GAME BOY® ADVANCE

AGB-APFE-USA

PITFALL®



THE MAYAN ADVENTURE®

SURVIVAL GUIDE

INSTRUCTION BOOKLET

MAJESCO SALES, INC.

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE
MILD VIOLENCE

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

Thank you for purchasing PITFALL®: THE MAYAN ADVENTURE® for the Nintendo® Game Boy® Advance.
Before starting, please read through this manual carefully, and keep this instruction booklet for future reference.

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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 an 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.



Title Screen

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

To get started with PITFALL®: THE MAYAN ADVENTURE®, please begin with the following:

1. Making sure your Nintendo® Game Boy® Advance is turned off, plug the PITFALL®: THE MAYAN ADVENTURE® Game Pak into the Nintendo® Game Boy® Advance.

2. Turn on your Game Boy® Advance. In a few moments the Majesco Logo Screen should appear.

3. Press **START** until the Title Screen appears.

Important Note: If nothing appears on the screen, turn the power switch OFF. Check to make sure the Game Pak is inserted correctly. Then try again. (Always turn the power switch OFF before inserting or removing the Game Pak.)

THE OPTIONS MENU

To change the game settings before playing, use the **Control Pad** to move the boomerang next to "OPTIONS" on the *Title Screen*, and then press **START.** The Options Menu will then appear on the screen. Press the **Control Pad** *UP* or *DOWN* to toggle through the options. Press the **A Button** or the **B Button** to change an option's setting. Press **START** anytime to exit the *OPTIONS SCREEN*.

Sound
Select Stereo or Mono.

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 **A Button** or the **B Button** to toggle through the different settings. Please refer to the "Getting Around the Mayan World" section of this manual.



Option Screen



Adventure Information Screen

ADVENTURE INFORMATION

To view a summary of what you may find during your journey, use the **Control Pad** to move the boomerang next to "INFO" on the *Title Screen* and then press **START.** Press the **Control Pad** *LEFT/RIGHT* to view the information. For more details about the items you can collect, please refer to the "Mayan Weapons and Mayan Artifacts" section of this manual.

