

BONUS WORLDS

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

Loltun Vault

You will enter a room with three levers on a wall: 1, 2 and 3. Directly above each lever is a light that will flash in random order, creating a pattern. Repeat this pattern by pressing 1, 2 or 3 on the keyboard. As you successfully repeat the patterns, you will be rewarded. But be careful... time is of the essence!

The keyboard is required to play the Loltun Vault bonus levels regardless of a gamepad or joystick being enabled.

A Trip Back



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 that 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

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STRATEGY TIPS

CREDITS

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Sound Design: Michael Regan and Caron Weidner

Soundtrack created and mixed at SOUNDELUX MEDIA LABS

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This page allows you to select between **Normal** and **Hard** difficulty levels.

This option allows you to choose from pre-determined window sizes. These include:

Current Settings:	This setting saves the current window size.
Standard Window:	This window is 320 x 224 resolution.
Double Window:	This window is 640 x 448 resolution.
Full Screen (Fast):	This window is 320 x 200 resolution.
Full Screen (Smooth):	This window is 320 x 224 resolution.

Full Screen mode allows you to play the game while suppressing Windows 95 in the background. This provides for maximum display combined with better performance. **Full Screen (Smooth)** mode will prevent the game from "tearing" as the screen updates, and is recommended for use on Pentium machines. **Full Screen (Fast)** mode is designed for maximum speed and display. This option is recommended for machines with a 486 processor.

The game window can also be stretched to your liking by using the mouse to drag the lower right corner. For optimum performance, it is recommended that the game be played in **Full Screen** mode.



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BONUS WORLDS

STRATEGY TIPS

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This option allows you to devote a higher percentage of processing power to **Pitfall: The Mayan Adventure**, and is recommended for systems that have a high frequency of multi-tasking or are linked to a network.

Normal: Standard amount of processing power is devoted to game.
High: Above-standard amount of processing power is devoted to game.
Real-Time: The processor devotes maximum power to the game.

Enabling **High** or **Real-Time** modes will divert processing power from any applications that are running in the background. It is therefore recommended that downloading and other similar functions not be attempted while running the game in these modes.

GETTING AROUND THE MAYAN WORLD

The following are the default control settings upon launching **Pitfall: The Mayan Adventure** for the first time.

Action	Key
Jump	W
Shoot	E
Whip	Q
Select Weapon	Space Bar
Up	Up Arrow
Down	Down Arrow
Left	Left Arrow
Right	Right Arrow

You may configure the keyboard controls to your liking by using the [Keyboard](#) page in the Properties Box. You may also enable the use of a gamepad or joystick by using the [Joystick](#) page in the Properties Box.

Regardless of the controller, **Pitfall: The Mayan Adventure** will automatically save all of your current settings and store them for use the next time you launch the game.

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.

Health Bar (top right corner) – As Harry Jr. takes damage, the crocodile moves closer and closer. A word of advice: don't let him get too friendly!

Harry Jr. (top right corner) – Indicates the number of lives remaining.

Score (top left corner) – Indicates the number of points Harry Jr. has earned.

Weapon (bottom left corner) – Shows Harry Jr.'s current weapon and its available number of uses.

Treasure Count (bottom right corner) – Calculates the Gold value of the treasure pieces Harry Jr. has collected. Collect 50 Gold points to earn a Continue.

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.



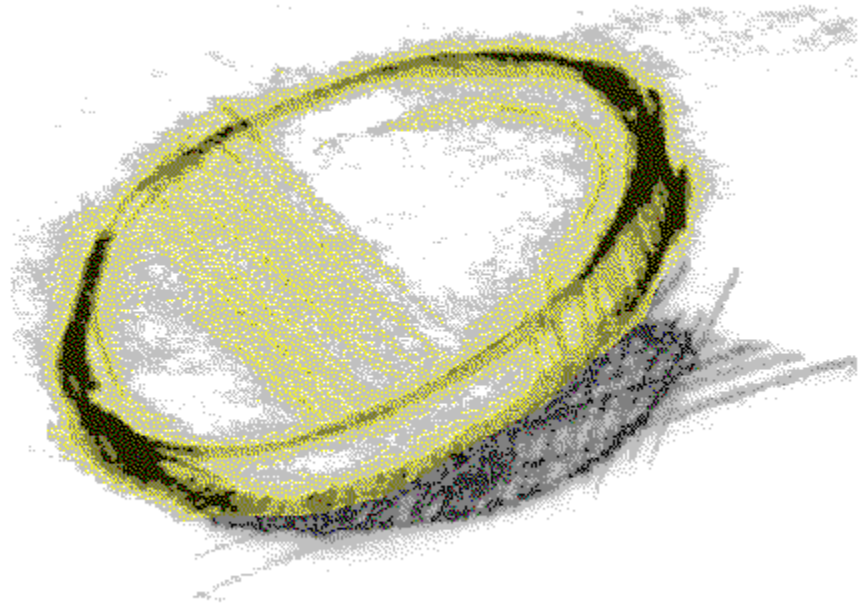
Location Idol – Used by Mayan travelers to mark their location. Holds magical properties that point traveler in general direction of desired path. Allows traveler to return to marked point after traveler is unable to continue journey.



