



METALLICA

REMASTERED



RULESHEET

Skill Shots

Plunge for the flashing rollover to score a skill shot value of 200k. The skill shot value increases by 50,000 for each skill shot made, and plunging for the right rollover awards 2x the skill shot value.

Super Skill Shot

Holding the left flipper disables the orbit up-post and activates the super skill shot which can be collected by shooting any major shot (including the scoop, the captive ball, the Snake, and Sparky). This typically awards 2x the value of the standard skill shot & increases their value by 100k, but there are bonus awards for making certain lanes as super skill shots:

- **Dead End Target:** Immediately qualifies **2x Playfield**.
- **Scoop:** Awards **Mystery**.
- **Randomly lit shot:** Qualifies that shot for a **Coffin Hurry-Up** & adds 200k to the next skill shot. In competition mode this will always be the left orbit on the first ball, and it will be wherever your feature shot arrow was on subsequent balls
- **Rollover lanes:** 2x the value of a standard skill shot (4x if you plunge to the right lane!)

Resurrect Outlane Save

Hit down the inline grave marker drop targets to advance towards lighting the resurrect outlane ball saves. On medium (default) settings, 3 drop targets will light both outlanes, and using one outlane save will keep the other one still available for the first resurrect. Later resurrects (or if resurrect is set to hard), using an outlane save will make the other outlane save go away.

Hitting a grave marker drop target as part of a combo (flashing red arrow on the grave lane) will award additional hits towards resurrect based on the combo length.

Each time you light the resurrect outlane saves, the number of hits required will increase by 3, to a maximum of 12.

Multiballs

Multiball modes are a quick way to rack up points and collect items on Metallica. There are four different multiball modes, three of which are mutually exclusive; one additional multiball mode can be started during **Coffin Multiball**. During any multiball mode, completing the four pick targets lights the Snake for

a timed lock + 2x playfield for 20 seconds. Scoring the timed lock also adds a ball into play the first time it has been scored during any multiball, and activates a ball saver for about 10 seconds. Playfield scoring resets to 1x once the timer expires. Completing the four pick targets while a ball is locked in the snake will reset the snake lock 2x timer back to 20 seconds.

Electric Chair Multiball

Songs: Creeping Death, Ride the Lightning

Shoot Sparky 10 times to light electric chair inserts at the major shots and start Electric Chair Multiball. Shots to either side of Sparky score 1 hit, while shots to the target in between them score 2 hits instead.

Subsequent Electric Chair Multiball attempts require three more Sparky hits than the last.

During multiball, all switches raise the sparks on the Jacob's Ladder. The jackpot shots are the flashing electric chair inserts on the left and right orbits, and the Sparky shot. These jackpots count as 10 switch hits. Jackpot value is calculated as $250k + (2.5k \times \text{total number of all crank it up items collected this game})$.

Once the sparks are all the way to the top, shoot Sparky for Super Jackpot, valued at $1.5 \text{ mil} + (5k \times \text{total number of all crank it up items collected this game})$.

Each Super Jackpot collected increases the current level indicated by the electric chair insert colors. As soon as the seventh Sparky has been electrocuted (colors will go from magenta to red), the orbits, ramps, and Sparky are all lit for super jackpots, calculated the same way as the other super jackpots.

Grave Marker Multiball

Song: Master of Puppets

Each shot to the inline drop targets increases your bonus multiplier. Once all 3 drop targets have been knocked down, shoot the grave marker magnet behind them to start multiball.

If any of the drop targets were hit during a different multiball, when you are back to single ball play, the drop targets will reset when it is safe to do so if the number of drop targets physically down exceeds the number of drop targets you've hit during single ball play.

Subsequent Grave Marker Multiball attempts require one more grave marker magnet hit than the last.

During multiball, All four major non grave marker shots are lit for jackpots, valued at $200k + (2k \times \text{total number of all crank it up items collected this game})$.

Shooting the grave marker itself instead is worth $250k + 2.5k \times \text{total number of all items}$ and will relight all grave marker jackpots.

