

PITFALL

THE LOST EXPEDITION™



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WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

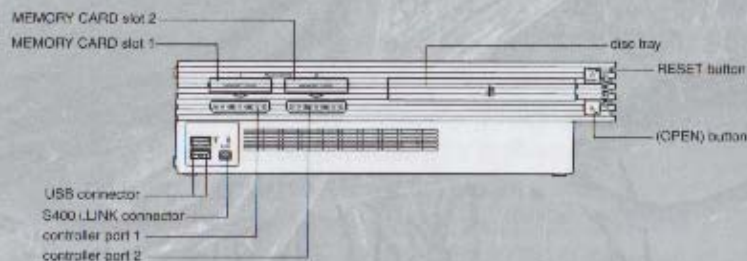
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED



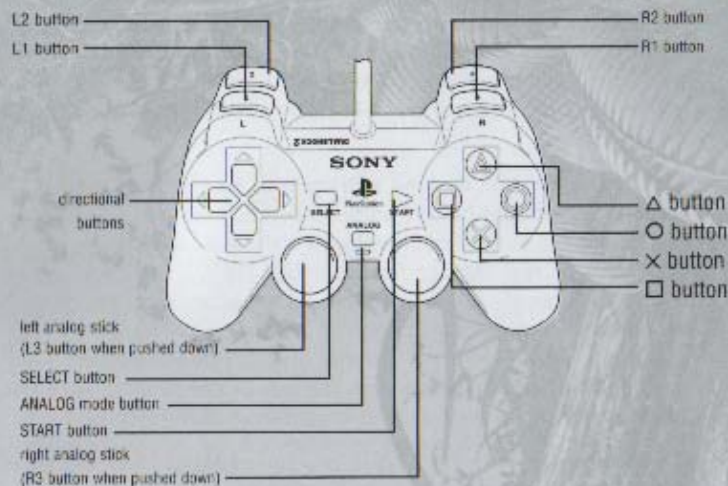
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Pitfall®: The Lost Expedition™* disc on the disc tray with the label pointing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Games with Dolby Pro Logic II

This game is presented in Dolby® Pro Logic® II. Connect your game console to a sound system with Dolby Pro Logic or Dolby Pro Logic II decoding and experience the excitement of surround sound. You may also need to select **Dolby Pro Logic II** from the audio options menu of the game.

STARTING UP

DUALSHOCK®2 analog controller



To select menu options, use the directional buttons to navigate the menu options. Highlight the desired option and press the X button to accept. To select a menu option, follow the on-screen button prompts and press the X button to accept and the Δ button to go back to navigate through the menu options. *Pitfall®: The Lost Expedition™* supports the DUALSHOCK®2 analog controller. When the mode indicator is on, the left analog stick works the same as the directional buttons.

THE JUNGLE CALLS...

Daring and valiant, Pitfall Harry laughs in the face of danger. Whether he's leaping across the backs of vicious crocodiles or evading the sting of deadly scorpions, Harry never turns his back on a perilous quest. How does he manage to keep his clothes so clean and his hair so neat after hours of adventuring? We're not entirely sure. It's something of a mystery. But armed with the necessary gear to survive rugged terrain and the endearing charm that bothers some women, Harry is ready to take on any challenge!

Our story begins on a plane soaring over the dense Peruvian jungle. Our intrepid hero is on an expedition led by Dr. Bernard Bittenbinder, a curious archaeologist with an equally curious band of explorers. Among the ensemble, Harry's keen eye spies the bookish Nicole. Call it fate, or call it the fact she's the only woman onboard, Nicole is only the beginning of Harry's adventure. Never mind the fact that they're flying during a thunderstorm with an inadequate number of parachutes, we'll just assume they get to their destination safely. Right?

What mysteries lie in the jungles and ruins below? How will the natives react to Harry's presence? Will Harry answer the call of destiny? And what do you mean Harry has to spend part of his time catching butterflies? That isn't macho, is it?

BASIC CONTROLS FOR OUR HERO...

