



JUKEBOX: Use the flipper buttons to change the song, and use the FIRE button to select the song.

SONGS: Each Song, when playing, increases scoring for different areas of the Playfield.

YOU SHOOK ME ALL NIGHT LONG = Pop Bumpers

BACK IN BLACK = "AC/DC"

HIGHWAY TO HELL = Right Ramp

WAR MACHINE = Left Loop/Spinner

ROCK N ROLL TRAIN = Left Ramp

FOR THOSE ABOUT TO ROCK = "FIRE"/Cannon

WHOLE LOTTA ROSIE = "AXE"

T.N.T. = "T.N.T."

HELLS BELLS = Bell

HELL AIN'T A BAD PLACE TO BE = Right Loop

THUNDERSTRUCK = Lightning Bolts

LET THERE BE ROCK = "ROCK"

SUPER FEATURES: Shoot for flashing Musical Notes while a song is playing to start one of four Super Features. Super Targets = More score for targets. Super Lanes = More score for Lanes. Super Loops = More score for Loops. Super Combos = More score for Combos.

JAM MULTIBALL: Shoot the Left and Right Ramps to light Jam Multiball. Shoot the Right Ramp to load the Cannon to start Jam Multiball.

ALBUM MULTIBALL: Shoot "AC/DC", "T.N.T.", or "ROCK" to light Album Multiball. Shoot the Right Ramp to load the Cannon to start Album Multiball.

TOUR MULTIBALL: Shoot the Left Loop/Spinner or the Right Loop/Jukebox to light Tour Multiball. Shoot the Right Ramp to load the Cannon to start Tour Multiball.

EXTRA BALL: Complete "AC/DC", "T.N.T.", and "ROCK" to light Extra Ball at the Right Loop (see Instant Info).

SPECIAL: Complete "AC/DC", "T.N.T.", and "ROCK" to light Special (see Instant Info). Complete "AC/DC", "T.N.T.", and "ROCK" again to collect Special.

CANNON FEATURES: Spell FIRE (see Instant Info) to qualify Cannon Fodder, Cannon Volley, or Cannon Chaos. Shoot the Right Ramp to load and fire the Cannon.

ENCORE: Play all Songs to start Encore. Finish Encore to collect Encore Progressive Jackpot (see Attract Mode).

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755-51C6-12-V English/Spanish



JUKEBOX: Use the flipper buttons to change the song, and use the FIRE button to select the song.

SONGS: Each Song, when playing, increases scoring for different areas of the Playfield.

YOU SHOOK ME ALL NIGHT LONG = Pop Bumpers

BACK IN BLACK = "AC/DC"

HIGHWAY TO HELL = Right Ramp

WAR MACHINE = Left Loop/Spinner

ROCK N ROLL TRAIN = Left Ramp

FOR THOSE ABOUT TO ROCK = "FIRE"/Cannon

WHOLE LOTTA ROSIE = "AXE"

T.N.T. = "T.N.T."

HELLS BELLS = Bell

HELL AIN'T A BAD PLACE TO BE = Right Loop

THUNDERSTRUCK = Lightning Bolts

LET THERE BE ROCK = "ROCK"

SUPER FEATURES: Shoot for flashing Musical Notes while a song is playing to start one of four Super Features. Super Targets = More score for targets. Super Lanes = More score for Lanes. Super Loops = More score for Loops. Super Combos = More score for Combos.

JAM MULTIBALL: Shoot the Left and Right Ramps to light Jam Multiball. Shoot the Right Ramp to load the Cannon to start Jam Multiball.

ALBUM MULTIBALL: Shoot "AC/DC", "T.N.T.", or "ROCK" to light Album Multiball. Shoot the Right Ramp to load the Cannon to start Album Multiball.

TOUR MULTIBALL: Shoot the Left Loop/Spinner or the Right Loop/Jukebox to light Tour Multiball. Shoot the Right Ramp to load the Cannon to start Tour Multiball.

EXTRA BALL: Complete "AC/DC", "T.N.T.", and "ROCK" to light Extra Ball at the Right Loop (see Instant Info).

SPECIAL: Complete "AC/DC", "T.N.T.", and "ROCK" to light Special (see Instant Info). Complete "AC/DC", "T.N.T.", and "ROCK" again to collect Special.

CANNON FEATURES: Spell FIRE (see Instant Info) to qualify Cannon Fodder, Cannon Volley, or Cannon Chaos. Shoot the Right Ramp to load and fire the Cannon.

ENCORE: Play all Songs to start Encore. Finish Encore to collect Encore Progressive Jackpot (see Attract Mode).

LOWER PLAYFIELD: Complete flashing Devil Horns to qualify the Lower Playfield at the Jukebox.

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755-51C7-12-V English/Spanish



JUKEBOX: Servez-vous des boutons du flipper pour changer la chanson, et du bouton FIRE pour choisir la chanson.

CHANSON: Chaque chanson, lorsqu'elle est jouée, augmente le score pour les différentes zones du terrain de jeu.

YOU SHOOK ME ALL NIGHT LONG = Butoirs, **BACK IN BLACK** = « AC/DC », **HIGHWAY TO HELL** = Rampe droite,

WAR MACHINE = Boucle/Bobine gauche, **ROCK N ROLL TRAIN** = Rampe gauche, **FOR THOSE ABOUT TO ROCK** =

« FIRE » / Canon, **WHOLE LOTTA ROSIE** = « AXE »,

T.N.T. = « T.N.T. », **HELLS BELLS** = Bell, **HELL AIN'T A**

BAD PLACE TO BE = Bouche droite, **THUNDERSTRUCK** =

Eclairs, **LET THERE BE ROCK** = « ROCK »

SUPER FONCTIONNALITÉS: Visez les notes de musique pendant que l'on joue une chanson pour lancer une de nos quatre super fonctionnalités. Super cibles = Score supplémentaire pour les cibles. Super voies = Score supplémentaire pour les voies. Super bouches = Score pour les boucles. Super Combos = Score supplémentaire pour les combos.