Once you have made five jackpots, the grave marker will strobe for a double jackpot, valued at twice the value of the grave marker shot. Scoring the double jackpot will cause the magnet to hold the ball for 30 seconds. Each jackpot collected while the ball is held on the magnet adds the amount scored to the value of the Super Jackpot, which starts at $1,250,000 + 2,500 \times \text{total items}$. For every 3 unique (flashing) shots made during this, the super jackpot multiplier will be permanently increased. Solidly lit shots can also still be made to score more awards and continue to increase the super jackpot value. Score the super jackpot by knocking the ball off the magnet, which starts at 1M. If you manage to make all 4 other grave marker shots during this time, the super jackpot multiplier will be increased to a maximum of 5x.

Collecting a super jackpot with a multiplier will hold that super jackpot multiplier for the rest of the game.

After the Super Jackpot has been collected, the number of jackpots required to qualify subsequent double jackpots increases by 1 for the rest of the multiball.

Snake Multiball

Song: Sad but True

Starting Multiball

Shoot the Snake when lit to spot letters in SNAKE. The Snake unlights once a letter has been collected, and can be relit by bashing its jaw, or by shooting any shot with a lit Snake insert - three of these inserts light each time you shoot the Snake. Once SNAKE has been completed, the next shot to the Snake will start 2-ball multiball.

During Multiball

Jackpots are lit at all major shots and the Snake itself, valued at $300k + 3k \times \text{total of all items collected this game}$. Any shot other than the snake adds a +1x multiplier to the "Snake Combo", which is collected at the Snake, which scores the jackpot value times the multiplier. The Snake Combo value maxes at 3x. 4

Collect 5 snake combos to light all shots for super jackpots, valued at 750k + 2.5k x total of all items collected this game.

Coffin Multiball

Song: For Whom the Bell Tolls

Every shot to the captive ball collects coffins and may count down towards locking a ball, pursuant to the **COFFIN LOCKS LIT BEHAVIOR** feature adjustment:

COFFIN, NO STACKING (default) - This setting means you must lock the ball at the magnet during single ball play, and once a lock is lit, no progress can be made towards the next lock until you lock a ball.

COFFIN, STACK LOCKS LIT - This setting means you must lock a ball at the magnet during single ball play, but you can always make progress towards locks, and if you have a lock lit and light another, the locks will stack, waiting for you to collect them.

COFFIN, CAPTIVE BALL - This setting allows you to lock a ball on the magnet OR the captive ball itself. Also with this setting, once a lock is lit, no progress can be made towards the next lock until you lock a ball. By default, you can still only lock during single ball play. Use adjustment "COF. LOCKS/M.B. STK. W/ OTHER M.B." in conjunction with this setting to allow the captive ball to lock balls during multiball.

5 captive ball hits are required to light the first lock, 10 hits for lock 2, and 15 hits for lock 3. As soon as the third ball is locked, Coffin Multiball begins. Making the captive ball shot as part of a combo will award extra hits towards lighting lock, based on the length of the combo.

Coffin Multiball is unique among the multiball modes because you can advance and start other multiball modes during Coffin Multiball (until you start another multiball).

Jackpots available during this multiball are scored by alternating between the flashing arrows and the captive ball, valued at 400k + (4k x total items collected this game). Make all the arrow shots to light the captive ball for Super Jackpot in place of the normal jackpot value, worth (3,000,000 + 10k x total items collected this game).

Crank It Up

These are the game's main single-ball modes, which have the potential for huge scores if players are willing to put up with the risk of keeping the ball alive. Crank It Up lights at the scoop after collecting 12 of each item +1 per Crank It Up played during the same game. A fifth Crank It Up mode awaits players who make it through all four.

Collecting Items

To light the scoop for **Crank It Up**, 12 (+1 per subsequent mode) of the four items must be collected:

- Electric Chairs
- Grave Markers
- Snakes
- Coffins

There are two ways to collect the former three items - either by making direct shots to their corresponding feature on the playfield, or by shooting the corresponding insert at any of the five major shots. The inserts light by shooting their respective features, and the light blue spider arrow determines which shot the insert will be placed on.

