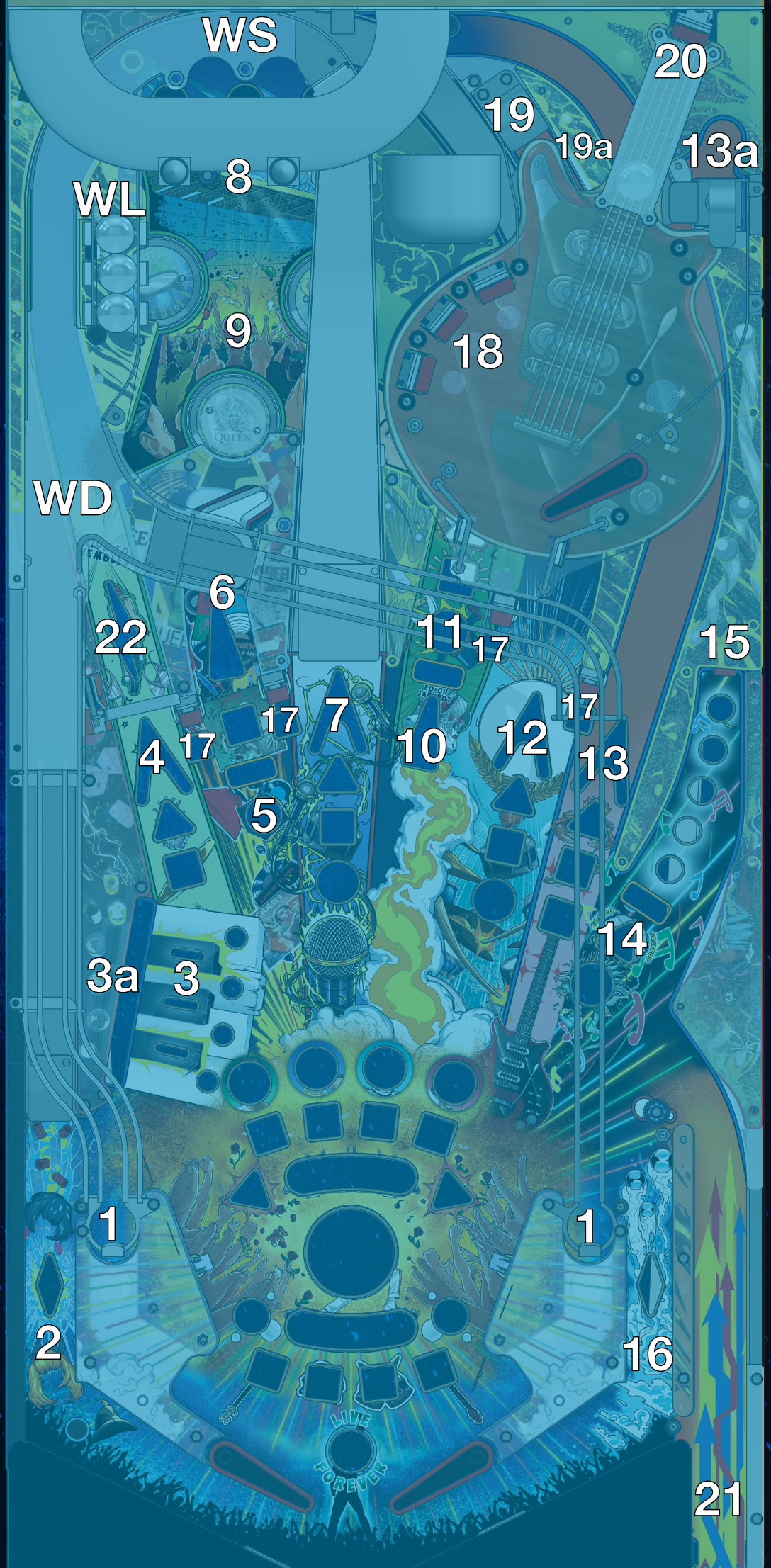


QUEEN



QUEEN PINBALL RULEBOOK

Pinball  Brothers



Rulebook

Version 1.00

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Comments & feedback:
press@pinballbrothers.com

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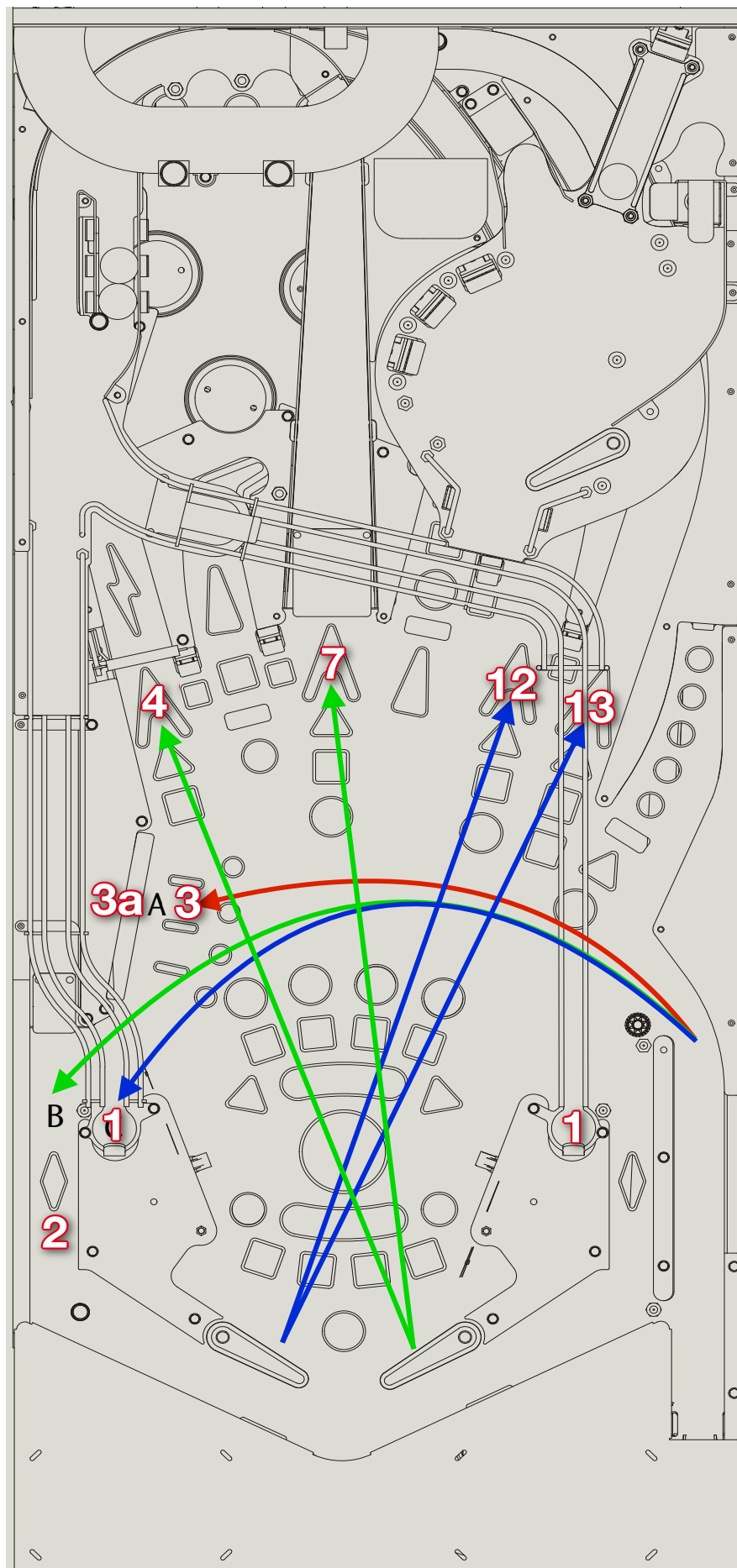
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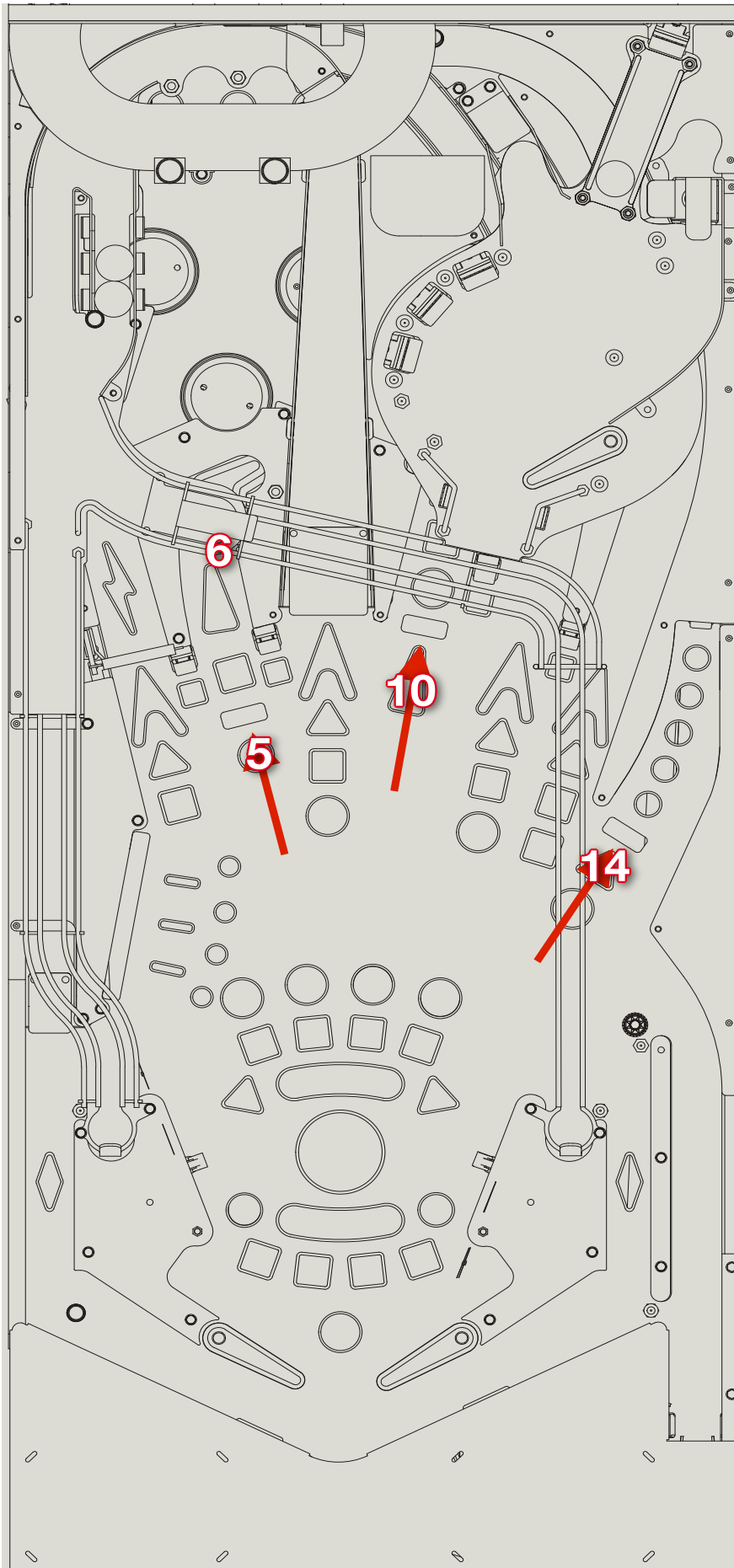
MAIN GAME ELEMENTS

