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PITFALL™



THE MAYAN ADVENTURE

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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.

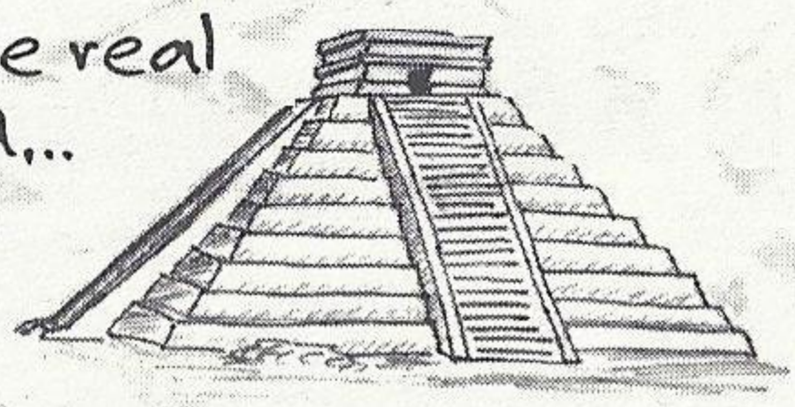
After many successful quests, Harry settled down to raise his son, Harry Junior. Having inherited his father's love of the unknown, Harry Jr. grew up to become a hip 18-year-old with a deep sense of adventure — and a bit of an attitude. He quickly learned the thrill of exploration and discovery and soon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

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 Sega CD system according to the instruction manual supplied with the system. To fully experience the awesome *Pitfall: The Mayan Adventure* CD audio soundtrack, utilize the Sega CD system's audio line out jacks for connection to other components.

2. Plug in Control Pad 1.

3. Make sure the cartridge slot on your Genesis is empty. If it is not, turn the power off and remove the cartridge.
   Warning: Never insert or remove a cartridge from the console while the power is on!

4. Follow the instructions provided with your system to open the CD drive and place the CD onto the bed of the drive, making sure that the printed side faces upwards.

5. Close the drive following the instructions that came with your Sega CD system.

6. Press the **START** button to begin play. Note: If the *Pitfall: The Mayan Adventure* CD is already in the Sega CD system when you turn it on, the game will begin automatically after a few moments.

7. After a brief pause, the Sega and License screens appear followed by the *Pitfall: The Mayan Adventure* introduction and title screen. If they fail to appear, turn the power off, make sure your system is set up correctly and turn it back on.

8. To skip the introduction, press the **START** button until the title screen appears.



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.



CD Audio — Set "MUSIC + CD SFX" to play music and ambient sound effects; set "MUSIC + CD SFX OFF" to turn music and ambient sound effects off, or set "CD SFX ONLY" to play ambient sound effects with no music.

Music Volume — Set the game music volume (9 is maximum). Note: Volume will not be affected if music is turned off in CD Audio.

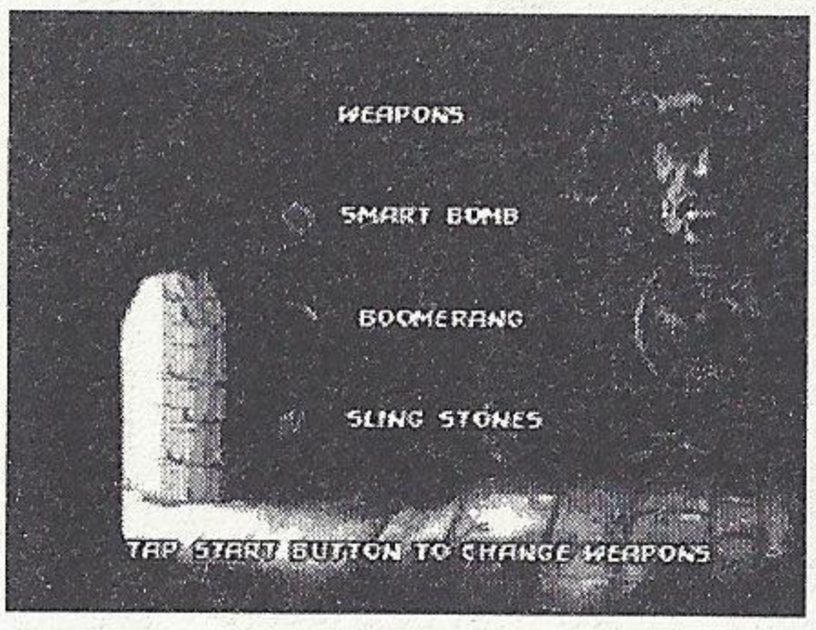
Difficulty — Choose from two difficulty settings: Normal or Hard.

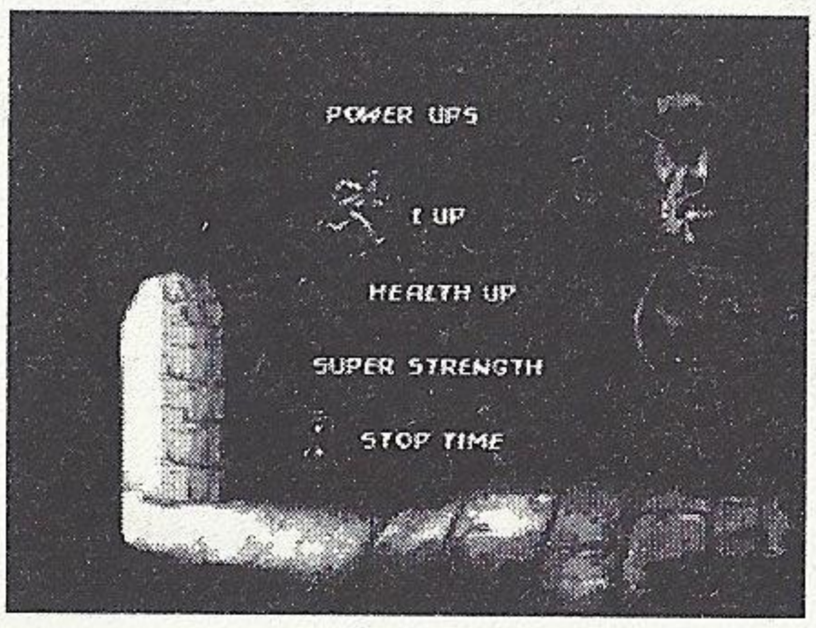
Controls — A list of moves will appear on the screen, followed by the button each move is currently assigned to. Press the **D-Pad** up or down, or press **A**, **B**, or **C** to toggle through the different settings. See *Getting Around the Mayan World* for the default Control Pad setup.

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.



