SEGA™

32X™

GENESIS™

INSTRUCTION MANUAL

PITFALL™

THE MAYAN ADVENTURE



ACTIVISION®

LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA™ GENESIS 32X™ SYSTEM.

OFFICIAL SEGA SEAL OF QUALITY

TEEN

AGES 13+

HANDLING YOUR CARTRIDGE

- The Sega Genesis 32X Cartridge is intended for use exclusively with the Sega™ Genesis™ and Genesis 32X™ Systems.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Epilepsy Warning

READ BEFORE USING YOUR VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM combined with GENESIS 32X!™

SURVIVAL GUIDE

The Legend of Pitfall 2

Welcome to the Jungle 4

Preparing for your Mayan Adventure 4

The Options Menu 5

Adventure Info 6

Getting Around the Mayan World 7

Adventure Status 8

Mayan Weapons 9

Switching Weapons 9

Super Shot 10

Special Maneuvers 11

Mayan Artifacts 14

Mayan Foes 16

The Lost Civilization of the Mayans 18

Mayan Lands 19

Bonus Worlds 22

Strategy Tips 23

Credits 24

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.

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.

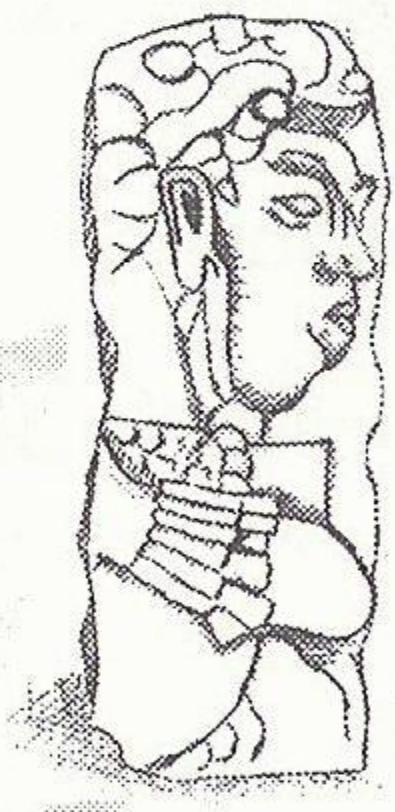
But something went terribly wrong…

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 Vaxactun.



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...

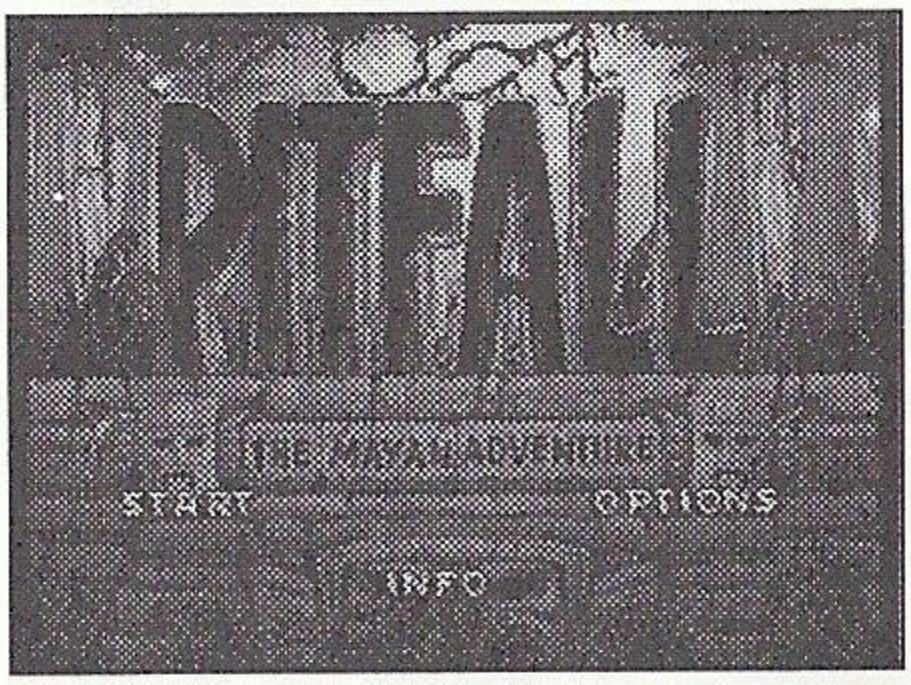
P.H.

WELCOME TO THE JUNGLE

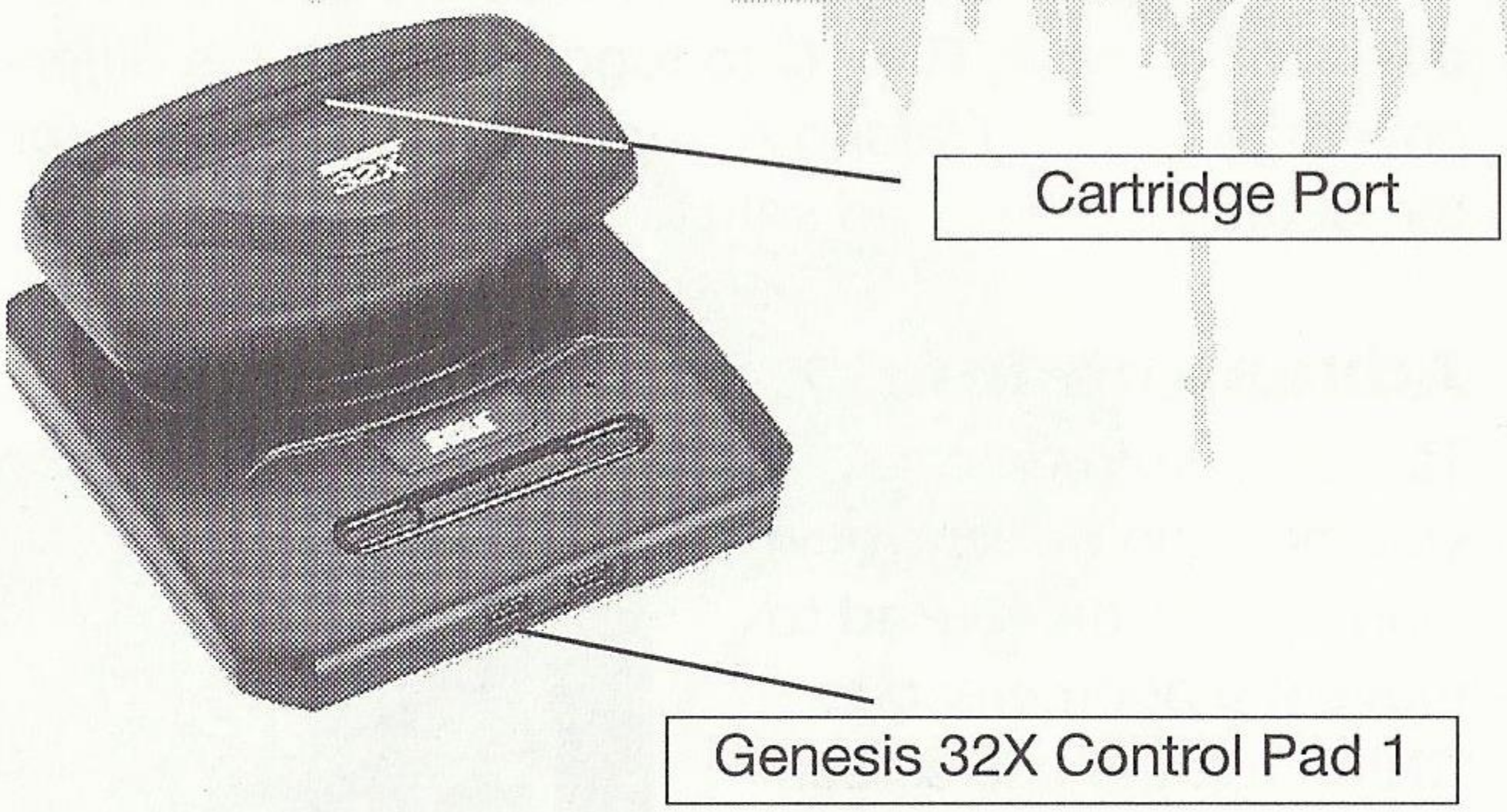
Pitfall Harry has been taken captive by the dreaded warrior spirit Zakelua: Lord of Evil. Armed with only a trusty sling and his father's journal, young Harry Jr. must now venture into the unknown to rescue his father... before it's too late!