Example:

The light blue spider arrow is lit at the left orbit. Hitting the electric chair will turn on the electric chair insert at the left orbit. Hitting the grave marker lane or drop target will turn on the cross insert on the left orbit, then change the spider blue arrow to the grave marker lane. For the rest of the ball, each shot to the left orbit will now add +1 electric chair and +1 grave marker since there is a lit electric chair and cross insert on the left orbit.

If all three inserts are on a single shot, the next shot made there will start a **Coffin Hurry-Up**.

Coffins, however, can only be collected by making direct shots to the captive ball. Hitting the coffin as part of a combo will award extra coffin hits based on the length of the combo.

Crank It Up lights at the scoop as soon as the required items have been collected and the player has returned to single-ball play, indicated by a unique sound and the 4 item inserts above the flippers pulsing. Shoot the scoop, and then choose from any of the four Crank It Up modes (that haven't been played §

yet) using the flippers/action button - or a relatively low value of points (5M + 1M per subsequent mode) instead of starting it.

Mode Jackpot and Mode Bonus

The goal of each Crank It Up mode is to score as many points as possible by shooting flashing shots, then cashing them out at the scoop. These last as long as the song, so take your time - but remember that ball save is only active for the first few seconds of the mode. A “completion bonus” of (15 million + 2.5 million x number of crank it up modes started) is scored after making enough shots during the mode, collected right away instead of being added to the jackpot and enabling victory laps for the rest of the mode.

During any Crank It Up mode, making a direct shot to each of the four main features described above will light the scoop to either collect the current jackpot value (L flipper), or continue the mode (R flipper). If the jackpot has been cashed out, the player can re-collect 25% of the jackpot value by making all five spider arrow shots, followed by the scoop to cash it out. This feature remains active until the ball drains or the next Crank It Up mode is lit by collecting enough items.

Scoring Mystery during any Crank It Up mode always awards “Crank It Up Bonus”, regardless of level. This collects the next lit shot you need for the mode and any increments that might have been awarded otherwise, in addition to making the mode higher scoring (or in the case of fade to black, easier) for the rest of the mode.

Almost all award scores in Crank it Up are boosted by the total number of each of the 4 types of items you have collected in the game.

All side modes can be brought into Crank It Up, but new ones cannot be started. The four crank it up modes are listed below:

For Whom The Bell Tolls

The five major shots' item inserts are lit for jackpots. Hit all five shots up to three times to score increasing jackpot values and light their inserts. Completing “columns” or “rows” of inserts scores even higher jackpot values. Lighting all 15 inserts scores the Completion Bonus.

Fade to Black

Switch hits advance mode progress, 25 switches advances a level and scores a jackpot. Advance 12 levels to complete the mode. For each mystery award

during the mode, the switches required to advance a level are reduced by 2, to a minimum of 5 switches.

Making any solidly lit shot will award some points 1 extra switch towards advancing the level, and increases the switch bonus for the flashing shot by 1. Making the blinking shot will award a lot more points than the solid shot, and will award extra switch progress based on the solid shots made. For example, if you hit 3 solidly lit shots, then hit the flashing shot, the flashing shot will award 3 extra switches.

Battery

Shoot Sparky to light all the other main shots. Making playfield shots increases the value of Sparky. Making the flashing playfield shot will score 2x and build sparky value twice as much. Make 12 shots to Sparky to score the Completion Bonus.

Enter Sandman

Three randomly selected inserts on each of the five major shots will be flashing, which alternate shots with every switch hit. Making any shot with a solidly lit insert scores a jackpot, which can be doubled or tripled if more than one lit insert is on that shot. Light all 15 of the inserts solid to score the Completion Bonus.

Coffin Hurry-Up

When started by shooting a shot with all 3 items collected, a hurry-up is started at the captive ball. They can also be automatically qualified through one of the super skill shots or Mystery award. During the hurry up, making the shot that started the hurry up will score some small points and reset the value of the hurry up. Additional hurry-ups can be started while a hurry-up is running and will also reset the value of the hurry up (to a higher value).

