
PlayStation
NTSC U/C
PlayStation
PITFALL
3D
BEYOND THE JUNGLE™
TEEN
AGES 13+
CONTENT RATED BY
ESRB
SLUS-00254
PSX-4030.221.US
ACTIVISION

WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.
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, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously 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.

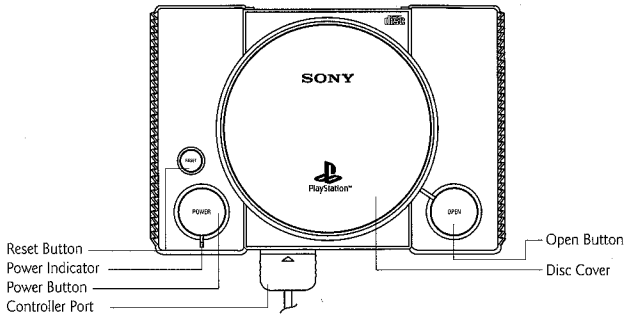
WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION™ DISC:
- This compact disc is intended for use only with the PlayStation™ game console.
- 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 rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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STARTING UP



- Set up your PlayStation game console according to the instruction manual.
- Make sure the power is off before inserting or removing a compact disc.
- Insert the Pitfall 3D disc and close the disc cover.
- Insert game controllers and turn on the PlayStation game console.
- Follow the on-screen instructions to start a game.

GAME CONTROLS

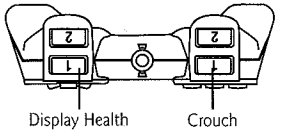
Pitfall 3D is compatible with both digital and analog control pads. Player control and gameplay does not change for analog control pad players. To select menu items use the **Directional Buttons up/down** to highlight the option you want to select and press the × button to accept.

R1 + ✥ = Roll

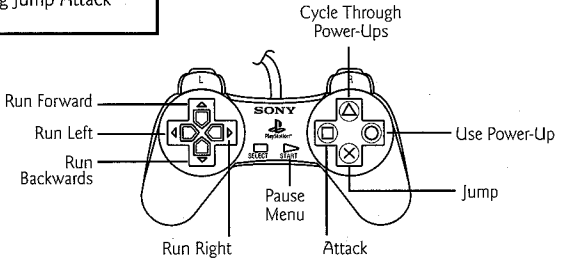
× + □ = Jump Attack

R1 + □ = Crouch Attack

✥ + × + □ = Running Jump Attack



The Directional button also changes Vine direction and the orientation of Rings.



Game Reset

To abort the game, press the **Start** button to pause the game and display the pause menu. Choose **Quit** from this menu and then press × to return to the Main menu screen or Δ to return to the Pause menu.

Starting Up

When you turn on the PlayStation you will see an introductory movie, which can be interrupted by pressing the Start button or ×.

MAIN MENU

Use the **Directional Buttons up/down** to highlight an option and then press × to select.

- **New Game**
  Select this option to begin playing the game using the currently selected options. Press the × button to start the game.
- **Load Game**
  Select this option to load a previously saved game from a memory card. You will be given the option to save your game when you achieve level objectives during gameplay.

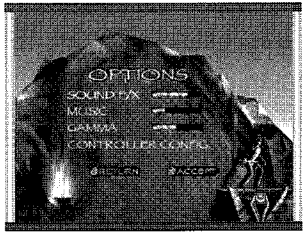


- **Password**
  Select this option to start a game at a higher level using a password. Use the **Directional Buttons (up/down)** to enter a password, the **left/right Directional Buttons** to advance or return to the letters, and the × button to start the game on the level selected by the password. You will be given a password when you achieve level objectives during gameplay.
- **Options**
  Select this option to change sound, controls, and brightness. Selecting this brings up the Options Screen.

Options Screen

Use the **Directional Buttons up/down** to highlight an option and press × to select. Press Δ to return to the Main menu.

- **Sound Effects**
  Select this option to change the sound effects. Use the **Directional Buttons left/right** to adjust the volume.
- **Music**
  Select this option to change the music volume. Use the **Directional Buttons left/right** to adjust the level.