Preparing for your Mayan Adventure

1. Set up your Genesis 32X System and plug in Control Pad 1.
2. With the power switch OFF, insert the *Pitfall: The Mayan Adventure* cartridge (with the label facing you) in the cartridge slot and press down firmly.
3. Turn on your TV or monitor, then turn the Genesis 32X power switch ON. The License and Sega screen will appear, followed by the Pitfall introduction and title screen.
4. Press the **START** button on your Control Pad to begin.



Important Note: If nothing appears on the screen, turn the power switch **OFF**. Check to make sure the cartridge is inserted correctly, and check all cables to make sure they are properly connected. Then try again. (Always turn the power switch **OFF** before inserting or removing the cartridge.)



The Options Menu

To change the game settings before playing, use the **D** (directional) **-Pad** 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. Press the **D-Pad** left or right to move through the options. Press the **D-Pad** up or down (or press **A**, **B** or **C**) 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**.

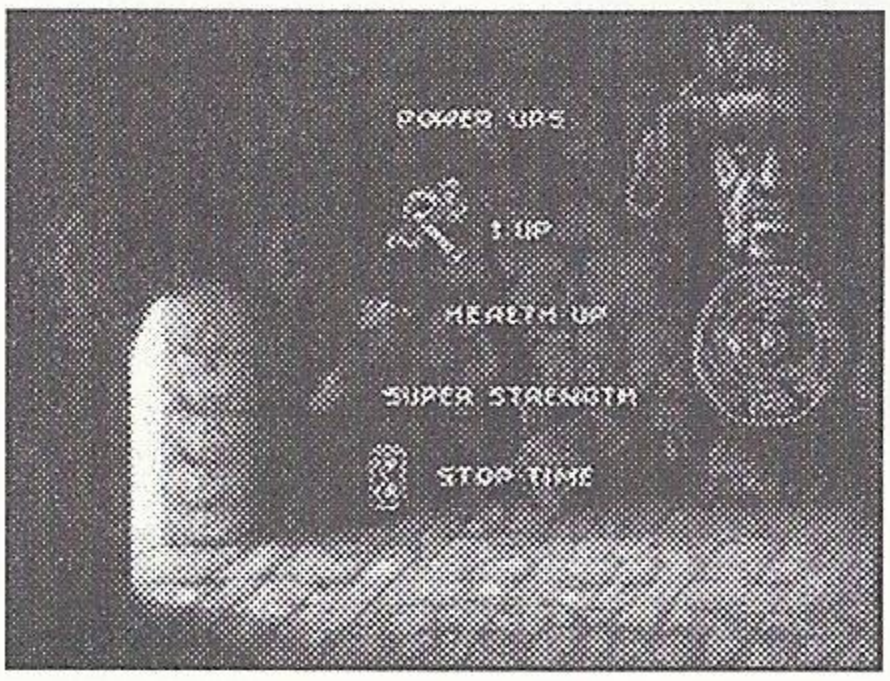
Difficulty—Choose from two difficulty settings: Normal or Hard.

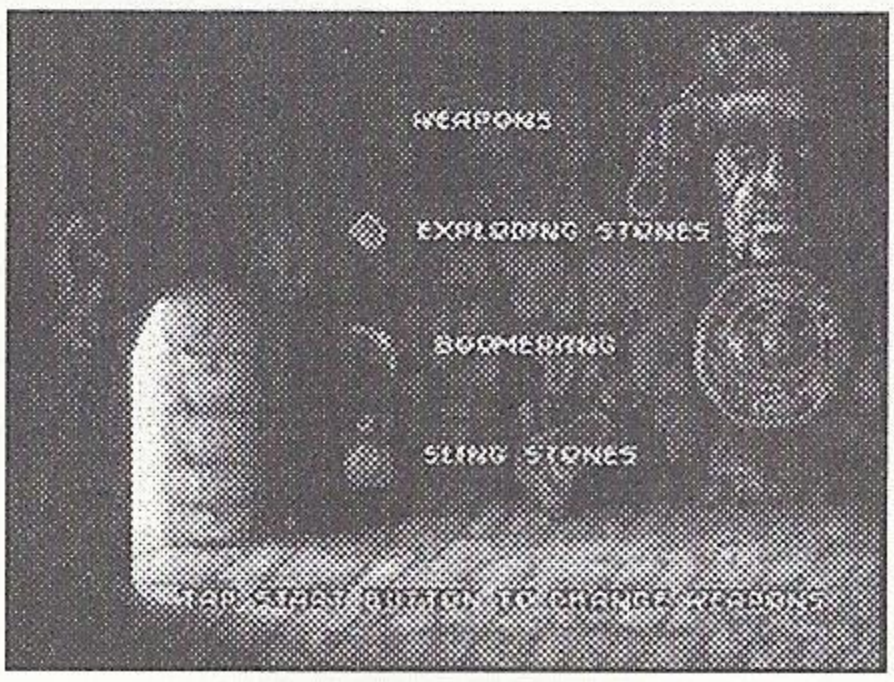
Controls—A list of moves will appear on the screen, followed by the button each move is currently assigned to. Press the **D-Pad** up or down, or press **A**, **B**, or **C** to toggle through the different settings. See *Getting Around the Mayan World* for the default Control Pad setup.

Adventure Info

To view a summary of what you may find during your journey, use the **D-Pad** 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* sections of this manual.







GETTING AROUND THE MAYAN WORLD

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

(Left/Right)
Run/Turn/
Crawl/Push/
Look/Aim
Weapon

(Up/Down)
Climb/Crouch/
Pull/Look/Aim
Weapon

PRESS: Pause/Resume
TAP: Toggle Weapon



Whip Sling

Jump

Shoot
(Use selected weapon)

Note: If using the 6-button Arcade Pad use X, Y and Z to select your active weapon.

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

Harry Jr.—Indicates the number of lives remaining.

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



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

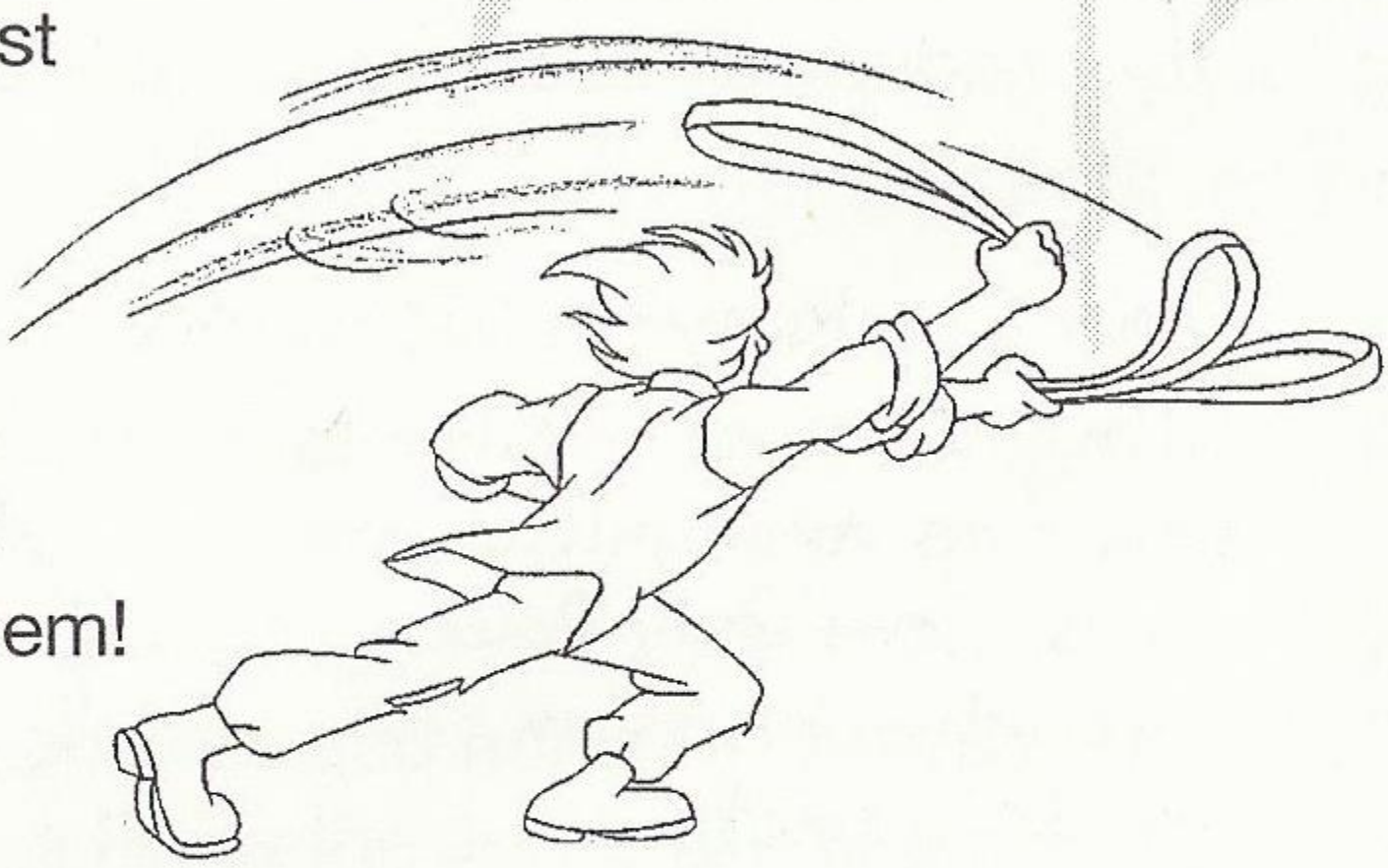
Weapon—Shows Harry Jr.'s current weapon and its available number of uses.