Skill Shot

C: Hit the left inlane (1) for two letters of QUEEN. Then hit (12) or (13) to immediately collect four letters of Roger Taylor or Brian May + 2x Skill Shot Value.



DROP GUARDIANS



Drop Guardians (5, 10, 14)

Awards a poster if all three have been shot down. Resets when all poster drop targets (5, 10, 14) are down.

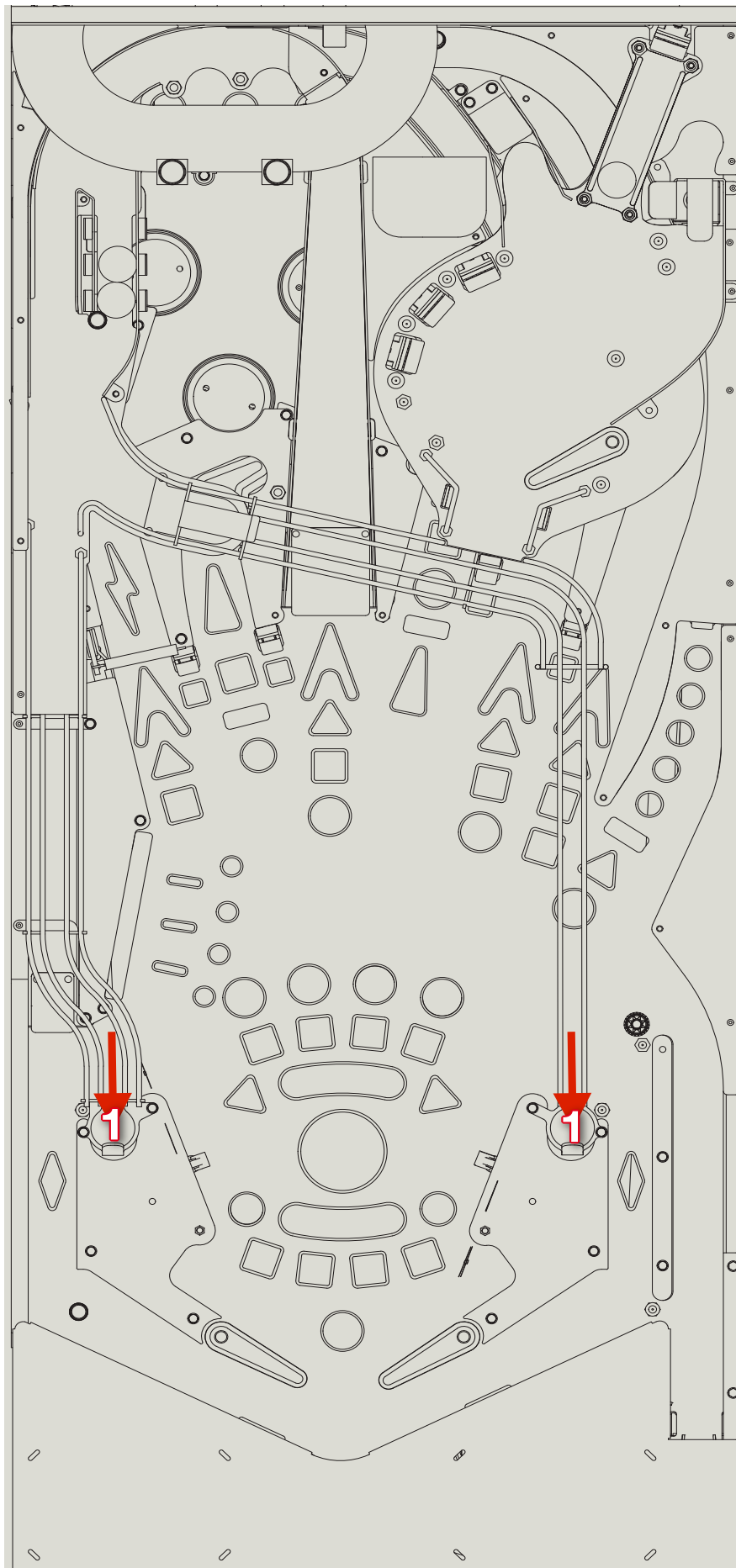
Posters increase the value of Wembley Multiball and end of ball bonus.