Collecting the hurry up at the captive ball will then lock in those three item inserts on any shots that were used to start or restart hurry ups so that the items on those shots stay lit between balls (instead of them going away at the end of each ball), allowing much easier crank it up progress.

The value of the first Coffin hurry up started is determined as followed:

750k + 50k x (electric chair shot level + snake shot level + grave marker shot level)

The “shot levels” are increased any time you shoot an item while the blue arrow is on that shot.

Example:

Game starts with light blue arrow on left orbit. Hit the electric chair 3 times, then hit the snake 2 times, then hit the grave marker lane. Now all 3 items are lit at the left orbit, so when you hit it, the coffin multiball starts at a value of $750k + 50k \times (3 \text{ chairs} + 2 \text{ snakes} + 1 \text{ grave marker}) = 1,050,000$. If you start additional hurrys up while one is running, the hurry up value will be reset to its base value, plus an additional: $750k \times (\text{number of hurry ups running}) + 50k \times (\text{electric chair} + \text{snake} + \text{grave shot levels of the new hurry up shot})$. For example if you had the first hurry up running at value 1,050,000, then start a new hurry-up with a shot that had only 1 chair, 1 snake, 1 grave marker, your new value would be $1,050,000 + (750,000 \times 2) + (50,000 \times 3) = 2,700,000$.

Side Modes

Side modes can be started any time you are not in a Crank it Up mode. Any side mode started prior to a Crank it Up mode will continue to run during Crank it Up. Many side modes have ways to extend their timers, allowing them to potentially last for much longer than their initial timers.

FUEL

Shoot the FUEL side target four times to add to the FUEL gauge, displayed in the center of the playfield, and light the dead end target behind them for 2x Playfield. Once the FUEL gauge is completely full (after three completions of FUEL for the first attempt), the next shot to the FUEL side target will start the FUEL frenzy.

During this mode, every switch hit scores the fuel switch value, which starts at 5k and increases by 1k with every shot to the FUEL side target, and 1k for each additional time you start FUEL, to a maximum of 15k/switch.

Shots to the FUEL side target also score 100k, increasing by 12.5k each hit, and light the FUEL jackpot at the dead end target and add fuel (time). The FUEL jackpot value is 750k, growing +50k for each additional FUEL jackpot.

The frenzy ends when the player’s FUEL gauge runs out, though there is a lengthy grace period to keep it running.

Further FUEL frenzies during the same game require one additional completion of the FUEL targets to qualify.

Lady Justice

Every shot to the left and right ramps scores a letter in METALLICA. Once the word has been completed with 9 shots, shoot either ramp again to begin Lady Justice. METALLICA letters can also be scored from random mystery awards.

The goal of Lady Justice is to attempt to “balance the scales” by alternating shots between the left and right sides of the playfield. The value for the next shot on either side of the playfield is displayed on the LCD, starting at 750k and increases by 50k for each shot made, and 250k for each additional time you play the mode. Alternating shots between both sides of the playfield scores the normal shot value plus an additional 500k + 250k for each additional time you play the mode. The orbit up-post is disabled during this mode.

Making any shot if the timer is under 15 seconds resets the timer to that value.

. . . And Justice For All Multiball

During the Lady Justice mode, if you have the Metallica Remastered topper attached to your game, hit lit shots add RED letters to the topper. Letters are awarded based on difficulty adjustment **TOPPER MULTIBALL DIFFICULTY**:

- **EASY (default):** Fast blinking shots add 2 letters, normal shots add 1 letter
- **MEDIUM:** All shots add 1 letter
- **HARD:** Only fast blinking shots add 1 letter

Subsequent plays increase difficulty setting. By default, red topper letters cannot be added during crank it up modes or multiballs, except Coffin multiball. Get all red letters to instantly start **And Justice For All Multiball**.

Once “And Justice for All” multiball is started, no multiballs can be brought in. During multiball, left and right shots alternate for single jackpots / double jackpots. Jackpots add 1 letter to METALLICA, double jackpots add 2 letters to METALLICA. Spell METALLICA to increase super jackpot multiplier.