MAYAN WEAPONS



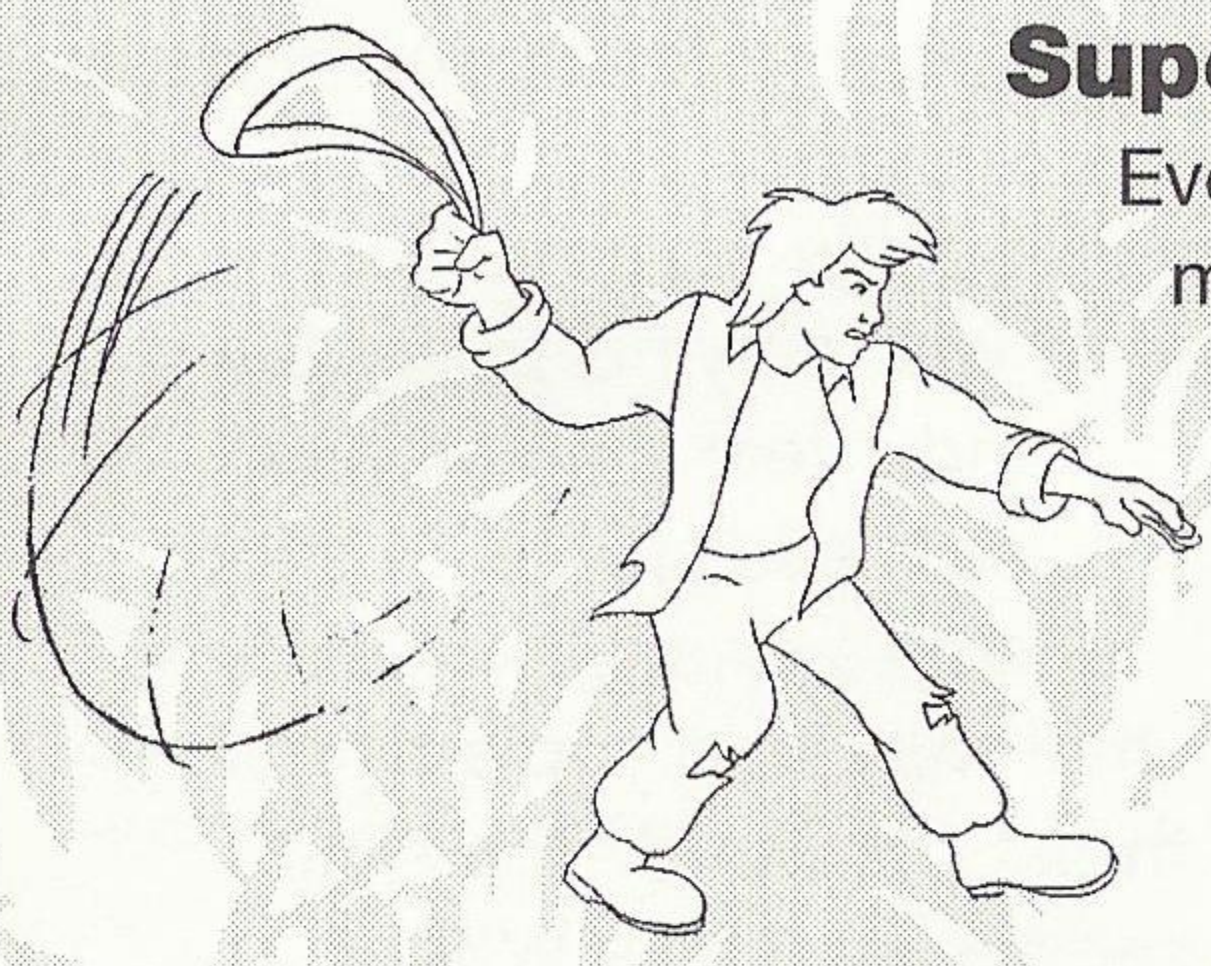
Harry Jr. begins his adventure armed with only his trusty **Sling** and a few sling stones. Use these stones to shoot enemies or anything else that may help you advance through a world. The sling can be used as a **Whip** to swat enemies at close range.

But the odds are already against you—so pick up as many **Sling Stones** as you can find. You'll need them!



Switching Weapons

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 **START** button (Do not PRESS the button or you will pause the game! TAP IT.) Then press the **Shoot (A)** button to use the weapon that is currently displayed.



Super Shot

Every now and then, you may feel like hurling a sling stone with all your might. Good news—You can!

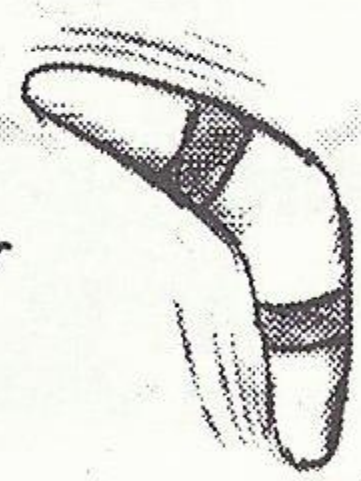
Just hold down the **Shoot (A)** button and Harry Jr. will wind up his sling to fire off a Super Shot. This will do more damage than a standard shot—but remember, waiting for the windup can cost you valuable time!

Day 5—Mayan Weapons

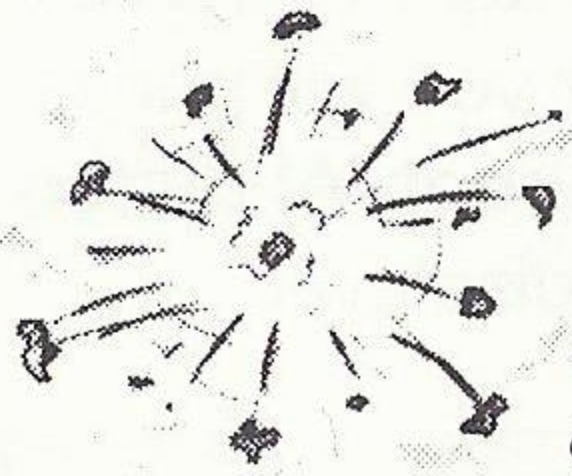
Sling Stones— Stones that serve as ammunition for slings. Commonly found throughout Mayan lands in sacks.



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.



P.H.

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 **B** button to jump and grab the knot on the base of a vine.

