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I. REVISION HISTORY
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3/6/03: v2.7

- Added notes on "Perfect Ending".
- Added a Super Pitfall site in the Miscellaneous section.

3/6/02: v2.6

- Added my current email address.

11/14/00: v2.5

- Finally finished the 3rd and 4th Quests. Go to the end of the Walkthrough for more details.
- Added the Note at the end of the Revision History section.
- Changed the format of the Revision History section.
- Added an Acknowledgements section.
- Added a Miscellaneous section.
- Added another tip on getting 1-Ups.

7/31/00: v2.1

- Added a Game Genie code section.
- Changed the Table of Contents to a more traditional set-up.
- Added another URL for where this FAQ/Walkthrough can be displayed.

3/16/00: v2.0

- Finished 2nd Quest walkthrough.

3/14/00: v1.1

- Added point value for Flyers in Scoring section.
- Changed some info on the 2nd Quest.

2/24/00: v1.0

- First completed version of this Walkthrough (for all of the 1st Quest).

- Finished the Walkthrough section.
- Changed ASCII art title.
- Cleaned up errors.
- Typed all the important items that are essential in your quest in BOLD print throughout the walkthrough.

2/23/00: v0.6

- Added more to the Walkthrough section.

2/15/00: v0.5

- Added more to the Scoring section.
- Added more to the Items section.
- Added Frequently Asked Questions section.

2/11/00: v0.4

- Added the Scoring section.
- Added the Hints & Tips section.
- Added the Dark World enemies to the Enemies & Hazards section.
- First public release of this FAQ/Walkthrough.

2/10/00: v0.3

- Started the Walkthrough section.
- Added some hazards to the Enemies & Hazards section.
- Completed Controller Functions section.

2/3/00: v0.25

- Added some enemies to the Enemies & Hazards section.

2/1/00: v0.2

- Added Introduction.
- Added the Getting Started section.
- Added Main Characters section.
- Created ASCII art title.

1/31/00: v0.1

- Initial layout started.
- Table of Contents, Story and Disclaimer sections completed.

[NOTE: All of my revisions up to 1.0 are based roughly on about what percentage of the FAQ/Walkthrough I think is completed. When I finish all the sections and consider the FAQ/Walkthrough complete, that will be version 1.0. Any small updates after that will raise the version 0.1 points and any major update that really shakes things up will raise the version 1.0 points.]

=====
II. INTRODUCTION
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"Disappointing." "Tried to make it too much like a Mario game." "One of the worst games I've ever played."

Try doing a net search on Super Pitfall and 99% of the articles and reviews you find for this game will consist of at least one of the above quotes. Just about everyone who writes anything on this game will mention how it does not deserve to be a part of the Pitfall franchise and how it is the Black Sheep of the Pitfall family. To be perfectly honest with you, they are probably right. This game is nothing like the original Pitfall. I do not blame the fans of the

original game who loathe this one.

However, I always seem to find myself writing walkthroughs on NES games that people (1)hate, (2)have never heard of or (3)just don't care about. I guess this game qualifies.

Super Pitfall really isn't that bad. I've heard people knock the play control, but it's actually pretty fair. You have full control of your jumps, unlike the original Castlevania game, unless you fall off a ledge (then you plummet straight down). The control is actually so good that you can jump, then, while in mid-air, hit the jump button really quick and jump in the opposite direction.

The graphics also get scrutinized by many. It was an early 8-bit game...what did you expect? They aren't spectacular, even for 8-bit, but they aren't lousy either.

The music is, well, bad.

The fact that Pitfall Harry looks like Mario seems to piss off the Pitfall diehards. I suppose he could have looked a bit more like Indiana Jones or something, but all they had to work with is the little stick-figure Harry from the Atari games, so at least he looks like someone...might as well be Mario :)

Harry has a gun. This also deviates from Pitfall legend. I'd want a gun too if I were being attacked by scorpions and mutant cavemen (I'll get into them later).

The biggest knock on this game usually comes from people who don't like the non-linear gameplay. I can see how it can be easy to get discouraged. Your goals aren't defined. Just about everything you have to find in this game is invisible and you have to jump in a particular unmarked spot to make an item appear. There is no life meter, so if you touch an enemy or other hazard, you lose a life. There are also 4 different warps that throw you into completely different worlds. All this can lead to a pretty confusing and frustrating gaming experience. I was one of these people until I decided to map out the game.

Once you know where to go and where all the hidden items are, the game actually seems fairly easy. I mapped the game out on paper and have not yet created an ASCII map, but you don't need the map to finish the game. I will give an overview of all the items, enemies, etc. and also reveal the solution to finishing the game. The walkthrough will consist of the quickest, most direct course to make it through the game. There are items scattered all over the place, but my walkthrough will only take you to the essential items you need to make it to the end.

Hopefully this walkthrough will help those of you who have been wanting to finish this game for a long time. This is one of those games that actually grows on you after awhile, so hopefully some of its critics will give the game another try and perhaps cut it some slack :)

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III. STORY
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The following is taken straight from the manual:

Pitfall Harry is back, ready to embark on the most dangerous, most impossible mission he has dared to attempt so far. All alone, with only a gun and his wits for protection, he must recover the priceless RAJ DIAMOND from a vast subterranean dwelling high in the Andes Mountains. And to complicate matters, he must also rescue his beloved niece RHONDA and feline friend QUICKCLAW THE LION, both trapped in the dark, damp depths below.

This is no weekend caving adventure. With no map to guide him, Harry must find his own way through the cave's endless passages-over 270 screens-infested with poisonous frogs, bats, snakes, scorpions, tarantulas, cavemen, lava pits, deadly condors, falling rocks and other evil creatures and hazards.

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IV. GETTING STARTED
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If you let the title screen sit for a few seconds you will get to watch a brief demo of the game.

You begin the game with 3 lives. If you touch an enemy or hazard you lose a life. After you die a screen will appear showing your remaining lives, then you will start the next life at the same spot where you died (unless you fell on spikes or other hazards...then it will start you near where you died).

You can gain more lives throughout the game, but when your last man dies your game is over...unless you know how to continue.

CONTINUE

If you are not using a Game Enhancer or Emulator, then you will probably find yourself using this trick to continue. Press A, A, A, Select, Select when the title screen re-appears after the game ends. The pointer will move below the 2-player option to confirm that the code was entered correctly. Press Start to resume play. You can do this as many times as you'd like.

