



Playfield

- a. **Left Outlane:** spot **F-I-R-E**
- b. **Left Inlane:** spot **F-I-R-E**
- c. **Right Inlane:** spot **F-I-R-E**
- d. **Right Outlane:** spot **F-I-R-E**

- 1. **AC/DC Targets:** complete to advance towards *Album Multiball*; collect *Cannon Awards*
- 2. **Left Loop:** advance towards *Tour Multiball*; collect *Musical Note*
- 3. **Left Ramp:** advance towards *Jam Multiball*; feed **Cannon**; collect *Musical Note*
- 4. **Bell:** advance towards *Playfield Multiplier*; collect *Musical Note*
- 5. **TNT Targets:** complete to advance towards *Album Multiball*
- 6. **Right Ramp:** advance towards *Jam Multiball*; collect *Musical Note*
- 7. **Right Loop:** advance towards *Tour Multiball*; collect *Musical Note*
- 8. **Jukebox:** select *Song* when lit
- 9. **ROCK Targets:** complete to advance towards *Album Multiball*
- 10. **Cannon:** load from **Left Ramp** when *Cannon Fodder* is lit; shoot **AC/DC Targets** for *Song Jackpot*
- 11. **Hell mini-playfield:** used during *Highway to Hell*, *Hells Bells* and *Hell Ain't a Bad Place to Be*

*. **Lightning Bolt Targets:** change selected *Super Mode*



Gameplay: Songs

Songs: select at game start and at Jukebox when lit; try to complete *Song Task* then go for lit *Musical Notes*

- You Shook Me All Night Long (bumpers): complete 1 bumper level or shoot both **Loops**
- Highway to Hell (**Right Ramp**): shoot **Right Ramp** to go to *Hell*
- Rock N Roll Train (**Left Ramp**): shoot **Left Ramp**, then **Right Ramp**, **Loop** or **ROCK Targets**
- Whole Lotta Rosie (Rollover Lanes): make lit lanes
- *Hells Bells (**Bell**): shoot the **Bell** to go to *Hell*; shoot again to relight all *Musical Notes*
- *Thunderstruck (blue targets): hit shot with strobing blue target
- Back in Black (**AC/DC Targets**): complete the **AC/DC Target** bank
- *War Machine (spinner/**Left Loop**): shoot Left Loop for spinner until spinner level has been completed; *VIP Pass* awards one spin (don't do this!)
- *For Those About to Rock (**Cannon**): make all lit **AC/DC Targets** via **Cannon (Right or Left Ramp)**
- T.N.T. (TNT Targets): complete **TNT Target** bank to start Hurry-Up and hit again to complete; then make further Hurry-Ups at *Musical Note* shots
- *Hell Ain't A Bad Place to Be (**Right Loop**): shoot **Right Loop** to go to *Hell*
- Let There Be Rock (**ROCK Targets**): hit any ROCK Target 4x
- * indicates the Modes considered to be most valuable
- Song Jackpot: grows with successful shots during any song; collect at **Cannon**; relight by spotting F-I-R-E 3x

Musical Notes: five main shots can be lit (look out for lit note insert by shot) for higher points during a *Song*; once hit, relight by completing *Song Task*

- During a *Multiball*, completing all 5 *Musical Notes* will add a ball

VIP Passes: earned through Skill Shot and for every 50 Song Requests

- Use to collect a shot associated with current *Song*: this could either be a shot that advances towards finishing a *Song Task* (e.g. a **Ramp** during Rock N Roll Train) or if the Task is complete, will award one *Musical Note* shot

Hell: make flashing shots

Gameplay: Multiball and Misc

Jam Multiball (2-ball): make 6 **Ramps** to light; start at **Right Ramp**

- Collect Jackpots at **Ramps**; make opposite **Ramp** straight after a Jackpot for Double Jackpot
- Super Jackpot lit after 20 Jackpots: collect at **Cannon** and shoot **Bell**

Album Multiball (3-ball): complete all three **Target** banks to light; start at **Right Ramp**

- Collect Jackpots by completing **Target** banks (complete in order for Double Jackpot)
- Super Jackpot lit after 14 Jackpots: collect at **Cannon** and shoot **Bell**

Tour Multiball (2-ball): make 8 **Loops** to light; start at **Right Ramp**

- Collect Jackpots at Loops; make opposite Loop straight after a Jackpot for Double Jackpot
- Super Jackpot lit after 20 Jackpots; collect at **Cannon** and shoot **Bell**

Super Modes: qualify by completing a Song Task, then activate by making three Song shots; selected Mode will strobe in inserts at base of playfield

- Super Targets: get extra points by combo-ing **Target** shots
- Super Loops: get extra points at **Loop** shots
- Super Combos: get extra points for Combo shots

Misc

- *Skill Shot*: make lit rollover; for *Super Skill Shot* hold right flipper before **Jukebox** eject then make one of the 5 main shots
- *Playfield Multiplier*: make **Bell** 3x to active 2x playfield scoring for 20 seconds; subsequent hits to **Bell** before timeout will reset timer

