

INDIANA JONES

Playfield

1. **Left Orbit:** either feeds to right flipper or stops at INDY
 2. **Mode Saucer:** start *Mode* or *Hand of Fate*; collect *Extra Ball*
 3. **Adventure Playfield:** activated when *Path of Adventure* is hit
 4. **Left Ramp:** used in *Modes*; *Jackpot* shot
 5. **Lock:** behind E-N-T targets; lock balls for multi-ball
 6. **INDY rollovers:** bonus multiplier, light *Friends*, relight *Hand of Fate*
 7. **Captive Ball:** hit for *Quick Multi-ball* and *Super Jackpot*
 8. **Right Ramp:** used in *Modes*; can be lit for *Jackpot* and starts *Path of Adventure*
 9. **Right Orbit:** used in *Modes*
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- a. **Left inlane:** lights *Hand of Fate*
 - b. **Right inlane:** lights *Hand of Fate*
 - c. **Right outlane:** features *Narrow Escape* drain save



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Gameplay

Loop/Friends Jackpot

Light all *Friends* with INDY; they will flash. Shoot lit loops to collect each *Friend*, then **Right Ramp** for jackpot

Hand of Fate

Lit from inlanes; collected in **Mode Saucer**; random award from list of 4

Dogfight

Shooting left and right ramps when lit will also spot a green winged light (on the playfield). Completing all six will start a *Dogfight*. Hurry Up counts down from 40M; shoot the sinkhole behind the E-N-T targets or the *Raise Jackpot* target (behind E-N-T targets) to collect

Quick Multi-Ball

Three successful shots to the drop target protecting the **Captive Ball** will cause the captive ball to be lit for 2 ball Multi-Ball for 20 secs. During this Multi-Ball shoot the **Captive Ball** to collect items (max 6)

Path of Adventure

Spot all ADVENTURE letters to start, then shoot **Right Ramp**. Steer ball over lit rollovers or into lit hole. 6 successive challenges; first lights *Extra Ball*, remainder increase *Pit* value. 15 second timer.

Modes (12)

1. **Castle Grunewald** Hit drop target, then hit **Captive Ball** as often as possible
2. **Tank Chase** Hit **Orbits** until Indy reaches tank and destroys it
3. **Three Challenges** Shoot **Right Ramp** for Path of Adventure. Hit lit rollovers for Challenges 1,2 & 3
4. **Choose Wisely** Video mode: follow the lit chalice and select it
5. **Monkey Brains** Hit **Ramps** and **Orbits** to eat monkey brains
6. **Steal the Stones** Shoot **Right Ramp** and hit lit rollovers on Path of Adventure
7. **Escape in the Cart** Video mode: avoid barriers
8. **Survive Rope Bridge** Shoot **Ramps** to move Indy across bridge
9. **Get the Idol** Shoot **Lock** sinkhole
10. **Streets of Cairo** Shoot **Ramps** and **Orbits** to search for Marion; once found, shoot **Mode saucer**
11. **Wall of Souls** 6 Ball Multi-Ball; shoot **Lock** sinkhole
12. **Get the Medallion** Video mode: use flippers to shoot bad guys

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Multi-Ball

Starting Multi-Ball: Lock 3 Balls behind E-N-T drop targets.

Light Jackpot: Shoot **Left Ramp** or **Lock** sinkhole to light Jackpot.

Collect Jackpot: There are three Jackpots (Arc 20M, Stones 30M and Grail 40M). Shoot **Right Ramp** to collect Jackpots, then re-light at Left Ramp or Lock sinkhole.

Super Jackpot: There are three levels: 80M for Arc, 90M for Stones and 100M for Grail. Shoot **Left Ramp** to light Super Jackpot and collect with **Captive Ball**

Increasing Jackpot Value:

- **Mode** saucer adds 2M to Jackpot value
- **Captive Ball Target** adds 3M to Jackpot value
- **Captive Ball** adds 5M to Jackpot value
- **Raise Jackpot** target (behind ENT) also raises value
- **Lock** sinkhole applies multiplier to current Jackpot value (2x, 3x etc)

Note: balls shot into **Lock** sinkhole will remain in Idol until first of a) Jackpot is collected b) 20 seconds passes c) All balls in play have drained