

BONUS WORLDS

Hidden throughout the game are bonus worlds that could yield you great rewards... if you're skilled enough.

Loltun Secret Vault

You will enter a room with three levers on a wall: A, S and D. Directly above each lever is a light that will flash in random order, creating a pattern. Repeat this pattern by pressing A, S or D on your keyboard. If you successfully repeat all the patterns, the vault will open and you will be rewarded!

A Trip Back

{ewr FH_BMP.DLL,FH_BMP,pfatari.bmp}Hidden somewhere in the game is a magical time warp created by the evil Zakelua. This warp will transport Harry Jr. back to a primitive time... A time which may bring back a few memories. The rules are simple: you have 20 minutes to collect all goodies... or else. Here's a hint - watch out for the scorpions!



THE LEGEND OF PITFALL
PREPARING FOR YOUR MAYAN ADVENTURE
GETTING AROUND THE MAYAN WORLD
SPECIAL MANEUVERS
DAD'S JOURNAL
BONUS WORLDS
STRATEGY TIPS
CREDITS

CREDITS

Consulting: Nathalie Deschatres and John Spinale **Associate Producer:** Kelly Walker Rogers **Original Genesis Programming:** George Allan **Original Sega CD Programming:** Tom McWilliams **Windows 95 Programming:** Kinesoft **Development:** **Project Manager:** Peter Sills **Lead Programmer:** Andy Glaister **Lead Designer:** John Spinale **Level Design:** Tin Guerrero, Scott Krager, David Pavoni and John Spinale **Additional Design:** Nathalie Deschatres and Sean Vesce **Production Coordinators:** Tin Guerrero and Scott Krager

Quality Assurance Director: Jon Doellstedt **Quality Assurance Manager:** David Arnspiger **Lead Tester:** Rawson Stovall **Game Testers:** Chuck Bonini, Abe Heward, Douglas Jacobs, Lucas Johnson-Yahraus, David King, David Meyers, Kenny Ramirez, Mike Schneider and Zach Wood **Manual Copy:** Scott Krager and David Pavoni **Development Tools:** George Allan, Dan Chang, Rob Northen Computing, PsyQ and SNASM

Package Design: Ron Graening **Documentation/On-Line Help Manager:** Michael Rivera **Copywriter:** Veronica Milito **Manual Layout:** Sylvia Orzel

256 Color Art

Art Director: Danny Matson

Animation Rendering by KAREN JOHNSON PRODUCTIONS:

Producer: Denise Roberts Mckee **Art Directors:** Karen Johnson and Mary Kay Omelina **Pixel Retouch**

Artists: Lance Dobersek, Paul E. Nunn and Mary Kay Omelina

Background Art Conversion by CYGNUS MULTIMEDIA:

Project Manager: Ruth Stahnke **Sub-Manager:** Tylor Lybbert **Artists:** Paul Bangerter Kari Christensen Carson Davidson Matt Davis Mary Gurr Sterling Hirsch Kathleen Lowe Murphy Michaels Eric Nunamaker Jason Price Brad Swindlehurst Alan Tew Ryan Wood

Original Art

Background Art: Tim May and Lin Shen **Additional Tile Art:** Scott Krager **Animation and Rendering:** Danny Matson

Background Art Conversion by CYGNUS MULTIMEDIA

Original Animation by KROYER FILMS:

Director: Bill Kroyer **Supervising Art Director:** Sue Kroyer **Animators:** Jaqueline Corley, Thomas Decke, Charles Harvey, Jeff Johnson, Joe McDonough and Roger Vizard **Effects Animators:** Sari Gennis, Brett Hisey and Kathleen Quaife-Hodge **Assistant Animators:** Ricardo Echevarria, Bob Miller and Jan Naylor **Color Stylist:** Leslie Hinton and Christopher Naylor **Layout Supervisor:** Anthony Christov **Background Painter:** Nadia Staroselska **Character Designs:** David Boudreau **Additional Animation:** Wendy Perdue, Mark Pudleiner, Chris Sauve, Shane Zalvin and Sue Zytka **Production Managers:** Steve Kellener and Jan Naylor **Production Assistants:** Brian Masters and Josh Williams

Animation Processing by FREESTYLE

Animation Rendering by KAREN JOHNSON PRODUCTIONS

Original Music and Sound Effects by SOUNDELUX MEDIA LABS

Soundtrack designed and produced by Scott Gershin and Kelly Rogers **Composers:** Lee Scott, Robert Higgins, and David Kneuper **Sound Design:** Michael Regan, Caron Weidner
Soundtrack created and mixed at Soundelux Media Labs

Special Thanks to: The Atari 2600, David Crane, Jefferson Eliot, Mary Eubank, Garry B. Frank, Alan Gershenfeld, Brian Kelly, Robert Kotick, Howard Marks, The Mayan Civilization, Jim Mitchell, Tom Sloper, Snoopy the Hamster and the Fellas down south!

