



# PITFALL

THE MAYAN ADVENTURE

The background is a dark, textured scene. On the left, a glowing archway is set into a stone wall. To the right, a large stone face is carved into the wall, with a keyhole for an eye. The overall lighting is dim, with the archway providing a primary light source.

# PRODUCERS

NATHALIE DESCHATRES

JOHN SPINALE



**PROGRAMMED BY**

**GEORGE ALLAN**



**LEAD DESIGNER**

**JOHN SPINALE**



**LEVEL  
DESIGN**

**SCOTT KRAGER**



DAVID PAVONI

JOHN SPINALE



**ADDITIONAL DESIGN**

**NATHALIE DESCHATRES**



**TIN GUERRERO**

**SEAN VESCE**





**ASSOCIATE  
PRODUCER**

**KELLY W ROGERS**



**PRODUCTION  
ASSISTANT**

**SEAN VESCE**

# BACKGROUND ART



LIN SHEN

TIM MAY



**ADDITIONAL  
TILE ART**

**SCOTT KRAGER**



# ANIMATION AND RENDERING

DANNY MATSON



**ADDITIONAL  
RENDERING**

**EVELYN HOM**



KARA BLOHM

# ART PROCESSING



THOMAS LAMB

CHRISTOPHER SMITH





**QUALITY  
ASSURANCE  
DIRECTOR**

**JON DOELLSTEDT**

A stone archway in a jungle setting. To the right of the arch is a large stone face with a mustache and a circular emblem below it. A sign with the text 'LEAD TESTER' is mounted above the arch. The scene is lit from the left, casting a shadow on the ground.

**LEAD TESTER**

**TIN GUERRERO**



**GAME TESTERS**

**CHUCK BONINI**



**BRIAN CLARKE**

**MICHAEL DUNN**

**ANDREW HELD**



**ABE HEWARD**

**DAN KAMINS**

**SEIKEN NAKAMA**



**MATT PEKAREK**

**CHRIS PIKE**

**KENNY RAMIREZ**



MIKE SCHNEIDER

CHRISTOPHER SMITH

DUSTIN SORENSON



RAWSON LAW STOVALL





**ADDITIONAL  
TESTING BY**

**LOBOTOMY SOFTWARE INC**


**GAMETEST**

# DEVELOPMENT TOOLS



GEORGE ALLAN

DAN CHANG



BACKGROUND  
CONVERSION BY  
CYGNUS  
MULTIMEDIA



LES PARDEW

RUTH STAHNKE

SHARON CUNNINGHAM

The background is a dark, textured scene of an ancient stone structure. On the right, a large, weathered stone face is carved into the wall, looking forward with a stern expression. Below the face is a circular, ornate stone emblem. To the left, a glowing, arched doorway or niche is visible, casting a warm light. The overall color palette is dominated by dark blues, greys, and a touch of red, with the glowing doorway providing a focal point of light. The text is overlaid in a white, pixelated font.

**ROBERT SWINDLEHURST**

**WINTER JENSEN**



**COLOR  
COORDINATION**

**LIN SHEN**



ORIGINAL  
ANIMATION  
BY  
KROYER FILMS

A stone archway in a jungle setting. The archway is made of large, rectangular stones and is illuminated from the left, casting a shadow on the ground. To the right of the archway is a large, carved stone head sculpture of a man with a stern expression, wearing a headdress and holding a staff. The background is a dark, textured wall with faint, larger-scale carvings of faces. The overall scene is dimly lit, with a strong light source from the left creating a dramatic effect.

**DIRECTOR**

**BILL KROYER**





**SUPERVISING  
ART DIRECTOR**

**SUE KROYER**



**ANIMATORS**

**JOE MCDONOUGH**



CHARLES HARVEY

JAUQUELINE CORLEY

JEFF JOHNSON




**ROGER VIZARD**

**THOMAS DECKER**



**EFFECTS  
ANIMATORS**

**SARI GENNIS**

A dark, atmospheric scene of an ancient stone structure. On the right, a large, weathered stone face is carved into the wall, wearing a crown and holding a circular object. To the left, a glowing archway illuminates a path. The overall tone is mysterious and ancient.

**KATHLEEN QUARFE HODGE**

**BRETT HISEY**



ASSISTANT  
ANIMATORS

JAN NAYLOR



**RICARDO ECHEVARRIA**

**BOB MILLER**





**COLOR STYLIST**

**CHRISTOPHER NAYLOR**

**LESLIE HINTON**

A stone archway in a jungle setting. The archway is made of large, rectangular stone blocks. To the right of the archway is a large, carved stone face of a man with a stern expression, wearing a hat and holding a large, circular object. The background is a dense jungle with green foliage and vines. The text "LAYOUT SUPERVISOR" is carved into the stone blocks of the archway.

LAYOUT  
SUPERVISOR

ANTHONY CHRISTOU



**BACKGROUND  
PAINTER AND  
BOX ILLUSTRATOR**

**NADIA STAROSELSKA**



**CHARACTER  
DESIGNS**

**DAVID BOUDREAU**



**ADDITIONAL  
ANIMATION**

**SHANE ZALVIN**



WENDY PERDUE

CHRIS SAUVE

SUE ZYTKA



MARK PUDLEINER

PRODUCTION  
MANAGERS



**JAN NAYLOR**

**STEVE KELLENER**



A stone archway in a jungle setting. The archway is made of large, rectangular stones and is illuminated from within, casting a warm glow. To the right of the archway is a large, carved stone face with a prominent nose and a wide, open mouth. The background is a dense jungle with green foliage and vines. The text "PRODUCTION ASSISTANTS" is displayed in a stylized, blocky font across the top of the archway.

**PRODUCTION  
ASSISTANTS**


**JOSH WILLIAMS**



**BRIAN MASTERS**



ANIMATION  
PROCESSING  
BY  
FREESTYLE



ANIMATION  
RENDERING  
BY  
KAREN JOHNSON  
PRODUCTIONS

A stone archway in a jungle setting. The archway is made of rough-hewn stones and is illuminated from the left, casting a shadow on the ground. To the right of the archway is a large, weathered stone sculpture of a human head, looking forward. The background is a dense jungle with green foliage and vines. The word "PRODUCER" is written in a stylized, blocky font across the top of the archway.

**PRODUCER**

**DENISE ROBERTS MCKEE**



**ART DIRECTOR**

**KAREN JOHNSON**



**PIXEL RETOUCH  
ARTISTS**


**ROBERT CHURCHILL**



PAUL E NUNN

MARY KAY OMELINA





ORIGINAL MUSIC  
AND  
SOUND EFFECTS  
BY  
SOUNDELUX  
MEDIA LABS



**MUSIC AND  
SOUND EFFECTS  
CONVERSION  
BY  
KRISALIS**



**AUDIO BY**

**MATT FURNISS**

**MUSIC DRIVER BY**

**S HOLLINGWORTH**



**SPECIAL THANKS**

**TO**

**THE ATARI 2600**



**ESTHER THE SQUISH**

**DAVID CRANE**

**RITCHIE BRANNAN**



ASHLEY BENNET

GORDON AND OTHERS

PETER DOCTOROW



**JEFFERSON ELIOT**

**GARRY B FRANK**

**ALAN GERSHENFELD**



**BRIAN KELLY**

**TOM KETOLA**

**ROBERT KOTICK**





HOWARD MARKS

THE MAYAN CIVILIZATION

JIM MITCHELL



**TOM SLOPER**

**TRISH WRIGHT**

**AND THE FELLAS**

**DOWN SOUTH**