INLANES

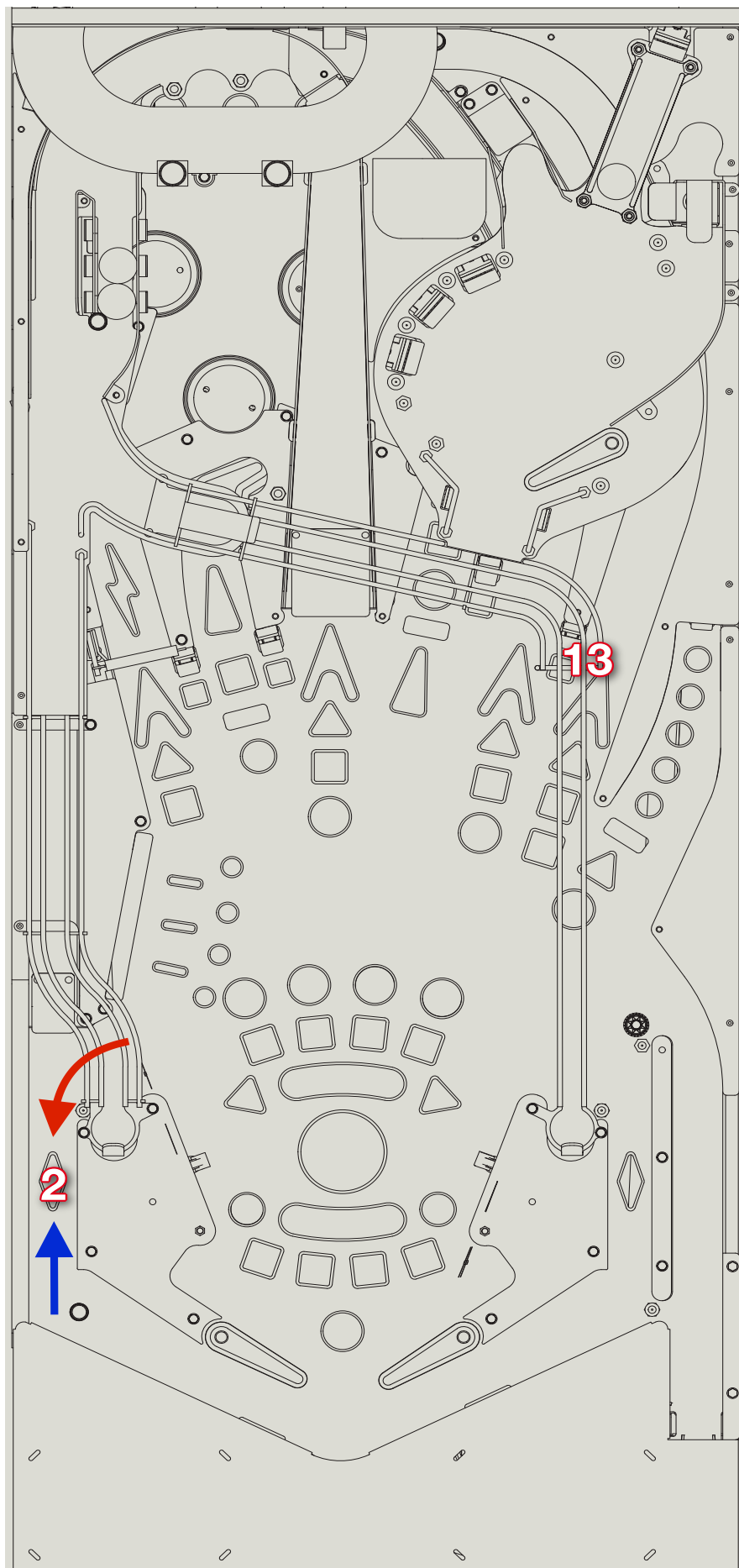
InLanes (1)

Increase bonus multiplier on each completion of both by 1X. There is no limit. Lights are not rotatable with flippers.

Starts any combo. Increases Center Ramp's (7) combo value. Combo value is reset when combo timer runs out.



LEFT OUTLANE



Left OutLane (2)

Kickback into Left Orbit (4) if lit. Ball exits at (13). Otherwise this ball is lost. Kickback is lit by collecting a Tour Pass at Spinner (22).

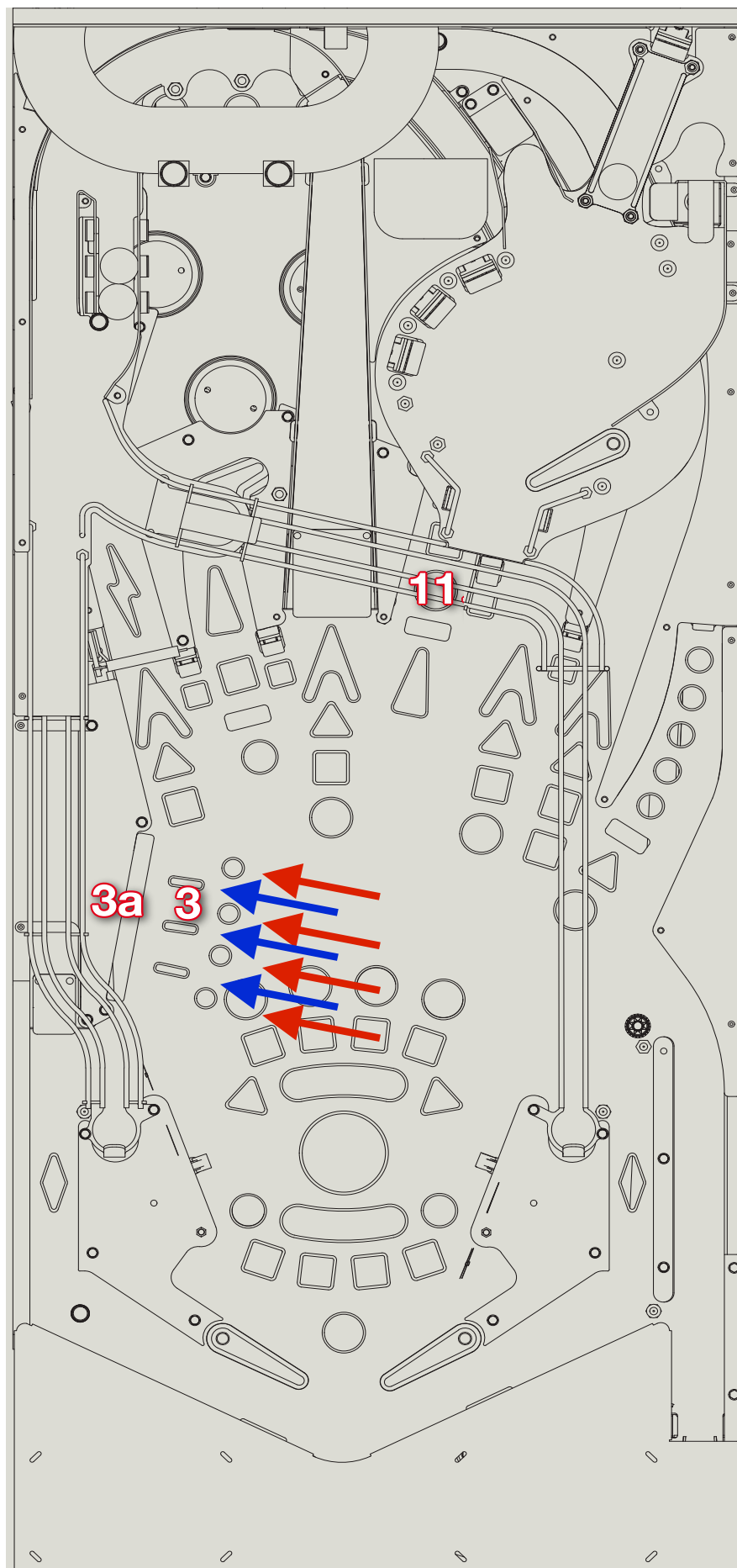
PIANO TARGETS

Piano Targets (3 & 3a)