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.



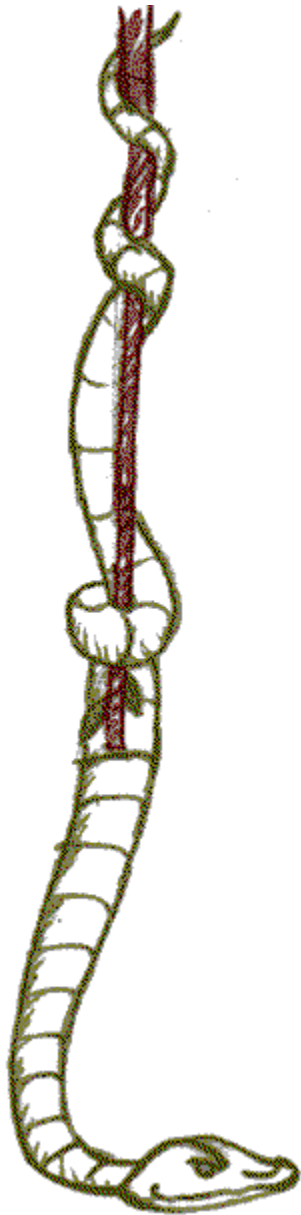
Jaguar – This sleek, powerful animal was a favorite pet of Zakelua and served as his personal bodyguard. Recent sightings include the nearby jungles.



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 1500s, 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.



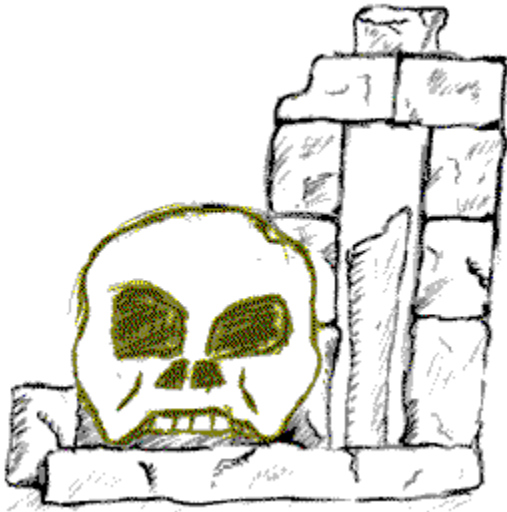
Jungle of Ceiba – An ancient and mysterious place uninhabited since the 1400s. Danger lurks all around on this maze-like path. Should be able to use surrounding elements to navigate.



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



This page allows you to enable the use of a gamepad or joystick by clicking the Enable Joystick checkbox. To configure the joystick to your liking, select a game action and press the button on the gamepad or joystick with which you want to control the selected action. You may also assign various actions to the keyboard while enabling a gamepad or joystick.

To ensure that a gamepad or joystick functions correctly, you must first calibrate the controller using the Joystick Properties page located in the Control Panels section of Windows 95.

Reminder: The keyboard is required to play the Loltun Vault bonus levels regardless of a gamepad or joystick being enabled.



This page allows you to enable the use of the keyboard by clicking the Enable Keyboard checkbox. To configure the keyboard to your liking, select a game action and press the key on the keyboard with which you want to control the selected action.

Reminder: A gamepad or joystick cannot be used when the keyboard is enabled.

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

PREPARING FOR YOUR MAYAN ADVENTURE

The File Menu

This pull-down menu allows you to access levels of the game that you have already completed. As you progress through the game, the completed levels will become active in the menu. Once you have completed the entire game, the menu will allow you to begin at any level.

Reminder: Using the File Menu to start a new level will reset your weapons, life meter, score, continues, enemies, treasure pieces and other collectables to their default settings.

The File Menu also allows you to access the Properties Box.

The Status Bar

On the bottom of the game window is a status bar that displays the name of the current level. You can also access specific pages in the Properties Box by clicking on the assorted icons.