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V. MAIN CHARACTERS
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There are really only 3 main characters in this lonely place:

PITFALL HARRY

The Mario-clone is the hero of this quest. He's pretty agile and, according to the manual, "is basically an optimist," so he should have no trouble finding the girl, the lion and the diamond.

RHONDA

She is Harry's beloved niece. Usually the hero has to rescue his girlfriend or some other damsel in distress, but this time it is his niece. RHONDA has been kidnapped and turned to stone. Hopefully when you do find her you have already found the FLASK OF MEDECINE, otherwise she will remain a statue.

QUICKCLAW THE LION

This is Harry's feline friend. He has also been captured and thrown in a cage in one of the dank caves. For some reason I thought QUICKCLAW looked more like a cross between a pig and a monkey than a lion...I didn't realize it was QUICKCLAW until I beat the game and realized that it must have been. Who put QUICKCLAW in that cage? By the way, try typing QUICKCLAW ten times really fast.

===== VI. ENEMIES & HAZARDS =====

----- ENEMIES -----

There aren't a ton of enemies in this game. General rule of thumb is to avoid them completely, as their touch is deadly. There are, as always, some exceptions. Here is a list of the baddies:

FROGS

There are a couple different types of Frogs. One hops back and forth slowly in a fixed area. The other one will hop after you quickly and seek you out. Both can be taken out with 1 bullet.

SPIDERS

These guys crawl back and forth in a fixed area but will sometimes follow you until they disappear off the screen. They are low to the ground and since you cannot crouch and shoot, your bullets will go over them unless you are standing on a level below them and jump up to shoot them. They are fairly easy to avoid and are not very fast.

SCORPION

Bullets will also pass above a Scorpion if you try shooting them from the same level they are on. They crawl back and forth in a fixed area but will also follow you off the screen. Be careful of their sudden strike. When they get close to you they will run at you, so be ready to jump quickly to avoid them.

SNAKES

These guys are pretty quick. They travel close to the ground and will suddenly raise their head to strike at you. You can shoot the Snake when its head is raised, but shoot it quick as its head only comes up for a second. They will follow you.

BATS

You will run into a couple Bats during the course of the game. They will be

hanging upside down until you get close to them, then they will attack and travel in a wave-like, up & down pattern. With precise timing they can be shot.

FISH (PIRANHA)

You cannot use your gun while swimming, so just avoid the Fish.

EELS

These are just Snakes in the water. They swim about as fast as the Fish. Avoid these.

VULTURES

Unlike the Bats, these creatures fly in a straight line. Some are faster than others. The Vultures also serve another purpose in the game...they are warps to other caverns. You can jump right into certain Vultures and they will warp you to other, unreachable areas of the game...you will be able to differentiate by shooting at the Vulture. If a Bullet passes through it, it's a warp. Don't worry, I'll let you know which ones warp you so you don't have to send Harry to his doom.

EASTER ISLAND HEADS

There are 3 of these you will run into during the course of the game. They are located around vital items in the game, so they can be considered guardians. When you see one coming at you, quickly run the other way and jump up to cling onto a ladder to let them pass by. I will get into more detail on how to avoid each individual one in the Walkthrough. They cannot be killed. Who controls these things? Do they have a mind of their own? We'll never know.

GHOUL

This thing only appears in one area of the game, right around the area where you warp to the Dark World. I guess maybe he's guarding the entrance or something. The Ghoul seems like the closest thing resembling a main villain in the game. He flies at you quickly and disappears off the side of the screen. I've managed to pump 4 shots into him before he flew away and it still didn't finish him, so he's more than likely an invincible distraction.

DARK CRAWLER

A little nuisance found in the Dark World. Easy to avoid.

FLYING DARK REAPER

This guy, found in the Dark World, flies overhead dropping...something onto you. His droppings are easy to avoid. Find a way to shoot him for a cool 10000 points.

LITTLE BONES

This guy looks like the skeleton of a small chicken. He walks around the levels of the Dark World.

CAVEMEN

There are 3 different Cavemen, Gary, Norm and Arnie (according to the manual). They are big lugs with white masks. They are found in the Dark World and need to be shot several times to kill. They also shoot back, so it is usually easier to just jump over them and their shots.

GREEN WALKER

This guy is almost everywhere in the Dark World. I wish I could explain what he looks like, but he's easy to spot as he is the only green enemy in this area of the game. A couple shots will do him in, but be careful of his shots.

SNAIL

This Dark World enemy rolls at you, then comes out of his shell for a second. That is the time to blast him.

FLYERS

When climbing up the long ladders in the Dark World, two different types of Flyers will fly across the screen to try and buzz you. One looks like a normal brown bird while the other is brown, but has a white skull. They are small and fast, so proceed up the ladders with caution. The manual mentions Condors, so perhaps these are them.

----- HAZARDS -----

These are basically any non-living things in the game that will kill you or tick you off.

SPIKES

These are found throughout the game. Touch 'em and die.

WATERFALLS

These are generally bad news. If you get caught in a waterfall it will carry you down until you land in a pool or on a platform, often far away from where you want to be. There is one helpful Waterfall located...

LAVA

Some places in the game have pits of lava. One area in the game has lava pits that shoot 2 lava balls, sort of like a mini-volcano. Avoid the balls and the

pits.

SPIKE MASHERS

These nasty things go up and down. You have to run under them without getting mashed. They are usually found in pairs. If for some reason the pair are moving in a way that you don't think you will be able to make it past, exit back the way you came from and return and they will reset, hopefully to your liking.

FALLING CEILINGS

In some areas of the game you will trigger a falling ceiling. I will let you know where they are in the Walkthrough section so you don't get caught off-guard. The manual refers to these as "falling rocks" but since they are all the same rectangular size and fall from the ceiling, I'll refer to them as Falling Ceilings.

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VII. CONTROLLER FUNCTIONS
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Here are the controls for this game:

START BUTTON - Press this during gameplay to pause the game.

SELECT BUTTON - I found no use for this (except to enter the continue code).

UP - Makes Harry climb ladders or swim upward.

DOWN - Makes Harry duck, descend ladders or swim downward.

LEFT - Makes Harry walk or swim left.

RIGHT - Makes Harry walk or swim right.

A - Press to jump. The longer you hold it, the higher Harry jumps.

B - Press to fire your gun.

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VIII. ITEMS
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Items are scattered throughout the Caverns, most of them invisible. Jumping in certain spots will reveal some items. Here is a list of each item and what its purpose is.

GOLD BARS

Found throughout the Caverns but not in the Dark World. There is an abundance of Gold in the 3 Warp areas. Collect these only to increase your score.

