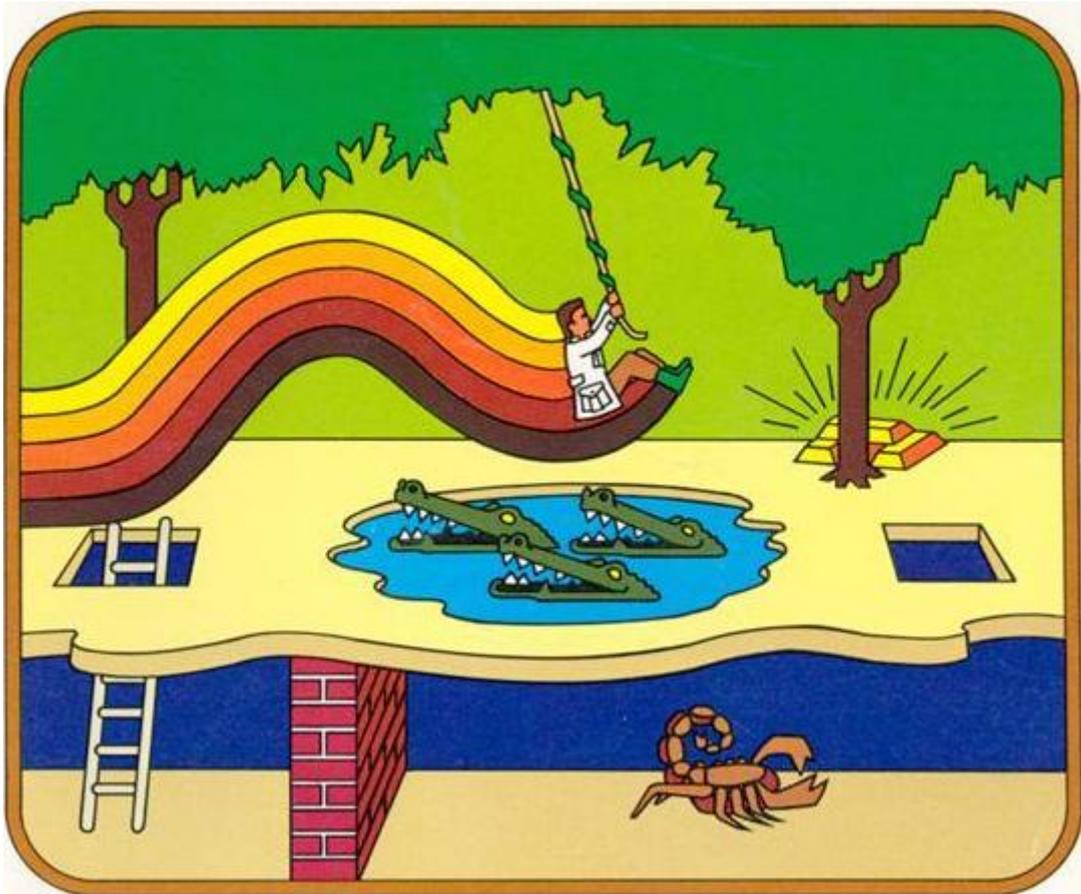


PITFALL!



**FOR THE TEXAS INSTRUMENTS
TI-99/4A
HOME COMPUTER**

DISK VERSION

A FEW WORDS ABOUT JUNGLE EXPLORERS

Pitfall Harry aside, perhaps the best-known jungle explorer was David Livingstone, a Scottish medical missionary who spent many years in Africa.

In 1871, Livingstone lost contact with the outside world. Henry M. Stanley, a journalist who wrote for newspapers in New York and London, mounted an expedition to locate Livingstone. In 1871, after a difficult and exhausting search which often seemed destined to fail, Stanley located the missing missionary. He approached him and uttered the now-classic line, “Dr. Livingstone, I presume.”

Livingstone and Stanley were only two of the Europeans who explored the vast continent of Africa, and they were latecomers. The earliest written histories tell us that ancient Egyptians were exploring Africa thousands of years ago!

A FEW WORDS ABOUT RETROCLOUDS' REMAKE FOR THE TI-99/4A

Early 2008 a “homebrew” project was started for doing a Pitfall! remake for the Texas Instruments TI-99/4A Home Computer. The goal was to do a high-quality fan version that looks and feels just as the original Colecovision game.

Retroclouds -the person responsible for the TI-99/4A disk version-, had much fun in the process of learning assembly language and studying all aspects of the Colecovision game. By no means was the objective to make “big money” with the remake. Thinking of such: a very unlikely event when dealing with a 28 year old abandoned home computer system, considering that more than a few hundreds of hours were spent in doing the remake.