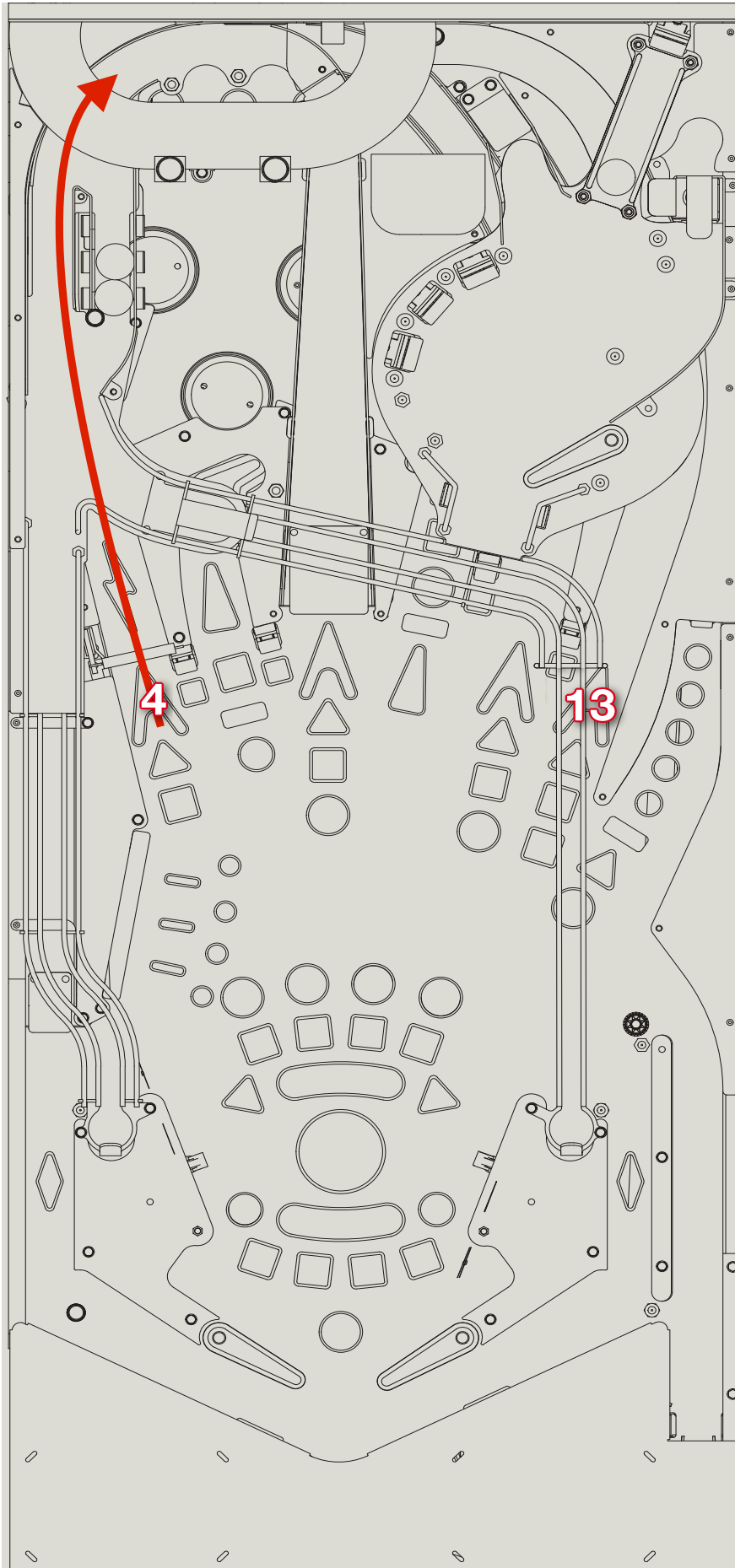
Advances Piano.

Four white keys (drop targets) and three black (standup targets).

After completing the white keys (drop targets) there is a limited amount of time to complete the black keys before the drop targets reset. Completing the white and black keys qualifies the piano to be collected at (11).



LEFT ORBIT

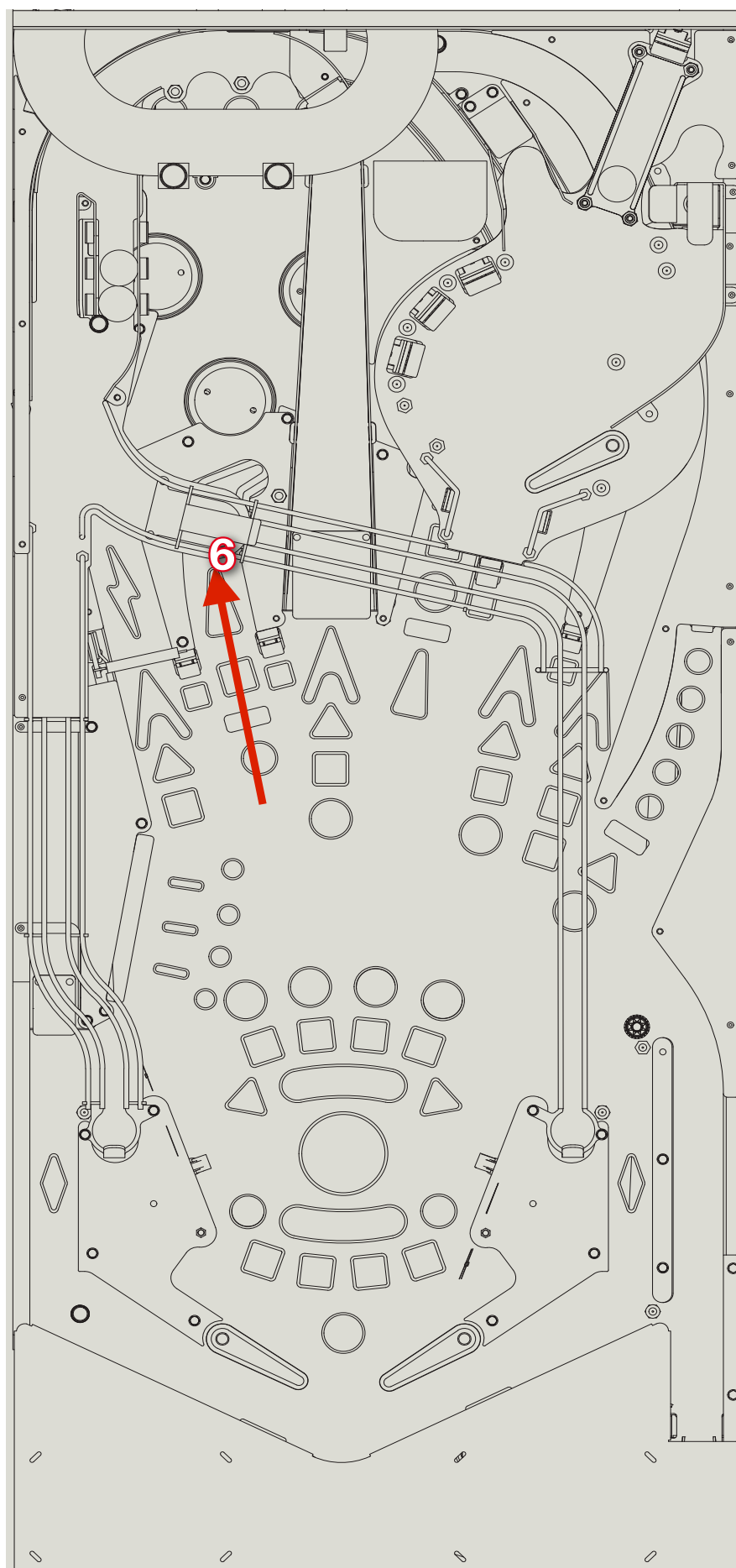


Left Orbit (4)

Advances John Deacon.

Sends the ball up to the top lanes and bumpers during multiballs, modes with drums and when Super Jets are on. Otherwise ball exits at Right Orbit (13).

Left Orbit - when lit (Zodiac), collects/advances Combo sequence. Also progresses toward qualifying Album.