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

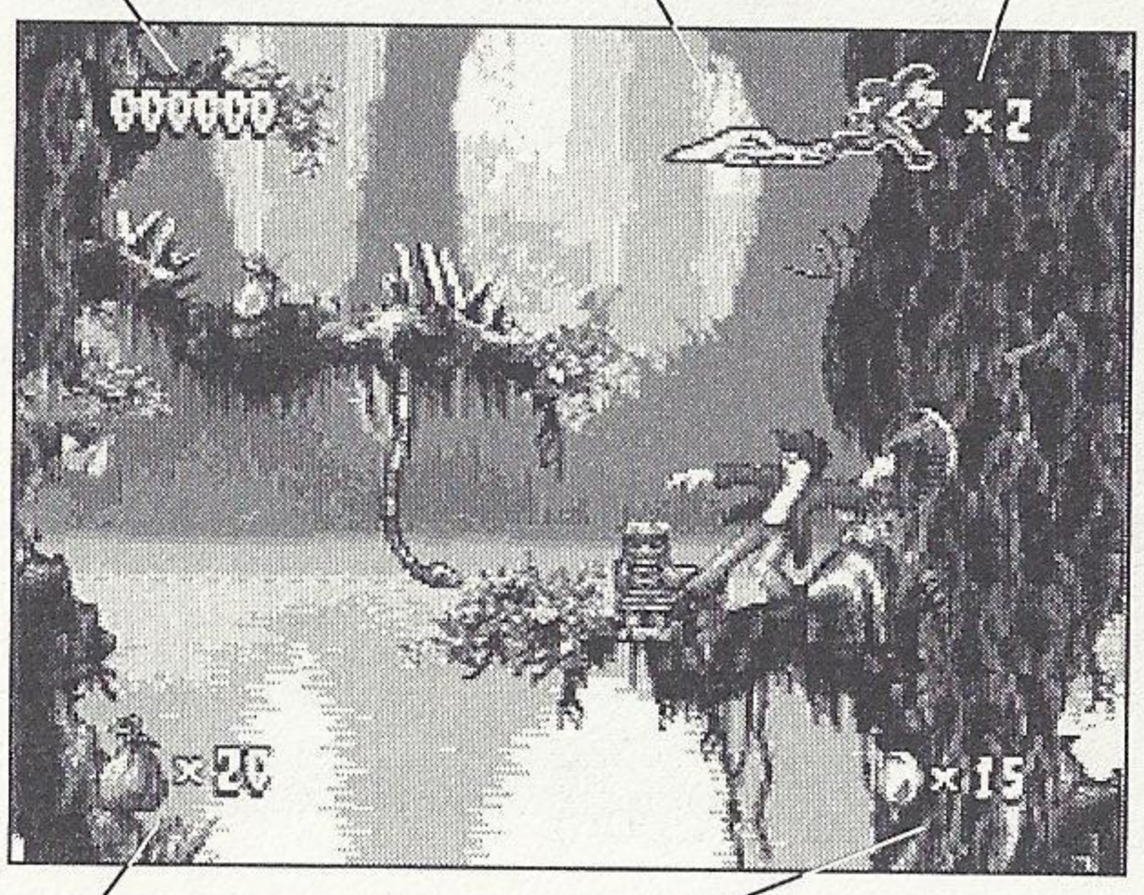
Adventure Status

You can always see how Harry Jr. is doing on his quest to find his father — just check the top and 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!

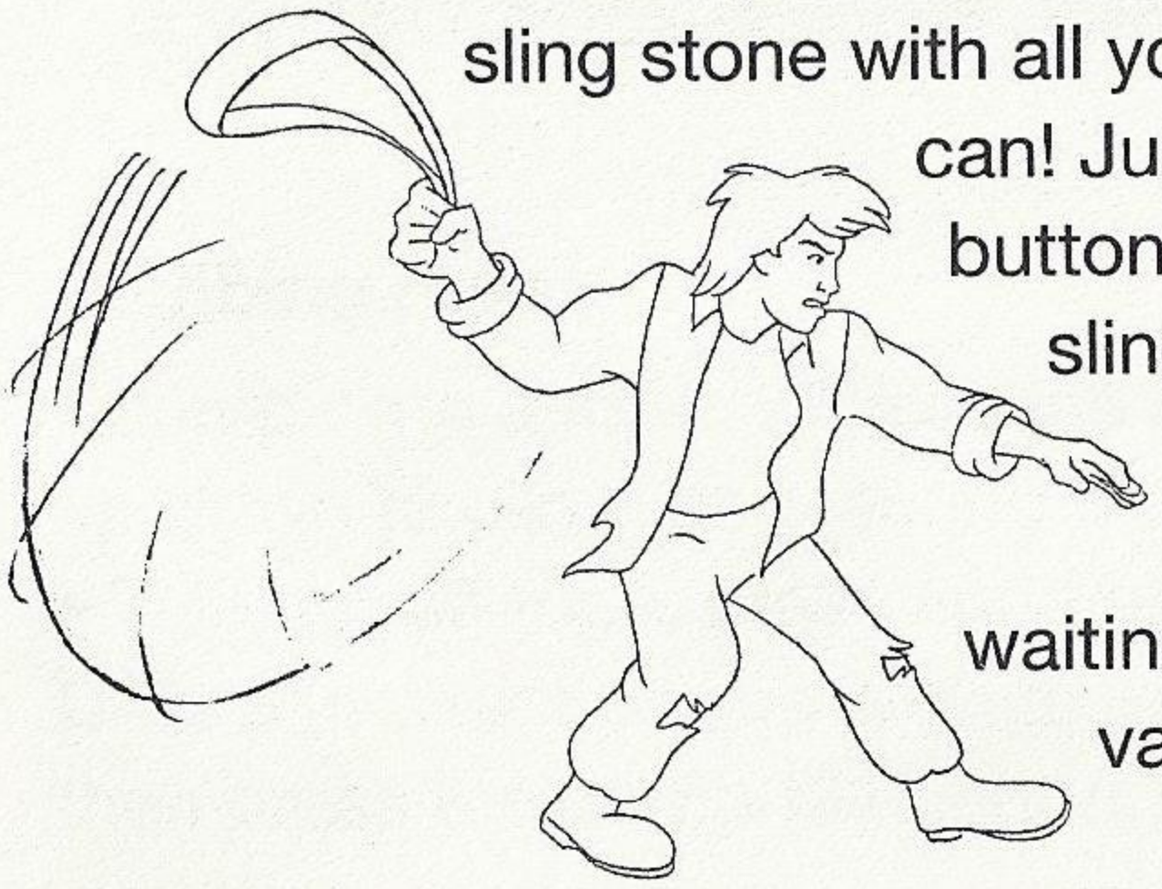


Switching Weapons



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

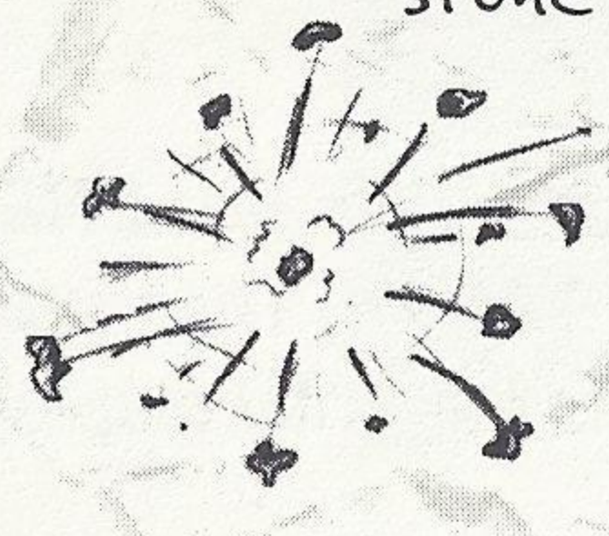


Sling Stones—Stones that serve as ammunition for slings. Commonly found throughout Mayan lands in sacks.