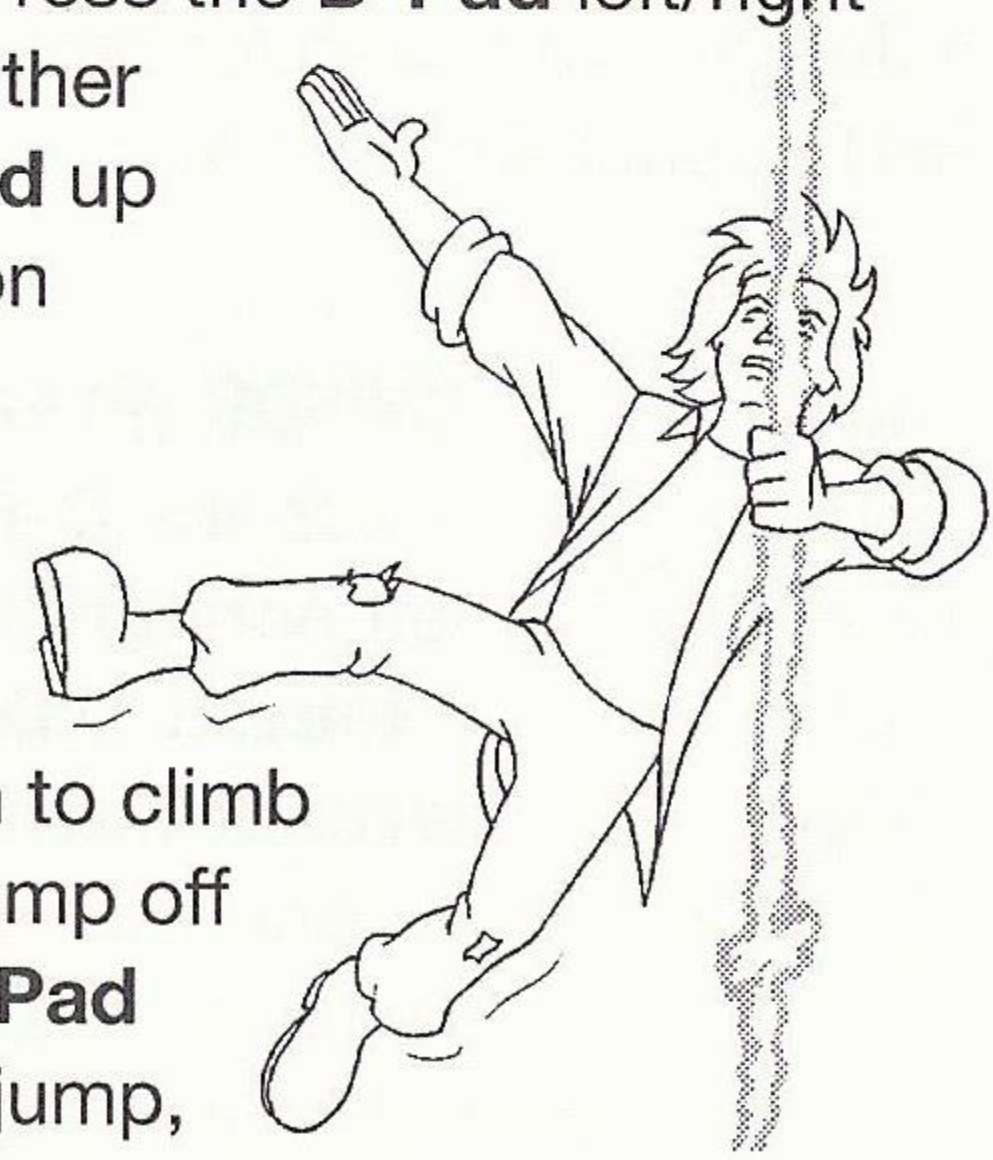


• Press the **Jump (B)** button again to release from the vine.



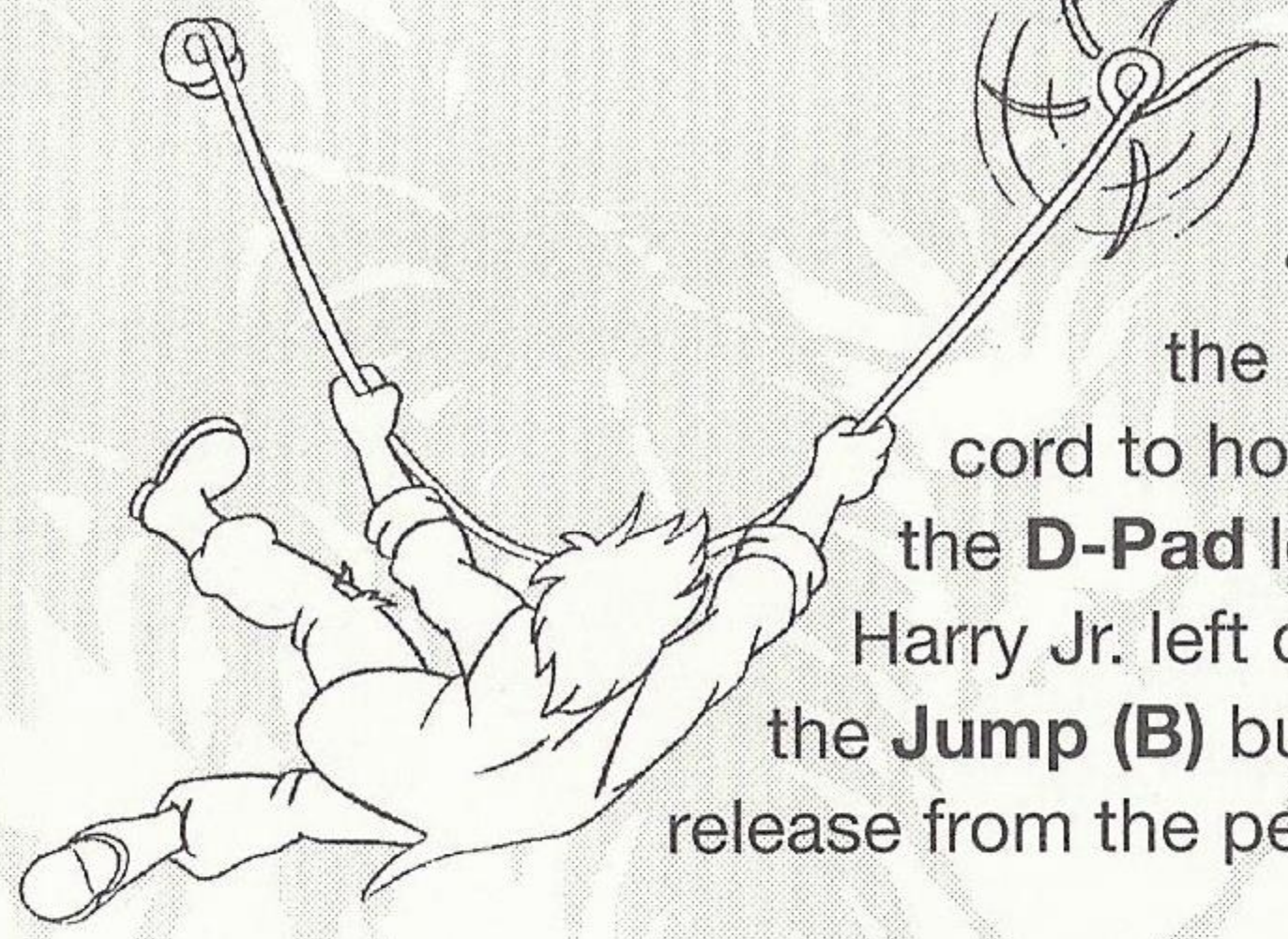
Crawling

• Press and hold the **D-Pad** down. • Press the **Jump (B)** button to engage in a crawl. • Press the **D-Pad** left/right to make Harry Jr. crawl in either direction. • Press the **D-Pad** up or press the **Jump (B)** button to stand.



