

PLAYING SONGS

AND ALSO:

SONG	HOW TO PLAY SONG	MULTI-BALL QUALIFY	ALSO	Song Changes (Light 8 songs to light "Song Change")
T.N.T.	Clear off the T-N-T targets. This lights the detonator for a hurry-up, rapidly counting down. Strike the detonator to score the hurry-up and light the note shots for the same value. Those shots in turn start counting down after a short delay. Making a shot scores that value, locks the other 4 note shots at the value, and unlights it. Making all 5 shots relights the T.N.T drops again, and the sequence is repeated. Both hurry-up values stop at 250K if not collected, and remains there indefinitely.	Album Multiball	+ 500 to the spinner value	1 Bank of T-N-T targets.
Let There Be Rock	Complete the bank of R-O-C-K standup targets on the right. Doing so lights the note shots. Hitting any R-O-C-K target relights any unlit note shots.	Album Multiball	+ 750 to the spinner value	1 Bank of R-O-C-K standup targets on the right.
Back in Black	Drop the bank of A-C-/-D-C targets on the left to light the note shots. Complete the note shots for scoring and progress. Dropping an A-C-/-D-C target relights any unlit note shots.	Album Multiball	+1000 to the spinner value	Drop 1 bank of A-C-/-D-C targets.

SONG	HOW TO PLAY SONG	MULTI-BALL QUALIFY	ALSO	Song Changes (Light 8 songs to light "Song Change")
Hell Ain't a Bad Place to Be	Shoot the right orbit (also on plunge). Sends you to the lower playfield, where all 5 shots are flashing. Completing all 5 shots scores the completion value (only once) and lights the loop shots for the remainder of the lower playfield time. After you return to the upper playfield, shoot the lit note shot in the right orbit. All note shots will then light. Complete these shots for scoring and progress. Complete the red horns shots to requalify the lower playfield. While the lower playfield is not qualified, shooting the right orbit will relight any unlit note shots. Repeat.	Orbits for Tour Multiball		Shoot the right orbit.
War Machine	Spin the left spinner enough to advance its level. Doing so lights the other 4 note shots for scoring and progress. Each note shot made (including the left orbit itself) adds 1K to the spinner value, completing all note shots adds 5K. The spinner caps at 50K/spin.	Orbits for Tour Multiball		Shoot the left orbit.

SONG	HOW TO PLAY SONG	MULTI-BALL QUALIFY	ALSO	Song Changes (Light 8 songs to light "Song Change")
Highway to Hell	<p>Shoot the right ramp. Doing so will put the ball in the cannon temporarily and activate the lower playfield with the loops flashing. Complete both shots to light all 5 lower playfield shots. Shots unlight as they are hit, complete either the loops or the face targets to relight all 5. Once you return to the upper playfield, if the cannon is lit, you will be allowed to fire it for whatever it's lit for. If the cannon is not lit, the cannon will auto-fire at a random angle.</p> <p>The note shots will now be lit. Complete them for scoring and progress</p> <p>Complete the horn shots to requalify the lower playfield on the right ramp. While the lower playfield is not qualified, shooting the right ramp will relight any unlit note shots. Repeat.</p>	Ramps for Jam Multiball		Shoot the right ramp.
Rock 'n' Roll Train	Shoot the left ramp. This lights the right ramp and right orbit for combo shots. Make either combo to light all note shots. If you fail to make a combo, the right ramp and right orbit lights go out and you must shoot the left ramp again to relight them.	Ramps for Jam Multiball		Shoot the left ramp.
Whole Lotta Rosie	Complete the A-X-E(top) lanes. Making the first A-X-E lane lights the note shots. A-X-E lanes remain active and will relight the note shots whenever a flashing lane is hit.			Complete the A-X-E lanes.

SONG	HOW TO PLAY SONG	MULTI-BALL QUALIFY	ALSO	Song Changes (Light 8 songs to light "Song Change")
Hell's Bells	<p>Shoot the bell. This lights the note shots. Complete these shots for progress and scoring.</p> <p>Hell's Bells does not start with its lower playfield qualified, you must complete the horn shots and then get the ball in the scoop behind the bell to activate the lower playfield.</p> <p>Once down there, the face targets are lit, complete them to light all 5 shots. Completing either loops or targets at this stage relights all shots, completing all 5 shots awards a larger score and is repeatable.</p>		Hit bell 3 x to start 2 & 3 X Playfield.	Shoot the bell.
You Shook Me All Night Long	<p>Hit the pop bumpers enough times (which depends on your bumper level - 10 hits for level 1 plus 5 more for each subsequent level) to advance them one level <i>or</i> hit one of the orbits. Doing either lights the note shots.</p> <p>Advancing the bumpers another level relights all note shots.</p> <p>Doing so 8 times lights Collect Bonus on the cannon.</p>			Hit the pop bumpers enough times to advance one level.