SPARE PISTOLS

If you jump in the right spot you will uncover the Spare Pistol icon. Grabbing this will add 20 Bullets to your arsenal.

CLUB BALL, DIAMOND BALL, HEART BALL & SPADE BALL

These 4 Crystal Balls are used to unlock Rock Walls throughout the Caverns. You use them like a key to unlock the wall and move on to a previously unaccessible area of the Cavern. They are all hidden. I will give the location of the necessary ones needed to finish the game in the "Walkthrough" section.

1-UP

Every good game has hidden 1-UPS, and Super Pitfall is no exception. They are few and pretty well-hidden at that. If you are familiar with the game company FCI (they licensed NES games like Seicross, Dr. Chaos and Ultima among others) the 1-UP symbol is the same as their company symbol, an eye with 3 lashes extending from it.

FLASK OF MEDECINE

This is needed to cure your niece RHONDA, who has been turned to stone. If you find her before you find the FLASK OF MEDECINE, it won't do you any good.

KEY TO FREE QUICKCLAW

Even though the Balls mentioned above act like keys, the KEY TO FREE QUICKCLAW is a one-of-a-kind item in this game. You need to find it to unlock the cage holding your friend QUICKCLAW the Lion.

RAJ DIAMOND

The storyline is unclear, so I'm not sure if Pitfall Harry went to the Andes Mountains in search of the RAJ DIAMOND and had his niece and friend kidnapped in the process, or if he actually travelled to the Andes to rescue his niece and friend and just figures he'd take a side trip to find the Diamond. Either way, it's worth some points.

STAR

Jump around in the Dark World to uncover a hidden Star. It will make you temporarily invincible, so you can run through enemies. It doesn't last for too long, so don't get overconfident.

CROSS

An item found only in the Dark World. As far as I know, it only adds to your score.

RING

Pretty much the same as the Cross, except it's worth double.

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IX. SCORING
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You accumulate points throughout the game by shooting enemies or grabbing items. Here is a list of what everything is worth:

Caverns Area:

Grabbing a 1-UP.....0 points + 1 Extra Harry
Shooting a Frog.....500 points
Shooting a Vulture.....1000 points
Shooting a Snake.....1000 points
Shooting a Bat.....2000 points
Shooting a Spider.....2000 points
Shooting a Scorpion.....2000 points
Dying.....2000 points (only from enemies, not hazards)
Grabbing a Gold Bar.....3000 points
Shooting an Eel.....5000 points (yes, it can be done!)
Shooting a Fish.....5000 points (yes, it can be done!)
Opening a Rock Wall.....5000 points
Grabbing a Spare Gun.....10000 points + 20 Extra Bullets
Grabbing a CLUB BALL.....20000 points
Grabbing a DIAMOND BALL.....20000 points
Grabbing a HEART BALL.....20000 points
Grabbing a SPADE BALL.....20000 points
Grabbing the RAJ DIAMOND.....50000 points
Grabbing the KEY TO FREE QUICKCLAW....50000 points
Grabbing the FLASK OF MEDECINE.....50000 points
Rescuing QUICKCLAW.....50000 points
Finishing the Game.....50000 points

Dark World Area:

Warping to the Dark World.....1000 points
Shooting a Dark Crawler.....2000 points
Shooting a Dark Snail.....2000 points
Shooting Caveman Arnie.....2000 points
Shooting a Green Walker.....2000 points
Shooting Little Bones.....2000 points
Shooting Caveman Norm or Gary.....3000 points
Shooting a Flying Dark Reaper.....10000 points
Shooting a Flyer (w/skull).....10000 points
Shooting a Flyer (w/out skull).....10000 points
Grabbing a Star.....10000 points
Grabbing a Cross.....10000 points + limited invincibility
Grabbing a Crystal Ball.....10000 points
Grabbing a Ring.....20000 points
Rescuing RHONDA.....50000 points

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X. HINTS & TIPS
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Here are some hints and tips for the game:

-Avoid enemies rather than killing them. Points don't seem to matter much in this game, so it is easier to jump over an enemy rather than to kill it, especially the Cavemen in the Dark World who take more than 1 shot to kill.

-Even though you cannot shoot your gun while swimming, there is still a way that you can shoot the Eels and Fish. There are a couple areas in the game where you come to a dead end wall. On the other side of the wall is a pool of water. You can shoot through this wall and blast any previously unshootable water creatures that happen to be swimming in there.

-Tony Roy (t2k@vcn.bc.ca) discovered various areas throughout the game where you can walk through walls. Try to get to an area with plenty of enemies. Get to a wall and hold the directional button toward that wall so that Pitfall Harry is running into the wall. If you do it long enough sometimes Harry will start to inch his way into the solid wall! Once he's into the wall a few steps you can press the jump button and Harry will work his way up through solid walls. In some areas this will lead you to places where you get trapped, areas where every item's icon in the game is displayed on the screen as well as areas with never ending corridors. The programmers never meant for you to find these areas and I haven't found anything useful in them, but try it and let me know if you find anything significant.

-If you have played the game a lot, you are familiar with the long shaft where you can catch a ride on a Balloon and float upwards. This shaft separates the right area of the Caverns from the left area and platforms with spikes line the middle of this shaft. Well, you can actually walk on those spike-ridden platforms to get to the other side without dying! It takes a little practice. Try jumping over to the platform lightly so that you don't land on top of the spikes but instead land right on the edge of the platform where the spikes meet solid ground. The spikes won't hurt you unless you land on top of them, so if you can manage to make a perfect jump onto the platform you can walk across it (through the spikes) and jump over to the other side of the Caverns.

-1-UPS symbols are located in a few places in this game, but there is another way to get an extra man. You can build up extra men by shooting Frogs, provided you have enough ammo. Basically, find a Frog, shoot it, leave the screen and when you come back and the Frog reappears, shoot it again. Continue this method a bunch of times to acquire extra men. [Note: I have not tried this method but have seen it on several web sites]

-Here is the exact method as described by an unknown contributor:

"If you're struggling with the fact that this game is darn nasty or if you just like killing frogs, this code should be a bonus. When you start the game get the gun that gives you a spread of forty bullets. Continue to the first waterfall on the right, destroy the frog in your path to the second long ladder. Get the gun next to the ladder and continue to the right. There should be an opening in the floor. Plunge through this and go down the ladder. Now, go left, kill the frog, run back to the right and repeat this process. Once you've mutilated the seven frogs, a sound should ring, and you should have five extra lives. So for every seven frog lives taken you receive five lives. It doesn't seem fair but it works."