Climb Down/Crouch/Pull/Look/Aim Weapon.

Exploding Stone of Pacal






THE LEGEND OF PITFALL
PREPARING FOR YOUR MAYAN ADVENTURE
GETTING AROUND THE MAYAN WORLD
SPECIAL MANEUVERS
DAD'S JOURNAL

- ▶ Day 3 - The Mayan Adventure
- ▶ Day 5 - Mayan Weapons
- ▶ Day 7 - Mayan Artifacts
- ▶ Day 9 - Mayan Foes
- ▶ Day 12 - The Lost Civilization of the Mayans
- ▶ Day 13 - Mayan Lands

BONUS WORLDS
STRATEGY TIPS
CREDITS

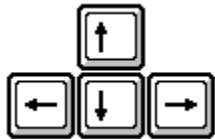
GETTING AROUND THE MAYAN WORLD

The following are the default settings. See "Controls" in the Options Menu to change these settings.

Key	Action
	Shoot (Use selected weapon)
	Jump
	Whip Sling
Space Bar	Toggle Weapon

Arrow Keys

Click on the key to find out what action takes place.



Left/Right Arrow Keys - Run/Turn/Crawl/Push/Look/Aim Weapon

Up/Down Arrow Keys - Climb/Crouch/Pull/Look/Aim Weapon

Joystick - Can be used in place of the Left/Right and Up/Down Arrow Keys.

Adventure Status

You can always see how Harry Jr. is doing on his quest to find his father - just check the top or bottom of your screen. Click on an item on the screen below to get it's description.



Gold Coins/Silver/Gold Bars/Rings

Golden Idol

Harry Jr. - Indicates the number of lives remaining.

Health Bar - As Harry Jr. takes damage, the crocodile moves closer and closer. A word of advice - don't let him get too friendly!

DAD'S JOURNAL

Day 3 - The Mayan Adventure

After days of traveling through the jungle, Harry Jr. and I have finally reached the heart of the ancient Mayan Empire. It's been a long journey, but the real danger lies ahead... For we are close to discovering the lost treasure of Uaxactun.

According to legend, the treasure is guarded by the spirit of an ancient Mayan warrior - Zakelua: Lord of Evil. Thousands of years ago, Zakelua attempted to conquer the Mayan lands so he could rule the Empire. After many battles, he was finally defeated, never to be seen again...

I have recorded my research on Mayan culture and legend in the following pages. If something should happen to me, it is my hope that Harry Jr. take my personal log and use it as a guide to continue our quest. I only hope that it will be enough help - if ever it must be used...

Day 5 - Mayan Weapons

Sling Stones - Stones that serve as ammunition for slings. Commonly found throughout Mayan lands in sacks.

Mayan Boomerang - Sends a powerful blow to any enemy. Must remember to recover this weapon after it's thrown.

Exploding Stone of Pacal - This sacred stone has magical properties. Said to destroy almost all enemies in sight.

Day 7 - Mayan Artifacts

There are several artifacts that Harry Jr. and I hope to find during our journey. Many Mayans believed these ancient idols and relics were created and sent to earth by Itzamna - the Mayan God of Knowledge.

Time Keeper - According to legend, this powerful artifact temporarily freezes time after being touched.

Mayan Chili Pepper - Said to endow the beholder with super-human strength, causing temporary increase in running and jumping abilities.

Sacred Heart - A spiritual beating heart that restores a portion of lost health to its finder.

Location Idol - Used by Mayan travelers to mark their location. Holds magical properties that point traveler in general direction of desired path. Allows traveler to return to marked point after traveler is unable to continue journey.

Golden Idol - Rare Mayan artifact with the power to bestow its finder with a second attempt at continuing journey.

Treasure Pieces - It is reported that pieces of Mayan treasures: gold coins, silver and gold bars, diamond rings... are hidden throughout the Empire.

Day 9 - Mayan Foes

There exists very little information on Mayan foes... for all who have witnessed any evil doings have mysteriously disappeared. Therefore, I have only been able to compile a partial record on enemies.

Skeletons - At one time were soldiers in Zakelua's army. Groups have been recently spotted near Copan.

Spirits of Chaac - Were at one time followers of Chaac - the Mayan God of War and Sacrifice. It is said that these spirits have a strong command of fire.

