



# LED ZEPPELIN PINBALL RULES



# SONG MAIN PLAY MODES

Songs will play continuously throughout the playtime of a ball. Songs will be divided into “sections” (verse, chorus, solo, bridge, etc.) and each of those sections have their own rules that dictate which shots are available.

## SONG SCORING

All of the following go into the song shot values:

- Base Song Mode Scoring
- Number of songs completed
  - A song is considered completed if you reach enough gold records (adjustable, default of 5). You can see this on the back panel as a solid light.
- Number of songs gone platinum
- You can see this on the back panel as a pulsing light
- Number of song shots made during this “section”
- Number of song shots made during this song
- Number of song shots made during this ball
- Number of song shots made throughout the game
- Record sales made during this song
- Record sales made throughout the game

## RECORD SALES

There are 3 ways to earn record sales.

- Switches
- Time the ball is in play (not trapped on a playfield, with recent playfield activity)
- Song mode shots

Gold records are earned after enough record sales are generated. Earn enough gold records in a song to complete the song where it will be lit solid on the backboard (if playing on an LE/Premium). Completing a song will boost all song values going forward and advance you towards lighting “Top of the Charts”.

Platinum records are earned after enough gold records (more than just the amount to “complete” a song). Going platinum on a song will make the light on the backboard pulse, count towards Top of the Charts Bonus, and work towards “? Multiball”.



The ten song modes are:

- **Good Times Bad Times**
  - Shots alternate between “easy” and “hard” shots.
- **Communication Breakdown**
  - During verses, all shots are lit.
  - During chorus, shots “break down” and only half of the shots are lit.
  - During the solo, only the center ramp is lit
- **Whole Lotta Love**
  - Pairs of shots are lit, the pair changes depending on the section of the song
    - Left orbit and side shot
    - Left ramp and right ramp
    - Center ramp and right ramp
  - Drum solo will have pairs of shots that rove around
  - Guitar solo is only center ramp
- **Immigrant Song**
  - Outer shots start lit, as the song goes on more shots get added towards the middle
- **Kashmir**
  - Left eject and right orbit start lit. Hitting a left shot will move that shot to the right, hitting a right shot will move it to the left.
  - Once the shots converge on each other, that last shot will stay lit.
  - Different sections in the song may reset the arrows.
- **Black Dog**
  - Shots alternate between left, right, and center.
    - Left eject, left orbit, left ramp, side shot
    - Side shot, center ramp, right ramp, right orbit
    - Left ramp, side shot, center ramp
  - Hitting a shot replenishes the arrows and disables the most recently hit shot
- **Ramble On**
  - During verses, shots slowly move around playfield
  - During chorus, all shots lit
- **Rock And Roll**
  - Some sections have only 2 shots lit, but they are always lit
    - Left ramp and right ramp
    - Left orbit and right orbit
  - Other sections have more shots lit, but the most recently hit shot will not be available until you hit another shot
- **Trampled Under Foot**
  - Orbit section
    - Left orbit and right orbit, must alternate
  - Ramp section
    - Left, center, right. Most recently hit ramp turns off.
  - All shots section (piano solo)
- **The Song Remains the Same**
  - Left eject starts lit and stays lit.
  - Slowly, more shots fan out and get added to the right. Most recently hit shot disables until you hit a different one.

# ZEPPELIN MULTIBALL

## LIGHT LOCKS

On easiest setting the locks are lit at the start of the game. Future multiballs increase in difficulty:

- Spell ROCK to light all 3 Zeppelin locks
- Spell ROCK to light 1 Zeppelin lock at a time; they can stack
- Spell ROCK to light 1 Zeppelin lock which must be locked before you can get the next one
- Spell ROCK twice to light 1 Zeppelin lock
- Increasing amounts of ROCK required to light a lock

## LOCK BALLS

Shoot Zeppelin Ramp to progress Zeppelin 1-2-3 during single ball play. Once complete, Zeppelin Multiball begins.

## ZEPPELIN MULTIBALL

Left orbit, left ramp, center ramp, right ramp are all lit for jackpot (red shots). Shooting one will light a combo shot for a 2x jackpot (faster blinking red shots) that is timed. Once the timer runs out, that 2x jackpot is no longer available. Shot map for jackpot lighting a 2x jackpot:

Left orbit -> upper side target / ramp

Left ramp -> right orbit

Center ramp -> right orbit

Right ramp -> left scoop

Shooting a jackpot while the 2x jackpot is still lit does not unlight the 2x jackpot. However, because left and center ramps both light the right orbit, if you shoot one of them then the other while the right orbit is still lit you will “miss out” on one of the 2x jackpots.

