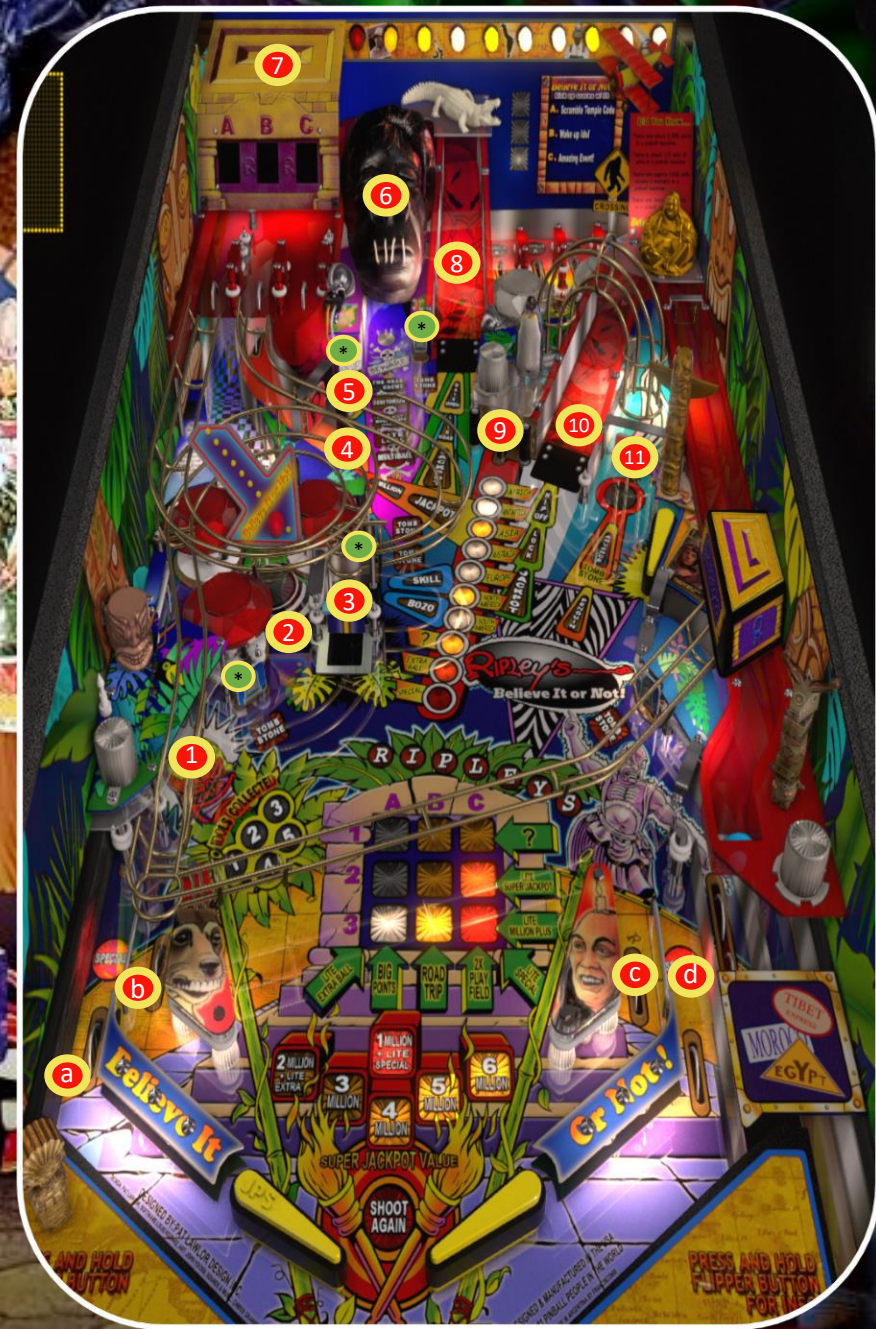


# Ripley's Believe It or Not!

## Playfield

- a. **Left Outlane:** Special when lit
  - b. **Left Inlane:** lights Penguin Jackpot at **Right Orbit**
  - c. **Right Inlane**
  - d. **Right Outlane:** Special when lit
1. **Idol:** 25 hits lights Extra Ball
  2. **Left Orbit:**
  3. **Scoop:** Skill Shot; give Award when lit (at purple arrow)
  4. **Lower Loop:** used in *Millions Plus*, awards Jackpots
  5. **Upper Loop:** collect Super Jackpot
  6. **Shrunken Head:** light Lock, start *Multiball*, give *Head Awards*
  7. **The Temple:** spots Jewels for *Jewel Mode*
  8. **Centre Ramp:** feeds **Temple**; awards Jackpots, lights **Shrunken Head**
  9. **Vari-Target:** start *Mode* when lit; award Extra Ball, spot R-I-P-O-F-F (when not lit)
  10. **Right Ramp:** award Jackpot, lock balls, start *Ripoff*, lights **Vari-Target**
  11. **Right Orbit:** scores *Penguin Laps*
- \*. **Tombstone Targets:** used during Europe Continent Mode



## *Gameplay*

**Head Awards:** awarded at **Shrunken Head** when lit (via **Centre Ramp**)

- The Head Knows / Odditorium award points
- Collect Bigfoot Value awards variable points based on Bigfoot Value accumulated at bumpers
- Lite Lock

**Multiball:** make four shots to **Shrunken Head** to Lite Lock, then lock 2 balls; final shot to Shrunken Head starts 3-ball multiball

- Collect Jackpot at **Centre** and **Right Ramps**, then Super Jackpot at **Upper Loop**

**Jewel Modes:** light a full row, column or diagonal set of Jewels to begin

- Lite Extra Ball
- Big Points
- Road Trip: all ramps and loops score Jewels and/or a Jackpot
- 2x Play Field: all ramps, loops and targets score double
- Lite Special: **collect at Outlanes**
- Lite Million Plus: **collect at Lower Loop**
- Lite Super Jackpot: collect at **Upper Loop**

**Continent Modes:** start at **Scoop**, or **Vari Target** when lit (via **Right Ramp**); **Scoop** will 'help' with specific awards during a Mode

- North America (2-ball multiball)
  - Light Bigfoot Jackpots at **Ramps**, collect at **Shrunken Head**; repeat to complete
- Africa (2-ball multiball)
  - Make **Ramps** for Jackpot; relight at **Idol**; repeat to complete
- Europe
  - Collect six **Tomb Stones**
- Australia
  - Shoot **Vari-Target** to complete
- Asia
  - Get spins at **Lower Loop** or **Right Orbit**
- South America
  - Shoot **Shrunken Head**
- Antarctica (2-ball multiball)
  - Make **Right Orbit**