

ABBA[®]



QUICK RULE SHEET

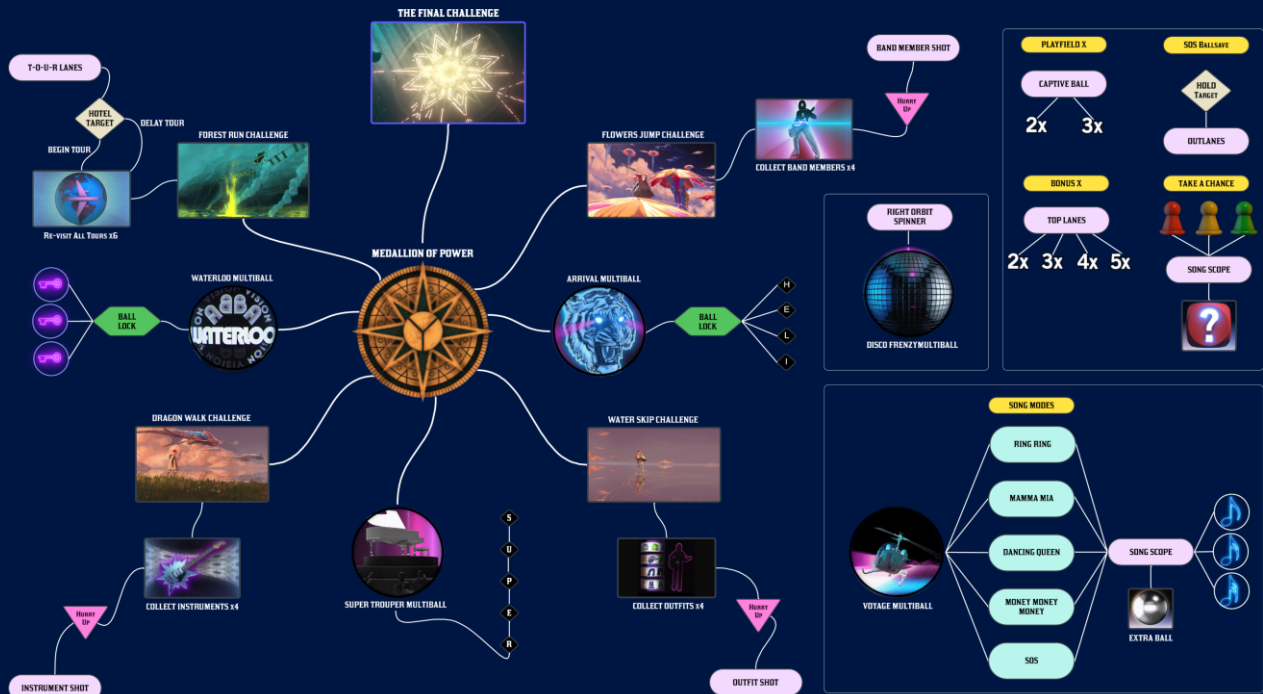
Table Of Contents

- Game Objective 3
- Game play – Overview 4
- Multiballs 5
 - Waterloo Multiball 5
 - Arrival Multiball..... 5
 - Super Trouper Multiball..... 6
- Song Modes 7
 - Mamma Mia..... 7
 - Money Money Money 7
 - Dancing Queen..... 7
 - S O S 8
 - Ring Ring 8
- Challenge Modes 8
 - Disco Frenzy 8
 - Chance Awards 9
- Playfield Multipliers 9
- Bonus & Multipliers 9
- Mini Wizard Mode 9
- Wizard Mode 10

Game Objective

Your goal is to make ABBA immortal by creating them as Abbatars and build them a venue to perform at forever. To achieve this, all four pieces of the Medallion of Power needs to be collected.

Follow their footsteps during past tours and revisit the great ABBA classics.



Game play – Overview

Start

When players start a new game, the players get to select their favorite song.
The song can be changed at the start of every new ball.

Skill shots

Shooting the left ramp immediately upon launch will reward a skill shot.
Follow this up by making the Super Trouper Target and you will get a **Super Skill Shot!**
Lowering at least one of the note drop targets will light mode start at the song scoop.
There is also a skill shot available at the left orbit.

Ball saver

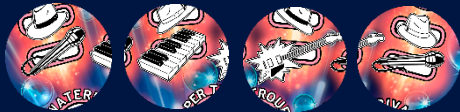
Shoot SOS Hold target to light out lane ball saver “S O S”

Band members



Make blue lit shots to make progress on collecting band members.
Once a band member is qualified for collect a hurry up starts, shots indicated by red inserts.
Each collected band member adds to bonus base value.
When all band members are collected, a challenge mode is lit and can be started at the left ramp magnet.

Collect Instruments



Right inlane followed by a left orbit shot collects an instrument.
Each collected instrument adds to bonus base value.
When all instruments are collected, a challenge mode is lit and can be started at the left ramp magnet.

Collect Outfits



Left inlane followed by a right orbit shot collects an outfit
Each collected outfit adds to bonus base value.
When all outfits are collected, a challenge mode is lit and can be started at the left ramp magnet.