Once all jackpots are made and super jackpot is lit at the left eject, and 2x super jackpot is lit at the upper flipper shot. Completing ROCK, LED, and ZEP targets prior to collecting will multiply the super jackpot up to 3x (6x if you collect on the upper flipper shot). Collecting either super jackpot shot unlights the other one and starts you over at the beginning collecting jackpot shots.



# ICARUS X MULTIPLIER

Ending a combo into a target bank will build the multiplier value associated with that band member based on how long the combo was. (Example: A 2-way combo builds the multiplier value by +0.2x) Completing a target bank will then collect that band member (their light turns solid).

Completing all 4 band members lights Icarus shot to start playfield multiplier, worth the value of the four band multipliers all multiplied together.

**BALL SAVE** target bank = Jimmy Page

**LED** target bank = John Paul Jones

**ZEP** target bank = John Bonham

**ROCK** target bank = Robert Plant



**Example:**

Left ramp to ROCK targets increases the Robert Plant (feather) multiplier by +.1. Shoot the left ramp to the ROCK bank's last remaining target, completing the bank. The Multiplier is +.1, and now Robert Plant is collected and the feather insert turns on. The same thing happens with the BALL-SAVE targets on the left, the LED targets, and the ZEP targets. Let's say your four band members' multipliers are 1.3, 1.2, 1.6, 1.8. Then your total playfield multiplier once you have all 4 lit and then hit the Icarus shot will be  $1.3 \times 1.2 \times 1.6 \times 1.8 = 4.5x$  multiplier.

## ICARUS X TIMER BOOST

Each shot to the side target / ramp when Icarus is not running will add a small amount of boost time that will be added to your Icarus X Playfield timer for the next time you start it.

## EXTENDING THE TIMER

Hit the side target / ramp shot to extend the Icarus playfield x timer.

# ELECTRIC MAGIC (PREMIUM / LE ONLY)

Spelling LED and ZEP raises the Electric Magic.

Hitting the spinner charges the Electric Magic. Over time, the charge will decrease. When the Electric Magic is fully charged, the ROCK OUT light will turn Green, indicating that the Electric Magic is ready to lock a ball.



## ELECTRIC MAGIC MULTIBALL:

### HURRY-UP PHASE

Shoot 1 of the ejects (left eject or top eject) to lock a ball and lock in the hurry-up value. This raises the electric magic device back up with the ball held on the magnet.

### HURRY-UP MULTIPLIER

Shoot the ball off the Electric Magic device to lock in the multiplier value (counts down every second) and earn the hurry-up value multiplied by the multiplier value for your Hurry-up Multiball Super Jackpot.

Note: Shooting a ball into the other eject before knocking the ball off the magnet doubles the multiplier value and adds another ball into play.

### MULTIBALL

Shoot all of the lit shots for jackpots. Recharge the Electric Magic and relock balls in the Electric Magic for the super jackpot value, established by the hurry-up.

### ELECTRIC MAGIC FRENZY:

Every switch awards a frenzy value with an opportunity to earn huge points at the Electric Magic opto spinner.

# GOING ON TOUR

Tours are qualified by Shooting the **RIGHT RAMP** and are started at the left eject.

4 Tours will be available to choose from: USA 1975, USA 1977, Electric Magic, and Earl's Court. Selecting one turns on tour objectives, with more objectives based on how many tours you've played:

**1st Tour Selected:** TOUR CHECKLIST has 1 item on it.

**2nd Tour Selected:** TOUR CHECKLIST has 2 items on it.

**3rd Tour Selected:** TOUR CHECKLIST has 3 items on it.

**4th Tour Selected:** TOUR CHECKLIST has 4 items on it.

Anything that is lit during the tour mode will be blinking (white if possible) and the scoring of that feature is increased.

Each time you complete an item, it will lock a tour ball. Completing the checklist lights Tour Multiball at the left eject with the number of balls you locked + the one in play.

There are four different Tour Multiballs, each tied to the different tours you select.

## USA 1975 CHECKLIST [TIED TO RAMPS TOUR MULTIBALL]:

1. Shoot Ramps
2. Hit Switches
3. Complete All Target Banks
4. Hit Combos

## USA 1977 CHECKLIST [TIED TO SWITCH FRENZY TOUR MULTIBALL]:

1. Hit Pop Bumpers
2. Hit Targets
3. Hit Left Ramps
4. Hit Icarus

## EARL'S COURT CHECKLIST [TIED TO TARGETS TOUR MULTIBALL]:

1. Hit Spinners
2. Hit LED & ZEP Targets
3. Hit Right Ramps
4. Hit Combos

## UK TOUR 1971 CHECKLIST [TIED TO FANNING SHOTS TOUR MULTIBALL]

1. Shoot Orbit
2. Shoot Ejects
3. Hit Center Ramps
4. Shoot Side Ramps

After playing all the tours, the player qualifies for the WORLD TOUR wizard mode.