- **Gamma**
  Select this option to change the brightness of the display. Use the **Directional Buttons left/right** to go from high to low.
- **Controller Config**
  Select this option to choose your controller configuration. A menu appears listing the actions that can be changed. Change the configuration by selecting the action you wish to re-configure using the Up/Down Directional button and then press the button you wish to assign to the action. Then choose Accept, Cancel, or Restore Defaults to finish configuring your controller.

PLAYING THE GAME

Health Meter
Harry's health is indicated by a horizontal bar which is accessed when you press **L1**. When the red bar disappears, Harry will die.

Boots
The number next to the Boots icon represents the number of lives that Harry has left.



Power-Ups
An icon appears indicating that Harry has a Power-Up in his possession.

Health Crystals
The number next to the Crystal icon indicates how many Crystals Harry has in his possession.

Icons

Moku Symbol – "Continue" markers. If Harry dies, he'll restart the level at the last Moku Symbol collected.

Health Crystal – Collect these for health or extra lives.

5X Health Crystal – This gives you five times the amount of a regular health crystal.

Extra Life – You get the idea.

Directional Marker – These show the way to go.

Jump Spot – These let you know from where to make your jump.

Level Exit – Enter the exit to finish a level.

Gold Bar – Collect Gold Bars for ten times the amount of a regular health crystal. Find all ten on each level.

Save Game – Grab the memory cards to save your progress.

POWER-UPS



Flash Bomb – This causes a giant circular explosion that kills anything in its radius.



Time Bomb – Harry must place this bomb and then escape its range or take damage himself.



Lightning – A ball of lightning that circles around Harry. It sends blasts out to any enemy causing them to die by electrocution.



Summon Lava – Harry can shoot a beam into the air that causes lava bombs to come down on the heads of all enemies in sight, brutally crushing them.



Power Boost – An aura surrounds Harry's pick and makes all enemies die with one strike.



It – A deadly orb that follows Harry and then jumps to any enemy that he gets near, pummeling the enemy to death.Tag – You're It.



Boomerang – A magical projectile that circles around Harry. When released, the projectile flies out and then returns, allowing Harry to attack from a distance. It can be launched multiple times using the power-up button.

GAMEPLAY TIPS

Vines – The movement of vines can be controlled by the player using the Directional button.



Health Station – This allows Harry to trade in crystals he's collected for health. At the end of every level, remaining crystals can be used towards extra lives.

Lucense Spill – Blue or Red energy. Slow down your momentum by turning in the opposite direction.



Rings – These are power rings that act as relay stations to channel energy. Harry can hook his rock pick into them and swing from one to another. Press the Jump button while your feet are forward.

Hoist Point – This is a ring that attaches to a power tower and allows Harry to hoist up. Press Jump to get on and Jump again to hoist up.

Zip Rings – These are rings that can travel large distances. They always drop you at your destination without jumping.

Fire Balls – These are giant fire balls that spawn out of craters and pursue Harry. They cannot be destroyed – Run!

THE STORY

Locale

Pitfall Harry, Jr. is the last hope for a decimated civilization. Freedom is no longer known among the Moku. It has been stolen by an evil force: a Scourge that values power and subservience above all things.This Scourge has taken the people of the Moku civilization captive.

A tyrant and a fiend, the Scourge's oppression has caused the Moku people suffering, fear, and death.

Mira, the daughter of the former Moku leader, leads a rebel army against this Scourge and enlists the aid of a hero and adventurer.