Tours



Spelling T O U R by the inlane rollovers will light hotel target to start a tour.
Each tour has its own specific task and once completed the tour can be finished by shooting the hotel target again. You can also choose to continue a tour by spelling T O U R during an active tour and then shooting the hotel target.

Multiballs

There are 3 main multiballs in the game:
Waterloo, Arrival and Super Trouper Multiball.

Waterloo Multiball



Collect all keys at the key drop target bank.
Each completion of the drop target bank qualifies one lock at the waterloo scoop.
Once the third lock is made, the multiball begins.

Waterloo Jackpot Booster

When the third lock is qualified you can continue collecting keys by completing the key drop target bank to boost your upcoming Waterloo Multiball. Levels, X2, X3.

Roaming Red shots collect jackpots
Pink shots collect mini jackpots

Once the four jackpots been made a Super Jackpot is lit at the Waterloo scoop for a limited time.

One add-a-ball per multiball is available by shooting the multiplier captive ball 3 times.

Arrival Multiball



Spell H E L I at the heli standup targets or knock down the heli single drop target to qualify locks in the helicopter. Once two balls are locked in the helicopter, the multiball begins.

Collect all red jackpot shots.
Once all jackpots have been collected, shoot the scoop to start the timer for **super jackpot** at the left ramp.

One Add-a-ball per multiball is available at the song scoop.

Super Trouper Multiball



Shoot the Super Trouper target to advance progress towards the Super Trouper Multiball. Progress is indicated by the inner loop arrows.

Shoot ramps to increase the Jackpot Multiplier

Shoot orbits to light song scoop for Super Trouper Jackpots!

One Add-a-ball per multiball is available at the Super Trouper Target.



Song Modes



There are 5 song modes in the game. Dancing Queen, Mamma Mia, Money, Ring and S O S

Complete the lower left note drop target bank to qualify song mode start.

The next mode to be started is indicated by flashing mode insert, shoot ramps to change mode.

Shoot the song scoop to start mode.

Mode Boosters

Once a song mode is qualified you can choose to apply a mode booster to the upcoming mode by completing the note drop target bank again. There are 2 levels of the Mode Booster, X2 and X3.

The mode booster will be available for one mode, however if you drain the mode booster is gone.

Mamma Mia



Shoot ramps to spell M A M M A M I A.

Once spelled, shoot the orbit to collect big points!

Money Money Money



Activate the money shots at the drop target banks by shooting lit blue shots.

Collect money at the lit drop targets.

Once all money has been collected, shoot the captive ball to cash out the mode.

Dancing Queen



Left ramp increases the dancing queen value and the magnet will try to grab the ball and setup the upper left flipper shot to the excitement spinner.

Shoot the excitement spinner to collect the dancing queen value.

Shoot the captive ball to maximize dancing queen collect value.

S O S



Shoot the pop bumpers to activate the rescue signal at the song scoop.
Shoot the song scoop to send out the emergency message and collect good points!

The mode gets progressively harder and more lucrative as you progress.

Ring Ring



Shoot lit shots to answer the calls.

At the beginning every major shot is lit, but the shots will be narrowed down and finally alternating.

Once all calls have been answered, the mode is completed!

Challenge Modes



Every fulfilled collection of items leads to a Challenge Mode where you get the chance to get a piece of the Medallion of Power.

Once a challenge mode has been qualified, the playfield goes dark red and challenge mode start is indicated at the left ramp.

There are four different challenge modes, each with their own objectives.

- Flower Jump
- Dragon Walk
- Water Skip
- Forest Run

Disco Frenzy



Shoot the Disco Spinner (Right Orbit) to make progress towards the Disco Frenzy!

Once qualified the playfield goes wild and launches a 2-ball Multiball where everything scores good points!

Chance Awards



Collecting the top left 3 stand up (Take-a-chance) targets will light the chance award in the song scoop. Million, Light Helicopter Lock, 2 million, Collect Instrument, Light Tour, Light Song Mode, Light Extra Ball, Light Waterloo Lock, 5 million! Chance Awards are not affected by the playfield multiplier.

Playfield Multipliers



Shoot the captive ball to activate the playfield multiplier.
Three hits will activate the 2X multiplier, five hits will activate the 3X multiplier.
Once the multiplier is activated it will timeout if not kept active by shooting the captive ball.
Two hits to the captive ball will lit the 2X playfield insert, this means that the multiplier is loaded and will be activated by the next shot. Active multipliers are indicated by flashing inserts.

Bonus & Multipliers



Completing top lanes increases the bonus multiplier.
All bonus base values will be multiplied as well as the Super Spinner Bonus!
Shooting spinners can add up to a great value when multiplied!

Mini Wizard Mode



When you have played all five song modes the song scoop will be lit for the Voyage Mini Wizard Mode.

Wizard Mode



Once you have collected all pieces of the Medallion of Power, played all song modes and multiballs you will reach the Final Challenge!

Pinball  Brothers