- left analog stick** Move around. Push lightly to walk, push all the way to run.
- X button** Jump
Press a second time to perform a double jump
- button** Standard attack
- Tap Δ button** Snap camera to Harry's back
- Hold Δ button** Look around mode
(Tip: Sometimes you'll need to look around for a clue!)
- O button** Sneak
*(Tips: Some enemies can be avoided by sneaking past them!
Sneak also allows Harry to balance on tree branches and ledges.)*
- R1 button** Crouch
- R1 button + left analog stick** Roll
Allows Harry to get through even the lowest underpass.
It's also great for showing off at parties!
- X button + □ button** Spin kick
- R1 button + □ button** Sweep kick
- right analog stick** Reach out to activate
(with nothing equipped) levers or grab items
- L2/R2 buttons** Control the camera view
- START button** Pause/Harry's Heroic Handbook
Access the Options menu, your inventory and much more!

HARRY'S GEAR

Throughout his adventure, Harry will find various items that will prove useful in his quest. Unless, of course, he uses an item in the wrong situation. But that's beside the point.



directional buttons (hold) Assign an item to the directional button

After you press and hold a directional button, a sub-menu with all of Harry's gear will be displayed. Highlight an item for Harry to use, and push the X button to select it. That item will be assigned to the directional button that was held down.

directional buttons (tap) Equip/Unequip an assigned item for Harry to use

Even when an item is in Harry's hands, he can automatically switch to another item by pressing any of the other three directional buttons.

right analog stick Direct control over Harry's gear
When Harry needs the right tool for the job, he'll have direct control over what he's holding! For some of the items, you'll need to use the left analog stick as well.

Sling

left analog stick Move the aiming reticule

↓/↑ on right analog stick Reload/Fire shot

L2 button (while aiming) Evasive dodge left

R2 button (while aiming) Evasive dodge right

TNT

left analog stick Move the aiming reticule
(with the right analog stick held down)

Hold ↓ then push ↑ on right analog stick
. Aiming toss
(aim with the left analog stick)

↑ on right analog stick (tap)
. Fling TNT (Harry will toss the
TNT in the direction he's facing)

L2 button (while aiming) Evasive dodge left

R2 button (while aiming) Evasive dodge right

Canteen

↑ on right analog stick (hold) Drink from canteen
(replenishes health)

↓ on right analog stick (hold)
. Fills canteen with water
(when in a healing fountain)

Torch

right analog stick Moves torch around in any direction

Shield

- ↑ **on right analog stick** Harry raises the shield over his head (protects from overhead attacks)
- **button** Charge attack with the shield

Pickaxes

• Climbing

- left/right analog stick** Climb with the pickaxes (when on icy walls & crystal walls)
Works going up, down, left or right

When climbing with the pickaxes, use both the left and right analog sticks in succession.

• Spin Attack

- 360° on right analog stick** Spin attack (when on the ground)
Spin attack for 5 to 6 seconds until dizzy

Raft

- left analog stick** Paddle with the left hand
- right analog stick** Paddle with the right hand
- ↑ **on left analog stick + ↑ on right analog stick** Paddle forward
- ↓ **on left analog stick + ↓ on right analog stick** Paddle backward

Paddling with one hand will rotate your raft. Experiment with the left analog stick/right analog stick in combination. You'll get the hang of it.

Gas Mask

- ↑ **on right analog stick** Harry protects face from poisonous dangers

HARRY'S HEROIC ACTIONS

As Harry continues his journey, he'll unlock new moves that'll make predators tremble in fear. That, or snarl in irritation. It all depends. Once accessed, Heroic Actions are often the key to exploring new paths on your quest. Keep your eyes open for them!



- **button + X button** Rising Strike
(An upward attack that'll save Harry when he's backed into a corner)
- X, X **button + □ button** Smash Strike
(while in the air)
(A downward attack that'll squash even the biggest bug)
- L1 **button** Heroic Dash
(A speed boost that allows Harry to zip past danger and prevents him from getting a hotfoot.)

And these are only a few of the many Heroic Actions to unlock. You didn't think we would reveal ALL of them, did you? You have to work to earn these moves! Once unlocked, you can review how to perform each action by pressing the **START** button to access Harry's Heroic Handbook.

VINE SWINGING

The art of vine swinging is not something that comes automatically. It's all about control. If you're having difficulty clearing an obstacle, try climbing up and down the vine. The distance Harry covers on the vine will change!

L2/R2 buttonsChanges the direction Harry faces while on the vine.