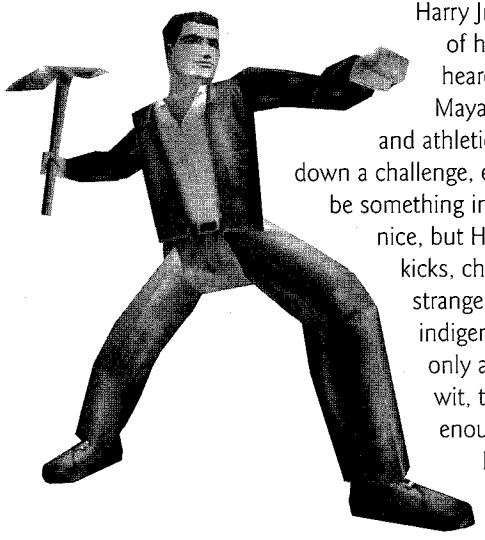
With Mira's guidance, the man from Earth, Pitfall Harry Jr., restores energy to the Moku city of Shenrak. He then destroys the Scourge's energy supplies and rescues the remaining living Moku from prison. Destroying the invasion rift that the Scourge is opening, Harry makes it impossible for the Scourge to attack Earth.

In the end he defeats the Scourge. All of this is accomplished while Harry is opening his heart and falling in love with Mira.

Where else am I gonna go?

CHARACTERS

Pitfall Harry, Jr.



The son of the famous treasure hunter Pitfall Harry, Harry Jr. has built quite a reputation of his own. You might have heard of his run-in with the Mayans. Energetic, enthusiastic and athletic, he is never one to turn down a challenge, especially where there might be something in it for him. Sure, treasure is nice, but Harry Jr. is really in it for the kicks, chicks, and to sample the strange fermentation rituals of indigenous peoples. Armed with only a rock pick and a razor sharp wit, these weapons are more than enough for him to succeed.

Harry was born in Cucamonga, California, but raised in caves, rain

forests, and all other remote parts of the world. His mother died while giving birth to Harry in an out of control mine cart, so Junior tagged along with his dad from day one. He soon learned the large array of skills that he needed. His dad was strict – keep up or become crocodile food.

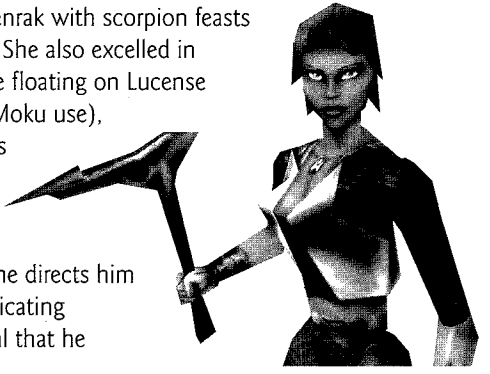
Specializing in rock climbing, vine swinging, and pit hopping made him ready for the toughest physical challenges. Seeking to gain his own identity, he left his father's large shadow and set off on his own. With an adventurer's knowledge of ancient cultures, he followed some leads until he landed in a remote part of South America (try their molé).

In South America, he finds a rift sent to Earth from another dimension. Entering the rift, Harry commits to helping Mira and the Moku people defeat the evil Scourge. Harry can't pass up a challenge this good. This is just the opportunity he's been looking for to spread his reputation to a new generation – a generation that may have never owned an Atari 2600 and got to relive the exploits of his father in a popular video game. Harry charges into the rift and lands in the decimated world of the Moku. He soon meets up with Mira, Arcam's daughter, leader of the remaining Moku rebels.

Mira

Mira is the daughter of Arcam, leader and founder of the Moku civilization. Raised in the peaceful prosperity of Kulthara, Mira lived a storybook life of privilege and wonder. Her world changed radically when the evil Scourge descended on the Moku and massacred most of Mira's family and friends. Mira was cast into the role of Moku leader, organizing the remaining Moku people into a rebel army to fight the Scourge. Although initially unprepared for a life of fighting, Mira quickly became accustomed to the demands of war and has developed into a strong leader and warrior.

Mira wears only light armor because of her great speed and agility. She is always armed with her litch. This three-pronged axe, traditionally used to hunt and defend against wild animals, makes a formidable weapon of war. Before the attack, Mira had been a skilled hunter. She often provided her home city of Shenrak with scorpion feasts (they taste a lot like chicken). She also excelled in athletics and is as comfortable floating on Lucense (the magical energy that the Moku use), or swinging through the air, as she is on the ground.