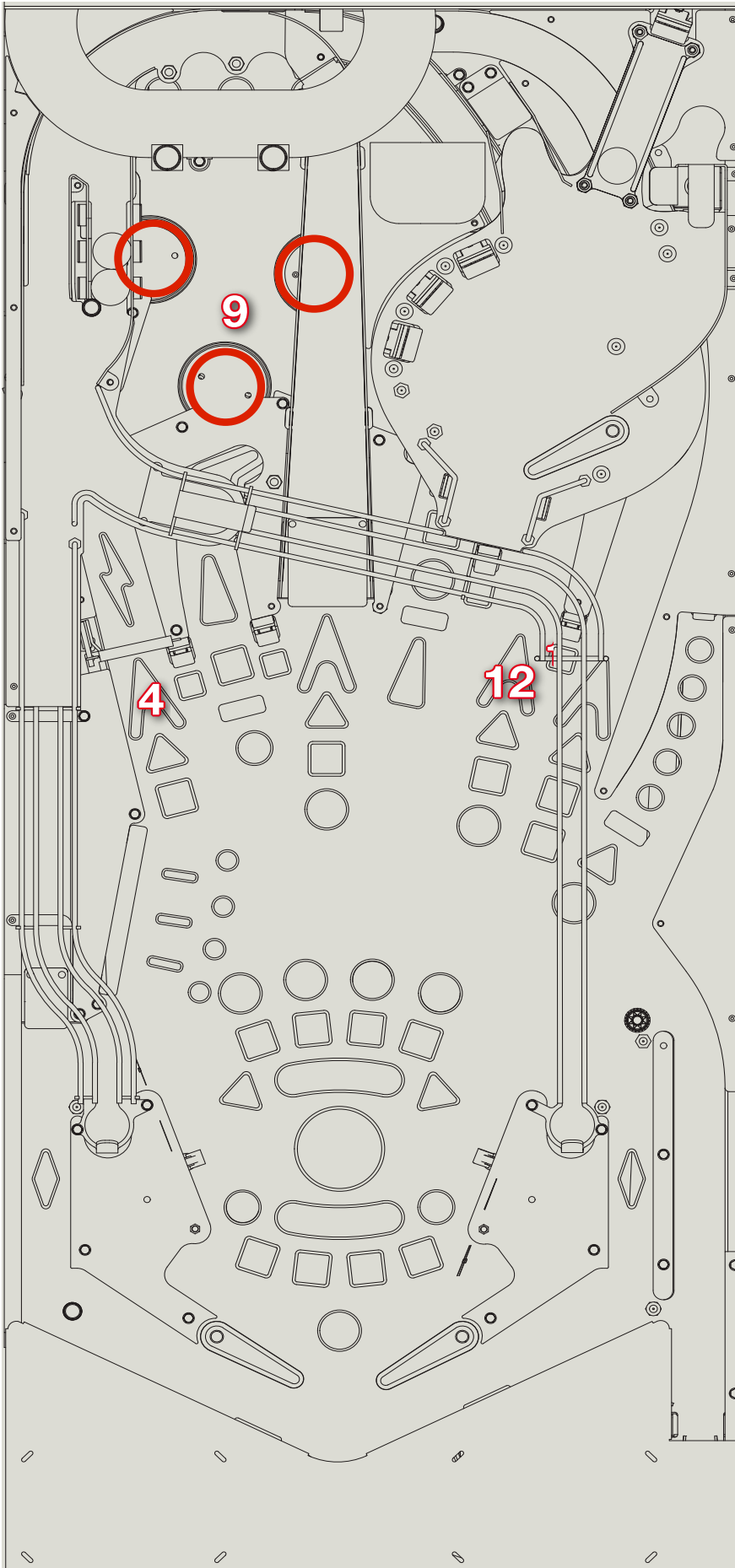


Left VUK (6)

Sends the ball back to the right inlane by shooting it onto the right return ramp.

Selects next song or next part of Bohemian Rhapsodie. Collects autographs and albums.

DRUMS (BUMPERS)

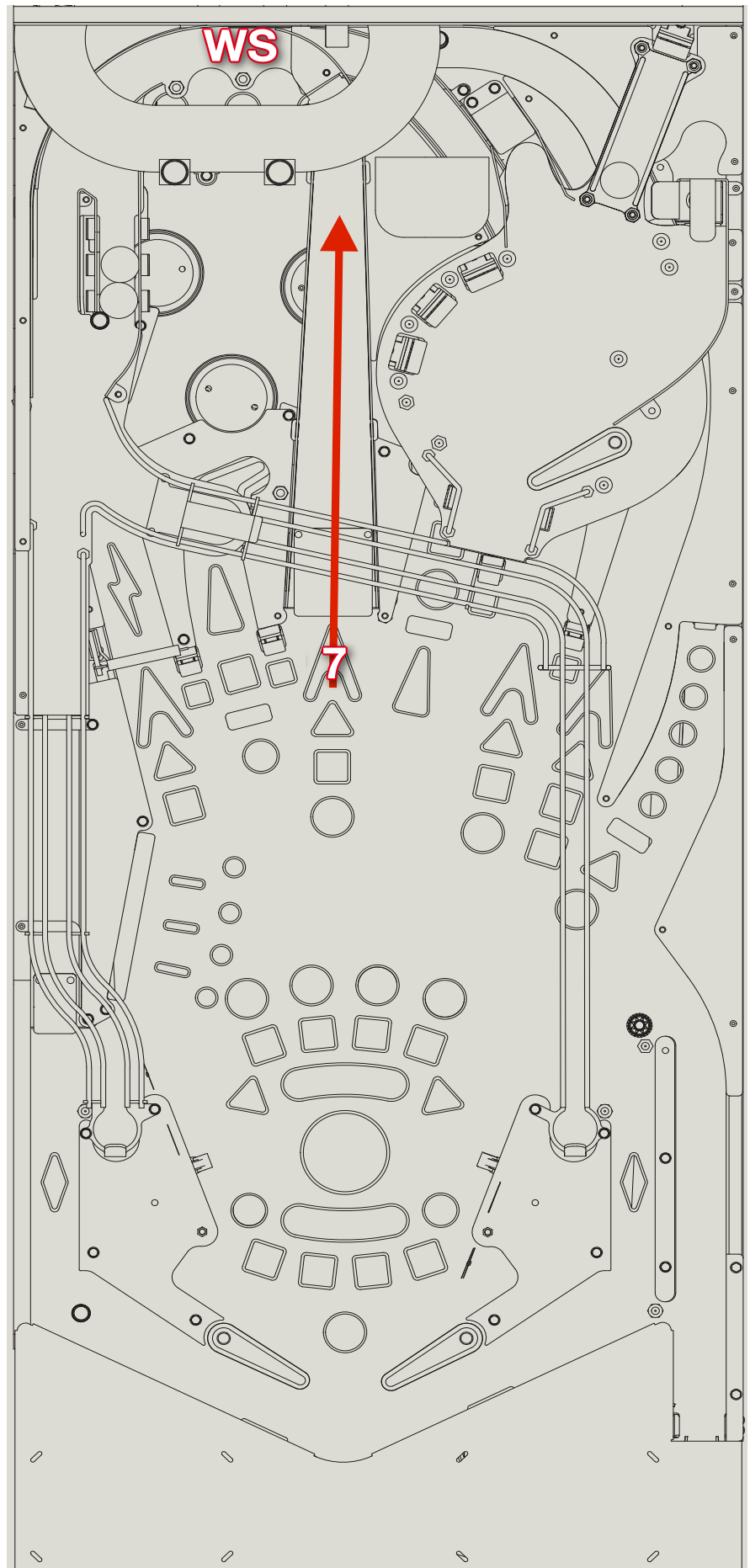


Bumpers (9)

Advance Drums. Super Jets start after 50 hits and run for 30 seconds. While Super Jets are active the orbit and loop (4 & 12) will always feed the bumpers.

Drums (Bumpers) - pops to start super jets, and duration of super jets, are both adjustable.