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.



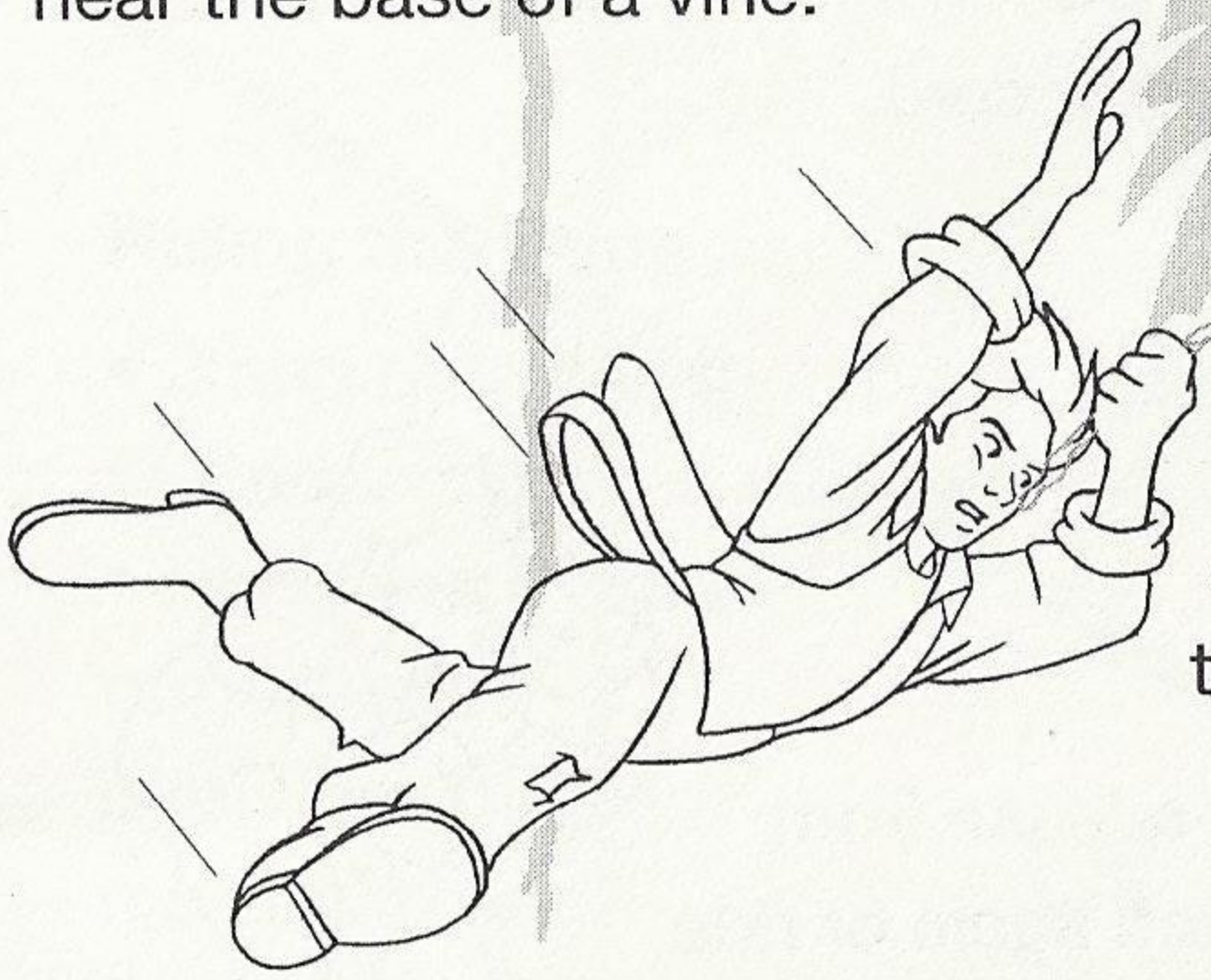
P.H.

SPECIAL MANEUVERS

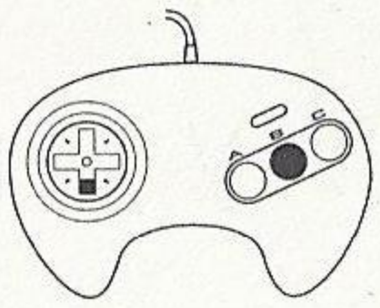
Harry Jr. will have to get through one deadly situation after another to save his father. This will often require some quick thinking and resourcefulness. Here are a few special maneuvers that may provide a little help:

Swinging on vines

• Press the **B** button to jump and grab the knot near the base of a vine.

