

**KLASSIKER
SPIELEGESCHICHTE**

12 PITFALL II

15. JULI 2010



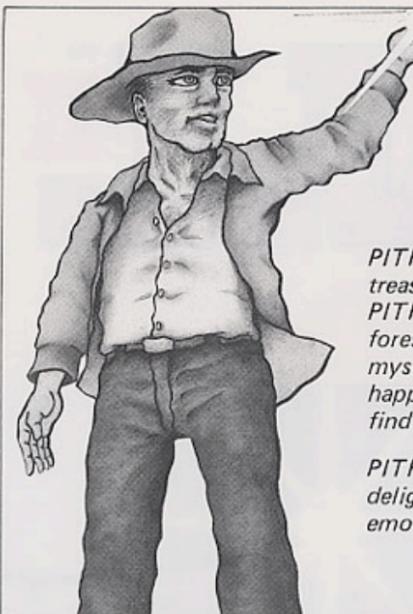
Vorgeschichte



PITFALL II™

The Lost Caverns

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PITFALL II™

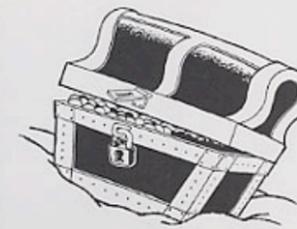
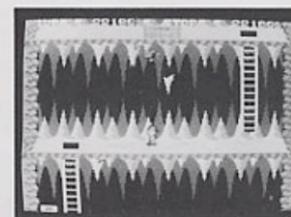
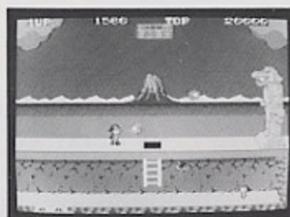
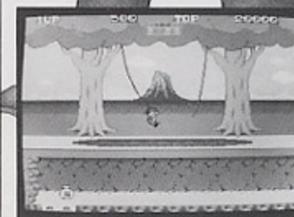
The Lost Caverns

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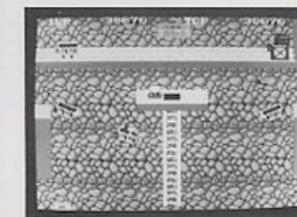
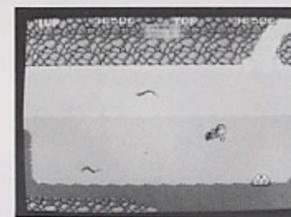
PITFALL HARRY has now started his adventurous search to locate the treasures secretly hidden in the ancient caverns!

PITFALL HARRY proceeds forward, going over grassland and through the forest while overcoming various crises - - - - but once stepping into the mysterious underground caverns, he finds an intricate maze in which wondrous happenings and all kinds of dangers await him can he ever successfully find the treasures?

PITFALL II—THE LOST CAVERNS is a thrill-packed, suspenseful and very delightful adventure game which requires the interplay of both logic and emotion, to aid you in successfully solving the riddles of the maze.

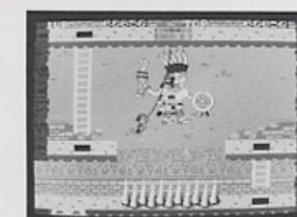


PITFALL II—THE LOST CAVERNS and its predecessor, PITFALL, as home computer game software, were very popular and successful games worldwide, including in particular, the U.S.A. and Europe. For this coin-op version, numerous innovations have been incorporated, resulting in an arcade piece which contains many new additional features.



HOW-TO-PLAY

- Locate the 3 treasures secretly hidden in the underground caverns by skillfully maneuvering PITFALL HARRY.
- Push the button to make PITFALL HARRY jump.
- When no more allotted time remains you lose one PITFALL HARRY. When picking up the BONUS treasures you earn points and additional play time.
- When capturing a key, a hole opens which allows you to proceed to the following cavern, with the remaining time converted and awarded as BONUS points.
- Adjustment to CONTINUE PLAY can be made by a DIP SWITCH change.