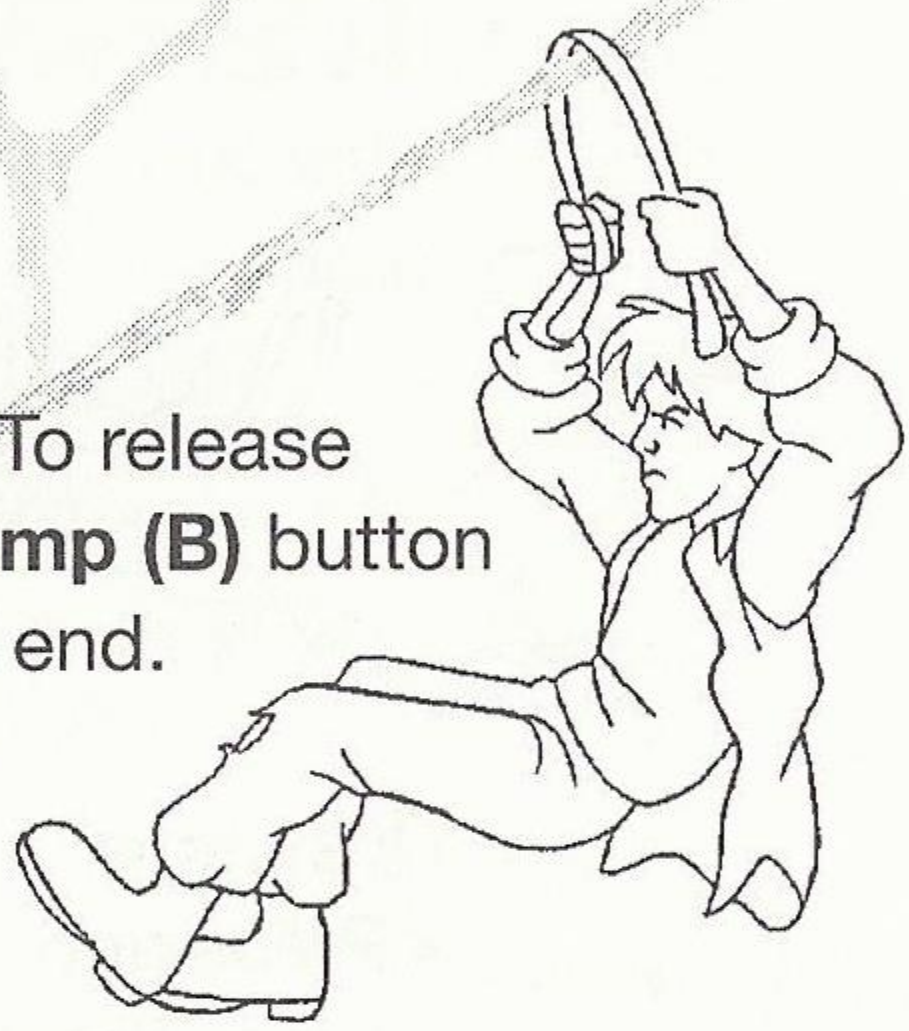
Climbing ropes

• Jump onto a rope. • Press the **D-Pad** up/down to climb or descend the rope. • To jump off rope, press and hold the **D-Pad** in the direction you wish to jump, then press the **Jump (B)** button.



Crossing pegs and cords

• Jump towards the horizontal peg or cord to hook on to it. • Press the **D-Pad** left/right to move Harry Jr. left or right. • Press the **Jump (B)** button again to release from the peg or cord.

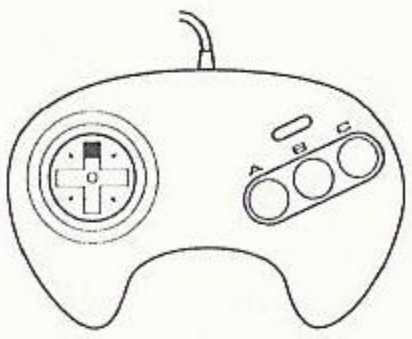


Riding ziplines

• Jump to grab the zipline. • To release from the zipline, press the **Jump (B)** button again or ride the zipline to its end.

Springing off items

• Jump onto a web (or other item) and bounce into the air.

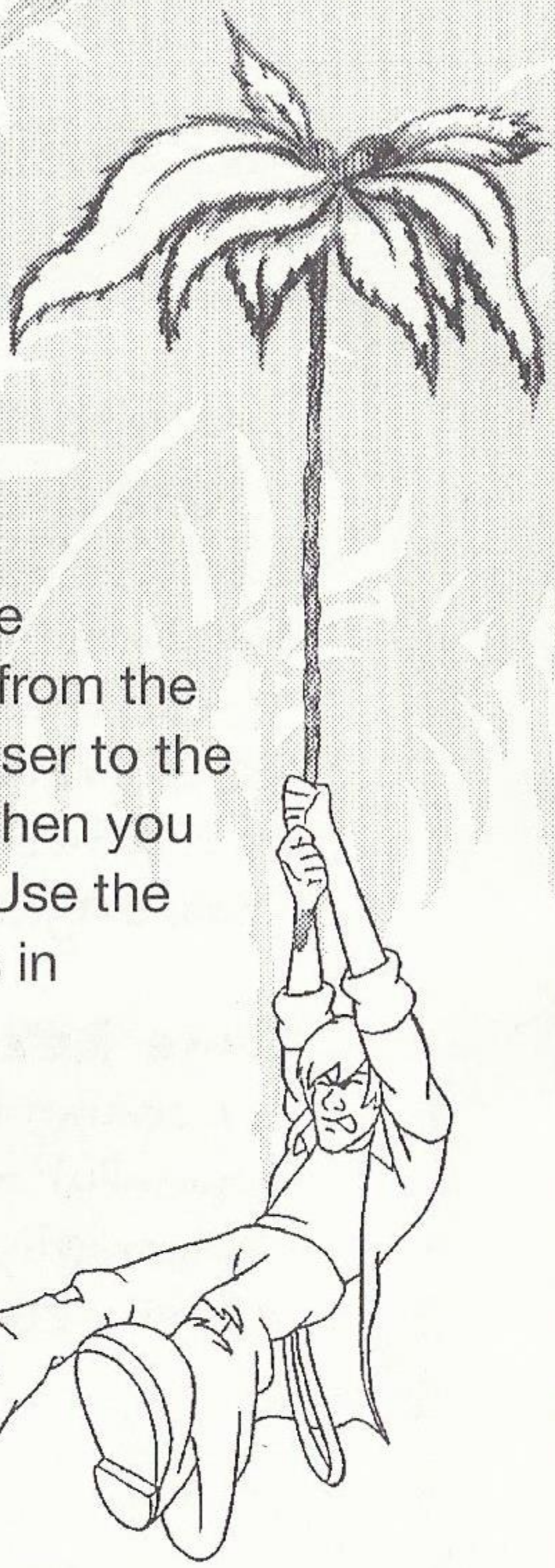


Pulling levers

• Use the **D-Pad** to move Harry Jr. to the left or right of the lever, so he is facing it. • Press the **D-Pad** up to pull the lever down.

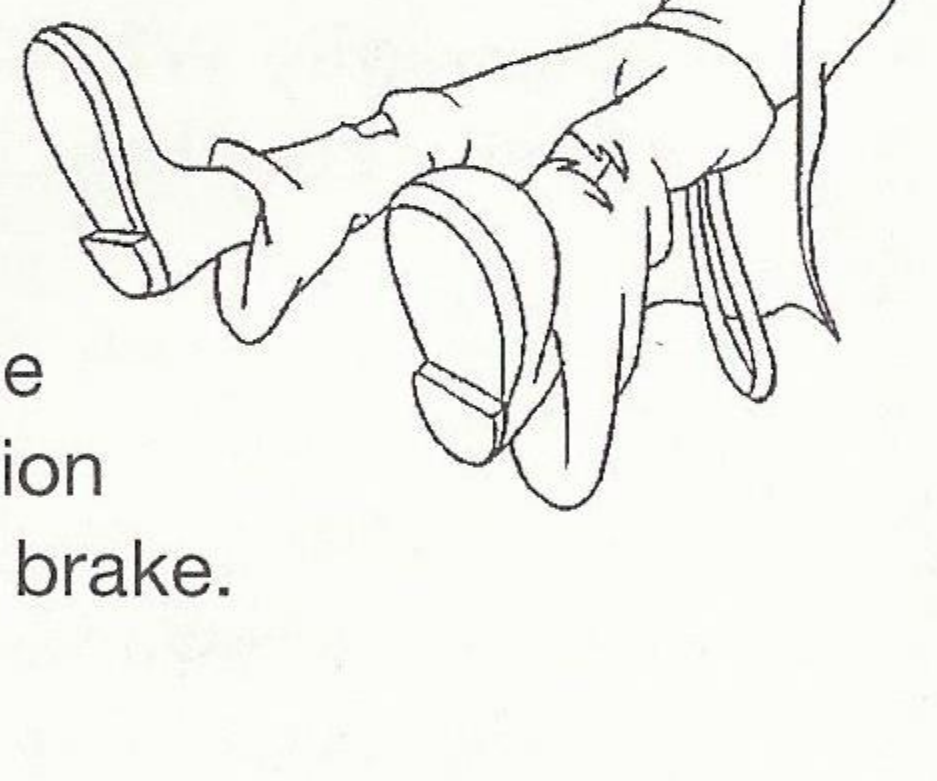
Entering doors

• Move Harry Jr. in front of a door and press up on the **D-Pad** to enter the door.



