

## Skill Shot

**Plunge** the ball into the **bar**, the **scoop**, the “?” **target**, or the **left inlane** to earn the **skill shot award**, indicated on the screen.

## Tent Modes

Qualify **tent modes** by completing the **T-E-N-T** lights on the inlanes/outlanes. The flipper buttons can be used to rotate which lights are on which lanes. This is made easier by the Not'n Roht'n stein. Once T-E-N-T is completed, “Enter Tent” will be lit on the **scoop**. Shoot the scoop to choose which tent to enter. There are 14 tent modes available:

- **Bumper Cars:** Shoot the **pop bumpers** and **slingshots**. The **upper slingshot** increases the point value awarded.
- **Chugging:** Quickly shoot the flashing shots to chug your stein faster than the on-screen opponents.
- **Duck Hunt:** Shoot the four flashing **Duck targets** located around the playfield.
- **Füd Frenzy:** All **switches** on the playfield score increased points. Point values awarded increase further based on the number of different switches triggered.
- **Juggling:** Starts as a two ball multiball. Shoot the indicated shots in sequence. Twice, an extra ball can be added into play by shooting the **Food Stand** when lit. Having more balls in play increases scoring.
- **Looper:** Shoot the **left ramp**. Shooting this ramp multiple times in succession without missing awards significantly more points.
- **Ring Toss:** Shoot the flashing **O-K-T-O-B-E-R** and **F-E-S-T** letters, which alternate when shot. Completing all flashing targets in either bank awards a bonus.
- **Rockin' Express:** Shoot the **spinner**. Point values awarded increase by shooting the lit **orbit**.
- **Rotor:** Lit shots rotate from left to right and back again. Point values awarded increase based on the number of different lit shots made.
- **Sky Slide:** Shoot the **Food Stand drop target** to lower it, then quickly stand into the **Food Stand saucer** before the drop target resets.
- **Stein Race:** **Disables the left flipper button** -- use the lower right-side button (normally MagNab) to operate the left flipper. Complete all lit shots. Point values awarded decrease for repeating shots already made.
- **Tap It!: Video mode** -- the ball will be held in the scoop while you play this on-screen. Use the **flipper buttons** to move the bartender left and right to meet approaching customers, and the **lower right-side button** to fill steins to serve the customers. Point values awarded decrease the longer each customer is kept waiting.
- **Target Shooting:** Shoot the flashing **P-R-O-S-T** letters, which move from left to right and back again.
- **Flipper Meister:** *Only available after playing the other 13 tent modes.* Starts as a three ball multiball. Shoot the indicated shots in sequence. Shot values are based on player performance in the other tent modes, in the order they were played. At increasing intervals, additional balls will be added into play.

Tent modes continue until you drain the ball or run out of time for the tent. The timer can be extended by the Engler Pale Ale stein. Each tent mode has a criteria for “winning” that tent; these criteria can generally be selected in the game Feature Adjustments. Winning a tent provides bonus Ducks and extra end-of-ball bonus. Tents can be revisited if not won, but tents that have been won can't be replayed until after completing Flipper Meister.

## Steins

Collect **steins** by shooting at the **bar** until the bar door opens, which will light “Collect Stein” at the bar. Shoot into the open bar to choose which stein to collect. Steins provide “power-ups” for game features. There are 14 steins available:

- **Abby Nirmal Cider:** Awards an additional **Duck** for each Duck target collected; multiplies scoring of the **Bumper Cars Tent**.
- **Baker Street Ale:** Increases length of **playfield multiplier** from T-A-P lanes; multiplies scoring of the **Rotor Tent**.
- **Buschbrau:** Awards an additional **MagNab** for each one collected; multiplies scoring of the **Füd Frenzy Tent**.
- **Engler Pale Ale:** Increases the **timer** during Tent Modes; multiplies scoring of the **Chugging Tent**.
- **Freak Show Rooster:** Increases the value of **Corkscrew Multiball jackpots**; multiplies scoring of the **Target Shooting Tent**.
- **Frosty Ferret:** Increases the value of **Beer Barrel Multiball jackpots**; multiplies scoring of the **Duck Hunt Tent**.
- **Ish Pale Ale:** Reduces the number of **bar hits** required to open the bar; multiplies scoring of the **Sky Slide Tent**.
- **Kernenmeister:** Reduces the number of target hits required to light **outlane ball savers**; multiplies scoring of the **Rockin’ Express Tent**.
- **Master Mystery Dark:** Increases scoring of the **spinner**; multiplies scoring of the **Tap It! Tent**.
- **Not’n Roht’n:** Gives an additional **T-E-N-T** letter for each one collected; multiplies scoring of the **Juggling Tent**.
- **Pin Wiz Pale Ale:** Increases scoring of the **pop bumpers**; multiplies scoring of the **Flipper Meister Tent**.
- **Reclab Redrum Stout:** Adds additional **end-of-ball bonus multiplier** when completing Duck targets; multiplies scoring of the **Stein Race Tent**.
- **Sloshed Rosh Lager:** Allows collecting **O-K-T-O-B-E-R F-E-S-T** letters by shooting adjacent targets; multiplies scoring of the **Looper Tent**.
- **Thor’s Hammer Ale:** Increases the number of **tilt warnings** given before the game tilts; multiplies scoring of the **Ring Toss Tent**.

The powers of all collected steins combine (stack) over the course of the entire game. Choose them wisely.