-Press A 3 times and Select 2 times when the title screen appears after dying to be allowed to continue where you last died.

-There is a code that lets you restart after finishing the game. Press Select, A, A, A, Select and Start at the congratulations screen to continue. [Note: When I beat the game it continued anyway, so I'm not sure how useful this code really is]

-Map the game if possible. It makes it so much easier if you know where you are going. I will have access to a scanner in the near future, so hopefully I will be able to scan the rough map I made and link it to this FAQ. [NOTE: Highly unlikely this will ever get done :)]

-Be careful going down ladders. It's totally random, but sometimes you will find Harry gliding down the ladder, usually into an awaiting enemy.

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XI. WALKTHROUGH
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Alright, now to the meat of this walkthrough, the walkthrough! For those of you who just want the basics for blowing through the game, you're in the right place. The walkthrough will consist of the most direct path to the end of the game. I will lead you to all the essential items you need, as well as to your pals QUICKCLAW and RHONDA and to the RAJ DIAMOND. You will miss out on a lot of other areas in this game, but if you feel like exploring a little, go ahead. If you just want to beat the game, continue reading.

You start the game by materializing in a spot located above ground. Since you will be underground for most of the game, enjoy the sunlight now. Remember this spot, as you will have to return here once you've found everything.

Since you will be shooting some enemies throughout the game, you will need bullets. These appear throughout the game by jumping in various unmarked places. I will let you find these on your own, but will help you out with the first one. From your starting point, stand above the ladder to your right and jump straight up. Grab the Gun symbol to gain some quick bullets. Just about all of the items in the game will be found in this way, by jumping in mid-air and triggering their appearance.

From here, work your way to the right. The first enemy you encounter will be a frog. Either shoot it, or if you feel like conserving bullets, jump over it. Keep moving right past a Spider and you will enter the Caverns. Continue right until you see a Bat hanging upside down. The easiest way past the Bat is to keep walking until you fall in the hole below it. It will wake up and harmlessly pass over you.

Jump out of the hole and keep moving right until you reach a waterfall. Don't try to jump past the waterfall until right after a wave of water passes by or you will be dragged down with it to the pool below. Carefully jump over the gap past the waterfall.

Across the gap, shoot the Frog and grab the Gold Bar. You will see a ladder above you. Jump up and climb the ladder. Now jump up to where the Spider is and proceed past it to the left, past the waterfall. You will get to a gap with a ladder above it. Jump to the ladder and climb it all the way up to where another Spider is. You will see Gold over to the right across a spiked pit. Grab it if you want, but a more important item is to the left. Jump over

the Spider to the left and stand against the wall. Now jump straight up and a SPADE BALL will appear! These are the 4-suited Balls that you will need to unlock Rock Walls throughout the Caverns. Scrounge up the SPADE BALL and go back down the ladder, but get off the ladder at the first opening on the right (if you go all the way down and fall off the ladder, the Bat will get you).

After getting off the ladder, go right past a Snake and a waterfall until you reach a ladder going up and down. Go all the way down it, avoiding a Frog along the way until you get to the bottom of it. Before letting yourself fall from the ladder, make sure the Spider isn't beneath you. There is another ladder beneath you now. Climb down it and get the Gold to the left. Now go right, shooting a Frog along the way, until you get to a ladder sticking out of solid ground. From this little ladder, move about 4 1/2 spaces (spaces are about the width of Harry) to the right of the ladder and jump up to reveal another SPADE BALL.

Grab the Ball and head back left to the ladder going up. Climb it up to the Spider's level, then go left. You'll get to a ledge with a Frog jumping on the other side and a waterfall. Shoot the Frog and jump over to the waterfall. You have to be quick to get under this waterfall, so make your move right as the block of water is at the same level as Harry (he can walk through the tail end of a waterfall without being dragged down).

After the waterfall, move left to another pool of water. Jump into the water, avoiding the fish, then swim to the left past the Eels where you will see an opening in the bottom of the pool. This is actually one of the coolest short cuts of the game. Get into that opening and push down until you fall through. Let the waterfall carry you down past many levels of brick and rock until you ultimately end up in a big pool at the bottom.

You are now deep in the Caverns. Believe it or not, that waterfall pulled you down 14 levels. It was the quickest and easiest way to travel down this deep, as well as the safest.

In the pool of water, swim all the way right past the Eels and Fish until you reach a ladder. Climb it. You will now see a rock ledge above you to the right with a ladder on it. Jump over to it and grab on to the ladder. Avoiding the Spider, climb on to the platform. Work your way to the right over to a ladder with a Frog guarding it. Shoot the Frog and head up the ladder.

This is the longest ladder of the game. There are enemies at every opening, so move your way up cautiously. From where you started climbing, make your way up to the 6th opening (notice the green colored stone). Get off the ladder and go to the left, avoiding the Spider. Jump the gap to the left where you meet up with a wall. Go stand against the wall and jump straight up to reveal a DIAMOND BALL! Scoff it up and jump back over the gap to the right to get back to the ladder.

Climb up past one opening and get off the ladder at the second one. Avoid the Spider and head to the right, jumping over a gap, where you will see a Snake. There is a ladder above where the Snake is moving. Jump up to the ladder and climb it. Jump over to the right platform quickly past the waterfall. Stand on the left edge of the platform and jump straight up to reveal another DIAMOND BALL.

Grab it and head down the short ladder. Move right until you get to a ladder going up. Climb it. When you get to the top, move Harry about 3 spaces to the left of the ladder and jump straight up to discover a HEART BALL.

[NOTE: There are a few more BALLS you can find in the Caverns, but the 5 you

have now are the only ones you need to make it to the end. The counter in the left hand corner of the screen will only show 1 of whichever BALL you have found. When you get another of the same suit, it doesn't show that you have 2 of them, but it does keep track.]

From the HEART BALL location, go back down the ladder, getting off at the first opening, and head all the way back to the left past the waterfall to get back to the long ladder (a Spider is near it). Go down the ladder and get off at the 8th opening (a Frog will be at this opening). Go left, jumping over a couple gaps, until you reach a swinging vine.

[NOTE: The vines are a bit hard to get used to. Try to jump so Harry's head hits the lowest part of the vine. Once you get used to it, it's pretty easy to control...just take your time and plan your jumps. Some times if you stand on the edge of the platform and jump straight up, the swinging vine will "catch" you.]