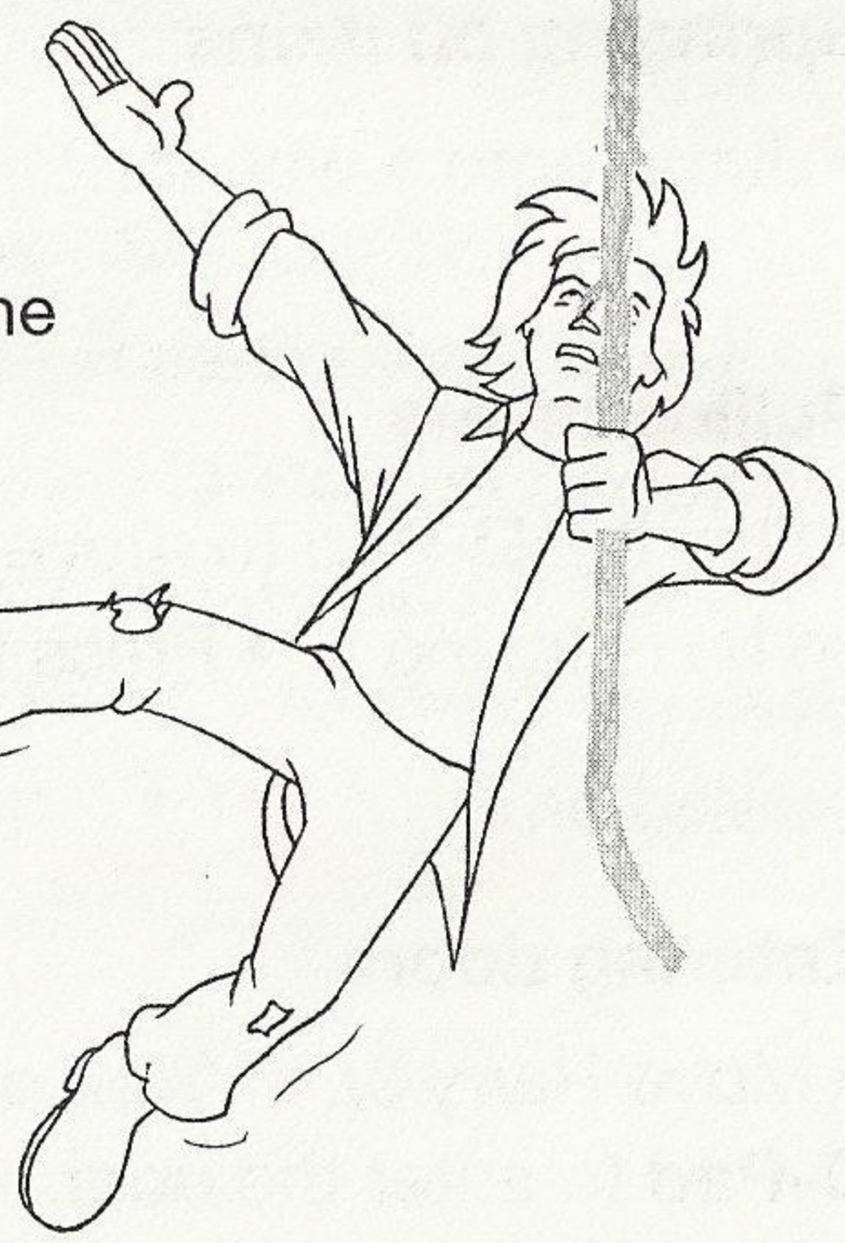


• Press the **Jump (B)** button again to release from the vine.



Crawling

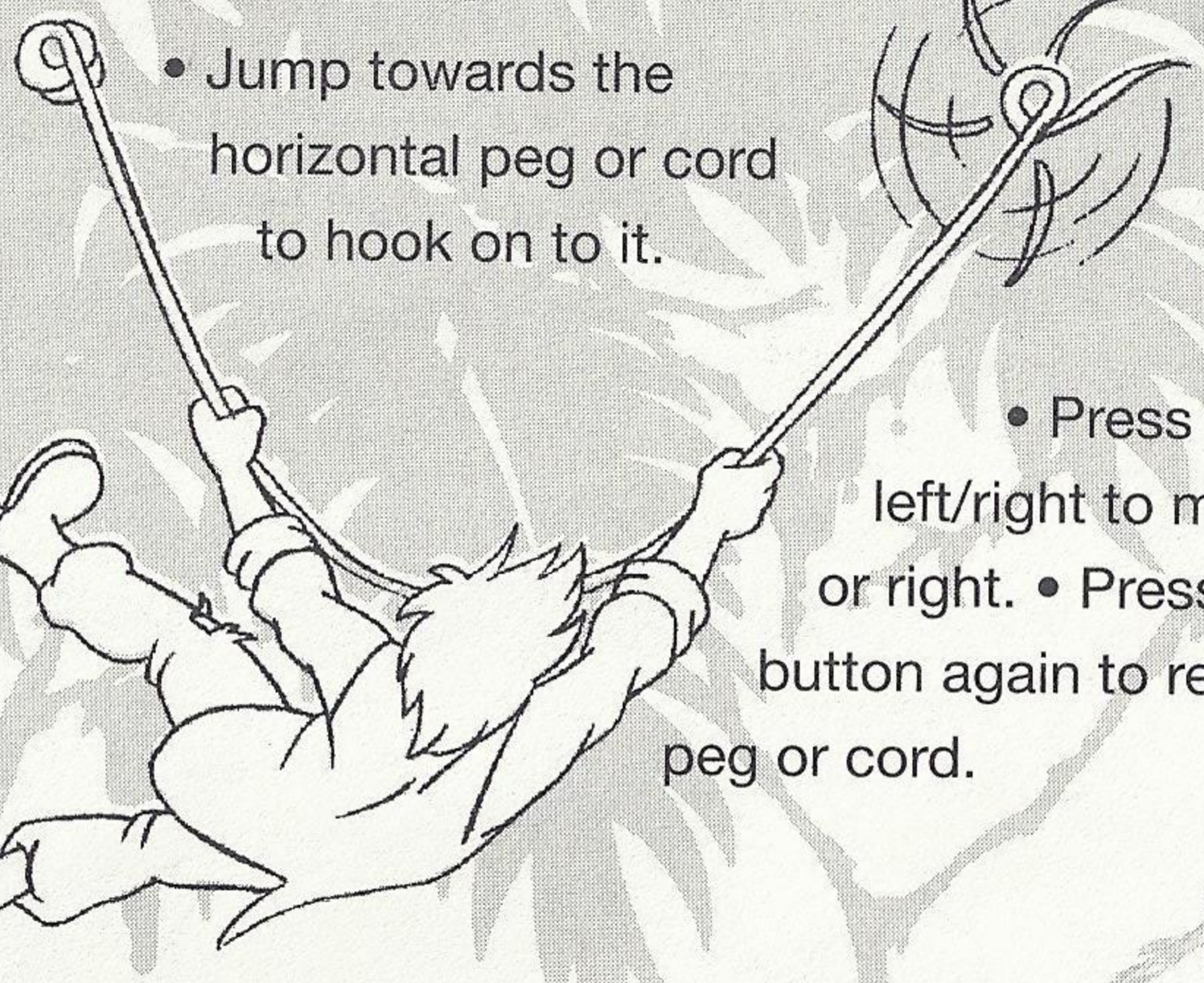
• Press and hold the **D-Pad** down. • Press the **Jump (B)** button to engage in a crawl. • Press the **D-Pad** left/right to make Harry Jr. crawl in either direction. • Press the **D-Pad** up or press the **Jump (B)** button to stand.