When Harry comes into her world she sees him only as an aid to her cause. She directs him through his journey, communicating through a special Moku crystal that he carries with him.

The Scourge

Orphaned at an early age, Katal spent countless hours as a child researching the art of wielding Lucense and, as a result, became the youngest Lucinary in the history of the Moku people. Lucinaries are the keepers and controllers of the blue Lucense, the power source of the Moku civilization and their life essence.

Young and brash, Katal craved knowledge of the Lucense and the power it could bring. The other Lucinaries warned of the dangers inherent in tampering with the natural properties of Lucense, but the experiments continued. Their admonitions were seen merely as the cowardice of old men. Tampering with molten lava, Katal created a powerful but unstable form of red Lucense. This insidious new energy proved to be too much to handle, as it slowly takes over its wielder's mind and body.

Katal mysteriously disappeared from the city of Shenrak, never to be seen again. At least not as the person Shenrak had known...

In secrecy over the next several years, Katal amassed a formidable army by enslaving the wild beasts of Kulthara with the power of red Lucense. When the time was right, the army marched on Shenrak and quickly overtook the city. The Moku citizens were imprisoned by their new master, the Scourge. The blue Lucense imbued in Shenrak acted as a natural ward against the slave-beasts, preventing them from destroying the city. To keep the Moku from ever returning home, the Scourge erected a force dome over the city. No person would ever be able to enter again. There was just one hole in the plan. On the night of the invasion, Arcam, the head Lucinary, sent a rift entrance to Earth that would bring anyone finding the rift into the city.



Darter

Small creatures with a spinning body resembling a pinwheel and a pointed center that it uses to impale it victims and drain nourishing blood. They're only really dangerous in concert with other darters or different creatures. They float along at a height of about 10 feet then spin dive at Harry when he gets close.

Papwa Ipo

Once domesticated pets to the Moku people, the Ipos have become wild again since the fall of their masters. Pesky, mischievous little monkey-like creatures, they now reside in the canyon walls, moving nimbly about the rocks and vegetation. They hurl magic projectiles at Harry, but rarely let themselves get close.



This monkey smells funky

Scorpion

Making a comeback from the original, this guy has a few tricks up his exoskeleton.

Imp

These creatures take the form of disembodied, demonic heads that trail flame as they fly through the air. When there are two or more of them, they will harass Harry by attacking him about the head, trying to knock him off bridges or damage him with quick attacks.

Demon Bat

These are airborne serpents with two large wings and a slender, snake-like body. They circle above and dive attack at Harry when they detect him. These flying demons can attack with a deadly bite, in addition to picking up their prey and bringing them to unknown locations.

Roller

They take the shape of medium-sized boulders and attack by rolling at Harry, who must dodge or jump over them. When they get close, they morph into a small rocky humanoid. This is their vulnerable form, and Harry must get in a shot quickly before they curl up again.

Bornswag



Smells like wet dog.

Bornswags are a hybrid of humanoid and wolf that stand, severely hunched over, two to four feet at the shoulder. They have fur of varying color with red and gray streaks, slavering jaws, and glowing green, yellow, or red eyes. They are very intelligent, and are usually found guarding items or areas, or patrolling important areas.

Earth Soldier

Earth Soldiers burrow through solid rock as though it were warm butter. Their favorite trick is to morph up through the floor, and hurl rocks at Harry. They have a "sweet spot" between their throwing range and their hand-to-hand range that Harry is safe in.

Magmoid



Easy, Boy

Huge creatures made from hardened magma, the Magmoid is used to mine lava for the evil Scourge. They are intent on working, but will stop to destroy anything that gets in their way.

Fire Djinn

These fiery warriors float just off the ground. They are composed completely of fire that is contained within armor. They attack with deadly fire balls.

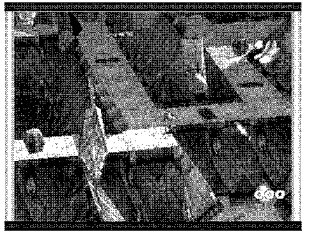


Level 1 — Training

This is your first level of Pitfall 3D. It takes place in the wilderness. Here you can get used to Harry's controls and practice your timing and jumping ability.