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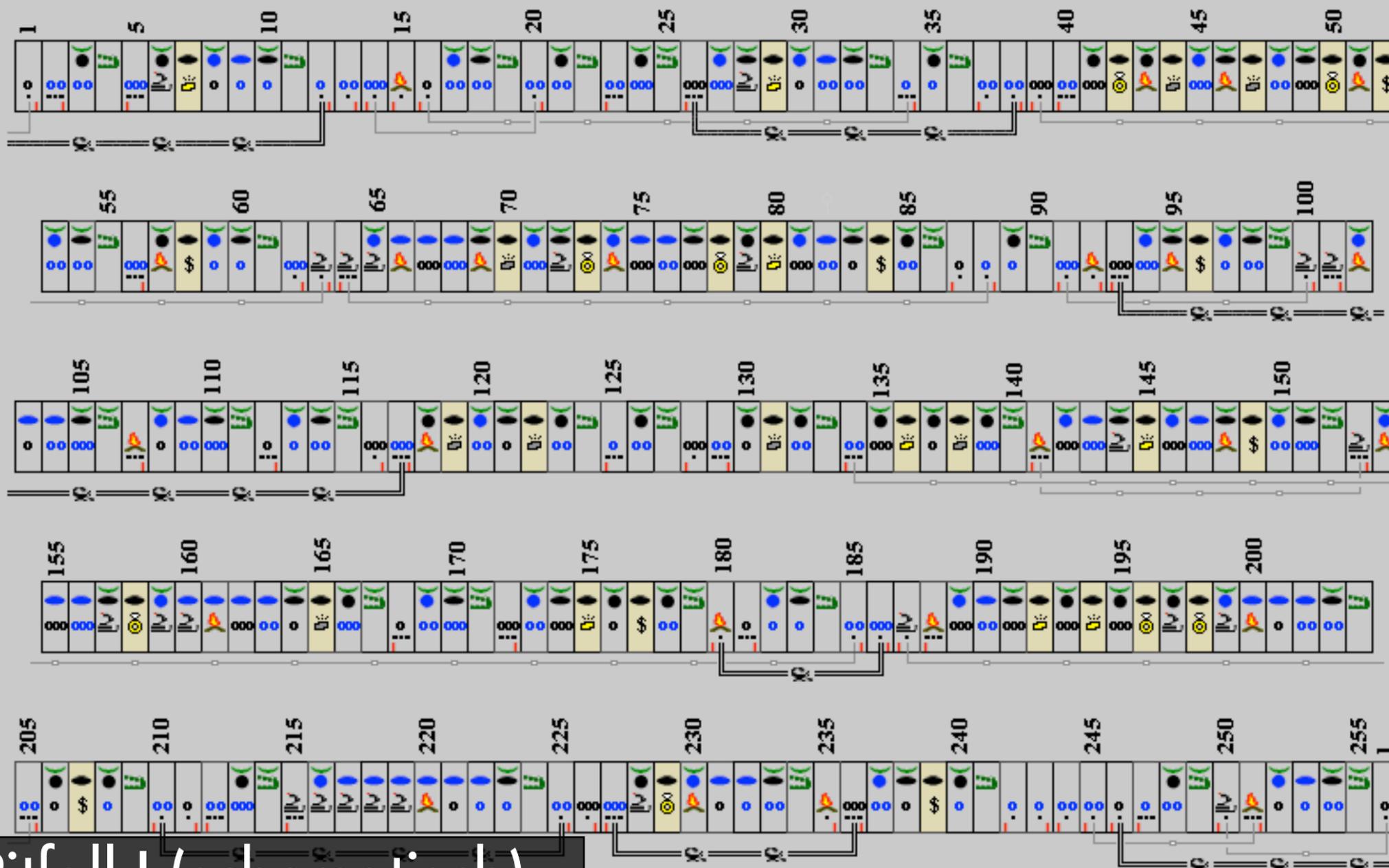
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Spielmechanismen



Game Map to
ACTIVISION®
PITFALL!™



Karte von Pitfall I (schematisch)