GETTING AROUND THE MAYAN WORLD

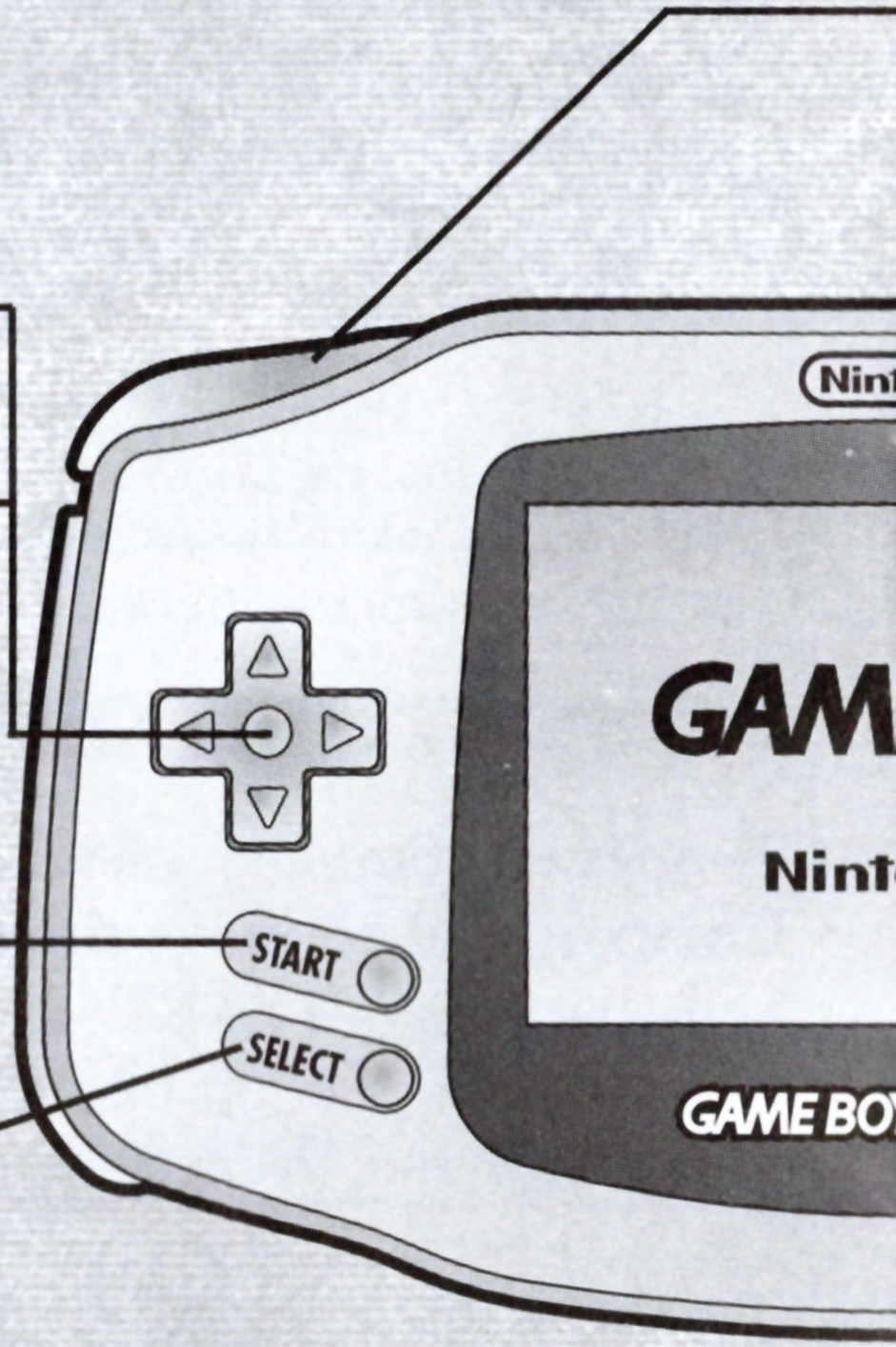
Note: The following are the default settings. See "Controls" in the Options Menu to change these settings.