↑/↓ on left analog stickIncreases/decreases Harry's momentum as he swings on the vine. (Timing is important!)

←/→ on left analog stickSimilar to the L2/R2 buttons and changes the direction of Harry's momentum

↑/↓ on right analog stick . . .Harry will climb up or down on the vine and stop his swinging momentum



MAIN MENU

New Game – Select **New Game** to start a new game from the beginning of the adventure.

Load Game – Select **Load Game** to load a saved game and restart from where you left off.

Options – Select **Options** to access the Options menu where you can view and change your game settings.



OPTIONS

For all options, navigate with the directional buttons. These options are the same as those accessed by the Pause menu.

Hints

Press ← or → on the directional buttons to change to either visible or hidden hints. Note that the game will no longer give you hints on even basic controls if you choose hidden hints. If your friends are calling you names because you're using the hints, they're lying because they're using the hints too.

HUD

Press ← or → on the directional buttons to change the HUD to either visible or hidden. With the HUD hidden, the game will no longer show your health or your inventory onscreen. However, health and inventory pop up momentarily if Harry takes damage or accesses any of his gear.

Controls

By selecting Controls with the X button, a sub-menu will appear showing you the various controls.

Remap

You can change the controller configuration by using ↑ and ↓ on the directional buttons to navigate. Press the X button, then ← or → on the directional buttons to change the assigned action.

Vibration

Press ← or → on the directional buttons to change Controller vibration to either On or Off.

Look Mode

Press ← or → on the directional buttons to change to either of the following states:

- Normal – During gameplay, ↑ on the **left analog stick** makes Harry look up. ↓ on the **left analog stick** makes Harry look down.
- Inverted – During gameplay, ↑ on the **left analog stick** makes Harry look down. ↓ on the **left analog stick** makes Harry look up.

Vine Back Swing

Press ← or → on the directional buttons to change to either of the following states:

- Off – The ← and → directional buttons affect Harry's momentum while he's swinging forward.
- Basic – The ← and → directional buttons affect Harry's momentum while he's swinging forward AND backward. He will continue to aim in one specific direction. (If you're holding → on the directional buttons, Harry will continue to aim toward the right.)

- Full – The ← and → directional buttons affect Harry's momentum while he's swinging forward AND backward. His aiming will reverse while he's swinging backward. (If you're holding → on the directional buttons, Harry will aim toward the right while swinging forward. Harry will aim toward the left while swinging backward.)

Audio

Effects Volume

Press ← or → on the directional buttons to change the volume of sound effects. This includes the melodic sounds of the Howler Monkey you're so fond of.

Music Volume

Press ← or → on the directional buttons to change the volume of the background music.

Sound Mode

Press ← or → on the directional buttons to change between Mono, Stereo and Dolby Pro Logic II modes.

Undo Changes

By selecting **Undo Changes** with the X button, you will undo changes currently made.

Default Values

By selecting **Default Values** with the X button, you return all changes to their default state.

PAUSE MENU (HARRY'S HEROIC HANDBOOK)

Map

This isn't some safari ride at an amusement park. It's a big jungle out there, and Harry could use a little guidance every now and then. Luckily, his map is always available in his trusty handbook!



On the map, Harry's handsome mug marks your current location. A large red "X" marks your next destination. When you press the X button from the main map, you'll zoom into 1 of the 4 regions. Use the directional buttons to navigate around the levels, and the X button to see level details. The □ button displays the legend, if you need it. The Δ button takes you back to the previous menu.

During the course of the game, Harry can purchase pieces of the map (see the Shaman section on page 17) which reveal even more vital information. Harry may need to backtrack every now and then, and it'll be good to know if he missed anything in previous levels.



Notes

Displaying his skill with the pen as well as the slingshot, Harry records key events and items. Anything from his next objective to information on how to beat those evil penguins is available in this section of the handbook.

Journal

Want more info on what to do next? Miss out on crucial information? That was just an accident, right? In any case, refer to the journal. There just might be some clues that'll help you out. Harry's entries describe all the various characters and encounters he's come across.

Inventory

Want to know more about the arsenal Harry is carrying in that backpack of his? Simply highlight the item using the directional buttons and select it with the X button. A detailed description will show you how to properly use the item. It's just like any list of instructions on how to use an item you're unfamiliar with. I think it's called a manual. Hmm...