Climbing ropes

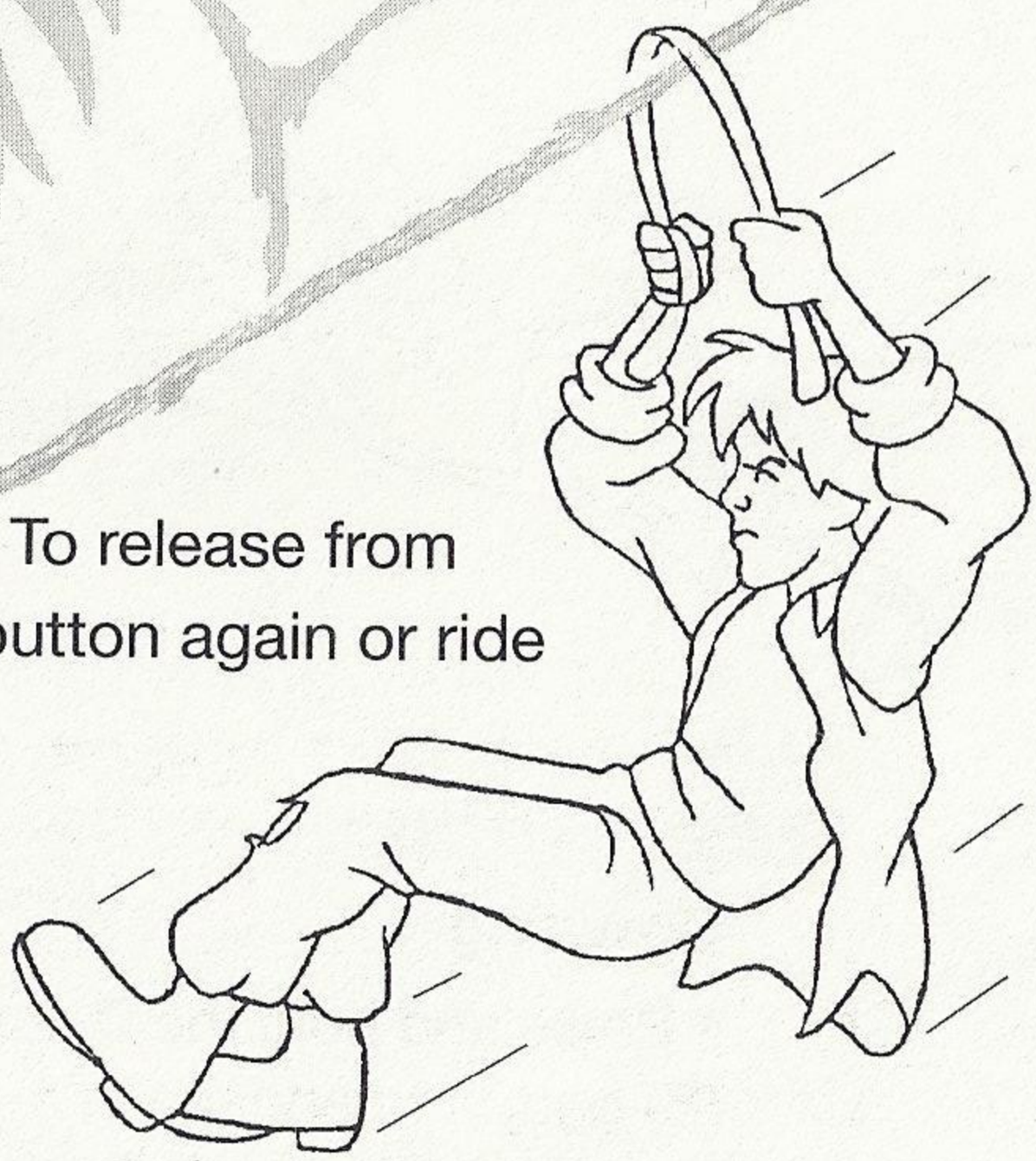
• Jump onto a rope. • Press the **D-Pad** up/down to climb or descend the rope. • To jump off rope, press and hold the **D-Pad** in direction you wish to jump, then press the **Jump (B)** button.

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 zipline, press the **Jump (B)** button again or ride the zipline to its end.

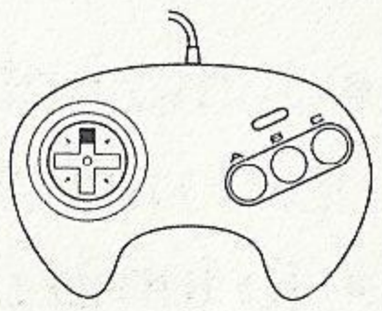
Springing off items

• 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.