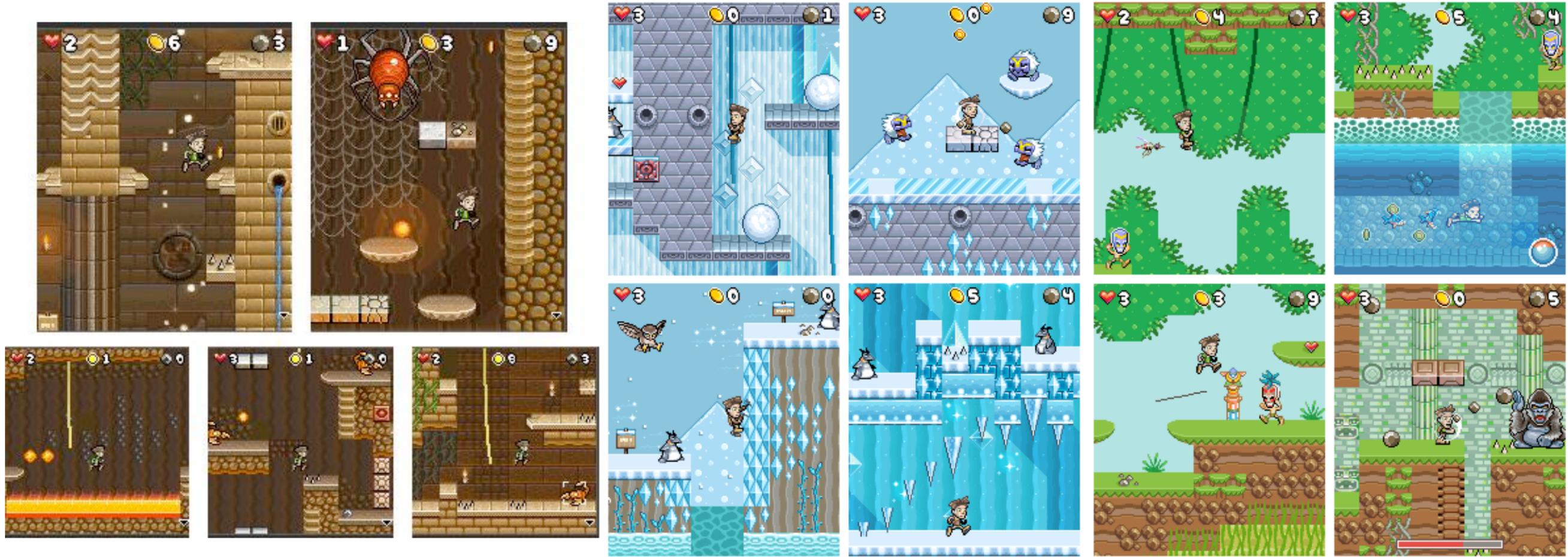
- | | | | | |
|-----------------------|---------------|--------------|---------------------|-------------------|
| ● tar pit | 🐊 crocodiles | 🔥 fire | • 1 hole in ground | 💰 money, 2000 pts |
| ● tar pit, shifting | 🌿 vine | 🐍 snake | ⋮ 3 holes in ground | 👑 ring, 5000 pts |
| ● quicksand | 📦 log | 🦂 scorpion | == tunnel, optimal | |
| ● quicksand, shifting | 🌀 rolling log | 🧱 brick wall | -○- tunnel, other | |



Karte von Pitfall II (Spielgrafik)

Made by Ausias
HallerCa, 2002

Genealogie



Pitfall Caves, Glacier, Jungle

Aufgliederung der Szenarien aus Pitfall: The Lost Expedition auf drei formal weitgehend generische Handy-Spiele.



Jungle King (1982)



Jungle Hunt (1982)



Pirate Pete (1982)