Bestiary

As Harry encounters different animal enemies, a new entry in his Bestiary will appear. The various denizens of the jungle, caverns and icy regions are all unique. Some will make you laugh, and some will make you cry. Some are just completely misunderstood. But that doesn't mean Harry has the time to stop and sympathize. He has business to take care of, and information about his opponents may shed some light on how to defeat them.

Native Games

Sorry, you'll have to find out for yourself what these are.

Hints

Because we understand that it's a hassle to log on to the Internet to find out how to beat that boss battle (you cheater), some hints are provided to guide you through. And best of all, they were already presented to you during the course of the game! You can tell all your friends that you got Harry far into the game without any help!

Shaman Shop

Here, you can view the various items Harry has or has not purchased. The number of idols Harry has uncovered is also listed on this page. (See the Shaman section on page 17.)

Heroic Handbook

Forgot how to do the Rising Strike? Does the complexity of how to perform the Heroic Dash technique elude you? Simply highlight the Heroic Action you've already learned with the directional buttons. Push the X button to select the move, and a brief review will appear. A description of the move along with the proper button sequence is provided for you.

Save

At any time during gameplay, the Save option is available to Harry. Use it wisely, adventurer. You can save in any of the 4 save spots available. The X button selects the save spot and confirms your save. You can overwrite any previous saves, so make absolutely sure you're OK with deleting them forever in the sands of time. The Δ button cancels out to the Main menu.

Note: Your game progress will only be saved as it was when you entered the current level.

THE SHAMAN WHO DOESN'T COME CHEAP, AND THE IDOLS THAT PAY HIM

During the game, Harry will undoubtedly catch the shimmer of the Mystic Idols scattered throughout the map. Use the right analog stick (with nothing equipped) to grab the idols whenever you see them. Some are easier to see than others. Certain idols take a little extra work to find.



Ultimately, Harry will need Mystic Idols to barter with the Shaman. This mystic native can be found meditating in various places. The wise and all-knowing Shaman holds the key to Harry's future. Well, sort of. He can teach Harry Heroic Actions, provide new pieces of the map or help Harry out with health. All in exchange for the idols Harry finds.

When you meet with the Shaman, a list of what you can buy will pop up. Any item or move you have already purchased will be grayed out. The price for each item or move is listed on the far right of the menu. Use the directional buttons to navigate and the X button to select your order. The START button will exit out of this menu.



OH THE PLACES HARRY WILL GO...

Heart of the Jungle

Right from the beginning, Harry has to deal with living pits, crocodiles, the irritating scream of howler monkeys and more. Get used to the technique of vine swinging, because there are vines just about everywhere. You're going to run into very interesting characters along the way. Don't be discouraged if there's an area you can't get to right away. You'll gain the necessary abilities soon enough.



Native Territory

It's more jungle for Harry! But this time around, Harry can find a native village. Will they be friend or foe? Well, for one thing, it doesn't look like they'll even let you in! And who are these guys throwing TNT at you? The mystery of the ruins begins to deepen...



Lost Caverns

You'll need a way to travel safely on water to get through! Looks like there are traps all over the place, and someone in the dark depths of the caverns knows you're coming. You'll need all your wits to survive. Beware! The eyes are always watching...



Snowy Mountain

Hope you're properly equipped at this point. Not just for the terrain, but for the residents of this icy region! Looks like your enemies here are picking more than the average snowball fight! There's more than one way to travel, just remember not to look down!



Ruins

There are ancient ruins spread all over the map. Rest assured, they're all lined with traps. One ruin in particular holds the most prized of treasures...



JUNGLE INHABITANTS

Howler Monkeys

If you see just one of these guys, no problem. Consider it a walking punching bag. But if you see a dozen howler monkeys getting their beauty sleep, you better figure out a way not to wake them up!



Crocodiles

Harry's an expert at dealing with crocodiles. They even serve a useful purpose, just so long as you don't aggravate them too badly. All is not lost, even when you're caught in croc jaws...