Level 2 — The City of Shenrak

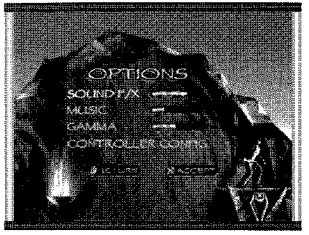
The Moku once lived in this city and you can see the remnants of their civilization. Harry must travel through the city and collect four orb keys to unlock the entrance to the underground.



Level 3 — Underground Caverns

These caverns are naturally occurring and hold Lucense, the magic source that fueled the growth of Moku civilization. Harry must turn on five Lucense extractors to return power to the city of Shenrak.

Level 4 — The Moku Temple



A giant pyramid, the high temple of Moku energy. Four smaller pyramids are on each corner of the temple and on each one rests a Lucense channeling device. Harry must activate each of the channeling devices on the corner pyramids in order to activate the main temple.

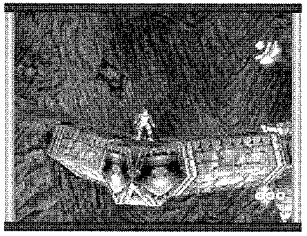
The Gladiator — Guardian of the Lucense

The Scourge could not destroy the supply of Lucense that powered the city of Shenrak. The Scourge has instead imprisoned it inside the Moku temple. Harry must release the Lucense so that it can fire a beam of energy that will release the city from the force dome. But a Gladiator guards the magical substance. Harry must defeat the Gladiator and raise the level of the Lucense to the top of the holding tank.

Level 5 — The Blister Fields

The Blister Fields were once lush forests that have been decimated by the mining operation that forms the evil red Lucense. Harry must destroy the five mobile mining units to cease the environmental and ethical disaster.

Level 6 — The Descent into the Volcano



Inside the volcano, the Scourge has created a huge processing plant to transform lava into evil red Lucense. Harry must turn the lava valves off that control the flow of lava to stop the Scourge's conquest to overthrow the world.

Level 7 — Blazing Flood

The base of the volcano is now flooded with steaming lava. Harry must reach the main reservoir of red Lucense as quickly as possible, before he is turned into a smoking cinder.

Kryll Thular — The Scourge's Lord

The store of lava to be refined into evil red Lucense is being guarded for the Scourge by a terrifying snake. Harry must crush this snake by commandeering a gun turret and firing on all seven segments of the serpent's body. But first Harry must load his weapon with Power-Ups located at the outer edges of the lava reservoir.

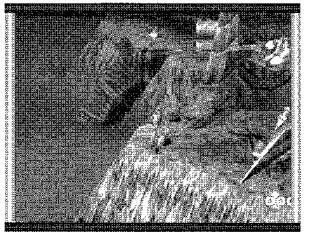
Level 8 — The Cell Blocks

Harry has been captured and caged on an island surrounded by acid. Caged prisoners are all around him, and guards at every turn. Harry must escape the prison by jumping from cage to cage and connecting the cell blocks.

Level 9 — Life Extraction Plant

Inside these building heinous crimes are being perpetrated. The Scourge has invented a machine that sucks energy from Moku people, converting it into evil red Lucense. Harry must destroy the extraction machines, stopping this incredible corruption.

Level 10 — The Dark Vale



Harry lands at the foot of the Dark Vale, an overgrown garden of devilish delights. He knows that this is one of the most dangerous places to be, but there is no way around it. Harry must go through the Dark Vale.

Level 11 — The Crystal Matrix

The Scourge has been collecting energy to form an invasion rift that will allow an attack on Earth. Ten large crystals provide power to the rift. They must be destroyed.

The Scourge

The root of all evil must eventually be faced. The Scourge has imprisoned and enslaved the Moku people. Now the Scourge wants to extend the terrible dominion to the entire Earth. The Scourge must be stopped. The Scourge's only weakness is a dependence on evil red Lucense for power.