Therefore Retroclouds is committed in releasing the fully commented assembly language source code for education purposes and for anyone who just wants to take a peek at it.

If this helps to inspire a few more people in making homebrews for the TI-99/4A, it will be worth every minute invested in the project.

It is also planned to do a cartridge version of the remake. Again, there is no intent in making \$\$\$.

If a limited-quantity cartridge version gets developed, selling price will be based on actual costs for cartridge components, packaging and such.

LOAD GAME

Note that the game requires 32K memory expansion in order to run.

Do following steps for loading the game on your TI-99/4A.

- When using the Editor/Assembler module.
Select option #5 to run the program image file “#PITFALL”



```
* RUN PROGRAM FILE *  
  
FILE NAME?  
DISK1.#PITFALL
```

- When using the Extended Basic module.
The game will automatically start via the LOAD program.

GETTING UNDERWAY

Guide Harry through a treacherous jungle maze. He must leap over obstacles and dodge deadly dangers while grabbing all the treasure he can reach!

- To begin action after the title screen, move Hand Controller (joystick 1) left or right
- **Use of keyboard:**
 - To run left or right, press “S” or “D”.
 - To jump over obstacles, press space bar or “Q”.
 - To climb up ladders, press “E”; to descend, press “X”
 - To grab a swinging vine, press “space bar” while running left or right.
 - To pick up a treasure, run by it.
 - To pause the action, press “P” on the keyboard
 - To restart a new game when game over, press 8 (REDO) or 9 (BACK) to return to the title screen.
- **Use of Hand Controller (joystick 1):**
 - To run left or right, lean Control Stick in that direction.
 - To jump over obstacles, press fire button
 - To climb up ladders, push the Control Stick forward; to descend, pull back.
 - To grab a swinging vine, press fire button while running left or right.
 - To release a vine, pull the Control Stick toward you.
 - To pick up a treasure, run by it.
- **Scoring**

You start each adventure with 2000 points. Should you fall down a hole you will lose 100 points. Rolling logs will also cause point loss depending on how long contact is made with them.

Finding treasure earns you points. There are eight of each type of treasure in the game, 32 in all, worth a total of 112,000 points. Collect them all without losing any points for falling down holes or tripping on logs and you’ll have earned a perfect score – 114,000!



MONEY BAG
2000 points



SILVER BAR
3000 points



GOLD BAR
4000 points



DIAMOND RING
5000 points

SPECIAL FEATURES OF PITFALL!

There are 255 jungle scenes through which Harry can travel. Each scene covered underground is equivalent to three on the surface. Pitfall! is a circular maze, which means that, if Harry safely goes through all 255 different scenes, he will come back to the starting point. In the course of that journey, Harry will also encounter all 32 treasures.

THE HAZARDS OF PITFALL!

Pitfall Harry's Jungle Adventure is fraught with danger. Some hazards will slow him down and rob you of points, while others will stop him cold in his tracks.

The "lesser" hazards are the open holes in the ground and rolling logs. (See "Scoring.") The catastrophic hazards are the scorpions, fires, cobra rattlers, crocodiles, swamps, quicksand and tar pits. These obstacles will not cost you points, but, they will cost one of Harry's 3 lives.

Some tips from David Crane, designer of Pitfall!

"as you set off on your first adventure with Harry, you'll notice two important features: that the logs always roll from right to left, and that the "replacement" Harrys (after Harry loses a life) drop from the trees on the left side of the screen. So, to minimize the number of rolling logs to be jumped and the catastrophic hazards to be re-tried, simply run to the left."

"Pitfall Harry's trip must be made through a maze of surface and underground passages through the jungle. To capture all 32 treasures in under twenty minutes, Harry will have to use some of the underground passages. I'd suggest that you make a map of the terrain each time you play. Knowing the jungle and planning the best route to all treasures is the only way to insure success time after time."