Make enough shots to light super jackpot, lit at one of the ramps. Super jackpot adds a ball into play (max 3). Each additional super jackpot takes +1 more shot to light, to a maximum of 6 shots. Letters carry over between supers but multiplier and super jackpot values reset.

Seek & Destroy

Seek & Destroy starts as soon as all five Coffin Hurry-Ups have been collected at the captive ball.

Seek & Destroy is a potentially lucrative mode that can last a long time if you keep making the required shots. One randomly determined shot is lit to “seek” and score a jackpot, valued at 1 million, growing by 25k per shot and 250k each additional time you play Seek and Destroy. The remaining shots are solidly lit to score mini jackpots worth 50% of the jackpot value. Once the required “seek” shot has been made, shoot the captive ball to “destroy” and get an award worth a base value of 500k + 100k for each time you’ve played Seek and Destroy, plus the sum of all jackpots scored. The destroy shot value then resets back to its base value.

During Seek and Destroy, all shots will award 1 of each item towards Crank it Up. Seek and Destroy will continue to run until the timer runs out, resetting the timer to 15 seconds with each shot if less than 15 seconds remain.

Super Spinner

At any time, completing the four pick targets will light both orbits flashing orange indicating super spinner is available. Super spinner scores 100k per spin (+10k each time you start super spinner), and lasts for one session of spins, and will lower the up post in the back of the game ensuring a full orbit.

72 Seasons

In single ball play, complete the four 72 Seasons stand up targets enough times (one time initially, then increases by 1 for future 72 Seasons modes) to initiate a 72 switch count-up.

During this switch count up, while still in single ball play, completing the 72 Seasons stand up targets again will boost the 72 Seasons value.

Make the 72 switches (while in single ball play) to begin **72 Seasons**. Once started, it will continue to run throughout any mode or multiball started afterwards.

Once **72 Seasons** starts, a toy from the album cover of 72 Seasons appears on screen and the 72 counter will start counting down. You’ll have 72 seconds to make as many switches as you can to build the Toy Jackpot. Each switch builds the toy jackpot by 25k, or more if you boosted the value during the count-up phase (+25k/boost).

Collect Toy Jackpots by hitting any of the 4 lit 72 Seasons targets, which will award the value you've built up, and will not reset, allowing you to collect it multiple times!

Once all four 72 Seasons targets have been made during the mode (or time expires), the mode ends.

Hardwired Hurry-Up

In single ball play, each of the five main shots will have a blinking white circle representing Hardwired progress. Complete all five to light the scoop to start **Hardwired Hurry-Up**. Continuing to make Hardwired shots prior to starting Hardwired Hurry-Up will boost the value of the mode.

Once the hurry-up is started, all five main shots will be lit again (indicated by the same white circles, blinking quickly) for hurry-ups that are counting down. Collecting one resets the hurry-up value and adds the amount scored to the final, 5th hurry-up value (Hardwired Jackpot).

Self-Destruct Button

Qualify the self-destruct button in the following ways:

- 3 Pistons collected, then 13, 23, etc.
- Scoring a Hardwired jackpot
- Hitting all four targets during 72 Seasons

Once qualified, the self-destruct button can be activated by pressing the action button during the Hardwired Hurry-Up mode to instantly spot one of the lit hurry-ups (or final shot). You can also use the self-destruct button up outside of the mode to help qualify Hardwired Hurry-Up. A maximum of 3 self-destruct buttons can be stacked at once.

Other Features and Scoring:

2x Playfield

Every completion of the FUEL targets lights the dead end target for 2x playfield for 20 seconds. This multiplier is on top of the 2x playfield from the snake add-a-ball, meaning 4x scoring is possible during all multiball modes with both playfield multipliers active.

While 2x playfield is running, hitting the dead end target will reset the 2x playfield timer.

Dead End Lane and Blown Pistons

Hit a pop bumper enough times to light or boost the corresponding piston light at the dead-end lane. When a piston is level 1, it will be lit solid, when a piston is level 2 or higher, it will be flashing.