MULTIBILLE JAM: Visez les rampes gauche et droite pour allumer la multibille Jam. Visez la rampe droite pour charger le Canon pour lancer la multibille Jam.

MULTIBILLE ALBUM: Visez « AC/DC », « T.N.T. », ou « ROCK » pour allumer la multibille

Album. Visez la rampe droite pour charger le Canon et lancer la multibille Album.

MULTIBILLE TOURNÉE: Visez la boucle / bobine gauche ou la boucle droite / le Jukebox pour allumer la multibille. Visez la rampe droite pour charger le Canon et lancer la multibille Tournée.

BILLE SUPPLÉMENTAIRE: Achevez « AC/DC », « T.N.T. », et « ROCK » pour allumer la Bille supplémentaire à la boucle droite (voir les informations instantanées).

SPECIAL: Achevez « AC/DC », « T.N.T. » et « ROCK » pour allumer le Spécial (voir les informations instantanées). Achevez « AC/DC », « T.N.T. » et « ROCK » une nouvelle fois pour obtenir le prix spécial.

FONCTIONNALITÉS CANON: Épelez FIRE (voir les informations instantanées) pour obtenir Cannon Fodder, Cannon Volley, ou Cannon Chaos. Visez la lampe droite pour charger et tirer le canon.

ENCORE: Jouez toutes les chansons pour lancer Encore. Terminez Encore pour obtenir le jackpot Encore Progressive (voir le mode Attract).

TERRAIN DE JEU INFÉRIEUR: Visez les cornes du diable clignotantes pour obtenir le terrain de jeu inférieur du Jukebox.

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755-51C7-05-V French



JUKEBOX: Use the flipper buttons to change the song, and use the FIRE button to select the song.

SONGS: Each Song, when playing, increases scoring for different areas of the Playfield.

YOU SHOOK ME ALL NIGHT LONG = Pop Bumpers

BACK IN BLACK = "AC/DC"

HIGHWAY TO HELL = Right Ramp

WAR MACHINE = Left Loop/Spinner

ROCK N ROLL TRAIN = Left Ramp

FOR THOSE ABOUT TO ROCK = "FIRE"/Cannon

WHOLE LOTTA ROSIE = "AXE"

T.N.T. = "T.N.T."

HELLS BELLS = Bell

HELL AIN'T A BAD PLACE TO BE = Right Loop

THUNDERSTRUCK = Lightning Bolts

LET THERE BE ROCK = "ROCK"

SUPER FEATURES: Shoot for flashing Musical Notes while a song is playing to start one of four Super Features. Super Targets = More score for targets. Super Lanes = More score for Lanes. Super Loops = More score for Loops. Super Combos = More score for Combos.

JAM MULTIBALL: Shoot the Left and Right Ramps to light Jam Multiball. Shoot the Right Ramp to load the Cannon to start Jam Multiball.

ALBUM MULTIBALL: Shoot "AC/DC", "T.N.T.", or "ROCK" to light Album Multiball. Shoot the Right Ramp to load the Cannon to start Album Multiball.

TOUR MULTIBALL: Shoot the Left Loop/Spinner or the Right Loop/Jukebox to light Tour Multiball. Shoot the Right Ramp to load the Cannon to start Tour Multiball.

EXTRA BALL: Complete "AC/DC", "T.N.T.", and "ROCK" to light Extra Ball at the Right Loop (see Instant Info).

SPECIAL: Complete "AC/DC", "T.N.T.", and "ROCK" to light Special (see Instant Info). Complete "AC/DC", "T.N.T.", and "ROCK" again to collect Special.

CANNON FEATURES: Spell FIRE (see Instant Info) to qualify Cannon Fodder, Cannon Volley, or Cannon Chaos. Shoot the Right Ramp to load and fire the Cannon.

ENCORE: Play all Songs to start Encore. Finish Encore to collect Encore Progressive Jackpot (see Attract Mode).

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755-51C6-12-Y English/Spanish



JUKEBOX: Use the flipper buttons to change the song, and use the FIRE button to select the song.

SONGS: Each Song, when playing, increases scoring for different areas of the Playfield.

YOU SHOOK ME ALL NIGHT LONG = Pop Bumpers

BACK IN BLACK = "AC/DC"

HIGHWAY TO HELL = Right Ramp

WAR MACHINE = Left Loop/Spinner

ROCK N ROLL TRAIN = Left Ramp

FOR THOSE ABOUT TO ROCK = "FIRE"/Cannon

WHOLE LOTTA ROSIE = "AXE"

T.N.T. = "T.N.T."

HELLS BELLS = Bell

HELL AIN'T A BAD PLACE TO BE = Right Loop

THUNDERSTRUCK = Lightning Bolts

LET THERE BE ROCK = "ROCK"

SUPER FEATURES: Shoot for flashing Musical Notes while a song is playing to start one of four Super Features. Super Targets = More score for targets. Super Lanes = More score for Lanes. Super Loops = More score for Loops. Super Combos = More score for Combos.