Natives

Harry can't seem to communicate that he means no harm. Can't say we blame the natives; they think you purposely caused the big explosion from the sky to fall right into their backyard! For the sake of self-defense, you'll have to knock the natives out unless you want to be pelted by coconuts. Be prepared, though. Some natives have trained to survive in different terrain.



Scorpions

They may seem like pushovers at first, but it turns out you can't keep these stingers down for long. If you run into several, you may just want to get out of that location. Don't worry, you'll find a way to deal with them properly down the road.



Mercenaries

Looks like your expedition team wasn't the only group of foreigners to land in these parts. You'll need to move fast to take these guys on. They have training behind their moves. Harry will be OK, just so long as he can get himself close enough to strike.



Bats

A big nuisance that just won't leave our hero alone. But Harry can find a way to keep them at bay. They prefer the solitude of the darkness anyway.



Eels

Be careful, Harry. You may have vanquished everything on land so far, but electric eels rule the water grottos. Do everything you can to avoid them. Sorry to say it, but you'll be forced to maneuver through swarms of eels while underwater. You didn't think we'd make it easy on you, did you?



Porcupines

According to nature programs, porcupines are slow moving creatures that only go on the defense when in danger. Not THESE porcupines, though. They have a big attitude problem. If you startle them, they'll shoot deadly quills at you. If you walk slowly toward them, they'll shoot deadly quills at you. If you stomp around and cluck like a chicken—they'll still shoot deadly quills at you. Don't worry. Sometimes they won't be shooting quills at you. Sometimes they roll into a spiny ball and charge you.



And that's only a few of the enemies you'll encounter out in the wild, Harry. See, while some people boast that the jungle teems with life—it's something you'll be muttering bitterly as you encounter constant danger.

HARRY'S FRIENDS

Bernard Bittenbinder

Bernard Bittenbinder is a long time archaeologist with extensive field experience but limited fame. After formal training, Bittenbinder has spent most of his time in the field as the trusted assistant of Kevin McCallister. Harry admires Bittenbinder, but has the feeling he isn't telling everything there is to know...



Nicole

Beautiful and reserved, Nicole is something of a bookworm. She has limited practical knowledge of the world outside of her academic studies. Interest in the natural world has been the driving force in her life. She can quote chapter and verse on various flora and fauna even though she has never actually seen them in the flesh. Will she treat Harry like a thorn in her side or will she accept his help? It all depends on Harry's conduct. I'm sure he won't let us down.



Leech

Leech is more than an inventor, he's one of the great scientific minds of his age. However, his jovial, capricious nature makes most people think he's just a goofy, nerdy tinkerer. Harry is more than willing to help Leech out of trouble, even though he has no idea what Leech is saying half the time.



Mole

Mole is an ex-military commando who was drummed out of the service for his "over-zealousness" with explosives. He comes off as a very tough, rugged jarhead but really he's more like a kid with a firecracker. He just likes the bang and the flash. Harry is okay with receiving help from Mole...as long as Harry can stay a good distance away.



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HARRY'S FOES

St. Claire

Jonathan St. Claire is a rough and tumble French mercenary who makes a living selling precious archaeological artifacts to the highest bidder. Having grown up on the streets of Paris, St. Claire learned to be ruthless while at the same time maintaining an air of charm. Basically he could steal your wallet while making you believe he's your best friend. There is no love lost between St. Claire and Harry. These rivals have tussled more than once all over the globe.



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TIPS

- Save, save, save! Whenever you begin a new level, be sure to save the game in the Pause menu.
- Whenever you learn a new Heroic Action or receive a new item, keep your eyes open! They might help you find or open new passages!
- While most enemies can be vanquished, there are very few that cannot. If they tower over Harry or are considerably larger, it may be best to stay away completely.
- Remember, when you have the sling or TNT equipped, Harry has an evasive dodge maneuver in the event the enemies fight back!
- Fill up the canteen whenever you run into a healing fountain. Don't waste water!
- When in doubt, consult Harry's Heroic Handbook. Journal entries, hints and tool descriptions can answer the most perplexing of problems.
- Eat your vegetables. Harry eats his vegetables.