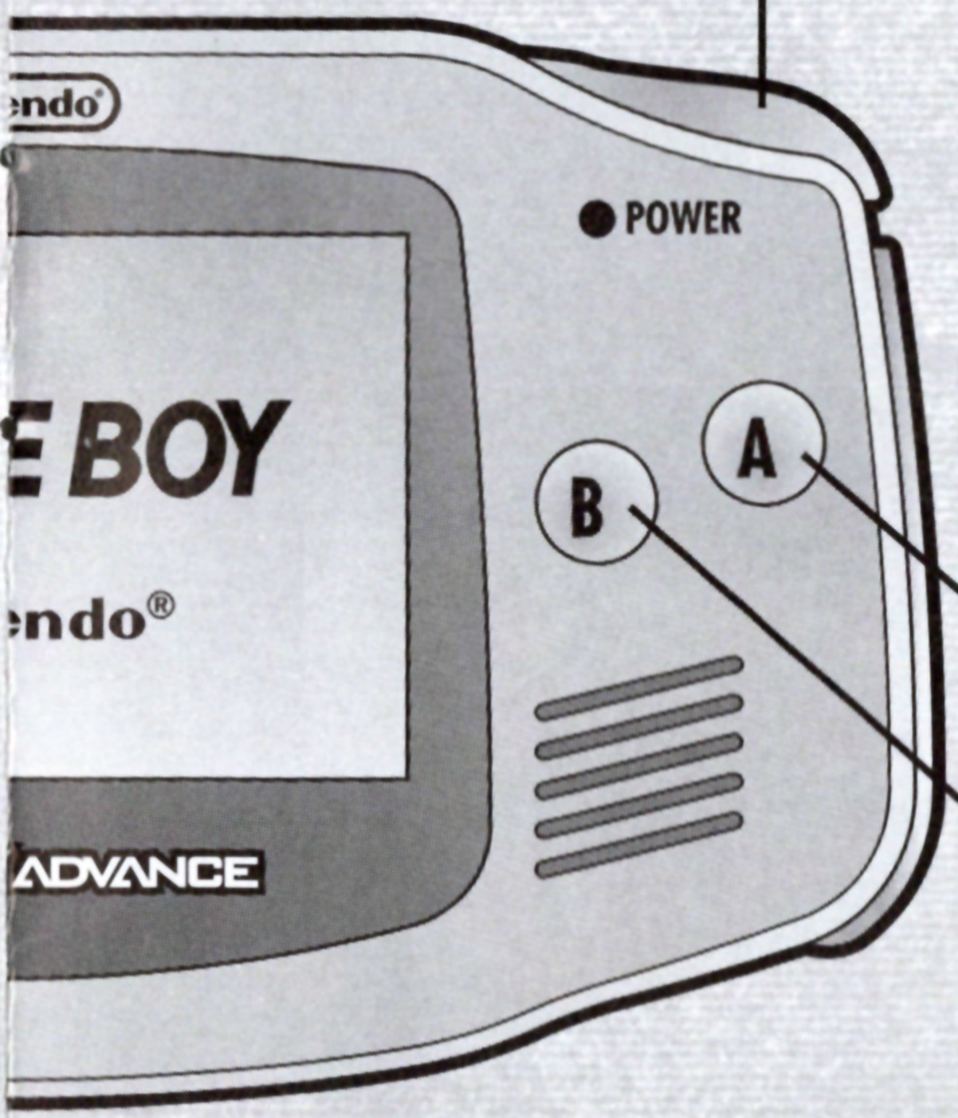
Control Pad LEFT/RIGHT
Run/Turn/Crawl/Push/Look/Aim Weapon

Control Pad UP/DOWN
Climb/Crouch/Pull/Look/Aim Weapon

START
Pause / Resume Game

SELECT
Toggle Weapons Display





Left Button
Boomerang

Right Button
Shoot Sling Stones

SELECT + Left Button
Exploding Stone (smart bomb)

SELECT + Right Button
Exploding Stone (smart bomb)

A Button
Whip Sling

B Button
Jump Harry Jr.

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.