JAM MULTIBALL: Shoot the Left and Right Ramps to light Jam Multiball. Shoot the Right Ramp to load the Cannon to start Jam Multiball.

ALBUM MULTIBALL: Shoot "AC/DC", "T.N.T.", or "ROCK" to light Album Multiball. Shoot the Right Ramp to load the Cannon to start Album Multiball.

TOUR MULTIBALL: Shoot the Left Loop/Spinner or the Right Loop/Jukebox to light Tour Multiball. Shoot the Right Ramp to load the Cannon to start Tour Multiball.

EXTRA BALL: Complete "AC/DC", "T.N.T.", and "ROCK" to light Extra Ball at the Right Loop (see Instant Info).

SPECIAL: Complete "AC/DC", "T.N.T.", and "ROCK" to light Special (see Instant Info). Complete "AC/DC", "T.N.T.", and "ROCK" again to collect Special.

CANNON FEATURES: Spell FIRE (see Instant Info) to qualify Cannon Fodder, Cannon Volley, or Cannon Chaos. Shoot the Right Ramp to load and fire the Cannon.

ENCORE: Play all Songs to start Encore. Finish Encore to collect Encore Progressive Jackpot (see Attract Mode).
LOWER PLAYFIELD: Complete flashing Devil Horns to qualify the Lower Playfield at the Jukebox.

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755-51C7-12-Y English/Spanish



JUKEBOX: Servez-vous des boutons du flipper pour changer la chanson, et du bouton FIRE pour choisir la chanson.

CHANSON: Chaque chanson, lorsqu'elle est jouée, augmente le score pour les différentes zones du terrain de jeu.

YOU SHOOK ME ALL NIGHT LONG = Butoirs, **BACK IN BLACK** = « AC/DC », **HIGHWAY TO HELL** = Rampe droite,

WAR MACHINE = Bouclic/Bobine gauche, **ROCK N ROLL TRAIN** = Rampe gauche, **FOR THOSE ABOUT TO ROCK** =

« FIRE » / Cannon, **WHOLE LOTTA ROSIE** = « AXE »,

T.N.T. = « T.N.T. », **HELLS BELLS** = Bell, **HELL AIN'T A BAD PLACE TO BE** = Bouche droite, **THUNDERSTRUCK** =

Eclairs, **LET THERE BE ROCK** = « ROCK »

SUPER FONCTIONNALITÉS: Visez les notes de musique pendant que l'on joue une chanson pour lancer une de nos quatre super fonctionnalités. Super cibles = Score supplémentaire pour les cibles. Super voies = Score supplémentaire pour les voies. Super bouches = Score pour les boucles. Super Combos = Score supplémentaire pour les combos.

MULTIBILLE JAM: Visez les rampes gauche et droite pour allumer la multibille Jam. Visez la rampe droite pour charger le Canon pour lancer la multibille Jam.

MULTIBILLE ALBUM: Visez « AC/DC », « T.N.T. », ou « ROCK » pour allumer la multibille

Album. Visez la rampe droite pour charger le Canon et lancer la multibille Album.

MULTIBILLE TOURNÉE: Visez la boucle / bobine gauche ou la boucle droite / le Jukebox pour allumer la multibille. Visez la rampe droite pour charger le Canon et lancer la multibille Tournée.

BILLE SUPPLÉMENTAIRE: Achevez « AC/DC », « T.N.T. », et « ROCK » pour allumer la Bille supplémentaire à la boucle droite (voir les informations instantanées).

SPECIAL: Achevez « AC/DC », « T.N.T. » et « ROCK » pour allumer le Spécial (voir les informations instantanées). Achevez « AC/DC », « T.N.T. » et « ROCK » une nouvelle fois pour obtenir le prix spécial.

FONCTIONNALITÉS CANNON: Épelez FIRE (voir les informations instantanées) pour obtenir Cannon Fodder, Cannon Volley, ou Cannon Chaos. Visez la lampe droite pour charger et tirer le canon.

ENCORE: Jouez toutes les chansons pour lancer Encore. Terminez Encore pour obtenir le jackpot Encore Progressive (voir le mode Attract).

TERRAIN DE JEU INFÉRIEUR: Visez les cornes du diable clignotantes pour obtenir le terrain de jeu inférieur du Jukebox.

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755-51C7-05-Y French



JUKEBOX: Use the flipper buttons to change the song, and use the FIRE button to select the song.

SONGS: Each Song, when playing, increases scoring for different areas of the Playfield.

YOU SHOOK ME ALL NIGHT LONG = Pop Bumpers

BACK IN BLACK = "AC/DC"

HIGHWAY TO HELL = Right Ramp

WAR MACHINE = Left Loop/Spinner

ROCK N ROLL TRAIN = Left Ramp

FOR THOSE ABOUT TO ROCK = "FIRE"/Cannon

WHOLE LOTTA ROSIE = "AXE"

T.N.T. = "T.N.T."

HELLS BELLS = Bell

HELL AIN'T A BAD PLACE TO BE = Right Loop

THUNDERSTRUCK = Lightning Bolts

LET THERE BE ROCK = "ROCK"

SUPER FEATURES: Shoot for flashing Musical Notes while a song is playing to start one of four Super Features. Super Targets = More score for targets. Super Lanes = More score for Lanes. Super Loops = More score for Loops. Super Combos = More score for Combos.

JAM MULTIBALL: Shoot the Left and Right Ramps to light Jam Multiball. Shoot the Right Ramp to load the Cannon to start Jam Multiball.