Go directly to Joystick page



Go directly to Keyboard page



Go directly to System page



Go directly to Sound page

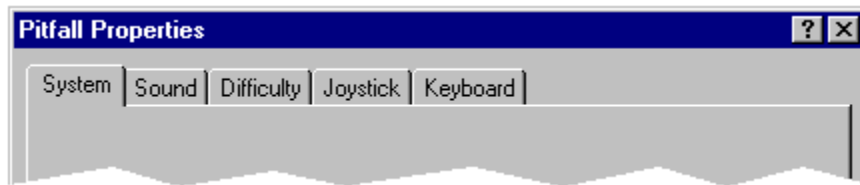


Go directly to Difficulty page

Properties Box

This dialog box allows you to configure **Pitfall: The Mayan Adventure** according to your personal preferences. You can select various options by clicking on the assorted tabs. The game will automatically save your current settings and store them for use the next time you launch the program.

Click on the option below to display information about it.





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 also 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!



This page allows you to enable or disable sound effects and CD audio.

Sound Effects: Standard sounds used throughout the game.

CD Music: CD-quality musical soundtrack.

CD Ambient Sounds: CD-quality ambient sound effects.

You must choose either **CD Music** or **CD Ambient Sounds**. Both cannot be used simultaneously. **Sound Effects** can be enabled or disabled independently from CD audio.

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 Jump key/button and grab the knot on the base of a vine. Press the Jump key/button again to release from the vine.

Crawling – Press and hold the Down key/button. Press the Jump key/button to engage in a crawl. Move Left/Right keys/buttons to make Harry Jr. crawl in either direction. Press the Up key/button to stand.



Climbing ropes – Jump onto a rope. Press the Up/Down keys/buttons to climb or descend the rope. To jump off rope, press and hold Left or Right key/button in the direction you want to jump, then press the Jump key/button.



Crossing pegs and cords – Jump toward the peg or horizontal cord to hook onto it. Move the Left/Right

keys/buttons to move Harry Jr. left or right. Press the Jump key/button again to release from the peg or cord.

Riding ziplines – Jump to grab the zipline. To let go of the zipline, press the Jump key/button again or ride the zipline to its end.

Springing off items – Jump onto a spider web or other spring object and bounce into the air.

Pulling levers – Use the Left/Right keys/buttons to move Harry Jr. to the left or right of a lever, so he is

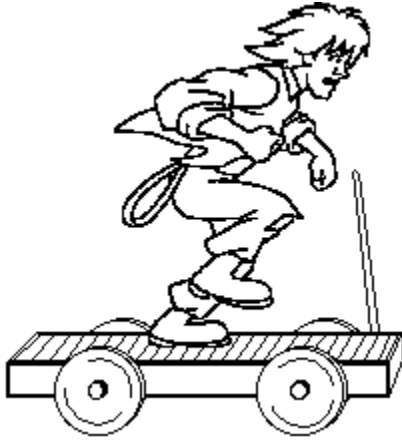


facing it. Use the Up key/button to pull the lever down.

Entering doors – Move Harry Jr. in front of a door, then press the Up key/button to enter the door.

Bungee jumping – To grab a bungee, jump onto it. Press the Jump key/button again to let go of the bungee and fly into the air. The closer you are to the top of the bungee plant when you release, the higher you will soar. Use the directional controls to move Harry Jr. while he is in the air.

Riding the skate car – Jump onto a skate car, then press the Left/Right keys/buttons to start moving. Hold the Left/Right key/button opposite the direction you are moving to use the brake.



Runaway mine car ride (Balankanche Mine) – Hold the Up/Down keys/buttons and press the Jump key/button simultaneously to make the skate car jump between tracks. Remember... 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 downhill 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.

Need Hints?

In the U.S. just dial:
1 (900) 680-HINT* (\$.95 per min.)
In Canada call:
1 (900) 451-4849* (\$1.25 per min.)

*Must be 18 years or older, or have a parent's
permission to call. Touch-tone only.
Prices subject to change without notice.



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 key/button 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 Select Weapon key/button. Then press the Shoot key/button to use the weapon that is currently displayed.

This option forces **Pitfall: The Mayan Adventure** to synchronize all game functions to the refresh rate of your monitor. This helps to produce a smoother scrolling effect when playing the game. This option is only available on Pentium machines and is recommended for systems with a processing speed of 90 MHz or higher.



The following features can be changed in the System page:

Display

Sync Full Screen to Monitor

Game Priority

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 the daring duo set off together for the jungles of Central America in search of the lost treasures of the Mayans.

But something went terribly wrong...

Pitfall Harry was 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