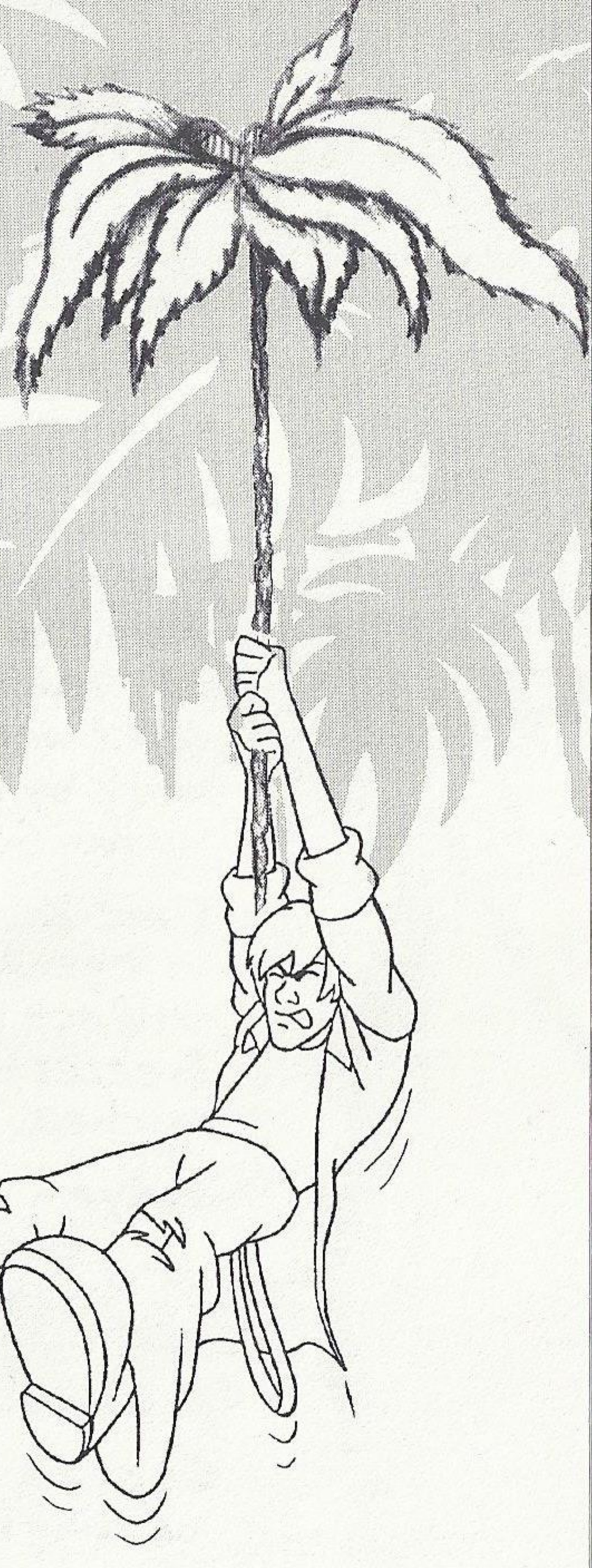
Entering doors



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

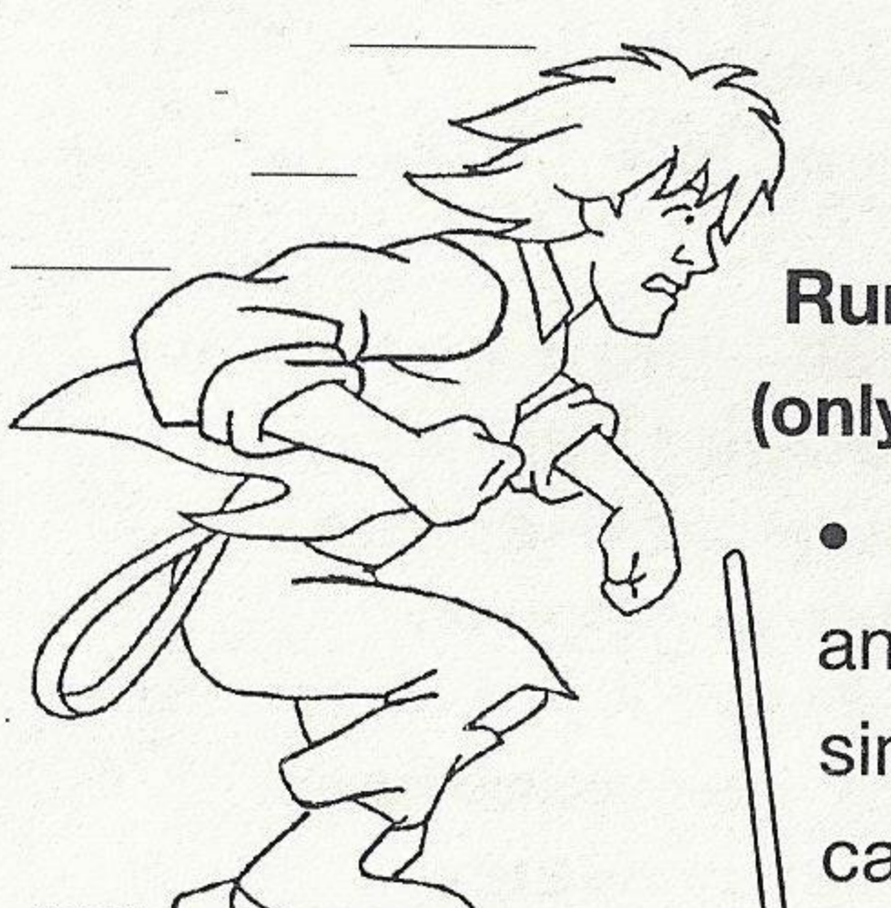
Bungee-jumping

• 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.



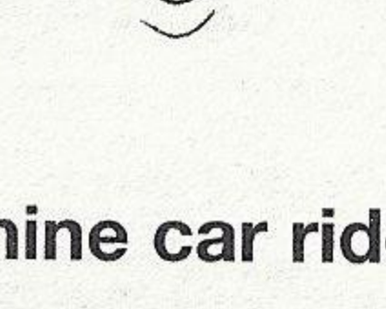
Riding the skate car

• 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)

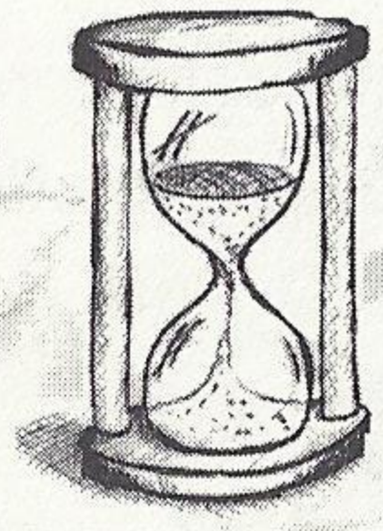
• Press the **D-Pad** up or down and press the **Jump (B)** button simultaneously to make the skate car jump. • You have no brakes!



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.

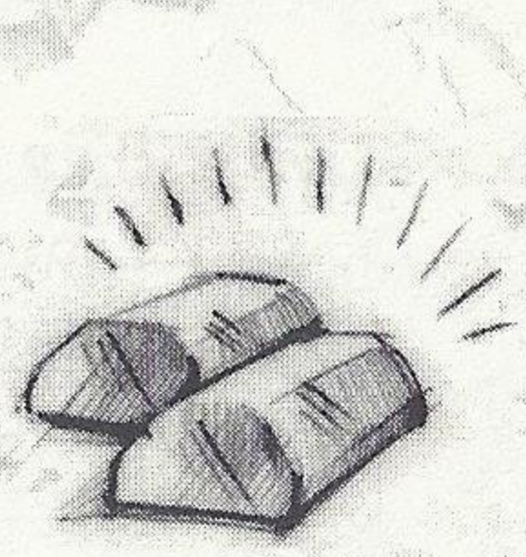


Location Idol — Used by Mayan travelers to mark their location. Holds magical properties that point traveler in general direction of desired path. Allows traveler to return to marked point after traveler is unable to continue journey.

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.

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.

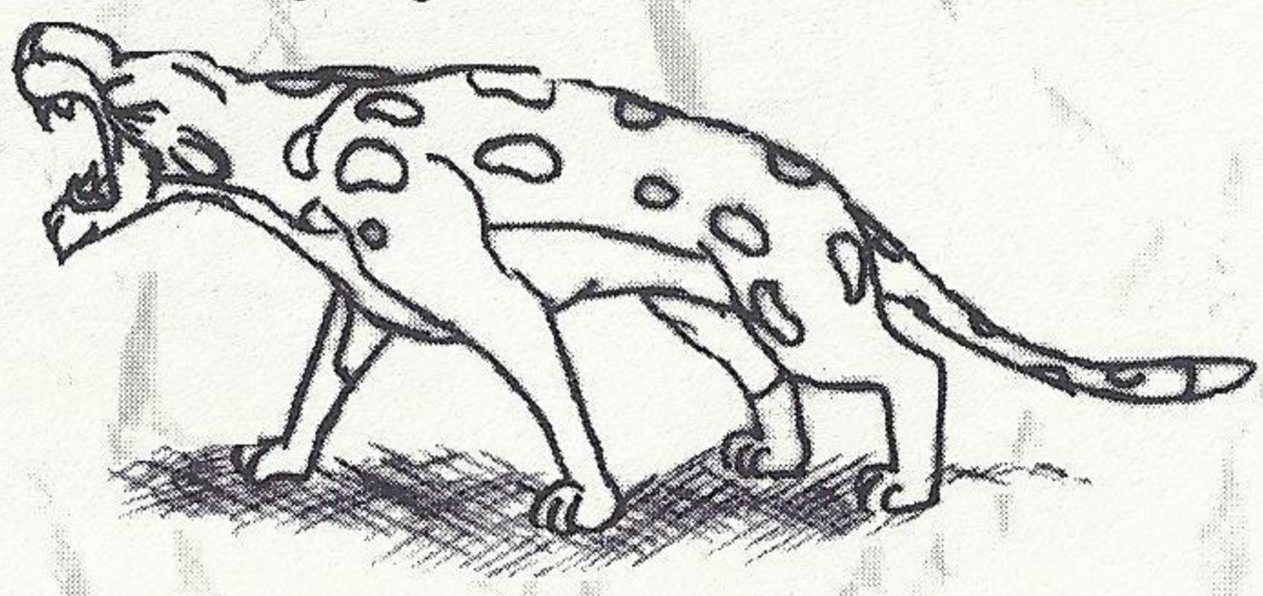


Skeletons—At one time were soldiers in Zakelua's army. Groups have been recently spotted near Copan.



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.

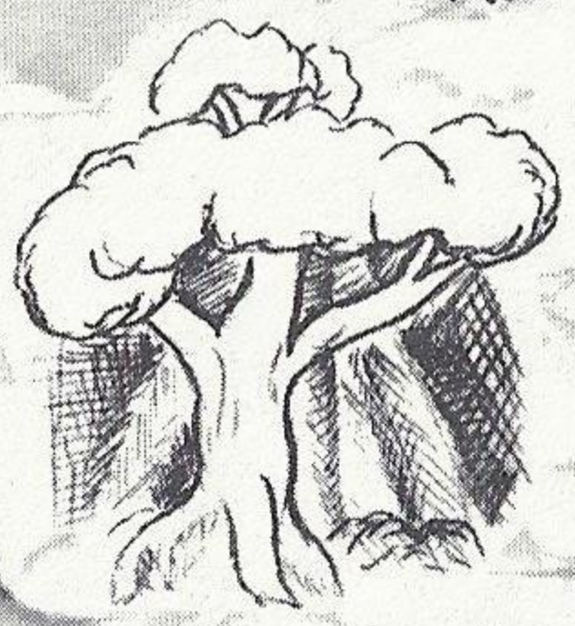
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MAYAN LANDS

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.