ALBUM MULTIBALL: Shoot "AC/DC", "T.N.T.", or "ROCK" to light Album Multiball. Shoot the Right Ramp to load the Cannon to start Album Multiball.

TOUR MULTIBALL: Shoot the Left Loop/Spinner or the Right Loop/Jukebox to light Tour Multiball. Shoot the Right Ramp to load the Cannon to start Tour Multiball.

EXTRA BALL: Complete "AC/DC", "T.N.T.", and "ROCK" to light Extra Ball at the Right Loop (see Instant Info).

SPECIAL: Complete "AC/DC", "T.N.T.", and "ROCK" to light Special (see Instant Info). Complete "AC/DC", "T.N.T.", and "ROCK" again to collect Special.

CANNON FEATURES: Spell FIRE (see Instant Info) to qualify Cannon Fodder, Cannon Volley, or Cannon Chaos. Shoot the Right Ramp to load and fire the Cannon.

ENCORE: Play all Songs to start Encore. Finish Encore to collect Encore Progressive Jackpot (see Attract Mode).

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755-51C6-12-V English/Spanish



JUKEBOX: Use the flipper buttons to change the song, and use the FIRE button to select the song.

SONGS: Each Song, when playing, increases scoring for different areas of the Playfield.

YOU SHOOK ME ALL NIGHT LONG = Pop Bumpers

BACK IN BLACK = "AC/DC"

HIGHWAY TO HELL = Right Ramp

WAR MACHINE = Left Loop/Spinner

ROCK N ROLL TRAIN = Left Ramp

FOR THOSE ABOUT TO ROCK = "FIRE"/Cannon

WHOLE LOTTA ROSIE = "AXE"

T.N.T. = "T.N.T."

HELLS BELLS = Bell

HELL AIN'T A BAD PLACE TO BE = Right Loop

THUNDERSTRUCK = Lightning Bolts

LET THERE BE ROCK = "ROCK"

SUPER FEATURES: Shoot for flashing Musical Notes while a song is playing to start one of four Super Features. Super Targets = More score for targets. Super Lanes = More score for Lanes. Super Loops = More score for Loops. Super Combos = More score for Combos.

JAM MULTIBALL: Shoot the Left and Right Ramps to light Jam Multiball. Shoot the Right Ramp to load the Cannon to start Jam Multiball.

ALBUM MULTIBALL: Shoot "AC/DC", "T.N.T.", or "ROCK" to light Album Multiball. Shoot the Right Ramp to load the Cannon to start Album Multiball.

TOUR MULTIBALL: Shoot the Left Loop/Spinner or the Right Loop/Jukebox to light Tour Multiball. Shoot the Right Ramp to load the Cannon to start Tour Multiball.

EXTRA BALL: Complete "AC/DC", "T.N.T.", and "ROCK" to light Extra Ball at the Right Loop (see Instant Info).

SPECIAL: Complete "AC/DC", "T.N.T.", and "ROCK" to light Special (see Instant Info). Complete "AC/DC", "T.N.T.", and "ROCK" again to collect Special.

CANNON FEATURES: Spell FIRE (see Instant Info) to qualify Cannon Fodder, Cannon Volley, or Cannon Chaos. Shoot the Right Ramp to load and fire the Cannon.

ENCORE: Play all Songs to start Encore. Finish Encore to collect Encore Progressive Jackpot (see Attract Mode).

LOWER PLAYFIELD: Complete flashing Devil Horns to qualify the Lower Playfield at the Jukebox.

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755-51C7-12-V English/Spanish



JUKEBOX: Servez-vous des boutons du flipper pour changer la chanson, et du bouton FIRE pour choisir la chanson.

CHANSON: Chaque chanson, lorsqu'elle est jouée, augmente le score pour les différentes zones du terrain de jeu.

YOU SHOOK ME ALL NIGHT LONG = Butoirs, **BACK IN BLACK** = « AC/DC », **HIGHWAY TO HELL** = Rampe droite,

WAR MACHINE = Bouclic/Bobine gauche, **ROCK N ROLL TRAIN** = Rampe gauche, **FOR THOSE ABOUT TO ROCK** =

« FIRE » / Canon, **WHOLE LOTTA ROSIE** = « AXE »,

T.N.T. = « T.N.T. », **HELLS BELLS** = Bell, **HELL AIN'T A**

BAD PLACE TO BE = Bouche droite, **THUNDERSTRUCK** =

Eclairs, **LET THERE BE ROCK** = « ROCK »

SUPER FONCTIONNALITÉS: Visez les notes de musique pendant que l'on joue une chanson pour lancer une de nos quatre super fonctionnalités. Super cibles = Score supplémentaire pour les cibles. Super voies = Score supplémentaire pour les voies. Super bouches = Score pour les boucles. Super Combos = Score supplémentaire pour les combos.

MULTIBILLE JAM: Visez les rampes gauche et droite pour allumer la multibille Jam. Visez la rampe droite pour charger le Canon pour lancer la multibille Jam.

MULTIBILLE ALBUM: Visez « AC/DC », « T.N.T. », ou « ROCK » pour allumer la multibille

Album. Visez la rampe droite pour charger le Canon et lancer la multibille Album.

MULTIBILLE TOURNÉE: Visez la boucle / bobine gauche ou la boucle droite / le Jukebox pour allumer la multibille. Visez la rampe droite pour charger le Canon et lancer la multibille Tournée.

BILLE SUPPLÉMENTAIRE: Achevez « AC/DC », « T.N.T. », et « ROCK » pour allumer la Bille supplémentaire à la boucle droite (voir les informations instantanées).

