

USE FLIPPERS TO **(FIRE!)** CHOOSE A SONG

<b>BACK IN BLACK</b> <small>AC/DC</small> Hit the <b>A-C-F-D-C</b> targets!	<b>HIGHWAY TO HELL</b> <small>AC/DC</small> Shoot for the right ramp!	<b>THUNDERSTRUCK</b> <small>AC/DC</small> Hit the <b>⚡</b> targets!
<b>FOR THOSE ABOUT TO ROCK</b> <small>AC/DC</small> Load the cannon!	<b>LET THERE BE ROCK</b> <small>AC/DC</small> Hit the <b>R-O-C-K</b> targets!	<b>WAR MACHINE</b> <small>AC/DC</small> Shoot around the left orbit!
<b>HELL AIN'T A BAD PLACE TO BE</b> <small>AC/DC</small> Shoot around the right orbit!	<b>ROCK 'N' ROLL TRAIN</b> <small>AC/DC</small> Shoot for the left ramp!	<b>WHOLE LOTTA ROSIE</b> <small>AC/DC</small> Complete the <b>A-X-E</b> lanes!
<b>HELLS BELLS</b> <small>AC/DC</small> Shoot for the bell!	<b>T.N.T.</b> <small>AC/DC</small> Hit the <b>T-N-T</b> targets!	<b>YOU SHOOK ME ALL NIGHT LONG</b> <small>AC/DC</small> Shoot into the pop bumpers!



SHOOT THE FLASHING MUSICAL NOTES TO START ONE OF FOUR SUPER FEATURE SCORING MODES:  
**SUPER TARGETS** ⚡ **SUPER LANES** ⚡ **SUPER LOOPS** ⚡ **SUPER COMBOS**



**JAM MULTIBALL** ⚡ Shoot the left and right ramps to light, then shoot the right ramp to load the cannon to start.

**ALBUM MULTIBALL** ⚡ Complete **A-C-F-D-C**, **T-N-T**, or **R-O-C-K** targets to light, then shoot the right ramp to load the cannon to start.

**TOUR MULTIBALL** ⚡ Shoot the left and right orbits to light, then shoot the right ramp to load the cannon to start.

**EXTRA BALL** ⚡ Complete **A-C-F-D-C**, **T-N-T**, and **R-O-C-K** targets to light Extra Ball at the right loop.

**SPECIAL** ⚡ Complete **A-C-F-D-C**, **T-N-T**, and **R-O-C-K** targets to light Special. Complete targets again to collect.

**THE CANNON** ⚡ Spell **F-I-R-E** to qualify Cannon Fodder, Cannon Volley, or Cannon Chaos, then shoot the right ramp to load the cannon to start.

**ENCORE** ⚡ Play all 12 songs then shoot the jukebox to start the Encore wizard mode.

**LOWER PLAYFIELD** ⚡ Select one of the three "Hell" songs to light the mini playfield, shoot song shots to enter.

