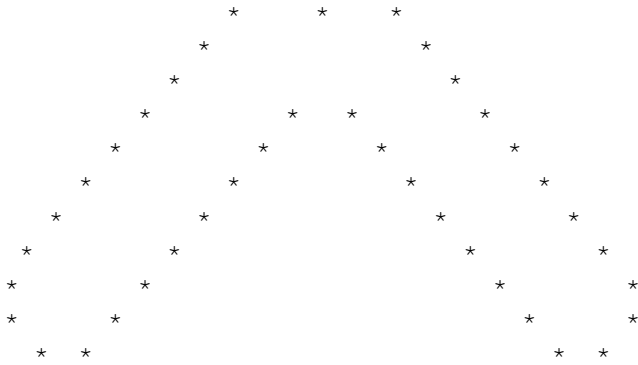


# Pitfall: The Mayan Adventure FAQ/Walkthrough Version B

by Flip

Updated to v1.0 on Jun 1, 2002



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The Mayan Adventure

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Guide Stats  
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Stats

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Build: 1.0

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Revision History  
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Revision History

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- b.00 (July 28, 2001) - even though the hard work on the line draw  
ascii was finished yesterday, I started the  
guide today. basically everything before you was  
done except for the art
- b.10 (March 17, 2002) - holy hell it's been a long while. I plan on  
completing this guide within the next month or  
so, so bear with me as I struggle through this  
insanely difficult platformer.
- b.05 (April 28, 2002) - another month has passed, and I got the FAQ  
writing flu once again. This guide will be a year  
old in three months...but enough of that I rehailed  
some things and added how to beat the Ceiba Jungle  
boss, so be cool.
- b.10 (April 29, 2002) - changed the two to three in the above paragraph,  
not much else but I \*did\* finish the second level.
- b.18 (May 4, 2002) - polished off two more levels in the game for your gaming  
pleasure. That's about it.
- b.28 (May 19, 2002) - beat the level where I left off with the twin bosses.
- b1.0 (May 25, 2002) - the whole game & guide are now finished.

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Intro & Story  
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## Intro

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A direct port from the SNES, only with better graphics & sound. The gameplay is pretty much the same and so is the story. I've never even played the SNES version though, so it makes the above sentences invalid (har har). It's a neat platformer although FAR difficult. This game isn't for the weak boned, or those who can't control their temper as you'll end up trashing your costly GBA.

## Story

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Even though it's a bit lackluster, I'll do my best to elaborate.

A kid is deep in the jungle and explores a temple. Behind him his father is trying to catch up with the yuletide pranksters and ends up getting snatched by a malevolent baddie. Thus, his son must rescue him from the jaws of the shark.

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## Walkthrough

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### Ceiba Jungle

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Run behind you for 10 sling stones. You'll meet your first enemy, who happens to be a snake. (Does anyone else catch the Adam/Eve scenario here?) Thrash him good with the A button. Wait until the pits retract into a small hole then leap over them. After the third pit a wild boar is roaming around, make some bacon out of him. 10 more sling stones are located here, run up the hill and leap to the branch. Use the monkeys here for experiments then jump onto the rope. Touch the little Aztec statue then grab onto a swinging rope. Swing onto a boomerang along with a snake hanging down off a rope. Climb down for a coing then climb all the way up.

Drop left and use the spider-web as a trampoline to reach the rope. Go from rope to rope, drop down and past the two monkeys is an Aztec. Travel left to spot another spider-web. On the branch, hang off of the red thing and you can obtain a diamond ring, three coins and more stones. Use the first red thing to reach the second one and the second one to reach the Aztec. To the left is an exploding stone if you want it. Jump to the rope accurately if you don't want to repeat this over. Kill the little monkey on the rope and land anywhere away from the spikes.

Swing on the ropes george of the jungle style to activate a Aztec. Slide along the yellow line to activate another Aztec. Hop over right from there onto a spider-web for the rope and a coin. Drop right and another spider-web will give you access to a red thing. Use it to land on weak branches, go from one to the other before they snap for some health. Fall down right and you will face this level's boss.

### Xibalba Falls

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Hooray! More jungle cavorting fun! Don't you just love it? That is if you haven't broken your head on glass all ready... Leap up the steps and across the stones, then land down and jump onto the rope from beneath. If you jump from the stones you'll get hit by the monkey. Move quick to on the slingly rope and jump up high to reach a collectible of some sort and another elastic rope. Move high with that one too, get rid of that damned blood sucking mosquito to zoom down a green jungle line which lands you at the totem pole (continue if you forgot or weren't paying attention).