CREDITS

EDGE OF REALITY

CEO/ Technical Director

Rob Cohen

Vice President

Mike Panoff

President

Binu Philip

Art Director

Alan Johnson

Creative Director

Richard Ham

Project Manager

Mike Bispeck

Associate Project Manager

Scott Barnes

Lead Programmer

Mike Panoff

Programmers

Michael Agustin

Dave Barrett

Evan Bell

Dave Bellhorn

Lonnie Fink

John Harries

Dan Higdon

Jonathan Hoof

Ben Jackson

Mark Kreidler

Jacob Meakin

Eli Pulsifer

Rich Santiano

Thomas Steinke

Lead Designer

Richard Ham

Designers

Jonathan Delange

Justin Leingang

Quentin Ramsey

Joe Shely

Lead Scripter

Bill Campbell

Scripters

Johnny Chu

Todd Mosier

Chris Suson

Ike Ton

Shawn Wingler

Lead Artists

Alan Johnson

Jason Moulton

Lead Environment Artist

Tom Papadatos

Lead Character Artist

Joe Lee

Lead Animator

Danny Matson

Artists

Dave Bunn

Kelly Goodine

Paul Haskins

Karl Holbert

Chad Hranchak

Russel Lingo

Jamey Moulton

Derek Robinette

Lacy Sawyer

Mike Sneath

Jake Spence

Brad Taylor

Geoff Taylor

Ryan Tracy

Audio Designer

Stan Neuvo

Additional Sound Design

Will Loconto

Special Thanks

Our families

Don Hobbs

Janice Panoff

Tina Kowalewski

Earl Grogan

Steve Okimoto

Rodney Brunet

Sumeet Jain

Chris Reeves

Rafael Mittlefehldt

Havok

Erich Barnstedt

John Barrett

Andrew Bowell

Graham Fennell

John Fuller

Dave Gargan

Nick Gray

Mitch Morando

Ross O'Dwyer

ACTIVISION

Producer

Brian Pass

Associate Producer

Ben DeGuzman

Production Coordinator

Nick Falzon

Senior Producer

Chris Hewish

VP, North American Studios

Murali Tegulapalle

David Stahl

Exec. VP, Worldwide Studios

Lawrence Goldberg

Production Testers

Ismael Garcia

Mike Marzola

Demo Motion Graphics

Ben Deguzman

Quality Assurance

Project Leads

Nicholas E. Weaver

Omari Valentine

Senior Project Lead

Jason "Dark Fox"

Polter

QA Manager

Joe Favazza

Floor Lead

Brian Morrison

Testers

Charles Moore

Steve Hynding

Hugh Bach

Sal Rangel

Cory Rice

Randy Guillote

Adam Carpenter

David Morris

Elliot Jackson

James Cha

Alex Hirsch

Paul Fortin

Josh Chandler

David Lara

Alberto Aguilar

Ellen Geraghty

Mark Hoffman

Aaron Justman

Sabino Lopez

Robert Munguia

Scott Nakamura

Jimmy Nguyen

Derek Padula

Sal Rangel

Ari Raz

Aldo Sarellano

Nathan Shopay

Leon Torres

Wayne Williams

Paul Williams

Alex Ortiz

Mgr., 3rd Shift Testing

Jason Levine

Mgr., Technical Requirements Group

Marilena Rixford

Lead, Technical Requirements Group

Siñon Rodriguez
y Gibson

Testers, Technical Requirements Group

Aaron Camacho

Robert Lara

Taylor Livingston

Marc Villanueva

Localization Team

Night Shift Mgr.

Adam Hartsfield

Sr. Project Lead

Anthony "Hatch"

Korotko

Floor Lead

Hubert Cheng

Testers

Gavin Locke

Ryan Ramsey

Customer Support

Sr. Manager, Customer Support

Bob McPherson

Phone Support Lead

Gary Bolduc

E-mail Support Lead

Michael Hill

CS / QA**Special Thanks**

Jim Summers
 Jason Wong
 Tim Vanlaw
 Nadine Theuzillot
 Ed Clune
 John Rosser
 Indra Yee
 Marco Scataglini
 Todd Komesu
 Willie Bolton
 Chad Siedhoff
 Jennifer Vitiello
 Nick Favazza
 Mike Rixford
 Tyler Rivers
 Robert A. Weaver
 George Thalwitzer
 Michelle Marshall
 Nicole Brodahl
 Billy Whaley
 Charis Patton
 Sean Foreman
 Molly Krantz
 Kathy Klaas
 Travis Klaas

Marketing**Global Brand Manager**

Jenny Stornetta

Associate Brand Manager

Jennifer Daniels

Director, Global Brand Mgmt.

