



RIPLEY'S

Believe It or Not!®

The **Game** of the strange,
the bizarre, and the unexpected.

SIERRA™

Welcome to Ripley's Believe It or Not!® The game of the strange, the bizarre, and the unexpected. You can play Ripley's Believe It or Not! with up to three other players in front of your computer.

Minimum requirements

You should have a system meeting or exceeding these requirements to play Ripley's Believe It or Not!®

- Pentium II/233
- Windows 95, Windows 98, or Windows ME
- 32MB RAM
- 4x CD-ROM drive
- 16-bit video card
- DirectX-compatible sound card

Sound (either speakers or headphones) is required to play the game.

Note: Ripley's Believe It or Not!® only works on a PC.

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Installing Ripley's Believe It or Not!®

Important note! Windows anti-virus software and TSR (Terminate & Stay Resident programs) can interfere with installation. Before installing Ripley's Believe It or Not!®, disable all anti-virus and TSRs on your computer. To disable your anti-virus software, consult the documentation that accompanies your anti-virus software.

To install the game:

1. Insert the Ripley's Believe It or Not!® CD into your CD-ROM drive.
2. The AutoRun screen should appear; click the Install button to start the installation.
3. Follow the onscreen prompts to install the program.

If the AutoRun screen does not appear, click Run on the Windows Start menu. In the Run dialog box, type D:SETUP, where D is the letter of your CD-ROM drive, then click OK.

Uninstalling the game

To uninstall this game from your computer, click the Windows Start menu, point to Programs, and point to Sierra. Then point to Ripley's Believe It or Not, and click Uninstall.

Starting Ripley's Believe It or Not!®

To start the game:

1. Insert the Ripley's Believe It or Not!® CD-ROM in your CD-ROM drive; you will be prompted to start the game.

If you are not prompted to start, or if the CD is already in your drive, click the Windows Start menu, point to Programs, and point to Sierra. Then point to Ripley's Believe It or Not and click Ripley's Believe It or Not.

2. Press the spacebar to skip the logo sequence, if desired.
3. To set game options before you play, type or click O (Options).
 - To lower the game volume, type or click L (Lower). To raise the volume, type or click H (Higher). Or, drag the skull along the slider to the level you'd like.
 - To run the game in a window, type or click P (Play in Window). To return to full screen, type or click F (Full Screen).

When you're done changing game options, type or click R (Resume). To change options during gameplay, press the Esc key on your keyboard.

4. To start the game, type or click N (New Game).

Getting started

When the game begins, listen to the host's instructions and follow the on-screen prompts.

You will first need to tell the host how many players are playing the game. Type or click 1, 2, 3, or 4. Each player will then need to type his or her name and press Enter.

Next, each player needs to select one of four possible tokens to represent them during the game. The current token is shown on the middle of the screen inside a giant skull. When it's your turn to select a token, press the left and right arrows on your keyboard (or click the left and right arrows on the screen) to view additional tokens. When you see a token you like, type or click A (Accept) to play with that token.

Next, players are shown their "buzz-in" keys (see the next page), and you're asked to decide what type of game you want to play. Type or click L (Lucky 7) to play a 7-question game, or type or click U (Unlucky 13) to play a longer 13-question game.

You can then see the rules of the game, if desired, by typing or clicking Y (Yes); to skip them, type or click N (No).

Playing the game

A game consists of either 7 or 13 questions. There are four different types of questions in the game, described on the next page.

Each player will be assigned a "buzz-in" key on the keyboard: either **Z**, **M**, **↑** (the up arrow, found in the 4-arrow group to the left of the number keypad) or **+** (found on the number keypad); these keys are pre-selected to give all the players enough space to play on the same keyboard. You answer questions by either buzzing in (pressing your buzz-in key) or by buzzing in and then selecting the correct answer (depending on the question type). Even if you're playing by yourself, you still need to buzz in. Don't worry if you forget which key to use; your token will show a picture indicating your buzz-in key.

Each question is worth a certain amount of money, which is shown before the question appears; later questions are worth more money. After all the questions are finished, the player with the most money wins the game!

You can quit the game at any time: press the Esc key on your keyboard, type or click Q (Quit), then type or click E (Exit). You can also press the Esc key to pause the game or change game options (see page 3 for details); type or click R (Resume) to return to the game.

Ripley's Believe It or Not!® has four types of questions:

- **Things You Shouldn't Know**
- **Believe It or Not!®**
- **Odditorium**
- **Things You Shouldn't See**

Your first question in the game will always be a Things You Shouldn't Know question, and your last question will always be a Things You Shouldn't See question.

Things You Shouldn't Know questions

This is a trivia question about Ripley's lore. The host reads an introduction to the question, and a question then appears on the screen.

Example:

Which of the following can NOT be seen from orbit?

1. The Great Wall of China
2. The Luxor hotel in Las Vegas
3. The island of Maui
4. The pyramids of the Giza Plateau

If you think you know the correct answer, buzz in, then select your answer by typing 1, 2, 3, or 4 on the keyboard.

If you're correct, you'll win money; if you're wrong, you'll lose money, and the remaining players will get a chance to buzz in and try to guess one of the remaining answers.

Believe It Or Not!® questions

Think you know every little obscure fact in the Ripley's catalog? This is the question for you. The host may read a short introduction, and then a number of short statements will appear on the screen.

