snap the camera to a point directly behind Harry. If you hold it down, you'll enter the First Person View, and can use the left analog controller to move Harry's head.

Now let's get moving through the jungle. You'll encounter three pit monsters; their mouths randomly open and close, so you're going to have to jump by pressing **X** to get over these obstacles. You can double jump by double-tapping **X** to get a little extra distance on your leap.

After your first set of pits, you'll encounter your first vine. There's only one thing to do here—swing from it. Double-jump by pressing **X** and then pressing **X** again near the top of your jump to grab onto a vine. Harry's momentum will carry him forward; later in the game you'll need to get vines moving in different directions to progress through certain stages. For now, simply enjoy the ride. Press **X** again to jump off the vine when you're past a pit.

If you remember the original Pitfall, you may find yourself feeling a little nostalgic here; one of the design goals of Pitfall's was to capture the sensation of the original Atari 2600 game's vine-swinging and pit-jumping.

Past the very last pit, you can get your hands on your very first golden idol. Here you can get your first experience with Pitfall's unique new Direct Control system, which uses the right analog stick to realistically simulate certain actions, such as grabbing objects and drinking water from your canteen. To grab the idol, move the controller's right analog stick towards it, and Harry will pick it up.

Right before you reach the plane, look to your right. You'll notice a set of tracks leaving the plane that climb up the wall on your right. You can't get up here now—when Harry gains the RISING STRIKE jump maneuver, he'll be able to get up there. *Pitfall: The Last Expedition* is open-ended and allows gamers to backtrack throughout the experience to reach secret areas and objects.

When you reach the plane, you'll encounter a single Howler Monkey; you can easily dispatch it using the attack button (**■**—SQUARE). In the storage compartment, you'll have to smash your way through the vases and other objects scattered about. Use the **■** button again here.

On the left side of the plane, you'll see a sealed door. Punch it open using the **■** button. Harry will find himself in a lush jungle setting, full of butterflies and other

signs of life, like the natives who get frightened and run away from you. Rescue the explorer by using the Attack (■) button to free him from his cage; he'll give you another idol you'll be able to redeem later for special items and moves. Grab it by moving the right analog stick towards the idol.

To your right, you'll find a Healing Pond; jump into it to fully heal good ol' Harry. These ponds are scattered throughout the game, so keep your eyes open. Later in the game, you'll be able to redeem your idols for a canteen, which will allow you to carry water and heal yourself even when there are no ponds around.

Walk into the cave between the two idols (their arms will pop up when you get near) to enter the second area—the Jungle Canyon.

### **JUNGLE CANYON**

When you come through the passage, you'll find yourself amidst a large, beautiful lake, with a waterfall on the far side and some crashed plane parts in the water. Harry can use these plane parts as jumping platforms.

First though, save your game by pressing START, then SAVE, then following the directions. Save often in Pitfall Harry to prevent yourself from losing tons of progress.

Now let's take a look at the game's map functions. Press the START button and then select MAP with the X button. Harry's adventurer's book will open and you'll see that you are in the region known as the Heart of the Jungle. You can press X again to zoom in on this region and locate yourself more specifically. In this zoomed-in view, you can also see what areas you've visited, and how many idols you've collected, how many shamans you encountered, and how many explorers you've rescued. The map offers a nice way to measure your overall progress through the game.

Press the Δ key a few times to return to gameplay. Notice those piranha jumping around in the water? You're going to have to swim fast to that chunk of plane to make it safely. Jump in the water and tap X repeatedly to swim fast and avoid the toothy fish, which will begin chasing you.

Once you're on the piece of plane, rotate the camera to Harry's right by pressing L2. See those two crocodiles to your right? Jump from your little island to one croc and then to the next (make sure you land on their bodies) to find another idol.

You can also swim underneath the waterfall to grab yet another idol. Beyond this underwater cave is a cave river full of electric eels; you won't be able to pass through this region until you get your hands on a raft.

For now, get back to that main miniature island. Jump onto the green pillar, then onto the crocodile, then back into the jungle. You'll find yourself in a jungle corridor lined with pillars. Use your attack to knock the pillars out of the way.

(HINT: If you get caught in a crocodile's jaws, wiggle the left analog stick rapidly to open the croc's jaws, then press jump (**X**) to escape.)

Continue down the jungle corridor, you'll have to get past another living pit and more Howler Monkeys Harry will have to attack to defeat or try to sneak past by holding down the **O** key while you walk past them. At the end of the corridor you'll find a Healing Pond to your left.