The dead end target awards (250k + (150k for each piston that is at least level 1) + (7.5k for each of the piston levels added together)), all multiplied by 2 if you have all 3 pistons at level 2 or higher.

Each lit piston light collected at the dead end target goes into your Blown Pistons count, or +6 Blown Pistons instead of if all 3 lights are at level 2 or higher. 15 blown pistons will light an Extra Ball, then an extra ball at 40 pistons, then every 40 pistons after that.

In addition to the blown piston points, ending a combo at the dead end target will award the Combo Jackpot (see below).

Super Pistons

Completing the five rollover lanes will start Super Pistons, indicated by the pop bumper lights flashing. During super pistons, all pops scoring is doubled. Progress towards lighting blown pistons is also doubled, making them count down twice as fast.

Super pistons will start once the first pop is hit, and will last until you've gone 20 seconds without hitting a pop bumper.

Combos and Combo Jackpot

Shooting shots that flow into each other consecutively without missing will award combos. Extra Ball is lit after shooting 15, then 50 combos, then every 50 after that.

Each combo scores $250k + 500k \times (\text{combo length greater than 2-way}) + 7.5k \times \text{number of combo sequences before this one, this ball}$. For example, the fourth shot of a four way combo when made as the second combo of the ball would be $250k + (500k \times 2) + 7.5k = 1,257,500$.

Combos can also be ended at the dead end target to award the Combo Jackpot, with a starting base value of 750k. The Combo Jackpot is also boosted by combos based on the following shot sequences, and will remain boosted until collected:

Left Ramp → Right Ramp: +300k
 Left Ramp → Right Loop: +350k
 Right Ramp → Fuel Lane: +200k
 Right Ramp → Left Loop: +300k
 Right Ramp → Grave Marker: +250k
 Right Ramp → Left Ramp: +350k

When the Combo Jackpot is collected, it will reset to its base value, increased by 250k. At the start of each new ball, the combo jackpot (including boosts) are reset to 750k.

Mystery

Complete all 5 rollover lanes (3 inlanes, 2 above pop bumpers), which alternate with the flippers, to light Mystery at the scoop. Complete them multiple times for better awards, up to level 4. The lights on the skulls and mystery insert are color coded for levels 1-4 as yellow, green, magenta, red. Shoot scoop when Mystery is lit to collect a random award from the corresponding Mystery levels:

Level 1	Level 2	Level 3	Level 4
500,000	1,000,000	2,000,000	3,000,000
light extra ball	light extra ball	light extra ball	light extra ball
metallica letter	2x bonus multipliers	3x bonus multipliers	5x bonus multipliers
add 1 cross	snake letter	snake letter	snake letter
add 1 chair	add 2 crosses	add 3 crosses	add 5 crosses
add 1 coffin	add 2 chairs	add 3 chairs	add 5 chairs
add 1 snake	add 2 coffins	add 3 coffins	add 5 coffins
light 1 cross	add 2 snakes	add 3 snakes	add 5 snakes
light 1 chair	light 2 crosses	light 3 crosses	light 5 crosses
light 1 snake	light 2 chairs	light 3 chairs	light 5 chairs
add fuel	light 2 snakes	light 3 snakes	light 5 snakes
	add fuel	add fuel	add fuel
	light 2x playfield	light 2x playfield	light 2x playfield
	light coffin lock	light coffin lock	light coffin lock
	metallica letter	light coffin hurry-up	light coffin hurry-up
		award coffin lock	award coffin lock
			hold bonus x

During Crank It Up modes, Mystery always awards “Crank It Up Bonus”, worth the value of the next required shot, boosts future shots, and often will help you out in other ways specific to the Crank it Up mode. The mystery level does not affect this award.

Extra Balls

Extra Balls can be lit to collect at the scoop by:

- Shooting the captive ball 10 (auto % adjusted), then 30, 60, etc. times
- 15, then 50 Combos, then 100 Combos, etc.
- 15 Blown Pistons, then 40, then 80, etc.

If the extra ball cap has been reached, or extra balls are disabled, each extra ball scores 2.5M, affected by any playfield multipliers active.