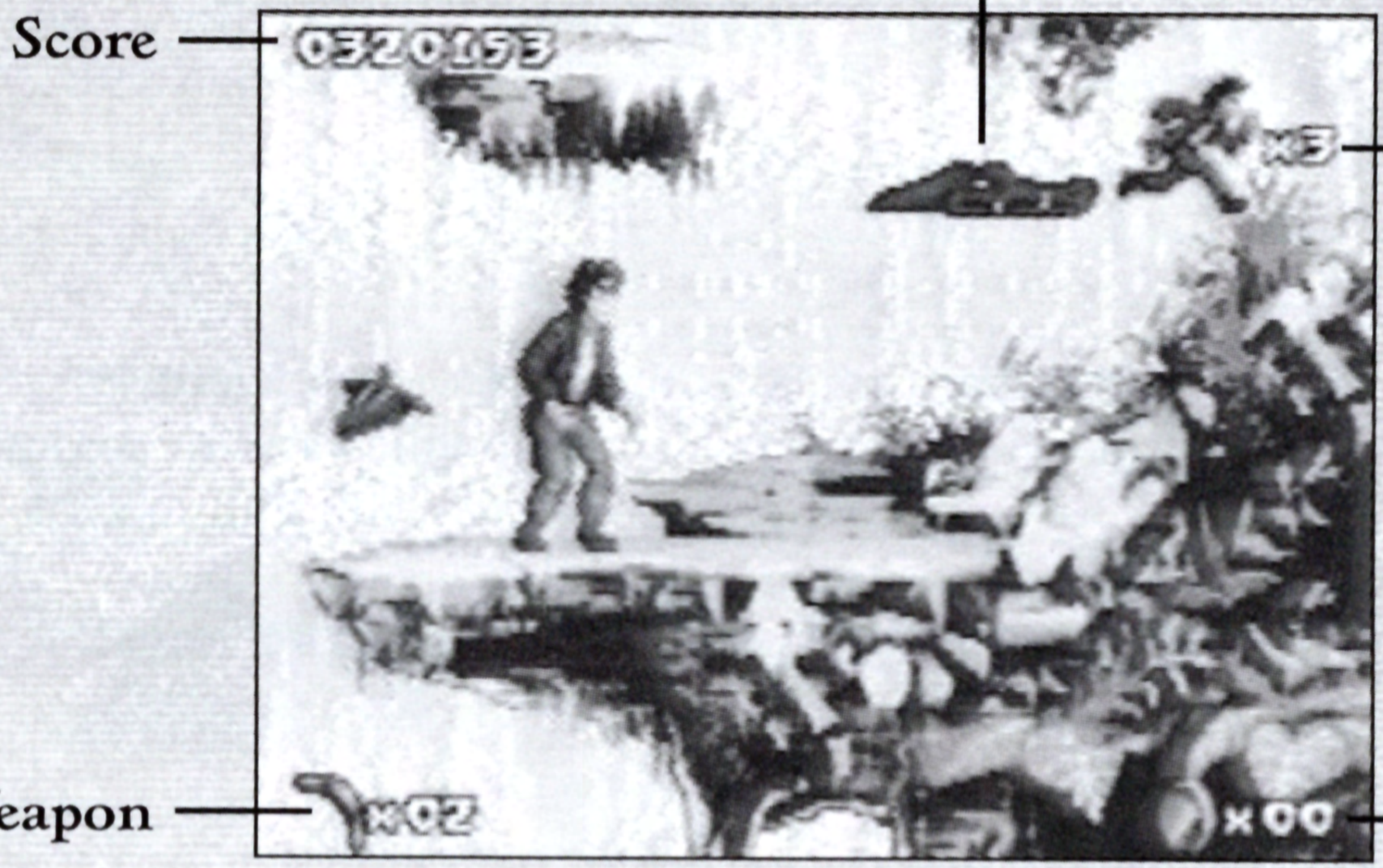
Health Bar
As Harry Jr. takes damage, the crocodile moves closer and closer. A word of advice—don't let him get too friendly!

Harry Jr.
Indicates the number of attempts remaining.

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

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.



Main Game Screen

DAY 5 — 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!

Viewing Weapons

During the course of your adventure, you may discover ancient Mayan weapons that will help Harry Jr. defeat enemies and overcome obstacles. Press **SELECT** to view each weapon's available number of uses. For more details on how to use any available weapon, please refer to the "Getting Around the Mayan World" section of this manual.

Sling Stones
These are stones that serve as ammunition for slings, and are commonly found throughout Mayan lands in sacks.

Mayan Boomerang
This weapon sends a powerful blow to any enemy. Remember to recover this weapon after it's thrown.

Exploding Stone of Pacal
This sacred stone has magical properties and is said to destroy almost all enemies in sight.

SUPER SHOT

Every now and then, you may feel like hurling a sling stone with all your might. Just hold down the **Right 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!

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 **Jump Button** to jump and grab the knot on the base of the vine.
Press the **Jump Button** again to release from the vine.

Crawling
Press and hold the **Control Pad** *DOWN*. Then press the **Jump Button** to engage in a crawl. Press the **Control Pad** *LEFT/RIGHT* to make Harry Jr. crawl in either direction. When done crawling, press the **Control Pad** *UP*, or the **Jump Button**, to stand.