## TOUR MULTIBALL

After each tour, you end up with a Tour Multiball with the number of balls equal to the number of tasks plus one as described above.

### Multiballs:

- **Switch Frenzy [US 1977]**
  - All switches score points and add it to the jackpot
  - Jackpot always lit at left eject
  - Super jackpot equal to 3x jackpot is available at side target / ramp
  - Collecting jackpot or super jackpot increases switch values (increases more with super jackpot) and resets jackpot value
- **Fanning Jackpots [UK 1971]**
  - Starts with left scoop, then left orbit and left scoop, then left ramp, left orbit, left scoop, etc. Every time you hit the furthest right shot it relights all shots to the left of it, and adds the next right most shot. Right orbit is super jackpot worth the sum of all jackpots collected and restarts sequence
- **Targets [Earl's Court]**
  - Complete a bank of targets to score jackpot and light the bank's corresponding jackpot
    - LED lights left eject
    - ZEP lights right orbit eject
    - ROCK lights left ramp
  - Additional completions keep adding more to jackpot
  - Collect unique super jackpots (different shots) to multiply future ones
- **Ramps [US 1975]**
  - Lit ramps score increasing jackpots

# MISC RULES

## SKILL SHOT

Plunge into the lit LED target. Change lit LED target with lane change.

## LEFT 2 · BANK

Lights left virtual kickback

## ROLL LANES

Lane Change on all lanes. Advance Bonus X every completion.

## EXTRA BALL

- Complete a certain amount of tours
- Complete a certain amount of songs
- Collect a reflexive amount of Gold Records

## ZEPPELIN AWARDS

Shooting the upper flipper shot will award:

- + time seconds to Icarus X timer
- 2X song scoring value (when song arrow is lit)
- And it awards one of the following (awards for current ball in play only):
  - Super Spinner (boosted spinner value for 100 spins)
  - Super Pops (boosted pop bumpers for 100 hits)
  - Super Slings (Slingshot values 5000 for up to 100 hits)
  - Super Ramps (2x Song awards on ramps) for up to 10 ramp shots

## ICARUS ADD · A · BALL

Icarus Target light will be blinking slowly during multiballs. Hitting it makes it blink faster until after hitting it enough times, add-a-ball is awarded. Can be done once per multiball (Zeppelin Multiball and Tour Multiballs)

## END OF BALL BONUS

Based on record sales.

# WIZARD MODES

## WORLD TOUR MULTIBALL

6 ball multiball, starts with all shots adding miles — ramps, orbits, ejects, targets, switches. However, as the tour goes on, there's a limit for each category and they'll stop adding miles after enough hits. Each time you get enough miles for a city, mileage progress is paused and the city jackpots are lit.

10 City Jackpots Lit at:

- Left eject
- Left orbit
- Side shot
- Left ramp
- Center ramp
- Right ramp
- Right orbit
- LED target bank
- ZEP target bank
- ROCK target bank

Each time you get one, it's removed from future city jackpots and you can continue collecting miles. After you collect the 10th city award, super jackpots are lit and stay lit for the rest of the multiball.

Distance between cities and tour route, distances are all “as the crow flies”:

1. Los Angeles (jackpot lit immediately)
2. Chicago (1,745 miles)
3. NYC (712 miles)
4. Montreal (332 miles)
5. London (3,248 miles)
6. Paris (214 miles)
7. Berlin (546 miles)
8. Stockholm (505 miles)
9. Tokyo (5,086 miles)
10. Melbourne (5,096 miles)

# TOP OF THE CHARTS MULTIBALL

Completing all songs will light Top of the Charts Multiball at the upper eject.

At the start of the multiball, you will be given a bonus based on how many songs that have gone platinum. If all songs are platinum, you will be given double the normal award and will skip Top of the Charts Multiball and go straight to "? Multiball".

You will then play any uncompleted songs. The first uncompleted song will start playing and the 7 main arrow shots will be lit for a high amount of album sales. You must hit all 7 to relight them, or get enough gold records to complete the song (based on how many gold records you had previously).

If you let a song reach its end without going platinum, the mode ends!  
Once all songs become completed this way, chart topper stops and "? Multiball" starts.

## ? MULTIBALL

Earning a platinum record in every song enables "? Multiball".