End-of-Ball Bonus

Bonus is determined by calculating the number of items the player has collected over the course of the ball, multiplied by the bonus X (which increases with shots to the inline drop targets).

Band Members and Blackened (Mini-wizard Mode)

Collect band members by playing any of the four main multiballs (Grave Marker, Electric Chair, Coffin, Snake). Each band member can be awarded at level 1-8, depending on how well you did in the corresponding multiball:

- **Robert:**
 - +1 level for each time you start Grave Marker Multiball
 - +1 level per super jackpot times super jackpot multiplier
- **James:**
 - +1 level for each time you start Electric Chair Multiball
 - +1 level per chair guy fried
- **Lars:**
 - +1 level for each time you start Coffin Multiball
 - +1 level per captive ball jackpot during multiball
- **Kirk:**
 - +1 level for each time you start Snake Multiball.
 - +1 level per snake combo jackpot or snake super jackpot

The band members you have collected are indicated by the band member inserts at the bottom of the playfield. If a band member insert is pulsing, it means they are at max level (8). If the topper is installed, band member levels are indicated on the topper via RGB with orange being the lowest and red being the max level.

Once all four band members have been collected at any level, Blackened is lit at the scoop when in single ball play. If Crank it Up is also qualified, Blackened will take priority.

During Blackened:

- Starts as a 4 ball multiball
- Starting award value is 800k + 100k x total levels of all band members
- For 1-2 band members at max level, +1 additional ball will be added at the start of the multiball for each one
- For each band member at max level past the 2nd, +1 action button add a ball will be available, indicated by purple flashing on the action button
- All playfield values are multiplied by the number of balls in play minus 1
- Flashing red shots lit for shot awards, and build super jackpot value
- Flashing purple shot is lit for jackpot, relights red jackpots, and “blackens” that shot
- Making already blackened shots increases purple jackpot value by 250k
- Captive ball will move purple shot around the playfield
- Get 3 shots blackened for an add-a-ball
- Get all shots blackened for Super Jackpot and an additional add-a-ball
- A maximum of four add-a-balls may be earned (in addition to action button)

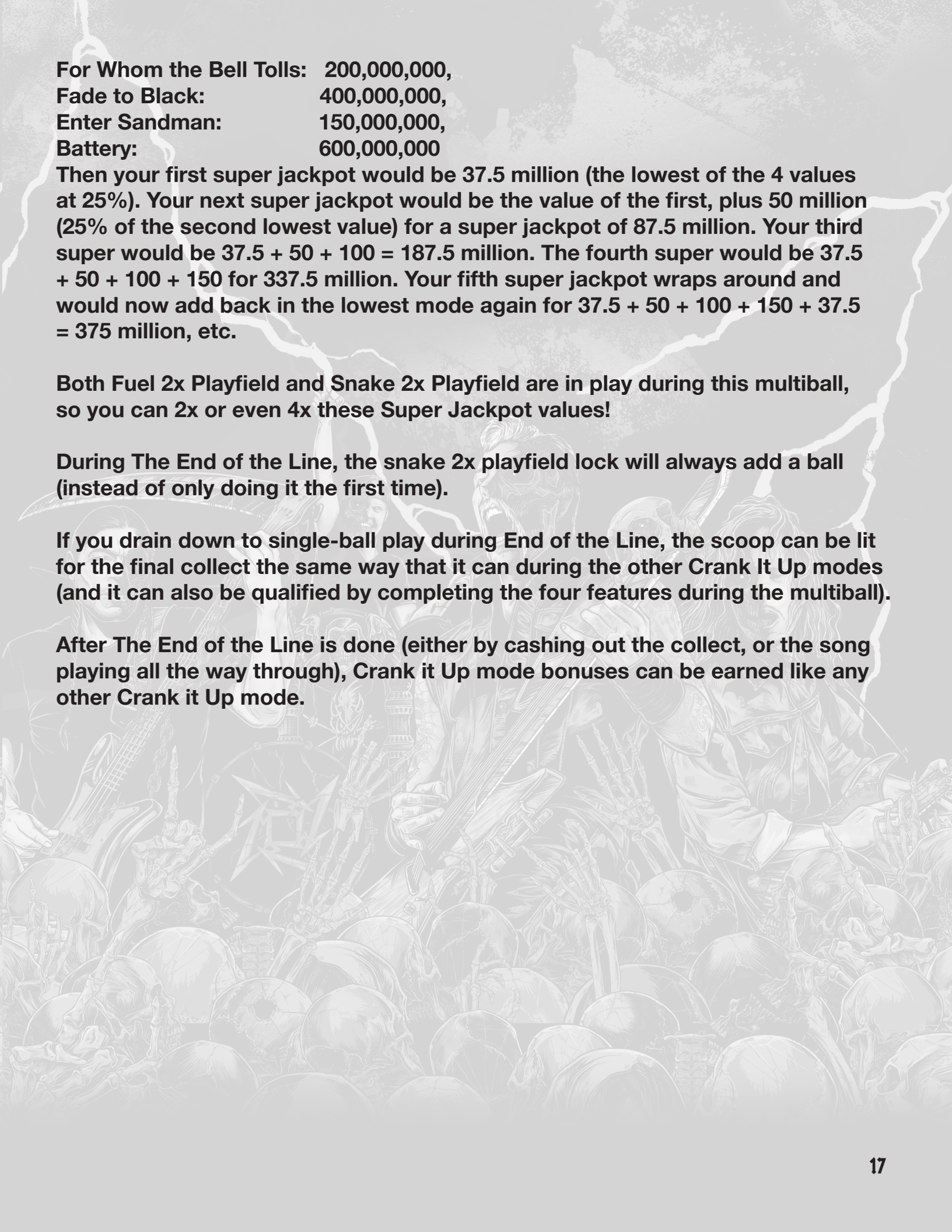
End of the Line (Wizard Mode)