CENTRAL RAMP



Central Ramp (7)

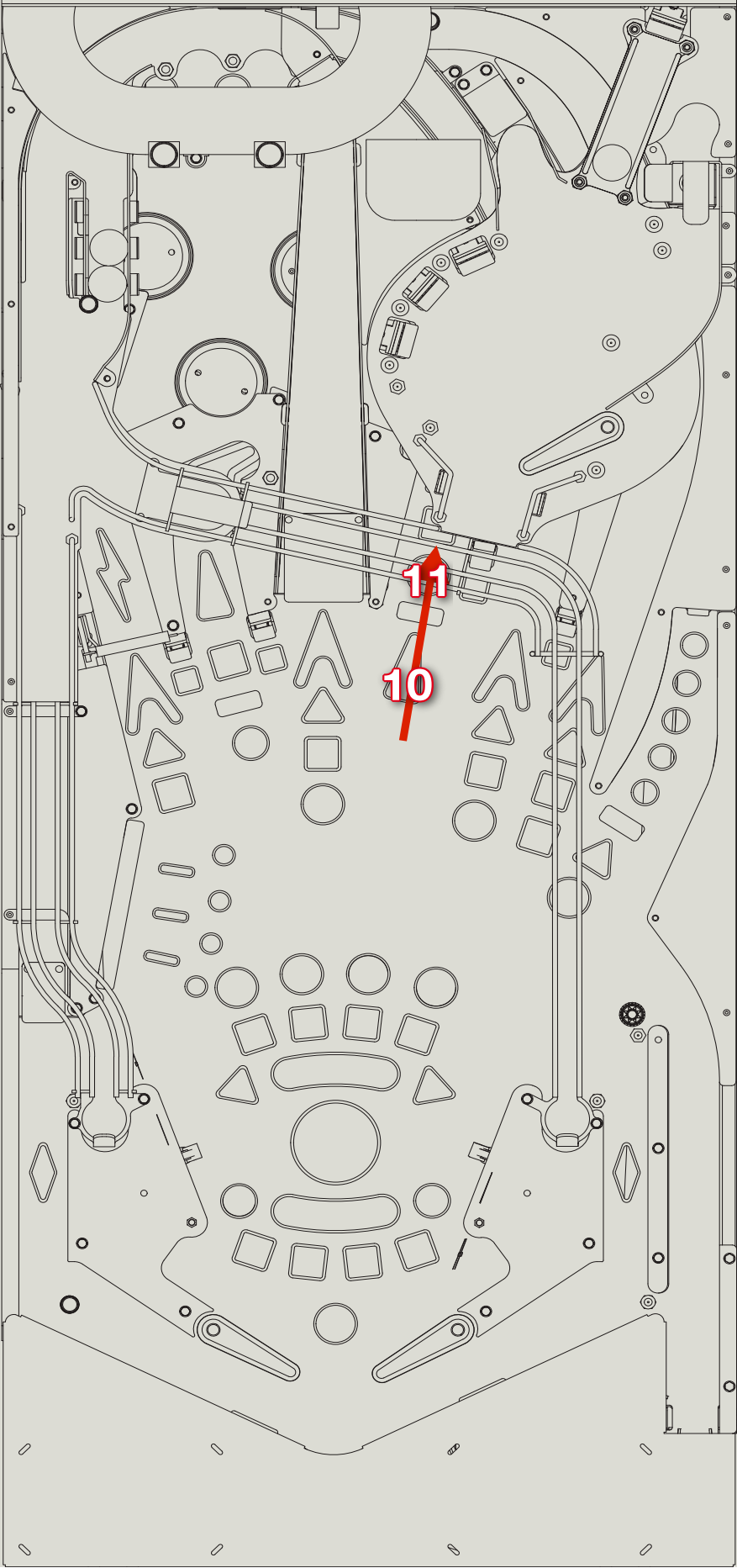
Advances Freddie Mercury.

Sends the ball into Wembley Stadium (WS).

Collects Hurry Up.

Advances Eh-Oh Combo. When lit (Zodiac), collects/advances Combo sequence. Also progresses toward qualifying Album.

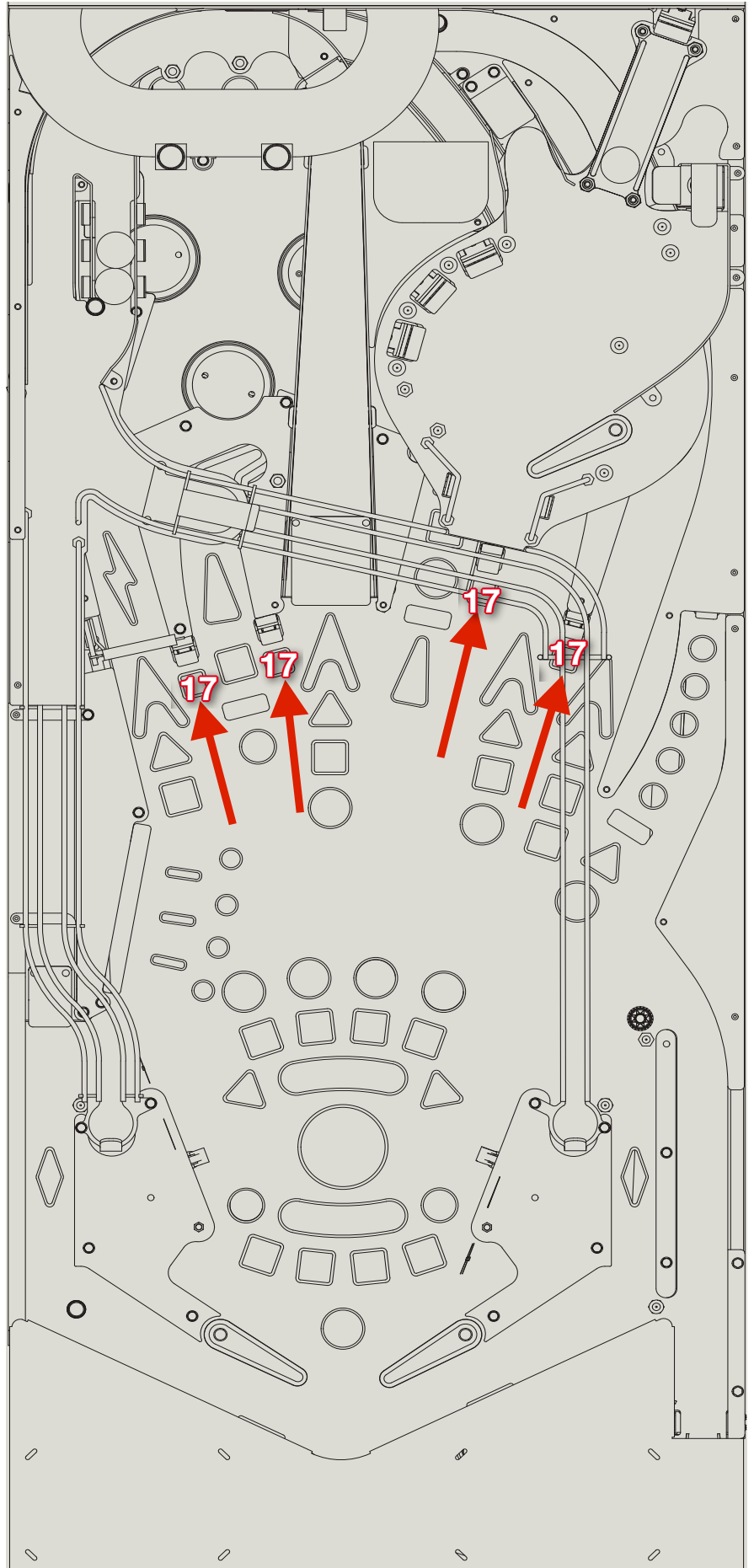
CENTRAL SAUCER



Central Saucer (11)

Collects Instruments, Magic, Extra Ball. Also collects Eh-Oh Combo Jackpot.