Rachel Silverstein

VP, Global Brand Mgmt.

Lisa Gaudio

Exec. VP, Global Publishing and Brand Mgmt.

Kathy Vrabeck

Marketing Coordinator

Jeremy Grapner

Director, Market Research

Chris Langlois

Public Relations**Publicist**

Asif Husain

Manager, Corporate Communications

Ryh-Ming Poon

VP, Public Relations

Maryanne Lataif

Creative Services**VP, Creative Services and Operations**

Denise Walsh

Marketing Creative Director

Matthew Stainner

Creative Services Manager

Jill Barry

Creative Services Assistant Manager

Shelby Yates

Legal**Director, Business and Legal Affairs**

Greg Deutsch

Paralegal

David Kay

Legal Administrative Assistant

Danielle Kim

Activision Special Thanks

Haley Falzon
 PCB Productions/
 Keith Arem
 Forward Never
 Straight/
 Chris Hepburn
 Kenny Ramirez
 Shawn Capistrano
 Ken Fox
 Bill Anker
 Ryan Rucinski
 Andre Kinniebrew
 Steve Rosenthal
 Joe Shackelford
 Blaine Christine
 Chris Archer
 Marc Turndorf
 Gene Bahng
 Brian Clarke
 Todd Q. Jefferson
 Peter Muravez
 Juan Valdes
 Secret Weapon
 Marketing
 Ron Gould
 Brent Boylen
 Neven Dravinski

Matt Powers
 Jay Gordon
 Jeff Poffenberger
 Robert Berger
 Kelly Byrd
 Melissa Webster
 Lolie Fisher
 Casey Keefe
 Tamsin Lucas
 Margarita Umil
 MJ Miranda
 Ryan Pass
 Taylor Pass
 Marla Bohana
 Michelle Corrigan

PACKAGING AND MANUAL DESIGN
Ignited Minds, LLC**CINEMATICS**

Brainzoo Studios

Creative Director

Ali Davoudian

Animation Director

Mohammed
 Davoudian

Producer

Joseph McGuffin

Animation Artists

Peter Hixon
 Josh Book
 Dave Bondi
 Mark Levin
 Neil Richmond
 Chris Neuhahn
 Samantha Fried
 Hyon Kim
 Daniel Herrera
 David Hickey

ORIGINAL PITFALL EMULATION

Contraband
 Entertainment

Emulator

"Burger" Bill
 Heineman

Additional Code

Chris "Mainecoon"
 Jacobson

Special Thanks

Bradford Matt

SCRIPT**Written By**

David Freeman

Story by

Richard Ham
 David Freeman
 Brian Pass
 Chris Hewish

MUSIC

KMM Productions
 Kevin Manthei,
kmmproductions.com

Additional Music

Kevin Riepl,
kmmproductions.com

VOICEOVER PRODUCTION

Voice Talent

Steven Jay Blum Harry
Rino Romano Quickclaw, Guard #1
Jessica Bogart Nicole
Cree Summer-Franck Micay
David Kaye St. Claire, Graham
Michael Beattie Leech, Pusca, Explorer
Phil Hayes Bittenbinder, Chief
Pete Sepenuk Mole, Guard #2

WOMB MUSIC

Casting and Voice Direction

Margaret Tang

Voice Recording/Engineering/Editing

Rik W. Schaffer

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HAVOK

Middleware Physics system provided by Havok.com.
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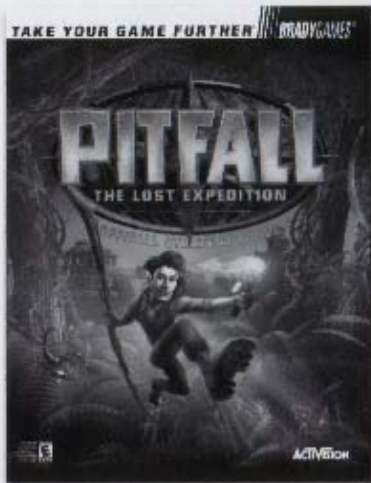
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