




# PITFALL

THE MAYAN ADVENTURE


**CONSULTING  
PRODUCERS**





NATHALIE DESCHATRES

JOHN SPINALE



ASSOCIATE  
PRODUCER

KELLY W. ROGERS

The background is a dark, textured stone wall. On the left, there is a glowing, arched opening. On the right, a large, carved stone face is visible, looking forward. The overall lighting is dim, with the archway providing a primary light source.

PRODUCTION  
COORDINATORS

TIN GUERRERO

SCOTT KRAGER

# ORIGINAL GENESIS PROGRAMMING

GEORGE ALLAN



ORIGINAL SEGA CD  
PROGRAMMING



TOM MCWILLIAMS

GEORGE ALLAN







ZOMBIE VIRTUAL REALITY  
ENTERTAINMENT

BIG BANG SOFTWARE

# E2X PROGRAMMERS

ROBERT CHAMPAGNE

CHRIS PHILLIPS





**LEAD DESIGNER**


**JOHN SPINALE**

# LEVEL DESIGN



TIN GUERRERO

SCOTT MAGEE



DAVID PAVONI

JOHN SPINALE

# ADDITIONAL DESIGN



NATHALIE DESCHATRES

SEAN DESCE

**QUALITY  
ASSURANCE  
DIRECTOR**

**JON DOBULSTEDT**





QUALITY  
ASSURANCE  
MANAGER

DAVID BENSPIGGE



LEAD TESTER


RAWSON STOUALL

# GAME TESTERS

The background is a dark, textured stone wall. On the left, there is a glowing, arched stone opening. On the right, a large, detailed stone bust of a man's head is mounted on the wall. The bust has a stern expression and is wearing a circular medallion or seal around its neck. The floor is made of large, rectangular stone tiles.

CHUCK BONINI

ABE HEWARD



ROY HOULETTE

DOUGLAS JACOBS

LUCAS JOHNSON YARRAUS



DAVID KING

DAVID MEYERS

KENNY RAMIREZ

MIKE SCHNEIDER



# DEVELOPMENT TOOLS



GEORGE ALLAN



DAN CHANG

PSY0

ROB NORTHERN

COMPUTING



SNASH





PACKAGE  
DESIGN

RON GRÄENING

The background of the cover is a dark, textured stone wall. On the left, a large, arched doorway is brightly lit from within, casting a warm glow. To the right, there is a large, circular stone relief or carving, possibly depicting a face or a deity. The overall mood is mysterious and ancient.

# DOCUMENTATION MANAGER

MICHAEL RIVERA



**COPYWRITER**

**VERONICA MILITO**

The background is a dark, textured stone wall. On the left, there is a glowing, arched opening. On the right, there is a large, circular, metallic emblem with intricate designs. The overall lighting is dim, with the glowing archway providing a primary light source.

# MANUAL LAYOUT

SYLVIA ORZEL



255  
COLOR  
ART



**ART DIRECTOR**

**DANNY MATSON**



ANIMATION  
RENDERING

BY

KAREN JOHNSON  
PRODUCTIONS





PRODUCER

DENISE ROBERTS MCKEE

# ART DIRECTORS



KAREN JOHNSON

MARY KAY OMELINA

The background is a dark, textured environment. On the left, a glowing, arched stone structure is visible. The walls are made of dark, irregular stones. On the right, there is a large, circular, metallic-looking emblem or seal with intricate patterns. The overall lighting is dim, with a warm glow emanating from the archway.

PIXEL RETOUCH  
ARTISTS

LANCE DOBERSEK

The background is a dark, textured stone wall. On the left, there is a glowing, arched opening that looks like a tunnel entrance. On the right, there is a large, ornate metal object, possibly a piece of machinery or a decorative element, with a circular face and various mechanical parts. The overall lighting is dim and moody, with the glowing opening providing the primary light source.

PAUL E NUNN

MARY KAY OMELENA

BACKGROUND  
CONVERSION BY  
CYGNUS  
MULTIMEDIA



MANAGER

RUTH STAHNKE



**SUB MANAGER**


**TYLOR LYBBERT**



ARTISTS

PAUL BANGERTER





KARI CHRISTENSEN

CARSON DAVIDSON

MATT DEBBS



MARY GURR

STERLING HIRSCH

KATHLEEN LOWE



MURPHY MICHAELS

ERIC NUNAMAKER

JASON PRICE



BRAD SWINDLEHURST

ALAN TEW

RYAN WOOD



ORIGINAL  
ART

# BACKGROUND ART



LIN SHEN

TIM MAY

The background is a dark, textured stone wall. On the left, there is a glowing, arched stone structure. On the right, a large, carved stone face is visible, looking forward. The overall lighting is dim, with a warm glow emanating from the archway.