BASS



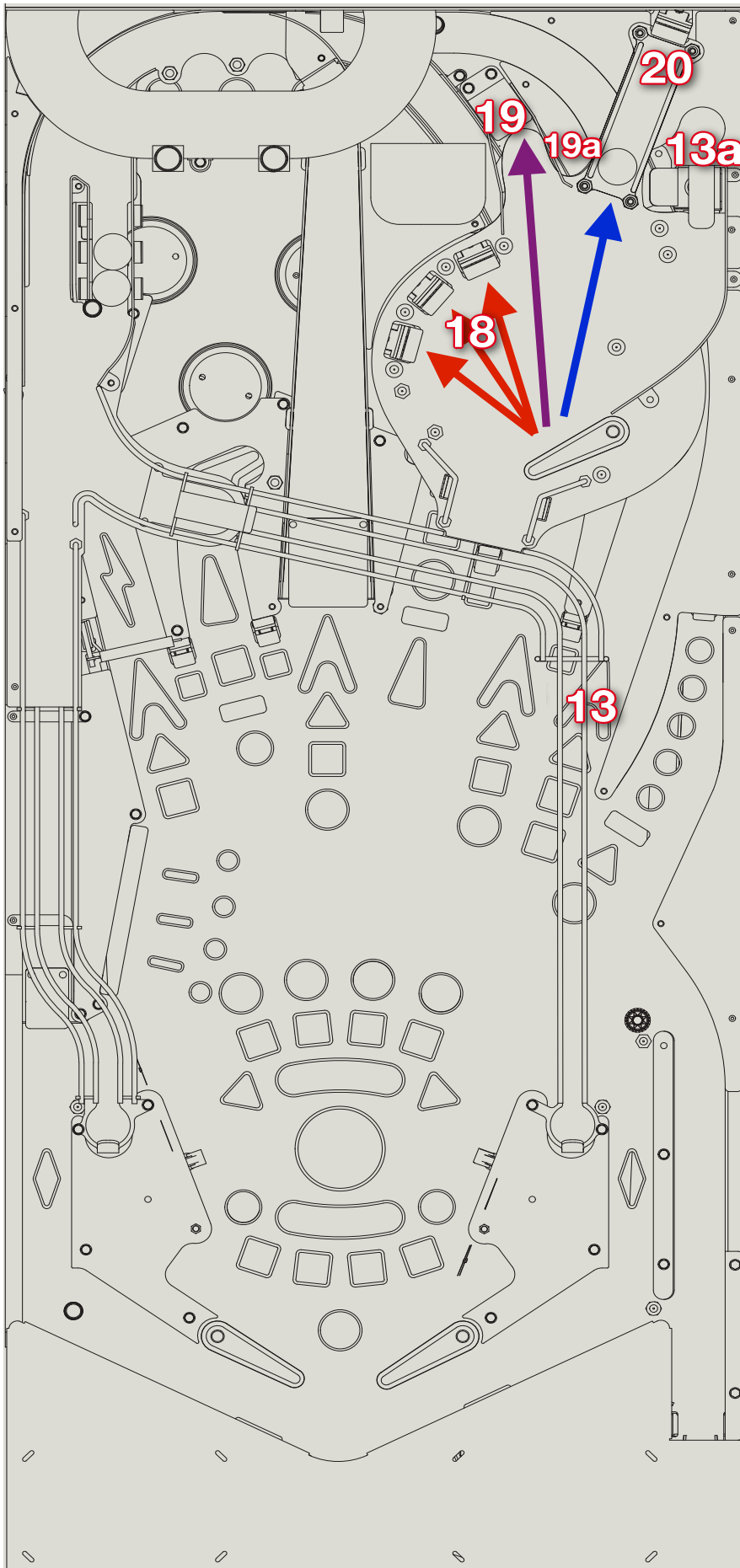
Bass

4 Single StandUp Targets (17)

Advance Bass.

Inserts: E, A, D, G

GUITAR (RED SPECIAL)



Red Special VUK (13a)

Sends the ball to the upper play-field on Guitar related modes.

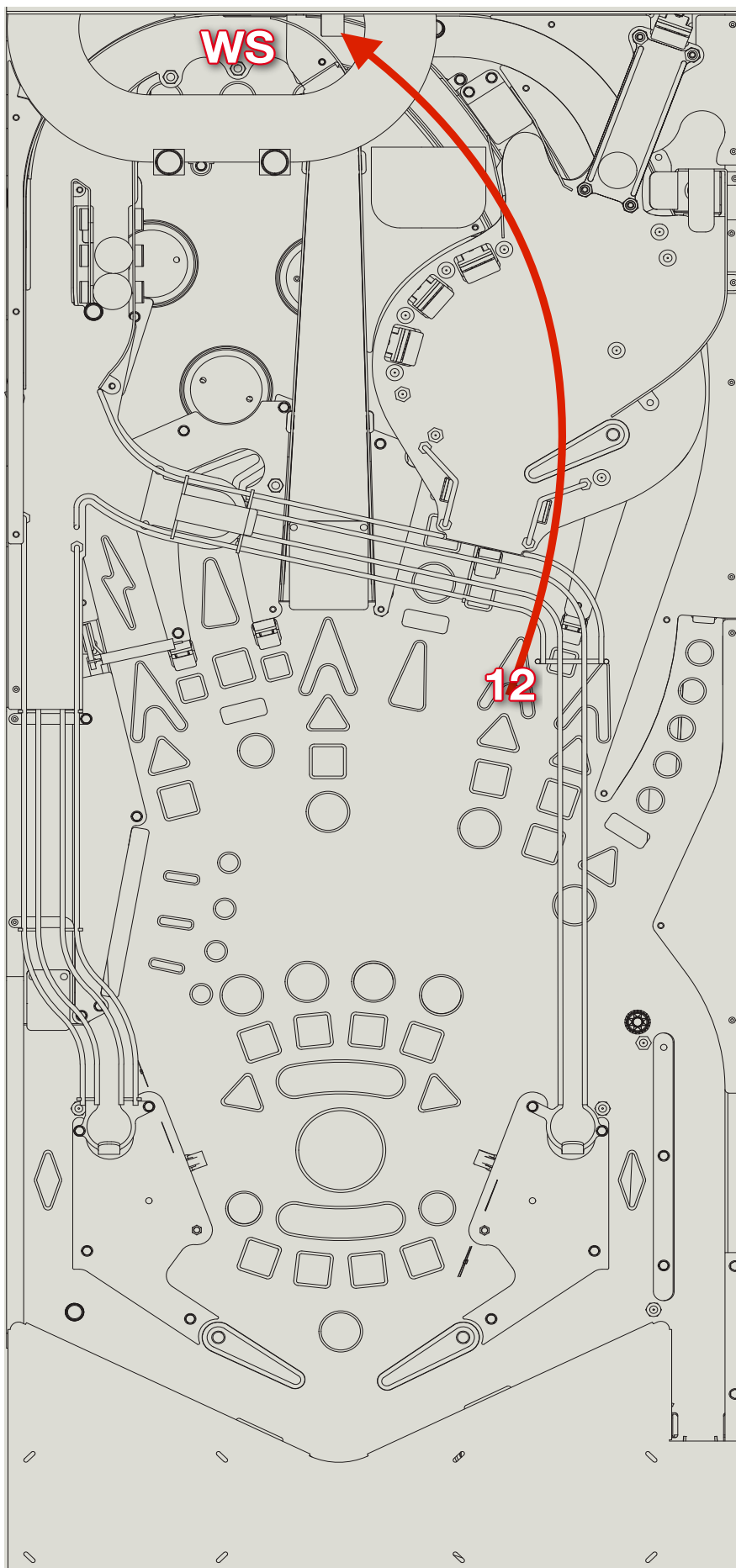
Red Special (18, 19, 20)

Play all strings (18) then change chord (20).

Each time strings and chord have been collected right orbit (13) becomes a one-time jackpot for 10 seconds.

Playing all strings lights one or more Red Special locks. Lock 2-6 balls for Red Special Multiball.

