



"Pitfall II: Lost Caverns" is the sequel to the classic platform game "Pitfall", released by Activision in 1984. The player takes on the role of Pitfall Harry, who explores a labyrinth full of dangers in search of the Lost Diamond. The game introduces a number of innovations compared to its predecessor, offering more complex levels with numerous paths to discover and treasures to collect. A distinctive feature of "Pitfall II" is its system of unlimited lives and checkpoints, which minimize the frustration associated with having to repeat levels. Additionally, the game was one of the first to introduce a soundtrack that changed depending on the situation in the game, adding a new dimension to the gameplay.