SPECIAL: Achevez « AC/DC », « T.N.T. » et « ROCK » pour allumer le Spécial (voir les informations instantanées). Achevez « AC/DC », « T.N.T. » et « ROCK » une nouvelle fois pour obtenir le prix spécial.

FONCTIONNALITÉS CANON: Épelez FIRE (voir les informations instantanées) pour obtenir Cannon Fodder, Cannon Volley, ou Cannon Chaos. Visez la lampe droite pour charger et tirer le canon.

ENCORE: Jouez toutes les chansons pour lancer Encore. Terminez Encore pour obtenir le jackpot Encore Progressive (voir le mode Attract).

TERRAIN DE JEU INFÉRIEUR: Visez les cornes du diable clignotantes pour obtenir le terrain de jeu inférieur du Jukebox.

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755-51C7-05-V French



JUKEBOX: Use the flipper buttons to change the song, and use the FIRE button to select the song.

SONGS: Each Song, when playing, increases scoring for different areas of the Playfield.

YOU SHOOK ME ALL NIGHT LONG = Pop Bumpers

BACK IN BLACK = "AC/DC"

HIGHWAY TO HELL = Right Ramp

WAR MACHINE = Left Loop/Spinner

ROCK N ROLL TRAIN = Left Ramp

FOR THOSE ABOUT TO ROCK = "FIRE"/Cannon

WHOLE LOTTA ROSIE = "AXE"

T.N.T. = "T.N.T."

HELLS BELLS = Bell

HELL AIN'T A BAD PLACE TO BE = Right Loop

THUNDERSTRUCK = Lightning Bolts

LET THERE BE ROCK = "ROCK"

SUPER FEATURES: Shoot for flashing Musical Notes while a song is playing to start one of four Super Features. Super Targets = More score for targets. Super Lanes = More score for Lanes. Super Loops = More score for Loops. Super Combos = More score for Combos.

JAM MULTIBALL: Shoot the Left and Right Ramps to light Jam Multiball. Shoot the Right Ramp to load the Cannon to start Jam Multiball.

ALBUM MULTIBALL: Shoot "AC/DC", "T.N.T.", or "ROCK" to light Album Multiball. Shoot the Right Ramp to load the Cannon to start Album Multiball.

TOUR MULTIBALL: Shoot the Left Loop/Spinner or the Right Loop/Jukebox to light Tour Multiball. Shoot the Right Ramp to load the Cannon to start Tour Multiball.

EXTRA BALL: Complete "AC/DC", "T.N.T.", and "ROCK" to light Extra Ball at the Right Loop (see Instant Info).

SPECIAL: Complete "AC/DC", "T.N.T.", and "ROCK" to light Special (see Instant Info). Complete "AC/DC", "T.N.T.", and "ROCK" again to collect Special.

CANNON FEATURES: Spell FIRE (see Instant Info) to qualify Cannon Fodder, Cannon Volley, or Cannon Chaos. Shoot the Right Ramp to load and fire the Cannon.

ENCORE: Play all Songs to start Encore. Finish Encore to collect Encore Progressive Jackpot (see Attract Mode).

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755-51C5-12-V English/Spanish



JUKEBOX: Use the flipper buttons to change the song, and use the FIRE button to select the song.

SONGS: Each Song, when playing, increases scoring for different areas of the Playfield.

YOU SHOOK ME ALL NIGHT LONG = Pop Bumpers

BACK IN BLACK = "AC/DC"

HIGHWAY TO HELL = Right Ramp

WAR MACHINE = Left Loop/Spinner

ROCK N ROLL TRAIN = Left Ramp

FOR THOSE ABOUT TO ROCK = "FIRE"/Cannon

WHOLE LOTTA ROSIE = "AXE"

T.N.T. = "T.N.T."

HELLS BELLS = Bell

HELL AIN'T A BAD PLACE TO BE = Right Loop

THUNDERSTRUCK = Lightning Bolts

LET THERE BE ROCK = "ROCK"

SUPER FEATURES: Shoot for flashing Musical Notes while a song is playing to start one of four Super Features. Super Targets = More score for targets. Super Lanes = More score for Lanes. Super Loops = More score for Loops. Super Combos = More score for Combos.

JAM MULTIBALL: Shoot the Left and Right Ramps to light Jam Multiball. Shoot the Right Ramp to load the Cannon to start Jam Multiball.

ALBUM MULTIBALL: Shoot "AC/DC", "T.N.T.", or "ROCK" to light Album Multiball. Shoot the Right Ramp to load the Cannon to start Album Multiball.

TOUR MULTIBALL: Shoot the Left Loop/Spinner or the Right Loop/Jukebox to light Tour Multiball. Shoot the Right Ramp to load the Cannon to start Tour Multiball.

EXTRA BALL: Complete "AC/DC", "T.N.T.", and "ROCK" to light Extra Ball at the Right Loop (see Instant Info).

SPECIAL: Complete "AC/DC", "T.N.T.", and "ROCK" to light Special (see Instant Info). Complete "AC/DC", "T.N.T.", and "ROCK" again to collect Special.

CANNON FEATURES: Spell FIRE (see Instant Info) to qualify Cannon Fodder, Cannon Volley, or Cannon Chaos. Shoot the Right Ramp to load and fire the Cannon.

ENCORE: Play all Songs to start Encore. Finish Encore to collect Encore Progressive Jackpot (see Attract Mode).

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755-51C5-12-V English/Spanish



JUKEBOX: Use the flipper buttons to change the song, and use the FIRE button to select the song.