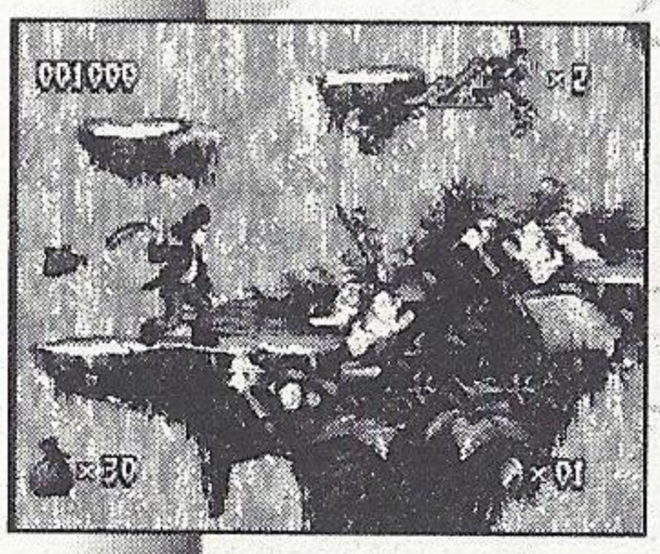
Jungle of Ceiba—An ancient and mysterious place uninhabited since the 1400's.

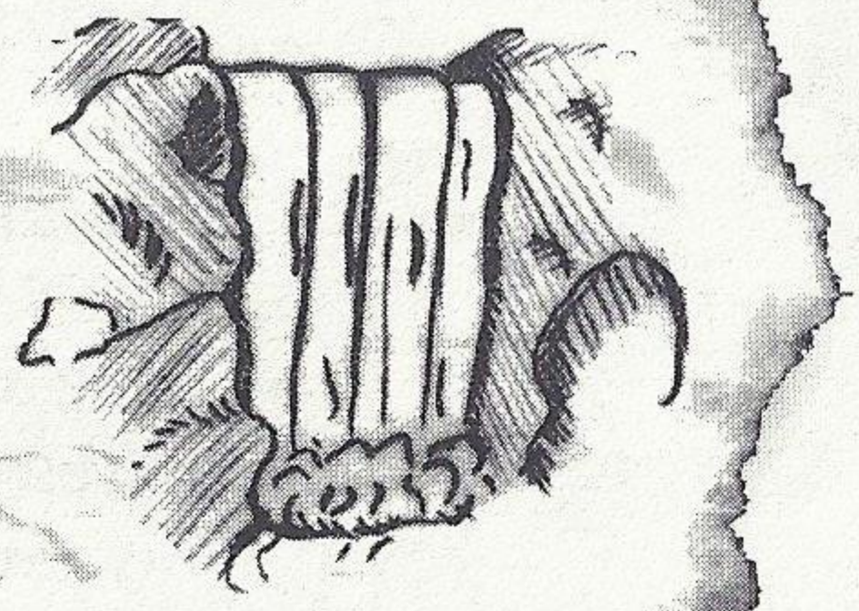


Danger lurks from all around on this maze-like path. Should be able to use surrounding elements to navigate.



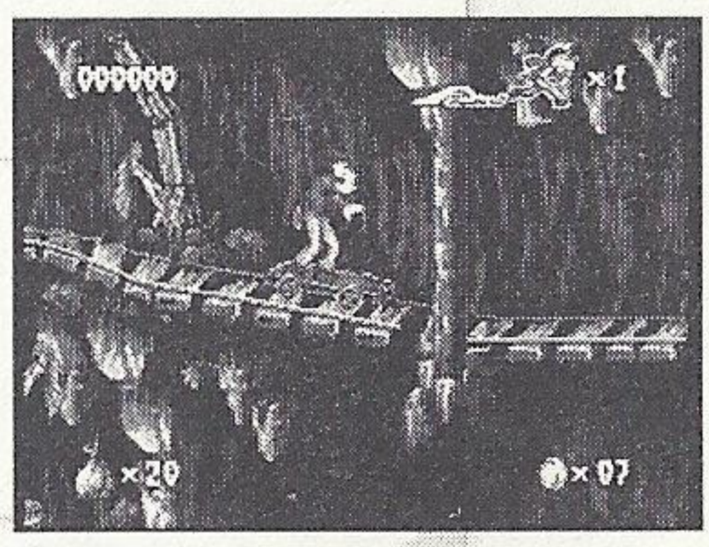
Xibalba Falls—Named after the demons believed to exist throughout the Mayan Civilization. Only the skillfull can travel this dangerous path without plummeting into the raging water below. Must be careful!



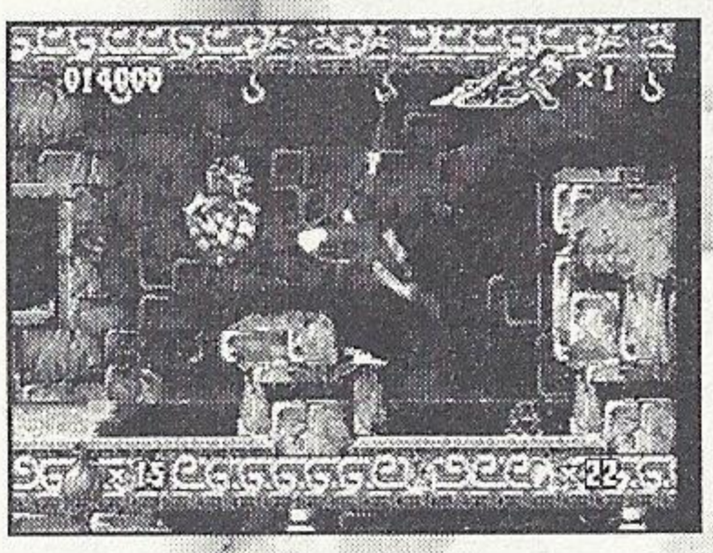




Tazamul Mines — Lost for centuries, this series of treacherous caverns is believed to be inhabited by deadly creatures and filled with hazardous barriers. Could possibly use part of an abandoned mine car as transportation.

