

Mini PinPal: AC/DC pro

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Bell - Playfield Multiplier

- PFX goes up every 3 shots
- Continue shooting Bell to extend PFX timer & advance PFX (maxes at 3x)

Orbits - Tour MB

- Shoot 7 orbits to light Tour MB. In Tour, shoot orbits for JPs.

AC/DC Target Bank JPs

- Various JPs will light at AC/DC Target Bank. Shoot Right Ramp to load Cannon, then make lit target to score.

FIRE (Inlanes/outlanes) - Lights Song JP

- Spell FIRE 3x to light Song JP then shoot R Ramp to load Cannon and shoot lightning bolt (center) target on AC/DC Target Bank to score.
- Song JP value is set by making lit shots (arrows with music notes). This value resets upon drain but your FIRE completions do not.



Jukebox

- When lit, shoot R Orbit (feeds top scoop) to change songs (modes)

VIP Passes / Skill Shot

- Full plunge and make lit rollover lane to score a VIP pass. Use VIP passes (via action button) to resurrect your MBs.
- In any MB, making all lit shots (music note arrow inserts) will add-a-ball once per MB. VIP passes will spot 1 lit shot.

Ramps - Jam MB

- Shoot ramps 5x to light Jam MB. In Jam, shoot ramps for JPs.

Right Ramp - Loads Cannon & starts MB

- Right Ramp starts any MB and loads cannon for JPs scored at AC/DC Target Bank (including Song JP)

Target Banks - Album MB

- Complete any 3 Target Banks to light Album MB. In Album, shoot targets.

Strategy

- Jam, Album and Tour Multiballs
- Song Jackpot
- Best song modes to play:
 - Whole Lotta Rosie (top lanes)
 - War Machine (Spinner)
 - Rock N Roll Train (L Ramp comboed into any lit shot)
 - Thunderstruck (lit stand-up target) - great choice if you keep bricking shots
- **Tip:** Browse through info menu to see your progress towards various features