Go up from stone to stone now, and eliminate those damned monkeys on each step. When you reach the top finally (pause to take a breath, I know you're tired) move across on the green above your head then drop for the elastic rope and skyrocket above onto the mud ledge. Play hotpotato only with these platforms and end up traveling left. Grab the rope and the health up in the air by it then keep going up. Slide down another green line, take care of the mosquito and his monkey pal then be lured by the gold only to fall down the tree hole. You might get it if you are skilled enough.

Leap over that chasm to the left that will cause you to repeat some work for a health up and a bag of stones. More stones await to be jumped up so do it, you know you want to. Touch the totem pole and continue leftward. Grab the coin and the rope, traverse up on that long thing. Take the boomerang again if you lost it, it's a great companion. Just remember if you use it, leap up when its done on its arc to regain it. Leap to the totem pole above past some stones and a mud platform. Go across to face two mosquitos, then to the left an elastic rope will propel you above to another totem pole. Grab the gold bar while thacking those birds twice.

Then, don't grab the green line just yet. Drop down to where those mosquitos just were and look to the right of you, there should be another stretching line. Use it to propel yourself high onto some racketsy wooden walkways. Beat all the birds here and collect the various collectibles. After that, flip on top of the tree branch for an extra life, and the way out of here through the tree.

#### Tazamul Mines

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At the start, turn left and drop all the way down the rope. Drop again for a diamond ring. The web will bounce you back up. Grab the bag of stones then travel left, smashing the bats and the rats. The bats will suck your blood (life) if you just stand there so always be moving. At the end of here there is a heart, when you have it go back to the beginning of the mines where you first were at. Push the cart as far as you can, then use it to jump to the rope above your head. You'll have reached the first totem pole for this level.

All you have to do is stand on the mini-cart and it'll start going fast. After that exhilarating ride you'll arrive at another totem pole. Hop over the racing rats to fight bats, rats and jumping spiders. If you see the spiders crawling on the ceiling jump and hit them before they can even touch you. Get on the barrel for the rope (there's a stop time around here too), then go right. Push the over for another rope, get up there and annihilate all the rats and spiders for a health up. Keep going left now for a coin and run up those tracks you see.

Go up the rope in the middle of the hole previously inaccessible, snatch that diamond. Leap across for the next totem pole. More spiders await, as well as a stretched web. Hit it three times and venture into the next section. Don't take the rope just yet, head left hopping for a life up then play some Russian Roulette and have a blast. Now hop upwards to a mini-cart which takes you to another rope. If you didn't know by the presence of the rope, you have to climb up here. You can get a coin, but you'll probably be distracted by the rats on the ropes. Move carefully right across five rat infested pieces of fiber.

For your hard timing efforts, there is an extra life to pick up. Head all the way back right for the totem pole, hurraY! There is a health up along with an exploding stone and some puerto rican hookers (haha). At the barrier here, there is a switch. Pull it down by pressing up + jump. Go back to where the exploding stone was to drop down. Immediately jump over the runaway cart. They (the carts) come at regular intervals so you must be good at timing the leaps over them. After you've completed all of them, spring to the hole above where the carts are coming out.

#### Lost City of Copan

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First off, you can take a shortcut pass the bosses right into the next level. Maybe if I receive enough carping from readers I'll do it but it isn't likely. To start, obtain the bag of stones then use them on two snakes. When the Aztec sticks his tongue out at your sucky game-playability, hop on it to be bounced above.

The snakes here can shoot poison projectiles as well as snap at you so take them down quick. Let the second tongue hit your private spot before you bounce again to the platforms above (oh the innuendo!) Grab a health up while you are being pleased and destroy the snake up here, along with the Aztec warrior head.

Stand at a vantage point when you fight them, so when they throw their axes you can still hit them but not be hit BY them. There are some stones to the left too. Use the block to get up to kill Bonezy then veer right. Up & past the bald eagle (two stones will exterminate this

bothersome creature). Crouch down by pressing jump + down and crawl to a mini-cornucopia of items. Now go back and drop down the long shaft to be greeted by a pack of rats.

Time your jumps for the alternating platforms then scale that rope! There have been far too many ropes in this game...break apart the skeleton warrior then head inside the door to fight an Aztec warrior. Touch the totem pole then whip across the top for another "strategically" placed warrior. Leap left just enough to not fall in the hole, you can go if you want to for the diamond but to get up out of it use the snake as a rope (hit him twice to climb).