Variationen des Pitfall-‘Vorgängers’ Jungle King

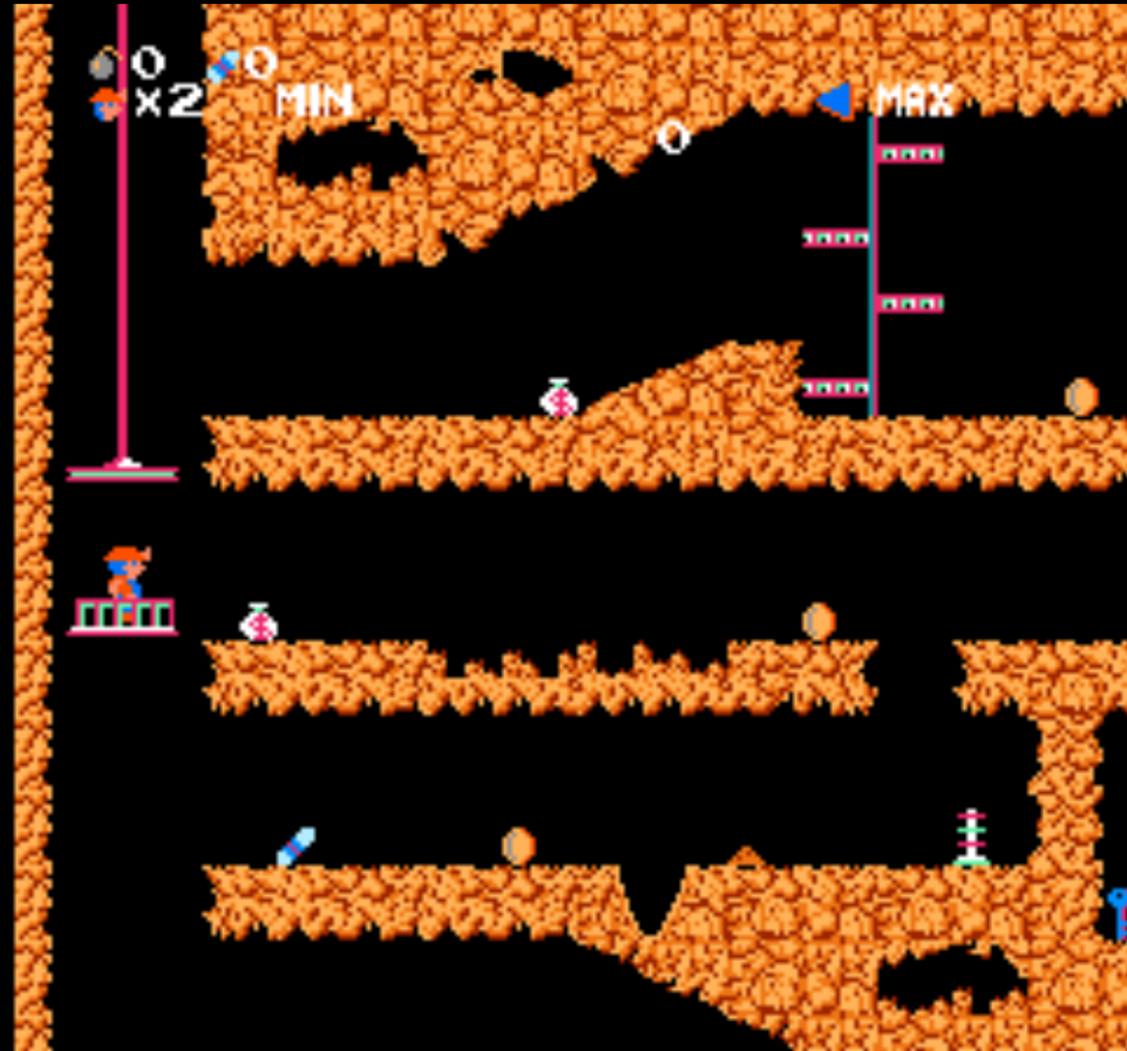
Jungle King wurde zunächst aufgrund der Ähnlichkeit zu der Tarzan-Figur zu einem Forscher (Jungle Hunt) umgewandelt, das Spiel später mit angepassten Grafiken als Pirate Pete wiederverwendet.