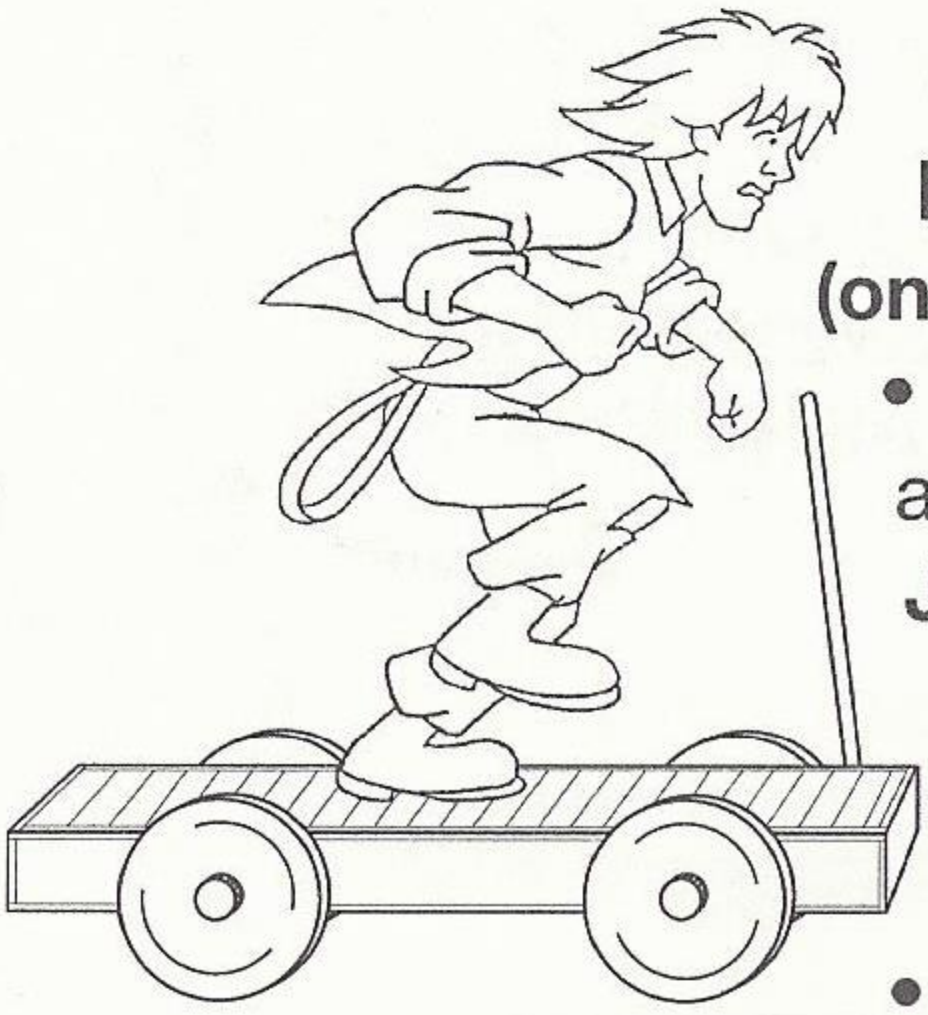
Bungee-jumping

• Jump onto a bungee. • Press the **Jump (B)** button 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 **D-Pad** to control Harry while he is in the air.



Riding the skate car

• Jump onto car, then press the **D-Pad** left/right to start moving. • Press the **D-Pad** opposite the direction you are moving to use the brake.



Runaway mine car ride (only in the Balankanche Mine)

• Press the **D-Pad** up or down and press the **Jump (B)** button simultaneously to make the skate car jump.

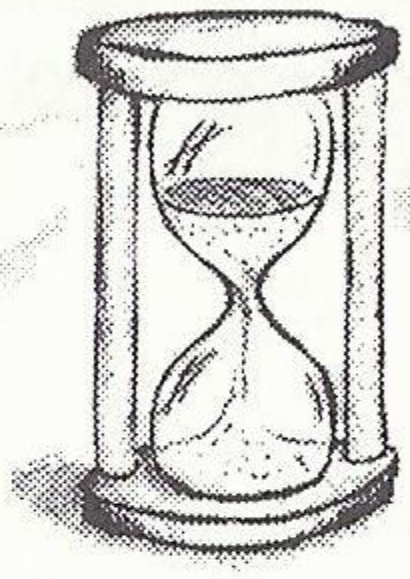


• You have no brakes!

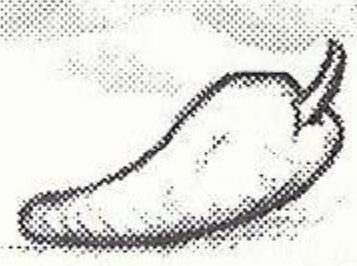
MAYAN ARTIFACTS

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.

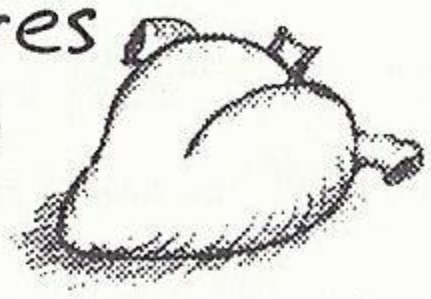


Time Keeper—
According to legend, this powerful artifact temporarily freezes time after being touched.



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.



P.H.

MAYAN FOES

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.

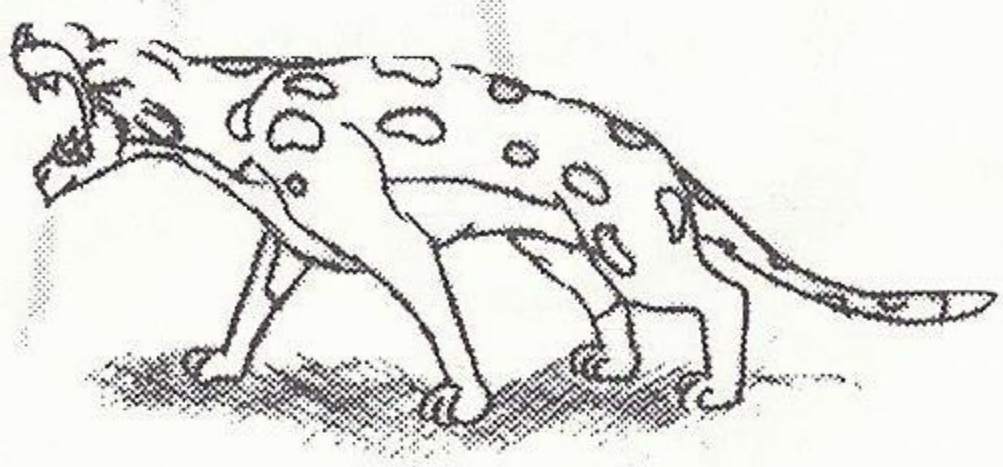


Skeletons—At one time were soldiers in Zakelua's army. Groups have been recently spotted near Copan.



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.

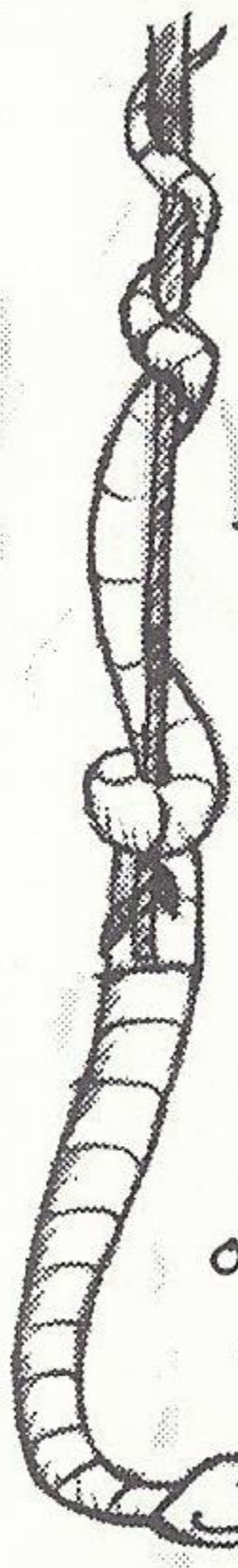




Hawks — Served as messengers for Zakelua during wartime. Have been spotted in Tikal and areas near water.



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.

P.H.

THE LOST CIVILIZATION OF THE MAYANS

Day 12—A Lost Civilization

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.