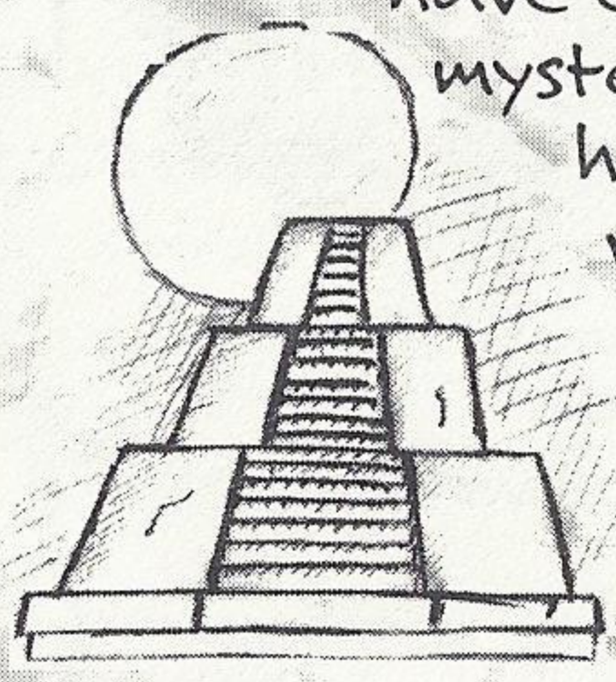


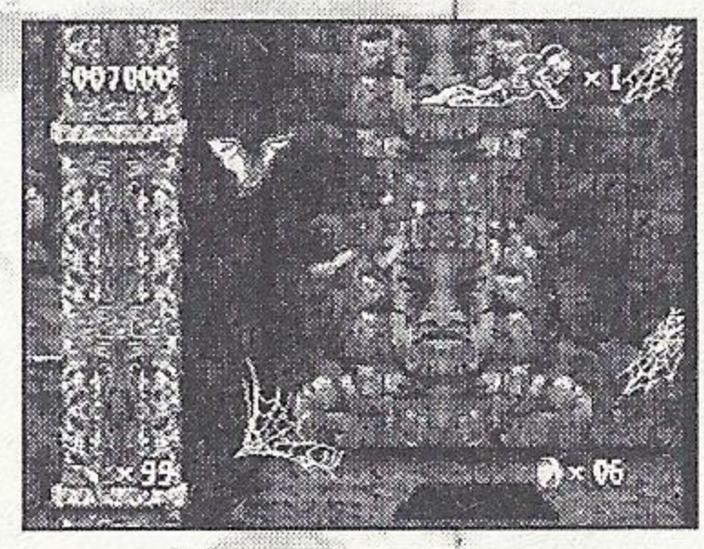
Lost City of Copan — Located in the heart of the ancient Mayan Empire, this 2000-year-old decaying exterior is loaded with deadly traps and even deadlier enemies.





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

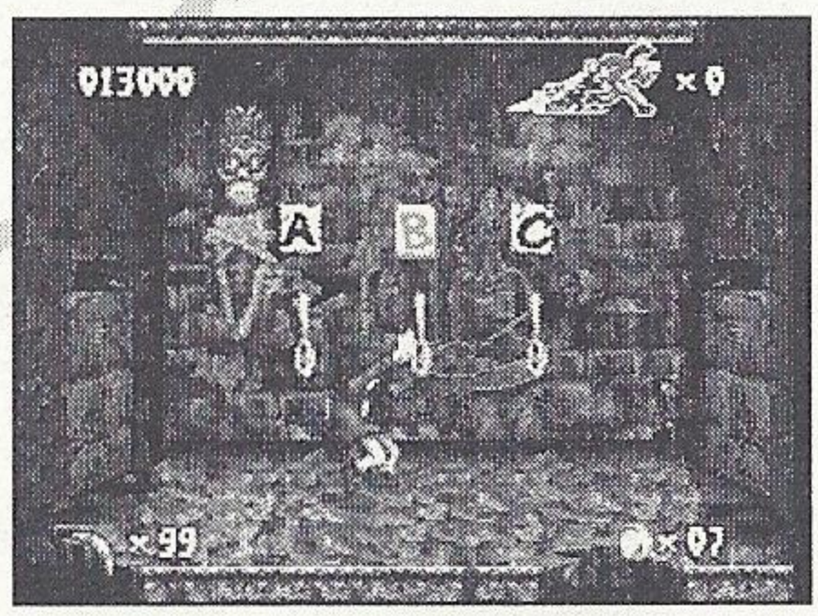
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BONUS WORLDS

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

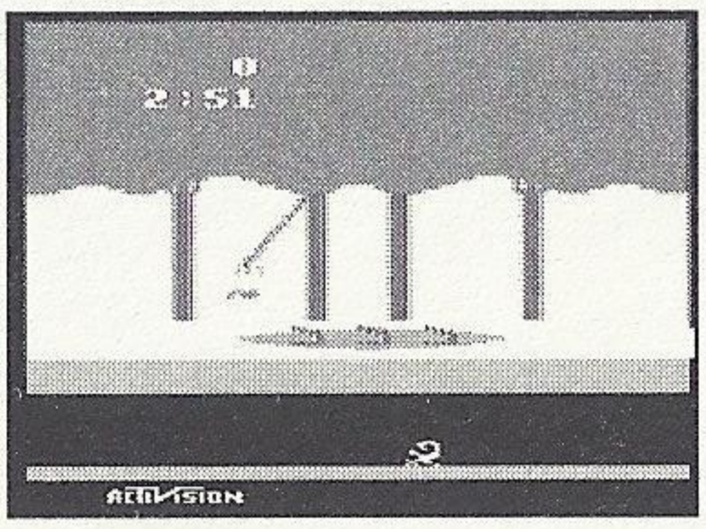
Loltun Secret Vault

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.

- Listen to the awesome *Pitfall: The Mayan Adventure* soundtrack on your CD player or stereo system!

CREDITS

Producers: Nathalie Deschâtres and John Spinale **Associate Producer:** Kelly Walker Rogers **Sega CD Programming:** Tom McWilliams **Sega Genesis Programming:** George Allan **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 **Production Assistant:** Rawson Law Stovall **Background Art:** Tim May and Lin Shen **Additional Tile Art:** Scott Krager **Animation and Rendering:** Danny Matson **Additional Frame Rendering:** Kara Blohm and Evelyn Hom **Art Processing:** Tom Lamb and Christopher Smith **Quality Assurance Director:** Jon Doellstedt **Lead Tester:** Andrew Held **Game Testers:** Chuck Bonini, Brian Clarke, Matthew Gibbs, Abe Heward, Kenny Ramirez, Mike Schneider, Dustin Sorenson and Mike Turner **Manual Copy:** Scott Krager and David Pavoni **Development Tools:** PsyQ, Rob Northern Computing, George Allan and Dan Chang **Package Illustration:** TDC Group **Package Design:** Ron Graening **Documentation Manager:** Michael Rivera **Manual Writer/Editor:** Veronica Milito

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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

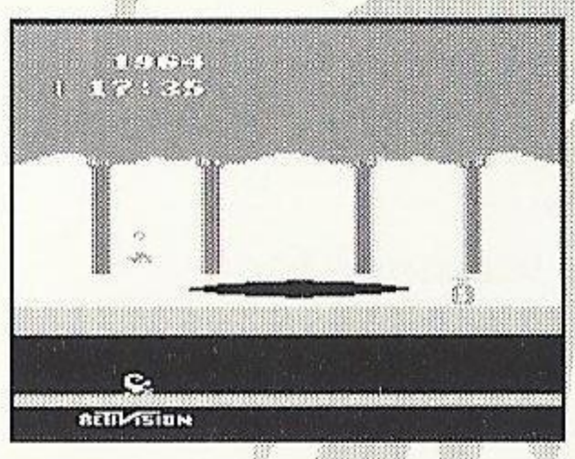
Sound Effects Conversion by KRISALIS

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