

Information to include when demoing Pitfall Harry:

- The porting technology from Sega games to Windows 95 is a technology called Exodus developed by a company called KineSoft
- Pitfall Harry is a game developed by Activision and won Action Adventure Game of the year.
- In porting it to Windows 95, it has more brilliant color, re-done artwork (256 colors now)
- It's faster
- It uses multi-threading to do four layers of parallax scrolling with the artwork
- It uses CD Audio

How to demo Pitfall Harry

- By copying the files in the folder here, you'll be able to play the game with the sounds effects of the game. It also, however, employs CD Audio. If you get a hold of the Pitfall Harry CD, you can pop that in the CD player, or you can use any other CD Music you want too. Doesn't matter.

Here are the steps I recommend to demo it:

1. start in a little window
2. click on options and select sound effects
3. click level and select waterfall
4. click view and select full screen (224 lines)
5. Play a little bit and then hit Esc to go back to a small screen
6. Click on view again and select window stretch mode
7. Drag the corner of the game around to reshape the Window - full window drag enables the stretching and still high performance of the game.

Play tips:

- The key to jump is S
- The key to use the weapons is D
- To change the weapon, hit the space bar. The sack does a single shot, the square kills everything on the screen, and the boomerang - well it does what a boomerang should do.
- It's cool to also let it just run because Harry does a lot of random and funny things - this can be used for multi-tasking demos because it still moves smoothly while doing other things

PRACTICE PRACTICE PRACTICE!!!!!!