SONGS: Each Song, when playing, increases scoring for different areas of the Playfield.

YOU SHOOK ME ALL NIGHT LONG = Pop Bumpers

BACK IN BLACK = "AC/DC"

HIGHWAY TO HELL = Right Ramp

WAR MACHINE = Left Loop/Spinner

ROCK N ROLL TRAIN = Left Ramp

FOR THOSE ABOUT TO ROCK = "FIRE"/Cannon

WHOLE LOTTA ROSIE = "AXE"

T.N.T. = "T.N.T."

HELLS BELLS = Bell

HELL AIN'T A BAD PLACE TO BE = Right Loop

THUNDERSTRUCK = Lightning Bolts

LET THERE BE ROCK = "ROCK"

SUPER FEATURES: Shoot for flashing Musical Notes while a song is playing to start one of four Super Features. Super Targets = More score for targets. Super Lanes = More score for Lanes. Super Loops = More score for Loops. Super Combos = More score for Combos.

JAM MULTIBALL: Shoot the Left and Right Ramps to light Jam Multiball. Shoot the Right Ramp to load the Cannon to start Jam Multiball.

ALBUM MULTIBALL: Shoot "AC/DC", "T.N.T.", or "ROCK" to light Album Multiball. Shoot the Right Ramp to load the Cannon to start Album Multiball.

TOUR MULTIBALL: Shoot the Left Loop/Spinner or the Right Loop/Jukebox to light Tour Multiball. Shoot the Right Ramp to load the Cannon to start Tour Multiball.

EXTRA BALL: Complete "AC/DC", "T.N.T.", and "ROCK" to light Extra Ball at the Right Loop (see Instant Info).

SPECIAL: Complete "AC/DC", "T.N.T.", and "ROCK" to light Special (see Instant Info). Complete "AC/DC", "T.N.T.", and "ROCK" again to collect Special.

CANNON FEATURES: Spell FIRE (see Instant Info) to qualify Cannon Fodder, Cannon Volley, or Cannon Chaos. Shoot the Right Ramp to load and fire the Cannon.

ENCORE: Play all Songs to start Encore. Finish Encore to collect Encore Progressive Jackpot (see Attract Mode).

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755-51C5-12-V English/Spanish



MÁQUINA DE DISCOS: Use las aletas para cambiar de canción, y el botón DISPARAR para seleccionarla

CANCIONES: Cada canción, mientras suena, aumenta el puntaje para diversas áreas del juego **YOU SHOOK ME ALL** NIGHT LONG = Pop Bumpers, **BACK IN BLACK** = "AC/DC" **HIGHWAY TO HELL** = Right Ramp, **WAR MACHINE** = Left Loop/Spinner, **ROCK N ROLL TRAIN** = Left Ramp, **FOR THOSE ABOUT TO ROCK** = "FIRE"/Cannon, **WHOLE LOTTA ROSIE** = "AXE", **T.N.T.** = "T.N.T.", **HELLS BELLS** = Bell, **HELL AIN'T A BAD PLACE TO BE** = Right Loop, **THUNDERSTRUCK** = Lightning Bolts, **LET THERE BE ROCK** = "ROCK"

SUPER FUNCIONES: Dispara a las notas musicales destellantes mientras suene la canción para activar una de las cuatro súper funciones. Súper objetivos = más puntos por objetivos. Súper carriles = más puntos por carriles. Súper vueltas = más puntos por vueltas. Súper combos = más puntos por combos.

JAM MULTIBOLA: Dispara las rampas izquierda y derecha para encender la Jam multibola. Dispara la rampa derecha para cargar el cañón y encender la Jam multibola.

ÁLBUM MULTIBOLA: Dispara "AC/DC", "T.N.T." o "ROCK" para encender el Album multibola. Dispara

la rampa derecha para cargar el canon y encender el Album multibola.

TOUR MULTIBOLA: Dispara la vuelta/spinner izquierda o la veuelta/máquina de discos derecha para encender el Tour multibola. Dispara a la rampa derecha para cargar canon y activar el Tour multibola.

EXTRA BOLA: Completa "AC/DC", "T.N.T.", y "ROCK" para encender Extra bola en la Veulta derecha (ver Info instantánea).

ESPECIAL: Completa "AC/DC", "T.N.T.", y "ROCK" para encender Especial (ver Info instantánea). Completa "AC/DC", "T.N.T.", y "ROCK" de Nuevo para recaudar Especial.

FUNCIONES DE CAÑÓN: Deletrea FIRE ("Disparar" - ver Info instantánea) para clasificarte para Carne de cañón, Volea de cañón o Caos de cañón. Dispara la rampa derecha para cargar y disparar el cañón.

ENCORE: Toca todas las canciones para comenzar el Encore. Termina el Encore para recaudar el Bote progresivo del Encore (ver Modo de atracción).

TABLERO DE JUEGO BAJO: Complete los cuernos de diablo cuando iluminados para caldiciar el tablero de juego mas bajo en la Jukebox.