SONG	HOW TO PLAY SONG	MULTI-BALL QUALIFY	ALSO	Song Changes (Light 8 songs to light "Song Change")
<p>For Those About to Rock</p>	<p>Shoot either ramp to load the cannon. Hit flashing AC/DC drop target to light note shots. The bell shot will be pink, this shot scores double. Either ramp continues to load the cannon for "For Those About to Rock Award", each successful cannon shot adds another pink note shot.</p> <p>After the first five cannon shots are complete, the cannon will then ask you to shoot pairs of adjacent targets. If you only hit one of the two targets, you just need to reload the cannon and hit the other target. After both targets are down (regardless of how many firings it takes), a pink note shot lights.</p> <p>Doing so enough times also lights the cannon for Song Jackpot.</p>			<p>Spell F-I-R-E in the inlanes/outlanes.</p>
<p>Thunder-struck</p>	<p>One of the three thunder targets (lightning stand ups) light up one after the other. Hit the traveling shot to light the note shots with a twist: one of those shots also travels (it is a lighter blue than the others). Hitting that traveling shot scores 2X the value of the other shots. The traveling shot at the thunder targets continues to move, hitting it while the traveling note shot is still going adds another multiple to its scoring (so 3X, then 4X, etc.); hitting it while no traveling note shot is going relights any unlit standard shots and starts a new traveling note shot.</p>			<p>Complete the three little "thunder" standup targets next to the ramps.</p>

MULTIBALLS

Multiball	No. Balls	Qualify	How to score points
JAM MULTIBALL	2 Ball	1 st Mball - 6 ramps 2 nd Mball - 8 ramps 3 rd Mball - 10 ramps	Jackpots are the ramps. When you shoot a jackpot, that shot unlights for briefly and the opposite ramp is lit for a combo. Making the combo (not necessarily with the same ball!) scores a double jackpot for the second shot and lights the first ramp. Making that combo scores a single jackpot and lights the second ramp again. Making the fourth consecutive ramp scores a triple jackpot and ends the sequence.
ALBUM MULTIBALL	3 Ball	1 st Mball - 3 target banks (can be one of each bank, 3 of one bank or 2 of one 1 of the other) 2 nd Mball - 5 banks 3 rd Mball - 7 banks	Complete any banks to score a jackpot. 2X if completed in order.
TOUR MULTIBALL	3 Ball	1 st Mball - 8 orbit loops 2 nd Mball - ? loops 3 rd Mball - ? loops	Orbits score jackpots. 20 regular jackpots = Super Jackpot

* Completing all 5 note shots in a multiball (they flash) will add a ball, once per multiball.

EXTRA BALLS

- Completing each target bank twice. Another extra ball is lit every 25 completions of each target bank.
- Making 25 Combos (which doesn't require 25 actual combinations; 3-way and higher combos count as a separate Combo for each shot beyond the first). Another extra ball is lit every 100 Combos.

VIP PASSES

Earn 1* VIP pass for a successful Skill Shot off the plunge.

Earn 2* VIP passes for a successful Super Skill Shot (hold down right flipper while plunging, then shoot one of the flashing shots)

VIP Passes are used with the FIRE button. During single ball play, they will make one of the shots called for by the current song. If you have one flashing note shot left to "complete" the song and earn permanent progress, it gives you that; otherwise, it usually spots the one that relights note shots.

During multiball, it will score spot the "most important" lit shot (not a super jackpot, since that requires the cannon). If only one shot is left for add-a-ball, the VIP Pass will spot that, otherwise it generally spots a jackpot.

VIP Passes are awarded by skill shots and every 50 song requests. A "song request" just means a shot that lights a song on the jukebox list. It has to actually light the song to count as a song request.

SONG JACKPOTS

While a song is running, any points scored by shots associated with that song are added to the song jackpot.

The song jackpot starts at 1M at the start of the game and accumulates until collected or until the ball drains. Song jackpots do carry over between songs, so don't be afraid to switch songs if you have a high jackpot.

When the song jackpot resets, either through collection or because of a drain, it resets to 1M + 500K per song played.

Also, completing all note shots (but only when they're actually lit) for a song adds 2.5M to the song jackpot. This can be repeated any number of times.

Collecting the song jackpot is done in one of two ways:

- The first time you fire a lit cannon, and every 3 times after that, one of the awards will be "Song Jackpot".
- During Encore, the song jackpot becomes available under certain conditions.

The song jackpot *is* affected by 2X or 3X Playfield. Once collected, it resets.

In addition, the song jackpot is available in the form of a song bonus during Album Multiball and Tour Multiball. When the song bonus is collected, the song jackpot does *not* reset. The song bonus is also affected by 2X and 3X Playfield