Back by the hole I told you to avoid trampling down, either leap over it or see the dangling snake, hit him to ascend by a bothersome eagle. Fall again for a dancing skull, get flat on your belly to get across the small space. After you've reached the totem pole, you must use the alternating platforms to get higher. It's difficult, but you must adjust your timing of the jumps twice to reach the tongue then shift slightly left for the second tongue then slightly right for the third.

These jumps would be a LOT easier if the life meter didn't take up that whole top-right corner. After the third tongue you'll automatically be scrolled on a line by a place with a big hole (vague? very...). Stop time temporarily with the hourglass to your right, then keep going right, down then left to beat the static skeleton warrior. Touch the totem pole for yer progress and go on. To hit that switch in the left hand corner you must jump then shoot a stone and it will push in allowing you to go on.

Smash the skeleton warrior, use the tongue to go up then snatch the item there (forgot the name). Hit the snake to climb up then take the boomerang as well as the stones and go from block to block to land into a boss arena. After you have consulted my handy dandy" strategy and they've bit the dust, take the twenty stones and leave through the left.

#### Copan Temple

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The first pot has a heart, the second has some rats. Be wise and choose correctly, especially since I just told ya what was in 'em. Go past the bowman and past still some alternating flames, calm down and wait for them to die down to reach the left with a cordoned off section. Run onto the bouncy bouncy spider-web and bounce right past the second. Press up to activate the switch. Go back left to the blocked wall, get rid of the Aztec bowman for a handful of useful items and powerups. I even saw a free AOL CD in the pile! Re-jump past the second web now.

Go into the door and touch the totem-pole. Try not to land in the tar pits, they're real sticky. After that go on platform to platform avoiding the flames. Hit the pot high in the left end, drop down and take your extra life then scoot back up there again. Move expediently but precisely on these whip pegs and you'll be rewarded with a door. If you want the heart, take it. Immediately smash on two vampire bats, take that coin and the diamond bar then activate the totem pole. Stop midway down the rope & hop left, then press up for that switch. That way the wall down will be open for you already.

Kill the Aztec archer and his pet snake, but in reverse order. Bounce on the web for the heart to quickly expose a vampire bat to the sun, then smash the horizontal web open and arrive in a small cove. In this storeroom, break every pot except for the first one in the air, it contains some sort of explosive. TNT? C-4? I don't know.

Tread back in the hole and be at a new spot. Swing fast across the pegs on the top, then down the rope. Don't jump all the way, for there is a tar pit there. Drop down then take the powered up stone and head all the way left, past multiple hazards to your health.

On the rope, go to both ends of the covered up top for two coins, drop for an undead bird man and a health power-up. Avoid the first spikes then step on the spider. Crawl all the way through for a coin and totem pole. First grab the heart then catapult with the web. This space has some bouncing goodness and two items at that. By bouncing goodness, I don't mean "bouncing goodness" if you catch my meaning...Get rid of the bat duo and the spider sidekick then stop drop and roll after some spikes.

Keep going upward then down and over some shifting static soldiers. Slaughter the bats then fall

in the hole. More bats await, go in the door to go up, hit the switch then jump in the middle for the diamond. Land on the right side with the static soldier and drop. Enter that door  
Watson!

Go now, across the tar pit, down and destroying the two snakes with the vases, into the next door which sends you back up, hit the switch then descend to the static soldier room and hit the floor! Just kidding, hit the left pad now, in your field of vision is a vase with an extra life inside, as well as a bat and totem pole to mark your progress. Hit that switch fast, it's next to a torch spouting fire. After that door opens up, get ready for one of those giant rocks straight outta Indiana Jones. Leap high over it to go into the next area.

#### Lakamul Rainforest

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The heart is luring, no? Too bad you cannot reach it now. Turn left, grab the swinging vine across the tar pool of death and hop up on the tree stump. Avoid the little spikes that come flying at you and bean the snake to climb up him. Bean the monkey, take the stones and swing across both vines to snag a coin. Drop for a rolling spiked wild boar and the first totem pole. From your field of vision is the heart you saw earlier, so snatch it if you need it.

This huge tar pool forms an impasse to your journey. Shoot some stones at the snake to cross. Simple, no? Up is a banana shooting monkey, but these bananas hurt for some reason. There are two ways to get up here but just manipulate the web and smack the dummy monkey. Slide down, then clear out two boards and two vines to land at another totem pole. Clear another board, then shimmy up the swooning snake.