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755-51C7-12-V English/Spanish



MÁQUINA DE DISCOS: Use las aletas para cambiar de canción, y el botón DISPARAR para seleccionarla

CANCIONES: Cada canción, mientras suena, aumenta el puntaje para diversas áreas del juego **YOU SHOOK ME ALL** NIGHT LONG = Pop Bumpers, **BACK IN BLACK** = "AC/DC" **HIGHWAY TO HELL** = Right Ramp, **WAR MACHINE** = Left Loop/Spinner, **ROCK N ROLL TRAIN** = Left Ramp, **FOR THOSE ABOUT TO ROCK** = "FIRE"/Cannon, **WHOLE LOTTA ROSIE** = "AXE", **T.N.T.** = "T.N.T.", **HELLS BELLS** = Bell, **HELL AIN'T A BAD PLACE TO BE** = Right Loop, **THUNDERSTRUCK** = Lightning Bolts, **LET THERE BE ROCK** = "ROCK"

SUPER FUNCIONES: Dispara a las notas musicales destellantes mientras suene la canción para activar una de las cuatro súper funciones. Súper objetivos = más puntos por objetivos. Súper carriles = más puntos por carriles. Súper vueltas = más puntos por vueltas. Súper combos = más puntos por combos.

JAM MULTIBOLA: Dispara las rampas izquierda y derecha para encender la Jam multibola. Dispara la rampa derecha para cargar el cañón y encender la Jam multibola.

ÁLBUM MULTIBOLA: Dispara "AC/DC", "T.N.T." o "ROCK" para encender el Album multibola. Dispara

la rampa derecha para cargar el canon y encender el Album multibola.

TOUR MULTIBOLA: Dispara la vuelta/spinner izquierda o la veuelta/máquina de discos derecha para encender el Tour multibola. Dispara a la rampa derecha para cargar canon y activar el Tour multibola.

EXTRA BOLA: Completa "AC/DC", "T.N.T.", y "ROCK" para encender Extra bola en la Veulta derecha (ver Info instantánea).

ESPECIAL: Completa "AC/DC", "T.N.T.", y "ROCK" para encender Especial (ver Info instantánea). Completa "AC/DC", "T.N.T.", y "ROCK" de Nuevo para recaudar Especial.

FUNCIONES DE CAÑÓN: Deletrea FIRE ("Disparar" - ver Info instantánea) para clasificarte para Carne de cañón, Volea de cañón o Caos de cañón. Dispara la rampa derecha para cargar y disparar el cañón.

ENCORE: Toca todas las canciones para comenzar el Encore. Termina el Encore para recaudar el Bote progresivo del Encore (ver Modo de atracción).

TABLERO DE JUEGO BAJO: Complete los cuernos de diablo cuando iluminados para caldiciar el tablero de juego mas bajo en la Jukebox.

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755-51C7-12-V English/Spanish



MÁQUINA DE DISCOS: Use las aletas para cambiar de canción, y el botón DISPARAR para seleccionarla

CANCIONES: Cada canción, mientras suena, aumenta el puntaje para diversas áreas del juego **YOU SHOOK ME ALL** NIGHT LONG = Pop Bumpers, **BACK IN BLACK** = "AC/DC" **HIGHWAY TO HELL** = Right Ramp, **WAR MACHINE** = Left Loop/Spinner, **ROCK N ROLL TRAIN** = Left Ramp, **FOR THOSE ABOUT TO ROCK** = "FIRE"/Cannon, **WHOLE LOTTA ROSIE** = "AXE", **T.N.T.** = "T.N.T.", **HELLS BELLS** = Bell, **HELL AIN'T A BAD PLACE TO BE** = Right Loop, **THUNDERSTRUCK** = Lightning Bolts, **LET THERE BE ROCK** = "ROCK"

SUPER FUNCIONES: Dispara a las notas musicales destellantes mientras suene la canción para activar una de las cuatro súper funciones. Súper objetivos = más puntos por objetivos. Súper carriles = más puntos por carriles. Súper vueltas = más puntos por vueltas. Súper combos = más puntos por combos.

JAM MULTIBOLA: Dispara las rampas izquierda y derecha para encender la Jam multibola. Dispara la rampa derecha para cargar el cañón y encender la Jam multibola.

ÁLBUM MULTIBOLA: Dispara "AC/DC", "T.N.T." o "ROCK" para encender el Album multibola. Dispara

la rampa derecha para cargar el canon y encender el Album multibola.

TOUR MULTIBOLA: Dispara la vuelta/spinner izquierda o la veuelta/máquina de discos derecha para encender el Tour multibola. Dispara a la rampa derecha para cargar canon y activar el Tour multibola.

EXTRA BOLA: Completa "AC/DC", "T.N.T.", y "ROCK" para encender Extra bola en la Veulta derecha (ver Info instantánea).

ESPECIAL: Completa "AC/DC", "T.N.T.", y "ROCK" para encender Especial (ver Info instantánea). Completa "AC/DC", "T.N.T.", y "ROCK" de Nuevo para recaudar Especial.

FUNCIONES DE CAÑÓN: Deletrea FIRE ("Disparar" - ver Info instantánea) para clasificarte para Carne de cañón, Volea de cañón o Caos de cañón. Dispara la rampa derecha para cargar y disparar el cañón.

ENCORE: Toca todas las canciones para comenzar el Encore. Termina el Encore para recaudar el Bote progresivo del Encore (ver Modo de atracción).

TABLERO DE JUEGO BAJO: Complete los cuernos de diablo cuando iluminados para caldiciar el tablero de juego mas bajo en la Jukebox.

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755-51C7-12-V English/Spanish



JUKEBOX: Verwende die Flippertaste, um den Song zu ändern, und die FIRE-Taste, um den Song zu wählen.