You will swing across 2 vines to a platform. The next jump is tricky. You have to jump onto the next vine and land on the edge of the platform so the waterfall doesn't haul you down. I suggest jumping off the vine while halfway through your swing so you can control your jump to land where you want. Get past the waterfall then swing on one more vine over to a ladder. Climb the ladder, being aware of the Snake. Go right, carefully past the waterfall, and continue right, jumping over several platforms collecting a couple Gold Bars, then climb the ladder at the end.

You will come to your first Rock Door. Since you have the DIAMOND BALL, you can open this one because it has a Diamond hole. Go through it and head over to more vines. Swing over to the ledge, avoiding the waterfall, then swing over to another ladder. Climb the ladder and head all the way right, avoiding the Bat, to another ladder and climb it.

Go left carefully past the Spike Mashers. Just take your time and wait for a clear opening. Go all the way left to another ladder and climb it. Go all the way right, past a Scorpion & Bat to a ladder and climb the ladder, but make sure to avoid the Frog to climb up, then quickly shoot it.

Here you will come to another Rock Wall. It has a Spade hole and you have a SPADE BALL, so go through it. Continue left past 2 Spike Mashers and climb the ladder. On this level simply go all the way right and climb the ladder, but stop at the top. The level you are on now has ceilings that fall and try to crush you. If you go left quickly without stopping or jumping you will make it through unharmed. Just keep moving to the left and stop at the ledge with the waterfall (the ceiling won't fall here). Jump to the other side and climb the ladder, avoiding the Spider at the top.

On this level move right, but be careful of the Vulture. If you touch him he will warp you to a hidden cavern where there is nothing important (if you accidentally touch him and get warped, the exit in the hidden cavern is easy to find...just go all the way right past a bunch of Scorpions till you get to a wall, then stand 1 space away from the wall and jump straight up to warp back). Either shoot the Vulture or avoid him and a Scorpion and continue right to a ladder. Climb it up to the next level but don't move yet, as this is another falling ceiling level. Run without stopping to the left till you get to the ledge. Jump across and over to the ladder.

Climb the ladder and go right until you get to a grassy stump. Slowly and carefully work your way over the gaps to the right. If you fall through in this area you end up way back in the area where you got your DIAMOND BALLS, so be careful. When you successfully make it across the ledges, climb down the

ladder.

You will see a Rock Door with a Heart hole. Go through it and climb the ladder. When you get to the top of the ladder, get ready to face the first of 3 Easter Island Heads that guard the Caverns.

Notice a small ladder sticking out of the rock above you. That's what will save you here. If you stand under the ladder and slowly move about 5 spaces to the right, the Head will attack. Quickly jump back left to the ladder and climb it just enough (don't climb all the way up or you fall down) so the Head passes under you. Once it passes, quickly climb down the ladder and run all the way to the right and jump down to the next level so the Head doesn't trap you in. You made it past him! Proceed to the right where there will be an elevator and the infamous RAJ DIAMOND! Grab this gem and head down the shaft.

You will want to ride it almost all the way to the bottom. Be aware of the Bats and Vultures as you travel down. You'll know it is almost time to exit when the walls turn from grey brick to a pretty solid looking grey stone. When you notice this scenery change, you are almost there. There will be an opening with a Spider crawling around. You want to jump off at the opening after that one. Do it quickly as that is the last exit before a pit of spikes (if you end up in the spikes, don't worry...your next life will start at that opening).

From here, climb down the ladder to the left of you, but be alert because you will land on a sinking platform. Quickly jump off the sinking platform to another sinking platform to the left where you will have to jump off to land on solid ground.

Now climb up a ladder then down the ladder on the other side. Here you will have to jump onto 2 sinking platforms over to a ladder. Climb the ladder and go left to the lava area.

You can either take the high road or the low road here. The low road is probably the easiest, while the high road has some Gold and a hidden stash of Bullets. Once you get past the shooting lava, you will have to deal with the 2nd Easter Island Head.

You will see a ladder sticking out of the rock above you and a gap in the floor below you. Move left slowly until that ladder is off the screen. Take 1 or 2 more steps and the Head is coming at you. Run back to the ladder and cling to it for safety. Let the Head rumble under you and back to where it came from. It will now be magically gone forever.

[NOTE: You can also run back to the gap instead of the ladder...the Head will harmlessly pass over you even if you are standing in the gap and not crouching, as long as you are in that gap.]

Move all the way left over a pit of spikes, climb down the short ladder, avoiding the Spider, then climb up the next ladder over to the space with the Gold Bars. Grab the Gold, but don't go anywhere. While in this little square, stand right next to the ladder and jump straight up. A KEY will appear. This is the KEY that will free QUICKCLAW from his cage when you find him. Grab it and climb up the ladder to the area with the Big Red Balloon

It looks tempting, but avoid the Red Balloon. Go left through water until you get to a platform with a ladder on each side. Climb out of the water up the right ladder. There will be a platform right above you. Jump up and climb the ladder directly above the one you just used to climb out of the water.

More Vines. Swing across 4 Vines over to an area with grey bricks and walk

left to a ladder and climb it. Go all the way right to a ladder and climb it. On this level will be the Spike Mashers that you know and love. Carefully weave your way through them all the way to the left to a ladder.

When you climb this ladder there will be a Frog and a Vulture. Blast the Frog and either shoot or avoid the Vulture. Go all the way right to a ladder and climb it, but don't move yet. This is another level with falling ceilings. Run left without stopping, jumping over a charging Snake in the process, and climb the ladder.

On this floor go right, avoiding a Snake and a Bat, then up the ladder to a Rock Wall. Run into it, unlocking it with your trusty DIAMOND BALL, then go left past the Swinging Vines to the ladder. On this next level just proceed right to another ladder. The next floor has Falling Ceilings and Mashers, so get by 'em all and get to the ladder.

As you can see, you're basically just zig-zagging your way up the left side of the Caverns. It seems pretty straight-forward, but will soon get interesting.

Go right to another ladder and up it to another floor with Falling Ceilings. Quickly run left to the ladder.

This floor is where it finally picks up! When you get to the Vulture, jump into it to enter a Warp Zone. You will know it is a warp because if you try to shoot it, the Bullet will pass right through it. This Warp will take you to an area similar looking to the beginning of the game. Here you will find both QUICKCLAW and the FLASK OF MEDECINE to restore RHONDA back from stone.

From the starting point, go all the way to the right, past all the enemies, till you get to the end. You will see a ladder going down. Go down it but be careful of the Frog below you. Keep going straight down the ladders until the floors change to an olive-colored brick. Go down one more floor (there will be Gold Bars to your right) and go all the way left until you hit a dead-end wall. Move 1 full space away from the wall and jump straight up to uncover the FLASK OF MEDECINE! Now RHONDA will not be a statue when you get to her.