ADDITIONAL  
TILE ART

SCOTT KRAGER



ANIMATION AND  
RENDERING

DANNY MATSON





BACKGROUND  
CONVERSION BY  
CYGNUS  
MULTIMEDIA



ORIGINAL  
ANIMATION  
BY  
KROYER FILMS



**DIRECTOR**

**BILL KROYER**



**SUPERVISING  
ART DIRECTOR**

**SUE KROYER**

# ANIMATORS



JOE McDONOUGH

CHARLES HARTLEY



JAQUELINE CORLEY

JEFF JOHNSON

ROGER WIZARD

THOMAS DECKER

EFFECTS  
ANIMATORS



SARI GENNIS

KATHLEEN QUARFE HODGE

BRETT HISEY





ASSISTANT  
ANIMATORS

JAN NAYLOR



RICARDO ECHEVARRIA


BOB MILLER

# COLOR STYLIST



CHRISTOPHER NAYLOR

LESLIE HINTON



LAYOUT  
SUPERVISOR

ANTHONY CHRISTOU



BACKGROUND  
PAINTER

NADIA STAROSELKA



**CHARACTER  
DESIGNS**

**DAVID BODREAU**

The background is a dark, textured stone wall. On the right side, there is a large, carved stone face with a wide, toothy grin. Below the face is a circular stone emblem with intricate designs. In the center, the text 'ADDITIONAL ANIMATION' is displayed in a blocky, stone-like font. At the bottom, the name 'SHANE ZALVIN' is written in a similar font. On the left, there is a vertical stone pillar with a textured surface.

ADDITIONAL  
ANIMATION

SHANE ZALVIN



WENDY PERDUE


CHRIS SAUVE

SUR ZYTRIC



MARK PUDLEINER

PRODUCTION  
MANAGERS



JAN NAYLOR

STEVE KELLENER



PRODUCTION  
ASSISTANTS

JOSH WILLIAMS

BRIAN MASTERS



ANIMATION  
PROCESSING  
BY  
FREESTYLE





ANIMATION

RENDERING

BY

KAREN JOHNSON

PRODUCTIONS



ORIGINAL MUSIC

AND

SOUND EFFECTS

BY

SOUNDELUX

MEDIA LABS



**SOUNDTRACK  
PRODUCED BY**

**SCOTT MARTIN GERSHIN**




KELLY WALKER ROGERS



The background is a dark, textured stone wall. On the left, there is a glowing, arched stone structure. On the right, a large stone sculpture of a face is visible, with a circular emblem below it. The overall lighting is dim and dramatic.

# COMPOSERS

LEE SCOTT



ROBERT HIGGINS

DAVID KNEUPPER

# SOUND DESIGN



MICHAEL REGAN

GARON WEIDNER



SOUND EFFECTS

CONVERSION

BY

KRISALIS



FM SFX


MATT FURNISS

FM DRIVER BY

S HOLLINGSWORTH

**SPECIAL THANKS  
TO**

**THE ATARI 2600**




RYAN AYANTIAN

DAVID CRANE

MARY RUBANK






ALAN GERSHENFELD

LARRY GOLDBERG

ONE HAMSTER

The background is a dark, textured stone wall. On the left, there is a vertical, arched opening or niche. The floor is made of light-colored bricks. On the right side, there is a large, ornate metal object, possibly a piece of machinery or a decorative element, featuring a circular face with intricate patterns and a handle-like structure above it.

ERIC JOHNSON

BRIAN KELLY

ROBERT KOTICK

A dark, atmospheric scene featuring a stone wall with a brick archway on the left. On the right, a large, carved stone face is visible, holding a circular object. The floor is made of wooden planks. The overall lighting is dim, creating a mysterious and ancient feel.

MARYANNE LATAIF

MARK LONG


HOWARD MARKS



THE MAYAN CIVILIZATION

JIM MITCHELL

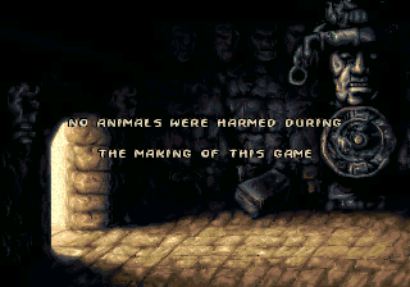
TOM SLOPER



THE SMASHING PUMPKINS

AND THE FELLAS

DOWN SOUTH



NO ANIMALS WERE HARMED DURING  
THE MAKING OF THIS GAME