SONGS: Jeder abgespielte Song steigert die Punktwertung für bestimmte Bereiche des Spielfelds.
YOU SHOOK ME ALL NIGHT LONG = Pop Bumpers
BACK IN BLACK = "AC/DC"
HIGHWAY TO HELL = Rechte Rampe
WAR MACHINE = Linker Loop/Spinner
ROCK N ROLL TRAIN = Linke Rampe
FOR THOSE ABOUT TO ROCK = "FIRE"/Kanone
WHOLE LOTTA ROSIE = "AXE"
T.N.T. = "T.N.T."
HELLS BELLS = Bell
HELL AIN'T A BAD PLACE TO BE = Rechter Loop
THUNDERSTRUCK = Lightning Bolts
LET THERE BE ROCK = "ROCK"

SUPER-FUNKTIONEN: Treffe die blinkenden Noten, während ein Song gespielt wird, um eine von vier Super-Funktionen zu starten. Super-Ziele = Mehr Punkte für Ziele. Super-Bahnen = Mehr Punkte für Bahnen. Super-Loops = Mehr Punkte für Loops. Super-Kombos = Mehr Punkte für Kombos.

JAM-MULTIBALL: Treffe die linke und rechte Rampe, damit Jam-Multiball aufleuchtet. Treffe die rechte Rampe, um die Kanone zu laden und Jam-Multiball zu starten.

ALBUM-MULTIBALL: Treffe "AC/DC", "T.N.T." oder "ROCK", damit Album-Multiball leuchtet. Treffe die rechte Rampe, um die Kanone zu laden und Album-Multiball zu starten.

TOUR-MULTIBALL: Treffe Loop/Spinner (links) oder Loop/Jukebox (rechts), damit Tour-Multiball leuchtet. Treffe die rechte Rampe, um die Kanone zu laden und Tour-Multiball zu starten.

EXTRAKUCHEL: Beende "AC/DC", "T.N.T." und "ROCK", damit Extra Ball am rechten Loop aufleuchtet (siehe Sofort-Info).

SPEZIALBONUS: Beende "AC/DC", "T.N.T." und "ROCK", damit Special aufleuchtet (siehe Sofort-Info). Beende erneut "AC/DC", "T.N.T." und "ROCK", um Spezialbonus zu erhalten.

KANONENFUNKTIONEN: Buchstabierte FIRE (siehe Sofort-Info), um Cannon Fodder, Cannon Volley oder Cannon Chaos zu aktivieren. Treffe die rechte Rampe, um die Kanone zu laden und abzufeuern.

ZUGABE: Spiele alle Songs, um die Zugabe zu starten. Beende die Zugabe, um den Encore Progressive Jackpot (siehe Attract-Modus) zu erhalten.

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JUKEBOX: Verwende die Flippertaste, um den Song zu ändern, und die FIRE-Taste, um den Song zu wählen.

SONGS: Jeder abgespielte Song steigert die Punktwertung für bestimmte Bereiche des Spielfelds.
YOU SHOOK ME ALL NIGHT LONG = Pop Bumpers
BACK IN BLACK = "AC/DC"
HIGHWAY TO HELL = Rechte Rampe
WAR MACHINE = Linker Loop/Spinner
ROCK N ROLL TRAIN = Linke Rampe
FOR THOSE ABOUT TO ROCK = "FIRE"/Kanone
WHOLE LOTTA ROSIE = "AXE"
T.N.T. = "T.N.T."
HELLS BELLS = Bell
HELL AIN'T A BAD PLACE TO BE = Rechter Loop
THUNDERSTRUCK = Lightning Bolts
LET THERE BE ROCK = "ROCK"

SUPER-FUNKTIONEN: Treffe die blinkenden Noten, während ein Song gespielt wird, um eine von vier Super-Funktionen zu starten. Super-Ziele = Mehr Punkte für Ziele. Super-Bahnen = Mehr Punkte für Bahnen. Super-Loops = Mehr Punkte für Loops. Super-Kombos = Mehr Punkte für Kombos.

JAM-MULTIBALL: Treffe die linke und rechte Rampe, damit Jam-Multiball aufleuchtet. Treffe die rechte Rampe, um die Kanone zu laden und Jam-Multiball zu starten.

ALBUM-MULTIBALL: Treffe "AC/DC", "T.N.T." oder "ROCK", damit Album-Multiball leuchtet. Treffe die rechte Rampe, um die Kanone zu laden und Album-Multiball zu starten.

TOUR-MULTIBALL: Treffe Loop/Spinner (links) oder Loop/Jukebox (rechts), damit Tour-Multiball leuchtet. Treffe die rechte Rampe, um die Kanone zu laden und Tour-Multiball zu starten.

EXTRAKUCHEL: Beende "AC/DC", "T.N.T." und "ROCK", damit Extra Ball am rechten Loop aufleuchtet (siehe Sofort-Info).

SPEZIALBONUS: Beende "AC/DC", "T.N.T." und "ROCK", damit Special aufleuchtet (siehe Sofort-Info). Beende erneut "AC/DC", "T.N.T." und "ROCK", um Spezialbonus zu erhalten.

KANONENFUNKTIONEN: Buchstabierte FIRE (siehe Sofort-Info), um Cannon Fodder, Cannon Volley oder Cannon Chaos zu aktivieren. Treffe die rechte Rampe, um die Kanone zu laden und abzufeuern.

ZUGABE: Spiele alle Songs, um die Zugabe zu starten. Beende die Zugabe, um den Encore Progressive Jackpot (siehe Attract-Modus) zu erhalten.

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Helvetica, Helvetica
 Neue, Squealer

755-51C7-12-Y, 755-51C5-03-Y, 755-51C5-12-Y, and
 755-51C7-05-Y in red are not verified