From here, fall straight down off the right side of the ledge. Collect the Gold and jump over the gap on the left to a ladder. Go down it, being careful of the Scorpion, and move left to find QUICKCLAW! Touch the little guy to free him from his prison.

Finally, you have everything you need to go get RHONDA and escape from these sleazy Caverns. From QUICKCLAW, go back up the ladder and head left. Keep going left, crossing an area of water, until you get to a ladder. Climb down it and go left to the wall with the Gold. Jump straight up against the wall to warp back out of this area.

Now go right and climb up the 2 ladders. Go left and stand under the second ladder hanging from the ceiling. Take a couple more steps left and the third Easter Island Head of the game comes rumbling at you. Run back to the right and stand in the hole, letting the Head go over you and back, then follow it to the left where it gets trapped in a Spike Pit. Grab all the Gold and head up the ladder.

Go right past the Snake and through the Rock Wall with your SPADE BALL and continue to the right, past a very speedy Frog (probably the frog from Blaster Master), to the ladder. At the top of the ladder will be a Vulture and the mysterious Ghoul (see Enemies and Hazards section). Avoid these nuisances and go all the way left to the wall. Jump straight up to enter...

THE DARK WORLD!

If the Caverns gave you that scared, lonely feeling, this place is truly hell. Complete with its own somber music and skull-adorned rooms, you will want to make your stay here brief.

From where you start, climb down the first ladder you see so you are standing on what looks like a green hut. Walk off of it to the left and let yourself fall straight down. Hopefully you will land on a platform and not on top of an enemy. Now walk left off of this platform and let yourself fall straight down to the very bottom floor of the Dark World. That was the quickest way to the bottom.

Now you will want to go left where all sorts of low-life is dwelling. Jump over all of these alien-looking beings and avoid the Flying Dark Reaper who bombards you from above, until you finally get to a ladder. Slowly climb up it, avoiding the Flyers, until you can get off to the right. Jump over the Caveman and go right past 1 ladder to a second ladder guarded by a Green Walker, and climb up it, being careful of the Flyers again. When you get near the top wait for the enemies to clear out and when you climb out quickly jump up to the ladder to your left.

From this platform, jump up to another small ladder then work your way to the right past a Caveman until you reach another ladder. This one leads up to a room guarded by a Caveman and a Little Bones. Climb up and jump up to a ladder leading to RHONDA!!

The moment you rescue her the gloomy music is replaced by that original tune you are sick of hearing from countless hours of exploring the Caverns...oh wait, you've been using this walkthrough to blow through the game, so you're probably not sick of it yet. At any rate, the only thing left to do is return to the game's starting point, a difficult task in itself.

From RHONDA, exit the room down the ladder and fall off the left of the platform down to where 2 skulls are. Go left past a Dark Snail and a Caveman and down the ladder. Go down to where the Green Walker is and go left past one ladder over to the next ladder, guarded by a Caveman.

Climb this ladder all the way past Flyers and Caveman, through a couple of green huts, until you can no longer go up. To the right of here will be a grey block. Jump on it to see a Swinging Vine. Here's where you might get pissed, as this is probably the most challenging area of the game. You have to swing on multiple Vines to get over to the right. One wrong move and you either fall to your death or to an area below.

If you were skillful enough to swing your way through the Vines, you'll reach an area with Spike Mashers. Go right and fall in the second gap you come to. Go right to the dead end wall, stand one space away from it, and jump straight up to exit the Dark World.

BACK TO THE CAVERNS

Now you're back to those good ol' familiar Caverns. Walk to the right avoiding the Vulture until you get to a Spiked Pit. Before jumping over it, wait for the Ghoul to fly by, then jump over the pit and out onto a platform back outside. Jump to a second platform and fall off its right side.

Congratulations! You have completed the "Adventures of the Lost Caverns." If this was a game that you've been trying to finish for years, I'm glad I could help. However, don't celebrate too quickly...it isn't over yet. This was only

the 1st of at least 3 Quests in this game. Read the FAQ below for further comments on this topic. If you're feeling adventurous, go ahead and continue on to the 2nd Quest.

2ND QUEST

Alright, let me start off by saying that for my 2nd Quest walkthrough, I am going to assume that you can avoid most enemies on your own, so I will only mention them as reference points. However, most of the items you must find are hidden in different places than they were in the 1st Quest, so I will concentrate on leading you to them. Also, a lot of the 2nd Quest is repetition, so rather than typing up several paragraphs to get you through a section like I have done previously, I will refer you to the same area in the 1st Quest section of the walkthrough or just provide you with quick directions through.

From the starting point (same as in 1st Quest), go right to the second ladder going down (a Frog is guarding it). Climb down it and exit immediately to the left. Jump over spikes to another ladder going down (a Spider is beneath it). Go down it, jump over a Spike pit, then climb a ladder. Walk to the dead end and collect the Gold. Now stand about 2 spaces from the wall and jump around to uncover a CLUB BALL.

Climb back down the ladder, jump over the Spike pit, and climb back up the other ladder. You will now be going to the right for awhile. Continue until you get to a waterfall. Continue right, past the waterfall, then over a Spike pit. After you jump over the pit, walk to the center of this area (you will be in an area between 2 Spike pits). Jump around to find a DIAMOND BALL.

Go back left, past the waterfall, and jump into the next pool of water. Swim left to where the water is running out of the pool. Let yourself fall through the hole, bringing you all the way to a pool at the bottom of the Caverns.

Swim right until you can climb a ladder to get out of the water. Now jump over to the ladder that is in the platform to your upper right. From here go right until you get to a ladder going up and down (guarded by a Frog). Climb it up to the 6th opening (the first green brick area, guarded by a Spider). Exit to the right and walk all the way right until you reach a Rock Door. Open it with your CLUB BALL. Stand about 5 spaces from the dead end wall and jump around to reveal a HEART BALL.

Now go left to the first ladder you see and climb it up 2 levels. Go right until you get to another ladder. Stand about 5 or 6 spaces to the left of this ladder and jump around to reveal a SPADE BALL.

Go all the way left, past a waterfall, to the long ladder (guarded by a Spider). Go all the way down it to the last level before the bottom (guarded by a Frog) and exit to the left.

Move left until you reach the Swinging Vines. Swing all the way across and climb the ladder you get to. This next area is pretty straight forward. Keep working your way up (going through 2 Rock Walls on your way) until you get to the top (you will see the opening in the pool that you dropped out of earlier).