For this question, all players play at the same time. When a statement appears on the screen, each player can vote on whether he or she believes it (believes that the statement is true) or not.

If you believe the statement, press your buzz-in key **once** when you see the statement. If you don't believe the statement, press your buzz-in key **twice**. If you don't want to vote, do nothing. To change your answer, or to remove your vote, press your buzz-in key until the correct vote (or no vote) appears above your token.

If you're correct, you win money; if you're wrong, you lose money. If you don't vote, you won't win or lose any money.

This question ends when all the statements have appeared once.

Odditorium questions

In this game you are shown a picture and asked to guess what it represents. The host narrates five possible descriptions of the picture, one at a time. As he describes them, a short headline appears summarizing each description.

When you hear a description you think is correct, try to be the first to buzz in, then select your answer by typing 1, 2, 3, 4, or 5 on your keyboard. You might want to wait for all the answers to be listed before buzzing in, because you can only select answers that have been displayed.

When a player answers, the other players will get a chance at some bonus cash by voting on whether or not they believe the answer (winning or losing less money than the player who answered). If you believe the player's answer, press your buzz-in key **once**. If you don't believe the answer, press your buzz-in key **twice**. To change your answer, or to remove your vote, press your buzz-in key until the correct vote (or no vote) appears above your token.

If the answer is correct, the player that buzzed in wins money, as does any player who voted to believe the answer. Any player who voted to disbelieve the answer loses money.

If the answer is incorrect, the player who buzzed in loses money, as does any player who believed the answer. Any player who disbelieved the answer wins money.

In the case of an incorrect answer, the question stays on the screen, and any players who did not previously participate (either by buzzing in or by voting) will be given a chance to try to answer the question.

Things You Shouldn't See questions

In this quick-response question, a phrase appears on the screen, and a number of pictures (straight from Robert L. Ripley's archives) appear rapid-fire on the screen. Only one picture matches the phrase on the screen.

At the exact moment you see a picture you think matches the given phrase, buzz in. If you're the first person to buzz in, you win money if your answer is correct, and you lose money if your answer is wrong; then a new phrase (and new set of pictures) appears on the screen.

There are five phrases total; these will continue to appear until all the correct pictures have been guessed or time runs out.

Getting technical support

For automated support on the web, visit the Sierra web page at www.sierra.com.

You can also mail Sierra at the address below:

Sierra On-Line
Technical Support
P.O. Box 85006
Bellevue, WA 98015-8506

North America contact information

Sierra On-Line offers a 24-hour automated technical support line with recorded answers to the most frequently asked technical questions. To access this service, call (425) 644-4343, and follow the recorded instructions to find your specific topic and resolve the issue. If this fails to solve your problem, you may still write, or fax us with your questions, or contact us via our Web site.

Main: (425) 644-4343
Monday-Friday, 8:00 a.m.- 4:45 p.m. PST
Fax: (425) 644-7697
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Credits

Hypnotix, Inc.

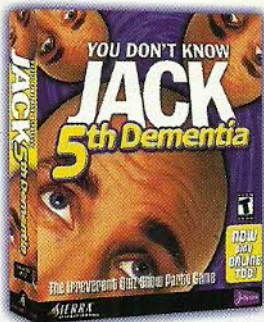
Executive Producer - Michael Taramykin
Art Director - Jason Shenkman
Programming - Thomas L. Kirchner, Michael Robert Hausman
Artists - John Philip Sousa, Sue Mcloughlin, Mike Yosh, John Gaertner,
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Corporate Product Certification Quality Engineer - Dave Johnson
Account Manager, Packaging - Melissa Farmin
Senior Designer, Packaging - Tom Saffle
Manual written and designed by Dana Armstrong and Heather Prickett
Original Music composed and performed by Rob Warren & Erle McCan,
Lemon Cello Music
Voice Talent - Jack Palance, John Armstrong
Writers - Kermet Apio, Ian Bell, Cara Ely, Basil Harris, Joey MacArthur,
Scott Meyer, John Moe, Joe Vespaziani
Audio Engineers - Craig Utterback, Bell Sound Studios
Special Thanks to Robert Whiteman

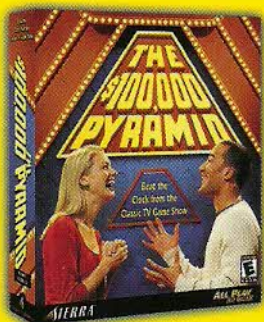
Irreverent to Incredible, Sierra's Got It!



YOU DON'T KNOW JACK®: 5th Dementia

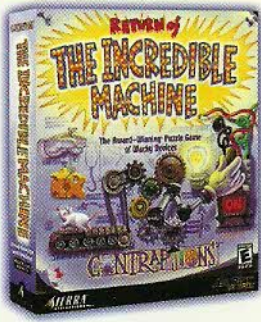
Welcome to 5th Dementia—where hilarity is the only law. YOU DON'T KNOW JACK® offers award-winning, lightning-fast trivia mayhem. Play alone, or with friends at your PC or on the Internet.

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It's the classic TV game show just as you remember it—only YOU'RE the contestant. Play with "celebrity" partners, or host a pyramid party with friends. There are 700+ categories in this fast and fun game of crazy clues and wild guesses.



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