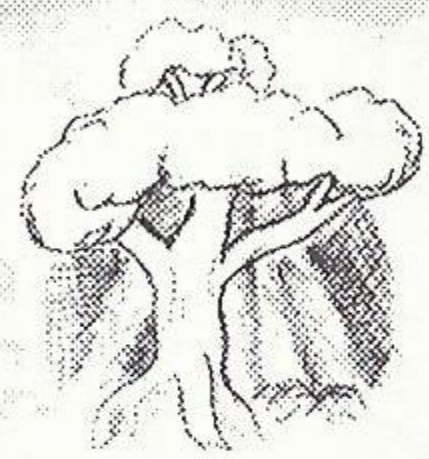
Although many Mayan sites have been discovered, little is known of their day-to-day activities. What is known is that they built elaborate cities and temples without aid from the wheel, metal tools or animals. Theirs was a civilization full of mystery and magic. Long has there been talk of ghosts and 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.

P.H.

MAYAN LANDS

Day 13—Mayan Lands

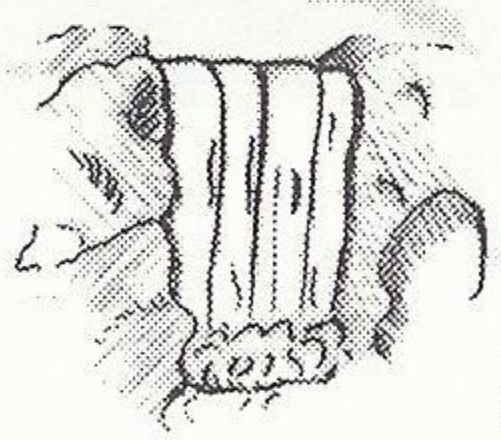
Harry Jr. and I have traveled for days in search of the lost treasure. Although it's been a long and tough expedition, it is far from over. The road ahead is full of danger.

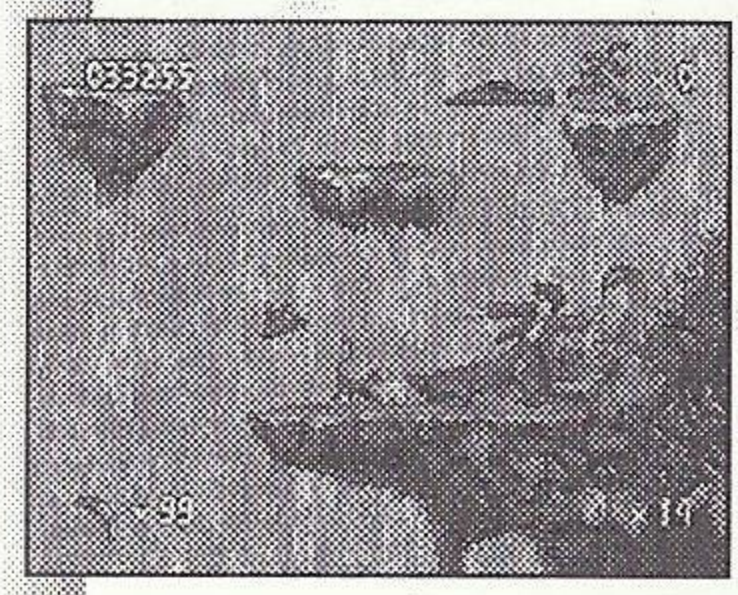


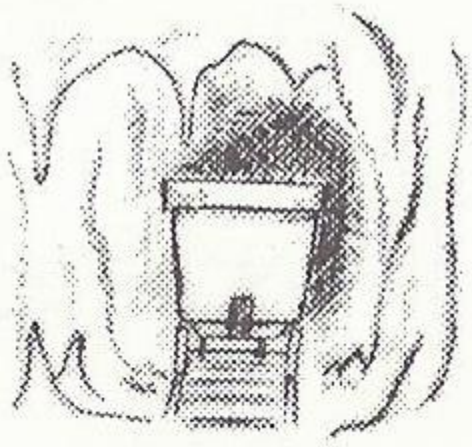
Jungle of Ceiba—An ancient and mysterious place uninhabited since the 1400's. Danger lurks from all around on this maze-like path. Should be able to use surrounding elements to navigate.



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!

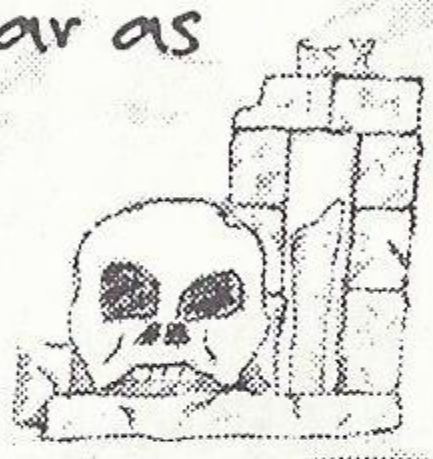






Tazamul Mines—
Lost for centuries, this series of treacherous caverns is believed to be inhabited by deadly creatures and filled with hazardous barriers. Could possibly use abandoned mine car as transportation.

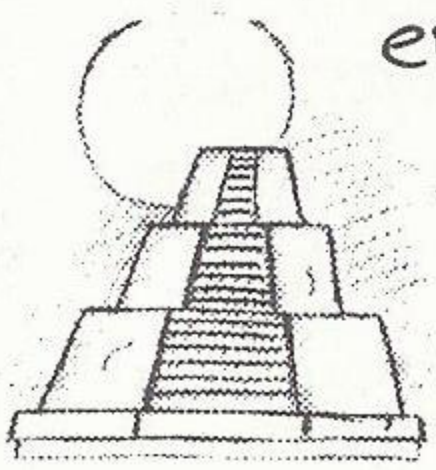




Lost City of Copan—
Located in the heart of the ancient Mayan Empire, this 2000-year-old, decaying exterior is loaded with deadly traps and even deadlier enemies.



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





P.H.

Day 14—The Adventure Continues

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

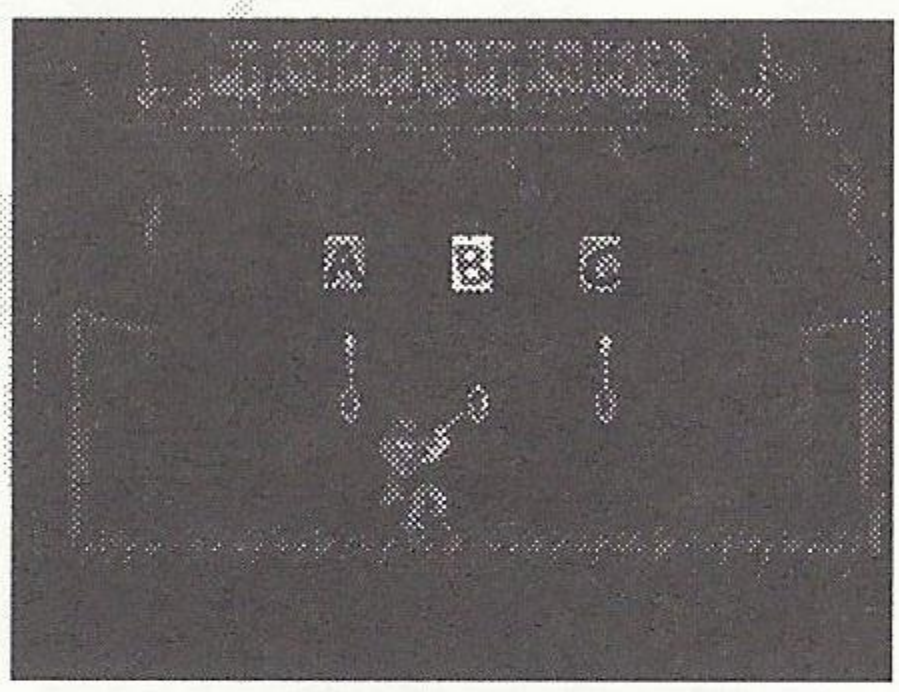
P.H.