Once all 4 Crank It Up modes have been played (they don't need to be completed or cashed out), collect enough items to light the 5th Crank It Up mode and shoot the scoop to start End of the Line. This nearly 8 minute long track has the potential to turn your good game into an outstanding game, as long as you've done well during your Crank It Up modes and play the wizard mode out well.

At the start of End of the Line, you receive a hefty bonus for all the items you've collected in the game, worth 200k per # of items collected throughout your game.

This wizard mode starts with 2 balls in play and 1 shot lit for a jackpot. Collect the jackpot to light a roving Super Jackpot. Once you collect the Super Jackpot, an add-a-ball plus ball-save is awarded and you return to the jackpot phase, but with one additional shot required to qualify your next Super Jackpot.

The Super Jackpot value is determined by 25% of the scores of the Crank It Up modes you played, awarded in order from lowest to highest, and each super jackpot includes the score from the previous super jackpots. For example, if your Crank it Up totals were:



For Whom the Bell Tolls: 200,000,000,
Fade to Black: 400,000,000,
Enter Sandman: 150,000,000,
Battery: 600,000,000

Then your first super jackpot would be 37.5 million (the lowest of the 4 values at 25%). Your next super jackpot would be the value of the first, plus 50 million (25% of the second lowest value) for a super jackpot of 87.5 million. Your third super would be $37.5 + 50 + 100 = 187.5$ million. The fourth super would be $37.5 + 50 + 100 + 150$ for 337.5 million. Your fifth super jackpot wraps around and would now add back in the lowest mode again for $37.5 + 50 + 100 + 150 + 37.5 = 375$ million, etc.

Both Fuel 2x Playfield and Snake 2x Playfield are in play during this multiball, so you can 2x or even 4x these Super Jackpot values!

During The End of the Line, the snake 2x playfield lock will always add a ball (instead of only doing it the first time).

If you drain down to single-ball play during End of the Line, the scoop can be lit for the final collect the same way that it can during the other Crank It Up modes (and it can also be qualified by completing the four features during the multiball).

After The End of the Line is done (either by cashing out the collect, or the song playing all the way through), Crank it Up mode bonuses can be earned like any other Crank it Up mode.