Indiana Jones' Greatest Adventures (1994)

The Cliffhanger (1990)

Der Forschertopos in Spielen der 1990er Jahre



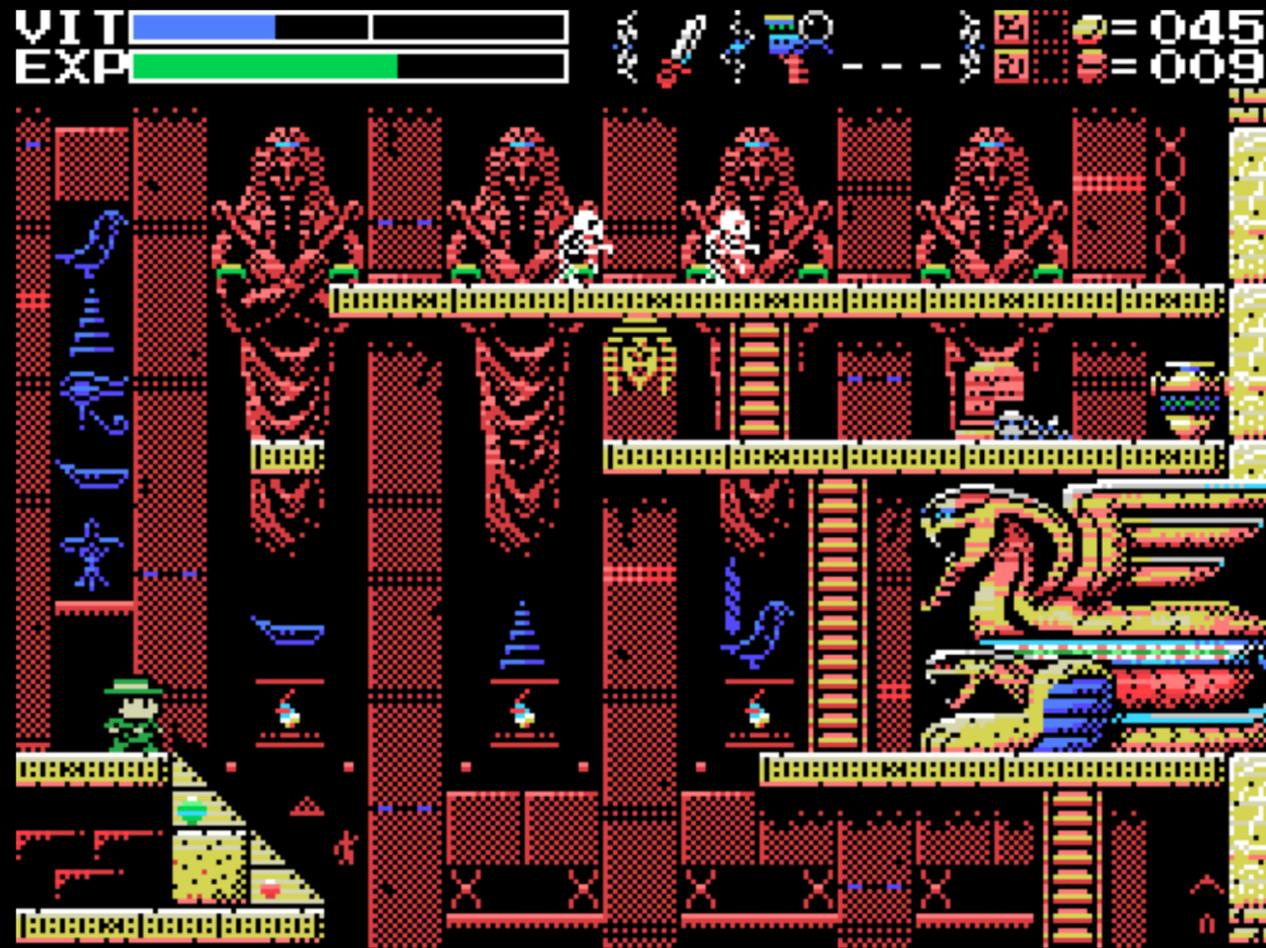
Spelunker (1985)

Umgebungsrätsel und 'backtracking', d.h. das erneute Aufsuchen bereits absolvierter Abschnitte.



Wonderboy III: Monster Lair (1988)

Kombination aus Plattformspiel und Horizontalscroller mit automatischem Scrolling und Projektilangriffen.



La Mulana (2005)



Spelunky (2008)

Aspekte von Pitfall in populären Independent-Spielen

Intermedialität