Now it's time for Harry's first big vine-swinging challenge. Jump onto the first vine in front of you by double-jumping. You can use the left analog stick to swing back and forth in order to increase Harry's momentum.

If you jump too high on a vine, chances are that you won't be able to cover enough distance on your next jump. If this happens, press down on the right analog stick to slide downwards.

Once you dismount the first vine, Harry will encounter his first Shaman. Attack him to wake the sleeping Shaman up and activate the store. Harry can buy one item from each Shaman. For now, purchase some extra health—unless you want to save your idol points for a bigger purchase later on.

On your right are two vines that lead to another platform. If you take these, you'll find a ruins entrance blocked by rubble. Until you get some TNT, you won't be able to get in here.

For now, jump on the three vines to your left. You'll find yourself in another jungle corridor, with another Healing Pond and another pit and more crocodiles you'll have to jump across. At the end of this corridor, use the ROLL button (**R1**) to roll underneath the rubble and continue onto the next section.

### **PUNCHAU SHRINE**

In addition to combat and vine-swinging, *Pitfall: The Lost Expedition* also incorporates several other types of gameplay, including puzzle-solving.

Loaded with ruins, this area features a number of traps and presents Harry with his first set of action puzzle-solving. You'll have to ROLL and then JUMP to clear the series of spikes just inside the opening of this level. Pay attention to the pattern of the spikes and time your movements accordingly.

Once you get past this sequence, you'll have to deal with an Indiana Jones style collapsing floor. If the floor crumbles underneath you, quickly jump to avoid



plummeting to your demise. Use your jumps to reach the intact portions of the floor—they're colored differently from the rest. Then ROLL underneath more rubble to escape back into the jungle.

When Harry emerges into the clearing, he'll be attacked by a bush ninja. Without a SLING (you'll get one soon), it'll be tough to knock out these foes without dying, but it's possible. It's best to keep away from them and keep moving forward.

Ahead of Harry are three rock platforms that function as switches. Jump onto each of these in succession—make sure you stay on each long enough for it to completely depress. Then sprint inside the shrine and quickly jump on the three descending pillars via jumps or double jumps to get up to the top.

There is a spider web just beyond the rising pillars that Harry can't pass through until he gets a TORCH and returns. This secret area leads to a statue that contains the original Atari 2600 version of Pitfall!

For now, roll into the skull to grab the idol, then roll back out and leave the level through the hole that leads to the cavern. You'll see an explorer trapped by a spider-web, but Harry can't help him without a TORCH. It's time to make your exit.

### **CRASH SITE**

You'll now find yourself at the front of the plane that crashed. You'll also find some scorpions that will come after Harry. You can attack them to temporarily disable them, but they will get back up.

Do a double vine swing to get to the other ledge. Get up to the cockpit window and perform a SWEEP KICK (**ROLL + ■**) to crack the window open.

Here you'll encounter Grahm, the pilot of the airplane, who will give you a canteen and tell you to follow some tracks on the other side of the plane.

You can access the canteen by pressing the D-PAD up. Once equipped, you press the right analog stick up to drink the water and heal Harry.

Go to the side window of the plane and perform a SPIN KICK (**X + ■**) to smash it out and get out.

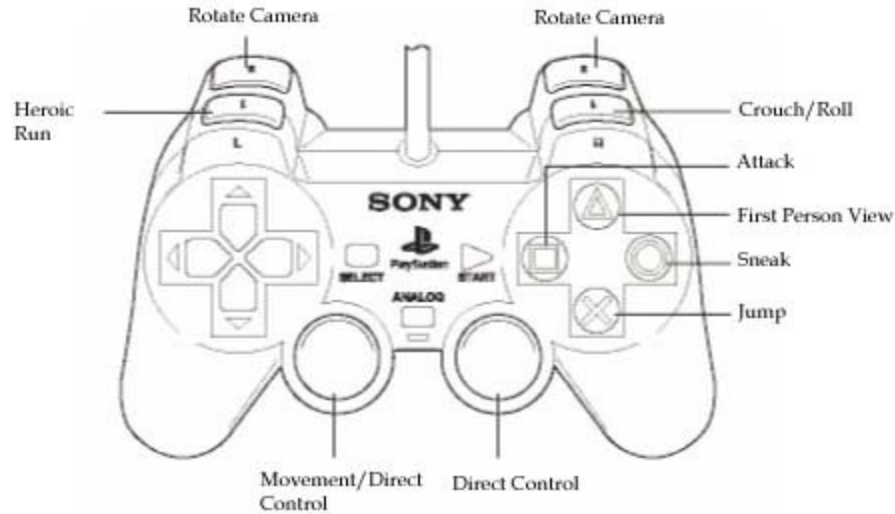
See that Healing Pool? Let's fill up your canteen with water, so you can heal yourself without having to be near a pool. To fill your canteen, first jump into the pool. Now equip the canteen by pressing up on the D-PAD. Now press down on the right analog control stick. Harry will fill his canteen.