## Ducks

**Ducks** increase the **value of tent modes** and increase **end-of-ball bonus**. Ducks can be earned by shooting the **four Duck targets** located around the playfield, and by **winning tent modes**. Collecting enough Ducks qualifies **Duck Derby**, indicated by the scoop arrow flashing yellow. Abby Nirmal Cider steins cause the Duck targets to award additional Ducks.

Light all 4 different Duck targets around the playfield to increase end-of-ball bonus multiplier (more so by Reclab Redrum Stout steins), and light **Mystery**, which is collected by shooting the scoop when lit.

## Mystery

Light all **four different Duck targets** around the playfield to light **Mystery**. Shoot the **scoop** to collect a **free award** from the friendly ducks, which may include points, steins, progress toward multiballs, or even an extra ball.

## Corkscrew Multiball

Except during other multiballs, completing either the **O-K-T-O-B-E-R** or **F-E-S-T** target banks lowers the **left ramp** for a Corkscrew ball lock. Completing the remaining target bank lights two more Corkscrew ball locks. Lock 3 balls in the Corkscrew to begin **Corkscrew Multiball**.

During Corkscrew Multiball, shoot the **roving lit shots for jackpots**. Completing the **P-R-O-S-T** targets lights additional jackpot shots. Completing **F-E-S-T** during multiball lowers the left ramp for a **1x Super Jackpot**; completing **O-K-T-O-B-E-R** during multiball lowers the left ramp for a **2x Super Jackpot**. The value of all jackpots is based on **calories** eaten at the Food Stand prior to multiball, and boosted by Freak Show Rooster steins.

If you drain down to a single ball and have not collected a Super Jackpot, the left ramp will lower briefly for a last chance attempt at a Super Jackpot.

## Beer Barrel Multiball

Except during other multiballs, completing the **P-R-O-S-T** target bank lights one Beer Barrel ball lock. Shoot the lit **Beer Barrel ramp** when lit to lock a ball. The third ball locked in the Beer Barrel (even if the other balls are from another player or another game) begins **Beer Barrel Multiball**.

During Beer Barrel Multiball, shoot **any lit shot for jackpot**. Completing the **P-R-O-S-T** targets relights all jackpot shots. Shooting one ball into the **Beer Barrel** will hold it there for some time (adjustable in Feature Adjustments), during which **jackpots are awarded at 2x, 3x, 4x**, etc. Shooting a second ball into the Beer Barrel awards a **Super Jackpot**. Shooting a third ball into the Beer Barrel awards a **2x Super Jackpot** and releases all locked balls. The value of all jackpots is based on **calories** eaten at the Food Stand prior to multiball, and boosted by Frosty Ferret steins.

## Food Stand

Except during multiballs, shooting the **spinner** or the **Food Stand drop target** advance toward opening the Food Stand, indicating by the "Food Stand" light. When the Food Stand is open, shoot the **Food Stand saucer** to begin a **Food Stand** feature, which are always awarded in order:

- **Pretzels:** Orbits
- **Ice Cream:** Bumpers
- **Cookies:** Ramps
- **Sausages:** Everything
- **Calorie Coma:** beware the slow, oogy feeling of having eaten too much!

During a Food Stand feature, shoot the indicated game features for **calories**. Calories increase the scoring during Corkscrew and Beer Barrel Multiballs. Once per Food Stand feature, shoot the Food Stand saucer to reset the Food Stand timer.

## Playfield Multipliers

Completing the **T-A-P** lanes increases the **multiplier of all playfield scoring** for some time (adjustable in Feature Adjustments). This time will be extended by Baker Street Ale steins.

## MagNabs

Shoot the **lit MagNab shot** (either the **right ramp** or the **captive ball**) to earn **MagNabs**. Additional MagNabs will be awarded by Buschbrau steins. Press the **lower right-side button** to use a MagNab to catch the ball when the ball is **above the T-A-P lanes** or **above the upper-right flipper**. MagNabs are very helpful to increase Playfield Multipliers, or to set up shots on the bar, captive ball, or Beer Barrel ramp.

## Outlane Savers

Shoot the **standup target** located above each **outlane** one or more times to light an **outlane saver**. The number of hits required is reduced by the Kernenmeister stein. When qualified, the “Ball Save” indicator will light green. Initially, ball saves are automatic, but after several outlane saves, an additional task will be required to continue your ball:

- **Left outlane: Last Call:** complete the flashing **S-O-B-E-R** letters to continue your ball. Beware, your flippers may not be as responsive as you expect ... possibly due to the contents of those steins?
- **Right outlane: Re-Entry:** you have 3 attempts to **plunge** the ball into the **scoop** to continue your ball. **Flippers are not active** during this feature.

## End of Ball Bonus

**End of Ball Bonus** is based on:

- Total number of **Steins** collected.
- Total number of **Tent Modes** played.
- **Tent Modes “won”** on this ball.
- Total number of **Ducks** collected.

## Extra Balls

Qualify **Extra Balls** by:

- Collecting enough **Ducks**.
- Collecting enough **Steins**.
- Playing enough **Tent Modes**.

Exact numbers required may be changed in Feature Adjustments.

When lit, collect Extra Balls by shooting the **Food Stand saucer**.

## Additional Notes

- In most cases, when the ball is held in a saucer, scoop, or lock for an animation, hold both flippers at the same time to skip the animation and continue play.