On the next branch is a monkey, along with a snake and a heart. Drop and sprint quick because of another enraged boar, swing right on the vine then hit the next rope. Beyond these monkeys, you are done here. Make a jump right on the branch then start from the snake to your left and leave outta here.

#### Yaxchilan Lagoon

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As soon as you are done gliding, jump on the rope then leap over for the heart. Now go all the way up the brown rope, put your hand into the mosquito for an exploding stone. Keep going, take the extra life. Snatch the gold bar, then glide down another slanted vine to hit the first totem pole in this area. Watch out for the eagle, but if he irks you enough put him on the endangered species list.

Leap on the crocodile/alligator whichever the bloody creature is. Use it as a ferry across, as soon as it stops jump up for the rope. Combat another eagle and some mosquito misfits then leap to another rope. Climb all the way up, then waste your efforts by jumping down onto a vine that you can whip on. Move quickly, for some gargantuan crocodiles will hit you and cause you to drown in the water below.

Use the sling there to spring (rhyme) high over right, then whip over, blast those mosquitoes away and drop down. If you move slightly down to your left, there is a heart there on a green platform in the water. Play hopscotch over the crocodiles noggins, climb up a rope take care of the monkeys around, there is even one on the rope to your left. Keep going, pausing for the various items. Run right now, grab the heart and take care of the eagle.

Reach the end of the branch, then drop immediately down for a totem pole. Hop two green platforms, then catch a ferry crocodile ride. Repeat the exact process mentioned, thwack two monkeys and an eagle for a boomerang right above the exit. The exit is there, so quit procrastinating and leave!

#### Runaway Mine Car

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"Watch for red lights". This guy, whatever his names is runs to the mine car like he is on tourettes, then he starts riding on it. The object is to jump whenever there are about to be two red lights on your level. Sounds easy, no? It is if you have decent hand/eye coordination. If

not, prepare to lose many hard earned lives. To interchange tracks press up+jump or down+jump. Buenos suerte!

To move faster, just hold the forward button. Some ghouls may chase you, but they don't hurt you. The foul fiends who programmed this want you to be distracted and muddled! Don't stare at the background, concentrate at the lights. Towards the end they flash faster, then stop. When they stop, get on the middle track for an extra life and the exit to this damned, damned place.

#### Tikal Ruins

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Stomp two snakes, jump on the tongue and fly up. Dislocate the bone's bones, grab the gold bar and then proceed to jump the gap. If you want some extra items, go back down, use those pegs to flow across the top, grab the heart, dislocate more bones, jump on a tongue again for coins, take out an axe thrower for a gold coin. Now hop up and across the gap. Take the bag of weed. Or stones. Take something, run past the little sink pool. Keep jumping to get out of here, the eagles will make it hard for you though.

Smash bonezy, then step down for the first totem pole. If you want two stones go the left path, but ultimately it'll lead you back down right. Go there, don't smash the first two as they are DANGEROUS </jackson>. Now, get ready for those platforms straight outta Copan. Yes they are a pain, but if you have coordination it'll be slightly easy. The reward for missing is of course, death by the tar. Maneuver past the eagles to a totem pole. If you want an extra life, go all the way left from here but you'll have to repeat those dreadful platforms.

Back at the eagle infested tops, shimmy down the rope, throw a rock above midway to hit the switch, go on down for some coins, a bones warrior as well as a sticky tongue. Let it lick you all over, then swing to the pegs down for a heart and the door. Go into it, once that is done go right past the spiked floor. Use the tongue to fly above the bubbling tar, where there are many items strategically placed. Ah who am I kiddin', this room is difficult even for a pro like me.

Take your time bouncing, and when you are done, maneuver onto the platform near the right and go in the door. Touch the totem pole, hop on the death platforms into a treasure room with an extra life! When you are done fall off the edge, crawl for the stones then leap over some spikes. Crack both vases for another extra life! More death platforms await, then up and left is another totem pole. Make the leap across, it's important you do. Drop into the arena to fight a boss...see why I had you get all those extra lives? After he is done, take the heart and leave.

#### Temple of Tikal

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Behind the first pillar is a tongue, so use it on yourself. Due left is a switch after a retracting spiked ball. Press up to move it, this opened a room due right. After the spiked ball, hit the next switch but hit the bat first then drop back down. Kill the ember throwing guy if you haven't all ready, then drop down. Go into the room which will move you lower, the floating platforms will take you to the first totem pole.