Knock over that rotting tree with another SPIN KICK (**X + ■**) to get after the Gizmo!

Now that you have a good idea of the game's general play mechanics, you should be ready to tackle the rest of the game yourself. From here on out, Pitfall's pace is relentless, casting Harry into danger every step of the way. Boss battles, love interests, betrayals, and spectacularly unique gameplay await you. As you make your way through Pitfall's meticulously crafted areas, remember to keep your eyes open for passageways to secret areas—they can contain valuable idols, secret objects, and special treats.

And if you have any questions regarding the game, please feel free to contact us.

## PS2 Control Scheme



### ADVANCED ACTIONS

L1 = Heroic Run

L1 + Left Analog + X = Hero Dive (Executed while running)

Left Analog + ■ = Dash Attack

Hold L1 and R1, then tap ■ to keep spin going = Head Spin Attack

Left Analog + ■, X = Rising Attack

X, ■ = Spin Kick Attack

R1 + ■ = Leg Sweep

R1 + Left Analog = Standard Roll

X, X + ■ = Overhead Smash

X, X = High Jump (Press X at the apex of a jump to go higher)

Right Analog = Direct control of items when Harry has them equipped. Ex. with the sling equipped hold the right analog stick down power it up and then press up to fire stones. Check the Heroic Handbook for additional Direct Controls.

D-Pad = Inventory select. Press the D-Pad left and right to select inventory items.

Press the D-Pad up or down to equip items.

## 5 Exciting Key Missions

**Bittenbinder's Camp:** In a water-logged jungle clearing, Harry meets Bernard Bittenbinder, who gives him the Heroic Handbook, which grants Harry the Rising Strike attack that allows him to free the Gizmo tank. Bittenbinder also gives you the SLING, which allows Harry to make ranged attacks using the right analog controller's realistic Direct Control feature.

**The Mouth of Inti:** Here Harry runs into Nicole again, and also encounters his arch-nemesis Jonathan St. Claire in a boss battle.

**Monkey Temple:** Crazily, when Harry enters this temple, he switches bodies with a baby Mega Monkey! Harry-as-monkey must prevent monkey-as-Harry from escaping, otherwise, he'll be trapped in the Mega Monkey's body. Over the course of his adventure, Harry will also encounter a Scorpion Temple and a Penguin Temple.

**Eyes of Doom:** This level is one of the best puzzle-solving levels of the game. Harry has to flip three switches in front of some massive eyeballs, which trigger spike and flaming traps.

**Mountain Sled Run:** Harry races down an icy mountain using his raft, dodging obstacles, making big-air jumps as he speeds down the decline.

## Did You Know?

- ◆ You can unlock both the original Atari 2600 versions of *Pitfall* and *Pitfall II* from within the game?
- ◆ At any point in the game, you can backtrack to areas you've previously explored? Once you get certain objects, you might want to consider making your way back to areas you've previously explored in order to get your hands on extra idols, rescue more explorers, or access secret areas.
- ◆ You can race up sheer ice walls using your Ice Picks and the game's Direct Control mode?
- ◆ You can use the following cheat codes, as long as you PROMISE not to publish them?

To enter a cheat go to the start menu (The one with the game logo and the "Press Start" text). Hold down L1 and R1 and ether the cheat below. Release the L1 and R1 buttons once the string is complete and a message saying "Cheat entry successful" will be displayed.

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Cheat Codes  
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u – Up on d-pad  
d – Down on d-pad  
l – Left on d-pad  
r – Right on d-pad  
t – Triangle button  
x – X button  
s – Square button  
c – Circle button

Play as Old School Harry: **tldscctl**  
Unlock Pitfall 1 emulator: **cclrcsxuc**  
Unlock Pitfall 2 emulator: **lrlrttt**