Jaguar - This sleek, powerful animal was a favorite pet of Zakelua and served as his personal bodyguard. Recent sightings include the nearby jungles.

Hawks - Served as messengers for Zakelua during wartime. Have been spotted in Tikal and areas near water.

Gargoyles - According to legend, many of the ancient Mayan ruins are guarded by stone gargoyles that come to life when approached.

Snakes - Favorites of Zakelua. These creatures are common throughout Mayan lands... and can be very dangerous.

Vapor Ghost - Reportedly a product of Zakelua's sorcery - created to ward off anyone who has sights on the lost treasure of Uaxactun.

There have also been sightings of Zakelua, though no one has been able to document his appearance. And some believe that Zakelua himself, using ancient Mayan sorcery, wields control over the creatures that inhabit the Mayan Empire.

Day 12 - The Lost Civilization of the Mayans

Over the course of my studies, I have learned that for nearly four-thousand years the Mayan civilization flourished throughout what is now Mexico and Central America. In some areas, Mayan culture lasted until the early 1500's, but many of the prominent cities disappeared by A.D. 900.

Although many Mayan sites have been discovered, little is known of their day-to-day activities. What is known is that they built elaborate cities and temples without aid from the wheel, metal tools or animals. There was a civilization full of mystery and magic. Long has there been talk of ghosts and evil spirits roaming through the ruined cities and forests of the lost Mayan Empire. It is this civilization of mystery and magic that I long to explore.

Day 13 - Mayan Lands

Harry Jr. and I have traveled for days in search of the lost treasure. Although it's been a long and tough expedition, it is far from over. The road ahead is full of danger.

Jungle of Ceiba - An ancient and mysterious place uninhabited since the 1400's. Danger lurks from all around on this maze-like path. Should be able to use surrounding elements to navigate.

Xibalba Falls - Named after the demons believed to exist throughout the Mayan civilization. Only the skillful can travel this dangerous path without plummeting into the raging water below. Must be careful!

Tazamul Mines - Lost for centuries, this series of treacherous caverns is believed to be inhabited by deadly creatures and filled with hazardous barriers. Could possibly use abandoned mine car as transportation.

Lost City of Copan - Located in the heart of the ancient Mayan Empire, this 2000-year-old, decaying

exterior is loaded with deadly traps and even deadlier enemies.

Copan Temple - All who have entered this mysterious labyrinth have never returned.

Should Harry Jr. and I actually survive the journey through the known Mayan territory, we will need all remaining luck to continue the expedition... Ahead lies a long road...

Lakamul Rain Forest
Yaxchilan Lagoon
Palenque Ruins
Tomb of Palenque
Balankanche Mine
Jaina Island Falls
Tikal Ruins
Tikal Temple

Run/Turn/Crawl/Push/Look/Aim Weapon to the left.

Location Idol

Remember to grab it after each use... or it will disappear.

Mayan Chili Pepper

PREPARING FOR YOUR MAYAN ADVENTURE

The Options Menu

To change the game settings before playing, use your joystick to move the boomerang to "OPTIONS" on the title screen, and then press the START button. The Options Menu will then appear on the screen. Move the Joystick left or right to move through the options. Move the Joystick up or down to toggle through each option's setting. Press START to exit the options screen at any time.

Music Volume - Set music volume (9 is maximum) or turn it OFF.

Difficulty - Choose from two difficulty settings: Normal or Hard.

Controls - A list of moves will appear on the screen, followed by the key each move is currently assigned to. Move the Joystick up or down, or press A, S, or D to toggle through the different settings. See [Getting Around the Mayan World](#) for the default keyboard setup.

Adventure Info

To view a summary of what you may find during your journey, use the Joystick to move the boomerang to "INFO" on the title screen and then press the START button. Press START again to go through the Info screens. For more details about the items you can collect, refer to the [Mayan Weapons](#) and [Mayan Artifacts](#).

Run/Turn/Crawl/Push/Look/Aim Weapon to the right.

Sacred Heart

Score - Indicates the number of points Harry Jr. has earned.

Harry Jr. begins his adventure armed with only his trusty Sling and a few sling stones. Use these stones to shoot enemies or anything else that may help you advance through a world. The sling can be used as a Whip to swat enemies at close range. But the odds are already against you - so pick up as many Sling Stones as you can find. You'll need them!

SPECIAL MANEUVERS

Harry Jr. will have to get through one deadly situation after another to save his father. This will often require some quick thinking and resourcefulness. Here are a few special maneuvers that may provide a little help:

Swinging on vines

- ◆ Press the S key to jump and grab the knot on the base of a vine.
- ◆ Press the Jump (S) key again to release from the vine.