When you get to this point, move on to the right and jump over the series of platforms with gaps between them. Once safely across climb down the ladder to the Rock Wall with the Heart in it. Open it then jump around in the middle of

the area to uncover a DIAMOND BALL.

Climb the ladder to the right and continue to the right, avoiding the Easter Island Head like you did in the 1st Quest. Once safely past it, move on down the ladder to collect the RAJ DIAMOND.

Take the elevator all the way down as far as you can go before hitting the Spike pit at the bottom, and jump off to the left.

Work your way to the left, past falling platforms, Lava Pits and the 2nd Easter Island Head. Once you get past the Head, climb all the way up the ladder to the Red Balloon.

[NOTE: In the 1st Quest you found the KEY TO FREE QUICKCLAW in the area right after the Head, but it is in a different place this time around.]

Jump up to hitch a short ride on the Balloon. Float immediately left up to a ladder (attached to a platform near lava) and grab on to it. Climb up it and ride the platform over the lava to another ladder.

Hop over the Spikes and climb the ladder. Jump over the gaps to your left and climb the ladder. Instead of moving to the right, take 2 steps to the left so you are standing against the wall and jump straight up to reveal a SPADE BALL. Grab it and go to the right to a ladder.

Climb it and jump over a Spider to your left to another ladder. Move right and climb the ladder up to another Lava Pit. Cross it and continue up about 4 more ladders until you are on a level with a small Spike pit with a ladder up above it. Stand on the small ledge to the right of the spikes. Now jump over the spikes, but make sure to hold the jump button down all the way so you jump high into the space above the spikes. If you did this correctly, you just uncovered the elusive KEY TO FREE QUICKCLAW (it took me months to find that damned thing!!).

Now that you have the KEY, work your way all the way back down to the ladder where you got off of the Red Balloon (with the Lava Pit next to it). Climb down the ladder and head left, over the platforms to the Swinging Vines. Swing across the vines over to the other side. Instead of leading you through this area step by step again (like in the 1st Quest), you can either follow the steps I described in the 1st Quest up to the Vulture Warp, or simply work your way up about 11 levels until you get to the Vulture Warp. Jump into the Vulture to warp to the area with QUICKCLAW and the MEDECINE.

In the Warp Zone, go all the way right until you hit the dead end wall. Go down the ladder on the screen, all the way down to the very bottom of the level. Now go straight all the way to the left to find QUICKCLAW.

After rescuing him, climb up the ladder next to where he was. After you climb it notice the Gold Bars up and to the left of you. You want to go there. Move left, climb the ladder up 1 level, and jump right, over to the Gold. Now stand about 4 spaces from the wall and jump around to uncover the MEDECINE.

From here, move left to the Swinging Vines, but don't cross them. Fall down 1 level and continue working your way left, past the water, until you reach a ladder. Climb down it and jump over to the left where the Gold is. Now jump up into the hidden exit to escape from this area.

Continue right until you get to a couple ladders on top of each other. Climb them and move left to get by the last Easter Island Head. Get past the Head then climb up the long ladder to a Snake. Go right through a Rock Wall, past a

Frog, then up the ladder. Go all the way left and jump up to enter the Dark World.

The rest of the game from this point is exactly like in the 1st Quest. Here's the Cliff's Notes version:

Make your way down to the very bottom of the Dark World.

Go all the way left to a ladder.

Climb it up to the first exit.

Go right past 1 ladder and up the second.

Climb up the ladder into the Dark Lair.

Immediately jump up to the ladder on the left and then up one more very short ladder. Go right over a couple gaps and up a ladder to the area with RHONDA.

Rescue her and head back to where you climbed the ladder into the Dark Lair. Climb down it to the Green Walker and get off to the left. Go past 1 ladder over to the really long ladder and climb it ALL THE WAY up, past quite a few enemies, until you are at the top of the level.

Move right through the Swinging Vines, then move right past 3 sets of Spike Mashers, then fall in a gap. Jump over a Spike pit to the right and jump up into the space to the right of it to exit the Dark World.

Now that you're back in the Caverns, just move all the way right until you are in daylight. Get outside the Caverns and fall 1 level down to the ground. Continue right until the screen starts to flash.

The 2nd Quest is complete.

Now for the bad news. When you finish the 2nd Quest, you get yet another quest. However, the 3rd Quest is simply the 2nd Quest all over again. If you are daring (or bored) enough to finish the 3rd Quest, you get to play the same quest over again. In fact, you will keep playing the same quest over and over.

I've beaten the first 4 Quests and the 5th starts out the same way as the 2nd, 3rd and 4th did.

I am going to assume that this game is like the original Super Mario Brothers, in that when you beat the 1st Quest, you get a 2nd Quest that is like the 1st, but with a few changes and then the 2nd Quest just repeats over and over.

I really wish there was a concrete ending, but I'm afraid there is not.

HOWEVER...

I received an email from Ethan Forsythe (ethane@succubi.org) that said the following:

"...you do get a special bonus if you collect all the gold - at the ending screen it simply adds the words 'Perfect' before 'Congratulations'".

Being skeptical of this, I mentioned it on a message board and Super-friend Skrybe (<http://64.53.95.207/>) dug through the ROM for the game's script and came up with the following message:

"PERFECT CONGRATULATION YOU COMPLETED THE ADVENTURE THE LOST CAVERNS PERFECTLY

PLEASE TRY ANOTHER WORLD"

Soooooo, Mr. Forsythe, you are absolutely correct...sorry if I ever doubted you.

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XII. FREQUENTLY ASKED QUESTIONS
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Most of the following are probably answered somewhere in this Walkthrough, but here are probably the most asked questions on this game:

Q: Does this game end?

A: I'm not sure. After finishing the game, you will automatically start over at the starting point, with the same score, but with none of the items collected from the first time through. I consider this to be the 2nd Quest of the game. The entire layout of the Caverns is the same, however all the items are in different locations. I had once hoped the game would officially end after the 2nd Quest. Just when I was getting my hopes up, I came across "The Game Counsellor's Answerbook for Nintendo Game Players." In the small section on Super Pitfall, the author writes, "We've found at least two more quests. The second quest starts right after you finish the first one, and the third will begin after completion of the second."

[NOTE: I finally finished the 2nd Quest and it did start you over again at the beginning. However, instead of the items being in completely different spots again, they were in the same positions as in the 2nd Quest. Basically, the 2nd Quest will keep repeating for infinity]

Q: The manual mentions getting special congratulations if you collect as many Gold Bars as you can. What happens if you collect them all?