BONUS WORLDS

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

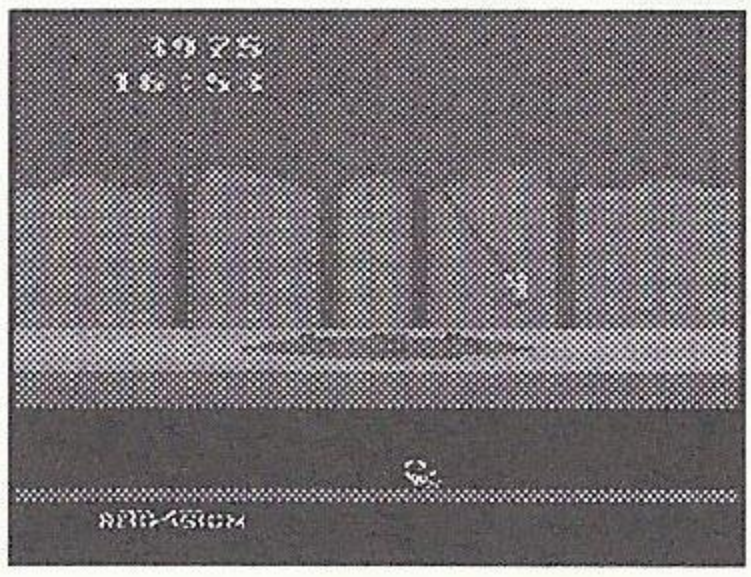
Loltun Secret Vault

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



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 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!



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.

CREDITS

Consulting: Nathalie Deschâtres and John Spinale **Associate Producer:** Kelly Walker Rogers **Original Genesis Programming:** George Allan **Original Sega CD Programming:** Tom McWilliams **32X Conversion:** Zombie Virtual Reality Entertainment with Big Bang Software **32X Programmers:** Robert Champagne and Chris Phillips **Lead Designer:** John Spinale **Level Design:** Tin Guerrero, Scott Krager, David Pavoni and John Spinale **Additional Design:** Nathalie Deschâtres 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 Roy Houlette **Manual Copy:** Scott Krager and David Pavoni **Development Tools:** George Allan, Dan Chang, Rob Northen Computing, PsyQ and SNASM **Package Design:** Ron Graening **Documentation Manager:** Michael Rivera **Copywriter/Editor:** Veronica Milito

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 and 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, Sue Zytka *Production Managers:* Steve Kellener and Jan Naylor *Production Assistants:* Brian Masters and Josh Williams

Animation Processing by FREESTYLE

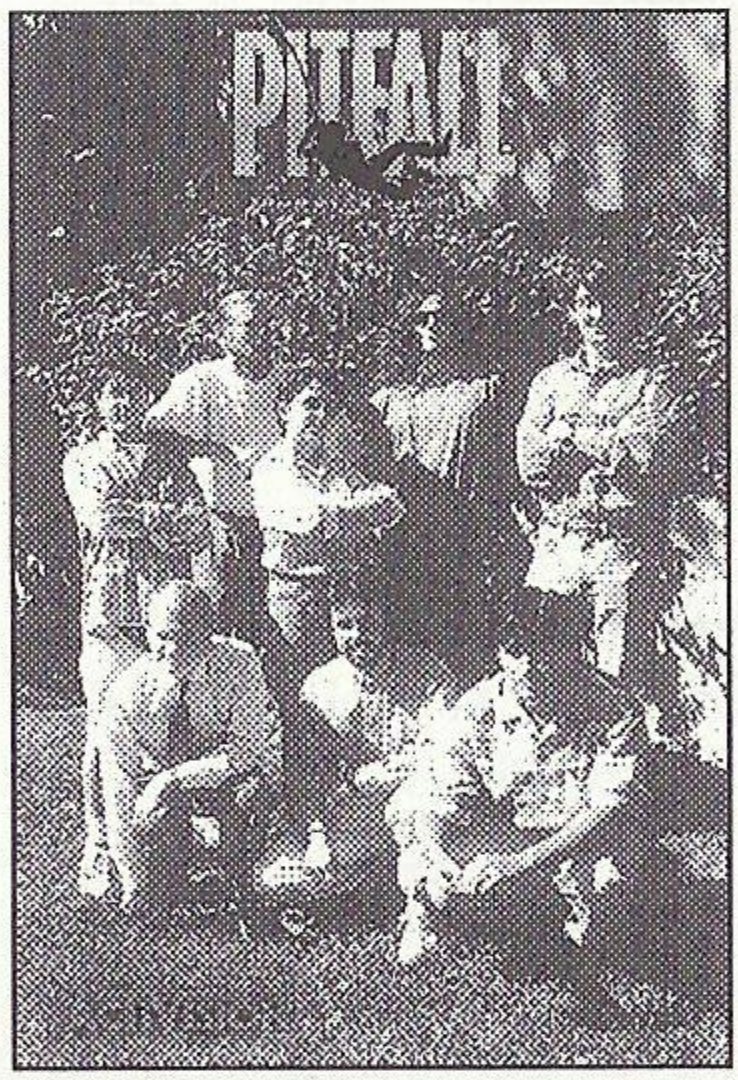
Animation Rendering by KAREN JOHNSON PRODUCTIONS

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 and Caron Weidner

Soundtrack created and mixed at Soundelux Media Labs

Special Thanks to: The Atari 2600, David Crane, Mary Eubank, Alan Gershenfeld, Larry Goldberg, Eric Johnson, Brian Kelly, Robert Kotick, Maryanne Lataif, Howard Marks, The Mayan Civilization, Tom Sloper, Snoopy the Hamster and the Fellas down south!



Copyright © 1995 Activision, Inc. All rights reserved.

Pitfall! and Activision are registered trademarks of Activision, Inc. All rights reserved. Pitfall: The Mayan Adventure™ is a trademark of Activision, Inc. All rights reserved.Pitfall: The Mayan Adventure™ is based upon Pitfall!® Copyright © 1982 Activision, Inc. All rights reserved.

Limited Warranty

This software product and the attached instructional materials are sold "AS IS," without warranty as to their performance. The entire risk as to the quality and performance of the computer software program is assumed by the user. However, to the original purchaser of a game prepared by Activision, Activision warrants the medium on which the program is recorded to be free from defects in materials and faulty workmanship under normal use and service for a period of ninety (90) days from the date of purchase. If during this period a defect on the medium should occur, the medium may be returned to Activision, Inc. or to an authorized Activision dealer, and Activison will replace the medium without charge to you. Your sole and exclusive remedy in the event of a defect is expressly limited to replacement of the medium as provided above. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

THE ABOVE WARRANTIES FOR GOODS ARE IN LIEU OF ALL WARRANTIES, EXPRESS, IMPLIED, OR STATUTORY, INCLUDING, BUT NOT LIMITED TO, ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND OF ANY OTHER WARRANTY OBLIGATION ON THE PART OF ACTIVISION. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU. IN NO EVENT SHALL ACTIVISION OR ANYONE ELSE WHO HAS BEEN INVOLVED IN THE CREATION AND PRODUCTION OF THIS COMPUTER SOFTWARE PROGRAM BE LIABLE FOR INDIRECT, SPECIAL, OR CONSEQUENTIAL DAMAGES, SUCH AS, BUT NOT LIMITED TO, LOSS OF ANTICIPATED PROFITS OR BENEFITS RESULTING FROM THE USE OF THIS PROGRAM, OR ARISING OUT OF ANY BREACH OF THIS WARRANTY. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU.

After the warranty period, a defective Activision cartridge may be returned to Activision with a check or money order for $25 U.S. currency per cartridge for replacement while supplies last (must be within one year of purchase). Activision Customer Service: (310) 479-5644.

PATENTS: U.S. #'s 4,442,486/4,454,594/4,462,076; Europe # 80244;
Canada #'s 1,183,276/1,082,351; Hong Kong # 88-4302; Germany # 2,609,826;
Singapore # 88-155; U.K. #1,535,999; France # 1607,029; Japan # 1,632,396.

At Title Screen:

Super Speed: B, A, Rt, C, Rt, Up, Down
Original Game: Down, A 26 times, Down
Level Select: C, A, C, A, Down, Up, Down, Left
All Weapons: A, B, Down, Up, Up

Need a Hint? Call the Activision Hint Line:
In the U.S. just dial **1 (900) 680-HINT***
In Canada Call **1 (900) 451-4849****

* $.95 per min. Touch Tone only. 18 years or older.
** $1.25 per min. Touch Tone only. 18 years or older.
Prices subject to change without notice.

ACTIVISION®

Activision, Inc. P.O. Box 67713, Los Angeles, CA 90067. **© 1995 Activision, Inc.**

Sega, Genesis and Genesis 32X are trademarks of Sega Enterprises, Ltd.
All rights reserved.

PATENTS: #'s 4,442,486/4,454,594/4,462,076; Europe # 80244; Canada #'s 1,183,276/1,082,351; Hong Kong # 88-4302; Germany # 2,609,826; Singapore # 88-155; U.K. # 1,535,999; France # 1,607,029; Japan # 1,632,396.

Printed in U.S.A.