Crawling

- ◆ Move and hold the Joystick down.
- ◆ Press the Jump (S) key to engage in a crawl.
- ◆ Move the Joystick left/right to make Harry Jr. crawl in either direction.
- ◆ Move the Joystick up or press the Jump (S) button to stand.

Climbing ropes

- ◆ Jump onto a rope.
- ◆ Move the Joystick up/down to climb or descend the rope.
- ◆ To jump off rope, move and hold the Joystick in the direction you wish to jump, then press the Jump (S) key.

Crossing pegs and cords

- ◆ Jump towards the horizontal peg or cord to hook on to it.
- ◆ Move the Joystick left/right to move Harry Jr. left or right.
- ◆ Press the Jump (S) key again to release from the peg or cord.

Riding ziplines

- ◆ Jump to grab the zipline.
- ◆ To release from zipline, press the Jump (S) key again or ride the zipline to its end.

Springing off items

- ◆ Jump onto a spider web (or other item) and bounce into the air.

Pulling levers

- ◆ Use the Joystick to move Harry Jr. to the left or right of the lever, so he is facing it.
- ◆ Move the Joystick up to pull the lever down.

Entering doors

- ◆ Move Harry Jr. in front of a door and move the Joystick up to enter the door.

Bungee-jumping

- ◆ Jump onto a bungee.
- ◆ Press the Jump (S) key again to release from the bungee and fly into the air (the closer to the top of the bungee-plant you are when you release, the higher you will go).
- ◆ Use the Joystick to control Harry while he is in the air.

Riding the skate car

- ◆ Jump onto car, then move the Joystick left/right to start moving.
- ◆ Move the Joystick opposite the direction you are moving to use the brake.

Runaway mine car ride (only in the Balankanche Mine)

- ◆ Move the Joystick up or down and press the Jump (S) key simultaneously to make the skate car jump.
- ◆ You have no brakes!

STRATEGY TIPS

- Collect as many Treasure Pieces as you can. Every fifty points earns you a Continue.
- Use the Super Shot to help defeat deadly enemies or blast through nasty web blockades.
- Try to be down hill from your enemies when fighting.
- Be sure to use Mayan Artifacts and Mayan Weapons wisely. These Mayan goods only give you a limited amount of time and/or uses.
- Remember to grab the Mayan Boomerang after each use... or it will disappear.
- Try using abandoned mine cars or other items as platforms.
- You can do more than just stand on top of tree stumps.
- Don't be afraid to venture around each world - you may find hidden surprises.
- Keep moving while above the jumping crocodiles.

Every now and then, you may feel like hurling a sling stone with all your might. Good news - You can! Just hold down the Shoot (A) key and Harry Jr. will wind up his sling to fire off a **Super Shot**. This will do more damage than a standard shot - but remember, waiting for the windup can cost you valuable time!

During the course of your adventure, you may discover ancient Mayan weapons that will help Harry Jr. defeat enemies and overcome obstacles. To toggle through the available weapons, just tap the SPACE BAR. Then press the Shoot (A) button to use the weapon that is currently displayed.

THE LEGEND OF PITFALL

Many years ago there was a daring adventurer who traveled the world in search of ancient legends and lost treasures. His journeys took him across the seven seas and to the ends of the earth. He ventured into vast uncharted regions filled with unthinkable dangers. As word of his exploits filtered back to civilization, he soon became larger than life... a legend. This great explorer was Pitfall Harry.

After many successful quests, Harry settled down to raise his son, Harry Junior. Having inherited his father's love of the unknown, Harry Jr. grew up to become a hip 18-year-old with a deep sense of adventure - and a bit of an attitude. He quickly learned the thrill of exploration and discovery and soon experienced many exciting quests of his own.

Hearing of his son's thrilling escapades, Pitfall Harry realized how much he longed for the life he once knew. So together the daring duo set off for the jungles of Central America in search of the lost treasures of the Mayans.

But something went terribly wrong...

Pitfall Harry has been taken captive by the dreaded warrior spirit Zakelua: Lord of Evil. Armed with only a trusty sling and his father's journal, young Harry Jr. must now venture into the unknown to rescue his father... before it's too late!

Time Keeper

Treasure Count - Calculates the Gold value of the treasure pieces Harry Jr. has collected. Collect 50 Gold points to earn a Continue.

Climb Up/Stand Up/Pull/Look/Aim Weapon.

Weapon - Shows Harry Jr.'s current weapon and its available number of uses.