A: I went through the entire game, collecting every Gold Bar I could find. I scoured all the Warp areas and everything. When I finished the game I got the same old crappy ending. I seriously doubt that I missed any of them, as I know the layout inside and out, but perhaps you need to uncover everything, including all the hidden stuff (Bullets, Rings, Crosses, etc.) to get a special ending. Who knows other than the programmer. It's an older game so I doubt it had a special ending for collecting everything.

Q: Who programmed this game?

A: I believe it was a fellow named Steve Bjork. He programmed the CoCo version at least, so I'm assuming he did this version. Steve, if you read this, please email me...we gotta talk :)

Q: Sometimes I will hear a weird sound like I am getting points or something. What is this?

A: I've heard this sound in a couple spots, in particular where you are leaving the Dark World after swinging across those Vines at the top of the level. When you get to the Spike Mashers it will make that sound more than once. It MIGHT mean that a Warp is near, as there is a Warp near this area.

Q: Sometimes it seems impossible to get by those Spike Mashers. What do I do?

A: If it looks like you will not be able to clearly get by them, leave that screen the way you came and return back to the Mashers. They might be easier

to get by.

Q: What do the Cross and Ring do in the Dark World.

A: They give you a lot of points when you find them. Above that, I'm not really sure. Since there are no Gold Bars in the Dark World, perhaps the Cross and Ring were put in the Dark World just for points.

Q: Right before I enter the Dark World warp, some weird ghost thing with horns flies at me. I try to kill it but can't. What the hell is that thing?

A: I called it a Ghoul in my "Enemies & Hazards" section. I think it's the only enemy in the game that cannot be killed (other than the Easter Island Heads). It's guarding the Dark World, so I'm assuming it's the being that kidnapped RHONDA.

Q: I found a SPADE BALL but I already have one. What do I do?

A: Grab it. Even though it will only display 1 of them, it will keep track of how many you have.

Q: How many Warp areas are in this game?

A: I found 4. There's the one that leads to the Dark World. There's one that leads to QUICKCLAW and the FLASK OF MEDECINE. There are a couple more in the middle and middle right area of the Caverns that lead to small areas loaded with Gold Bars. These last 2 aren't significant in beating the game. Three of the warps include jumping into Vultures...you'll know which are warps by shooting them. If the Bullet harmlessly passes through them, you'll know it's a warp.

Q: I went into the Warp Vulture in the middle-left area of the game and found QUICKCLAW but couldn't find the FLASK OF MEDECINE. How do I get back to that area?

A: Once you leave a Warp area that you entered by jumping into a Vulture, the Vulture will not appear again, so get what you need while you are in there and don't leave until you have it.

Q: To the left of the Red Balloon I sometimes see a Blue Balloon appear for a second near the Swinging Vines. How do I get to this?

A: It doesn't really exist. It's just the graphics glitching from too much sprite movement on the screen.

Q: I let the Easter Island Head pass by me once and then it went back from where it came. When I went to follow it, it was blocking my path. How do I get by it?

A: Go back the way you came from about 3 or 4 screens. When you get back it should be gone.

Q: Who made the ASCII art title for this walkthrough?

A: The original ASCII title I made was a bit...well, it was crap. I made a plea on one of the gamefaqs.com messageboards for help on a better title, and after zero responses, I trudged through it and made something that looks somewhat decent :)

Q: The manual mentions finding a Photograph of the Underground Kingdom which contains a launching site that helps you get back to the starting point. I have never come across such a Photograph.

A: I don't believe it exists. You don't really need it anyway, as it is easy to find your way back. Perhaps in the CoCo version there was a photograph.

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XIII. GAME GENIE CODES
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Some people like to cheat when playing video games. If you are one of them, these codes should make things a bit easier for you:

Unlimited lives for 1-player game:
SZKSASVK

Unlimited lives for player one:
SXESTSVK

Unlimited lives for player two:
SXXSZSVK

Both players start with 1 life:
PAVIPALA

Both players start with 6 lives:
TAVIPALA

Both players start with 9 lives:
PAVIPALE

Start with 30 bullets:
LEXKNYZA

Start with 10 bullets:
PEXKNYZA

Unlimited bullets:
AEOYILPA

30 bullets on pick-up:
LENLELZA

10 bullets on pick-up:
PENLELZA

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XIV. ACKNOWLEDGEMENTS
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Activision - For releasing this game on the NES. I don't know what you were thinking, in Pitfall Harry terms, but this game isn't as bad as people think. If you had released a map of the game back in the day this game would have been a little more user-friendly and gotten a little more play.

Steve Bjork - For programming this fine game. Someday he might be waxing nostalgic and find this little walkthrough of mine. If so, PLEEZE email me at alamont1@maine.rr.com so I can ask you about a million questions :)

Pitfall Harry - It takes a brave man to battle snakes, scorpions and eerie looking cavemen. I'd be carrying heat too.

Ethan Forsythe (ethane@succubi.org) - For pointing me in the direction of that Super Pitfall site and for telling me about the Perfect Ending.

Skrybe (<http://64.53.95.207/>) - For digging up the game's script and proving that there is indeed a Perfect Ending.

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XV. MISCELLANEOUS
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Anything that I feel belongs in this guide, but doesn't go in a specific section, will go here, such as...

...SUPER PITFALL 2???

-Believe it or not, there were actually plans to release Super Pitfall 2 in the States. Sometime in October 2000 an eBay seller auctioned off his prototype cartridge of Super Pitfall 2, complete with screen shots (I have the .jpg of the title screen...email me if you want it). The game itself is actually a little known Famicom game called Atlantis No Nazo by Sunsoft (it is available online in ROM format...NO, I will not find it for you). According to the Super Pitfall 2 title screen, Sunsoft released the game in 1986 (in Japan) and sold the rights to Activision for a 1989 release in the States. Obviously the game was never released, which is just as well. It plays like a first generation NES game and if people thought Super Pitfall was a non-traditional Pitfall game, I'd hate to hear what they would have said about the sequel. Unfortunately, the guy who won the auction will probably keep the cart in his closet, never to be seen or played again :(

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<http://www.geocities.co.jp/SiliconValley-Oakland/1690/>
Check out this site and view it through Babelfish
<http://babelfish.altavista.com/> , as it is in Japanese.

This guy has the game completely mapped out as well as a pic of the actual Perfect Ending! Everything is mapped, there are enemy pics...this guy has the game covered. I think the only thing missing is an actual walkthrough, but who needs it if you can just check out where all the hidden items are in the screenshots! Nice work dude!

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XIV. DISCLAIMER
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