Bats will try to make you fall off, but do not be detered. If you wish, ride to the end on the floaters for an extra life. Where the totem pole was, keep moving up because of those retracting spiked wall balls. When you are finally there, go left, battle the archer, pocket all those coins then go back and smash the bats. As soon as you are in the door, be ready because a giant rock in your path.

Start running right then make the gap for a totem pole. Move quickly here as well, damn overused spiked balls. Make the next gap, stand on the alcove above and jump when a rock rolls by. As soon as it does, start running towards the next. Take the extra life if you are daring, then leave here. You'll be right at a totem pole.

Stand at the edge to wait for the bat that immediately springs up, then proceed leftwards. Besides the spiked balls, you should be pretty much set, along with the heart by the room. Be ready when you go in for another giant rock. Sprint hard like Michael Johnson, across the gap to another totem pole and an ember shooter. Behind that pillar is a rope, climb up, go into the room at the end then hit the switch. Drop down, take the items and make your valiant exit.

## Warrior Spirit

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Basically all that's here is a pissed off giant stone monolith, and he'll do his best to beat your ass into a pulp. Look in the boss section for more info. If you run low on stones, some more will drop down into the arena. Grab the L and you'll be transported outta here! You rescue your pops, And that's all folks!

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## Boss Strategies

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### Ceiba Jungle - Raging Tiger

Speed & strength make for a deadly combo here, as is proved in a couple of seconds. When it says get ready you damned well better be ready. If you don't have your boomerang, that takes tremendous strength away from your arsenal. Sling some stones (button R) immediately at him then jump high. As you keep throwing stones while leaping over him in his mad furor, watch out because when you jump he can also pounce on you, while you are still in the air. As you throw more and more at him he'll get faster and faster, causing you to shoot one stone at a time. Don't be afraid to take a hit or two for your cause, but only if you are at full health/near full health when you start fighting him.

### Lost City of Copan - Twin Tigers

Double the trouble makes for twice the slicing, of you. What that means is if you don't move quick and sling stones just like when you fought the one tiger, you'll be decimated quickly. Add to the fact that they punch out (take breaks) whenever you gave them enough rocks and you have a lethal situation on your hands. At one time, they'll both be out together so leap like there isn't a tomorrow (there really isn't). To compensate, just leap over them and shoot, shoot, shoot. The only time you should get hit is when they switch up on you. Yes I was killed multiple times by these monsters, but trial n' error is the way to go. These guys are THAT strong.

### Tikal Ruins - Transforming Tiger

Whoa this guy is strong. At first it may seem like a regular tiger from before, then after you hit it a few times it modifies itself into human shape and proceed to blast you. Use the tactics employed on previous bosses to beat the running tiger form, then when it transforms hit him hard and fast before he retaliates. If you hit him enough at the start, he won't bother to go back to regular speed form. His attacks are pretty strong, as the snake on his head spits fire and his staff will make you fall from wherever you are. Jump when the staff comes out. When he is close, whip him or boomerang as it is far stronger than just slingin' stones. Don't plan on being close often however.

### Warrior Spirit - Stone Aztec

Well, it goes without saying this guy is hard. He'll make you pay for each missed blast. Aim up at his head to hit him square, (up+hit) but it takes many stones to beat him. His attacks mainly consist of the projectile hand which also can track you down, the great leap forward and the reassembler. He can also shake the ground with one hop. Leap over his hands which he'll constantly throw at your in plethoras at a time, and keep throwing at him. His reassemble attack follows a predictable pattern, so you can be ready whenever he comes back down. Don't stay in the same place either, be mobile or he'll land right on your head. That's about it.

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## Items

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### Weapons

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Exploding Stone - Stone with a blue aura around it  
Stronger than your av-er-age stone

Boomerang - use it for enemies that are too high or too far away, if you are fast you will regain it.

Sling Stones - very weak but you can hold a lot of them



Power Ups

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1 Up - if you see one, take it immediately

Health Up - makes the crocodile shy away from you

Super Strength - makes your weapon super strong, it's all right

Stop Time - stops time, but only for a limited time

Collectables

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Diamond Ring - counts as 10 coins

Gold Bar - counts as 5 coins

Silver Bar - counts as 2 coins

Coin - i don't know how many this registers as </heavy sarcasm>

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Legal Info & Quote  
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Legal Info

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Just don't steal my work, that's all I ask of you. ♪ copyright flip.

Quote

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"Ignorance is the night of the mind, but a night without moon or star."

-- Confucius (c. 551-479? BC), Chinese sage

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