Climbing Ropes

First, jump onto a rope. Then press the **Control Pad** *UP/DOWN* to climb or descend the rope. To jump off a rope, press and hold the **Control Pad** in the direction you wish to jump, then press the **Jump Button.**

Crossing Pegs and Cords

Jump towards the horizontal peg or cord to hook on to it. Then press the **Control Pad** *LEFT/RIGHT* to move Harry Jr. left or right. Press the **Jump Button** again to release from the peg or cord.

Riding Ziplines

Jump to grab the zipline. To release from the zipline, press the **Jump 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 **Control Pad** to move Harry Jr. to the left or right of the lever so he is facing it. Then, press the **Control Pad** *UP* to pull the lever down.

SPECIAL MANEUVERS (CONT.)

Entering Doors
Move Harry Jr. in front of a door and press *UP* on the **Control Pad** to enter the door.

Bungee-Jumping
First, jump onto a bungee. Then, press the **Jump Button** again to release Harry 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 **Control Pad** to control Harry while he is in the air.

Riding the Skate Car
First, jump onto car. Then, press the **Control Pad** *LEFT/RIGHT* to start moving. Press the **Control Pad** opposite the direction you are moving to use the brake.

Runaway Mine Car Ride (only in the Balankanche Mine)
Press the **Control Pad** *UP/DOWN* and press the **Jump Button** simultaneously to make the skate car jump.

DAY 7 — MAYAN ARTIFACTS

There are several artifacts that Harry Jr. and I hope to find during our journey.

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, this causes a 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.

MAYAN ARTIFACTS (CONT.)

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.

MAYAN FOES (CONT.)

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 Vaxactun.

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.

DAY 12 —
THE LOST CIVILIZATION OF THE MAYANS

The Mayan civilization flourished for nearly four-thousand years throughout what is now Mexico and Central America. 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. 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.

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

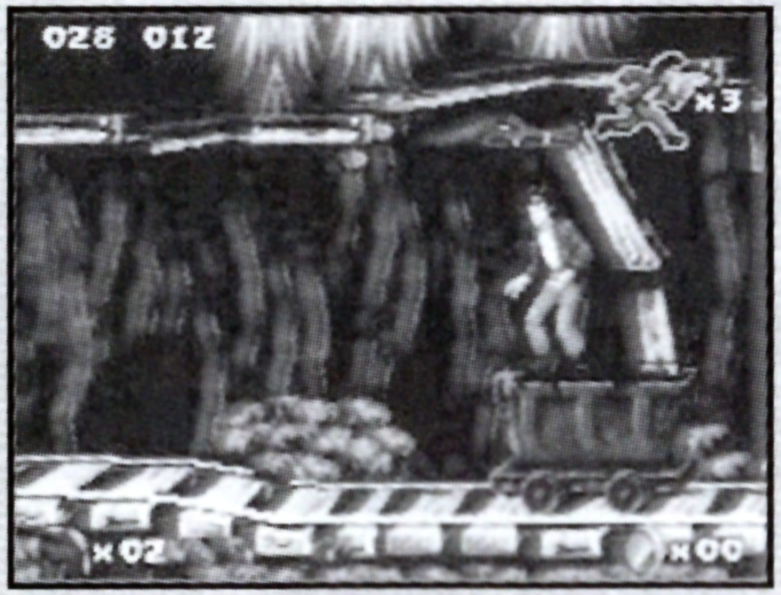
Jungle of Ceiba
An ancient and mysterious place uninhabited since the 1400's. Danger lurks from all around on this maze-like path. Should be able to use surrounding elements to navigate.



Xibalba Falls

Xibalba Falls

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



Tazamul Mines

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.

MAYAN LANDS (CONT.)



Lost City of Copan

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

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 this expedition... Ahead lies a long road...

Lakamul Rain Forest

Yaxchilan Lagoon

Balankanche Mine

Tikal Ruins

Tikal Temple

P.H.

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 minecars 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.



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Note

Note

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CHECK OUT THESE COOL GAMES!

Brought to you by Majesco



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