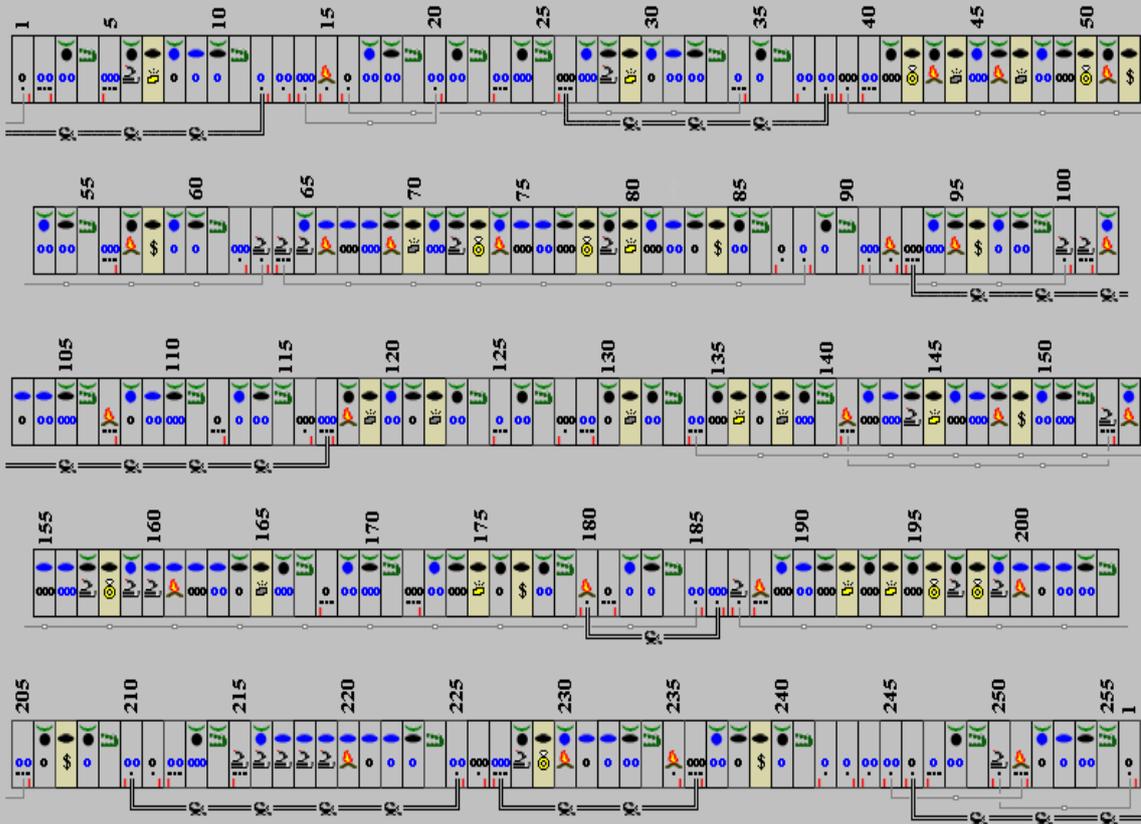
"Until you get really skilled at making Harry jump from croc to croc, you might wait until the crocodiles' jaws are closed, jump to the top of the first croc's head, then wait for the jaws to open and close again before jumping to the next one. Soon, you'll be skipping across crocs like they were stepping stones in a stream."

Pitfall! game map by Ben Valdes

This TI-99/4A disk version of Pitfall! is compatible with the game map created by Ben Valdes. Thank you Ben for giving the permission to include your great map! It was a big help during the development and testing of Pitfall. I'm sure the players will enjoy it as much as I did.



Game Map to
ACTIVISION®
PITFALL!™



- | | | | | |
|-----------------------|---------------|--------------|-----------------------|--------------------|
| ● tar pit | 🐊 crocodiles | 🔥 fire | • 1 hole in ground | 💰 money, 2000 pts |
| ● tar pit, shifting | 🌿 vine | 🐍 snake | ••• 3 holes in ground | 🥈 silver, 3000 pts |
| ● quicksand | 🌳 log | 🦂 scorpion | — tunnel, optimal | 🥇 gold, 4000 pts |
| ● quicksand, shifting | 🌀 rolling log | 🧱 brick wall | —○ tunnel, other | 👑 ring, 5000 pts |

HOW TO WIN AT PITFALL!™

TIPS FROM PITFALL HARRY: Go right to start your jungle adventure. Take the underground passage in scene 12, which goes left. Continue left for the remainder of the game, except to backtrack briefly after emerging from underground to retrieve the treasures in scenes 229, 96 and 29. Be sure to use only the six underground passages highlighted on the map. Now that you know the best path to take, keep practicing until you can retrieve all 32 treasures within the 20 minute time limit. Good luck!

"If you can find any writing materials deep in the jungle, drop me a line. I'd love to hear how you and Harry are getting along."

PITFALL! and the Activision logo are registered trademarks of Activision, Inc. PITFALL! video game designed and programmed by David Crane © 1982.
 PITFALL! game map created by Ben Valdes © 2002.