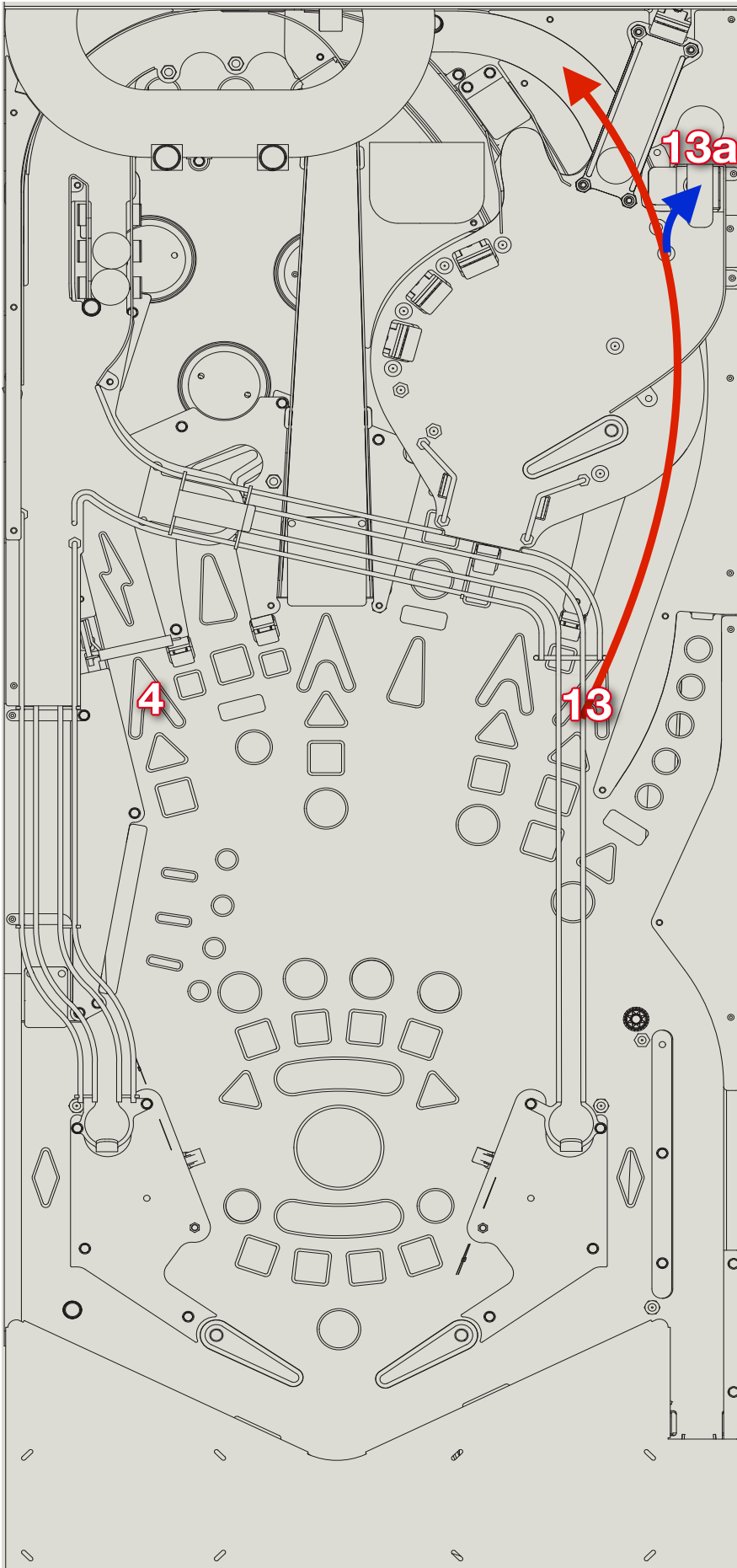
RIGHT RAMP



Right Ramp (12)

Advances Roger Taylor.

Sends the ball up to Wembley Stadium (WS), can also send the ball into the pops (drums). When lit (Zodiac), collects/advances Combo sequence. Also progresses toward qualifying Album.



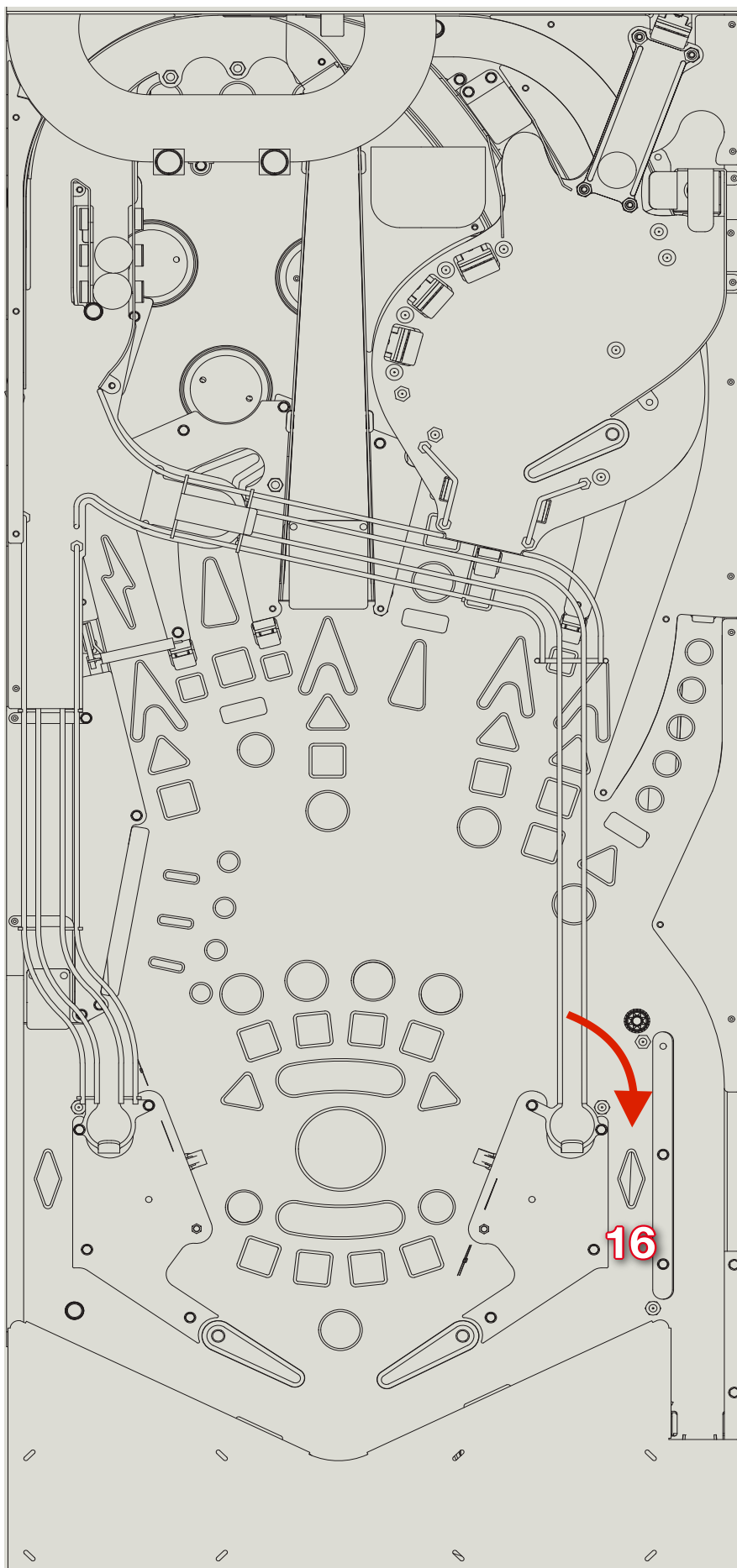
Right Orbit (13)

Advances Brian May.

Ball is sent to upper playfield via Red Special VUK (13a) on Guitar related modes. Sends the ball up to the top lanes and bumpers during multiballs, modes with drums and when Super Jets are on. Otherwise ball exits at Left Orbit (4).

When lit (Zodiac), collects/advances Combo sequence. Also progresses toward qualifying Album.

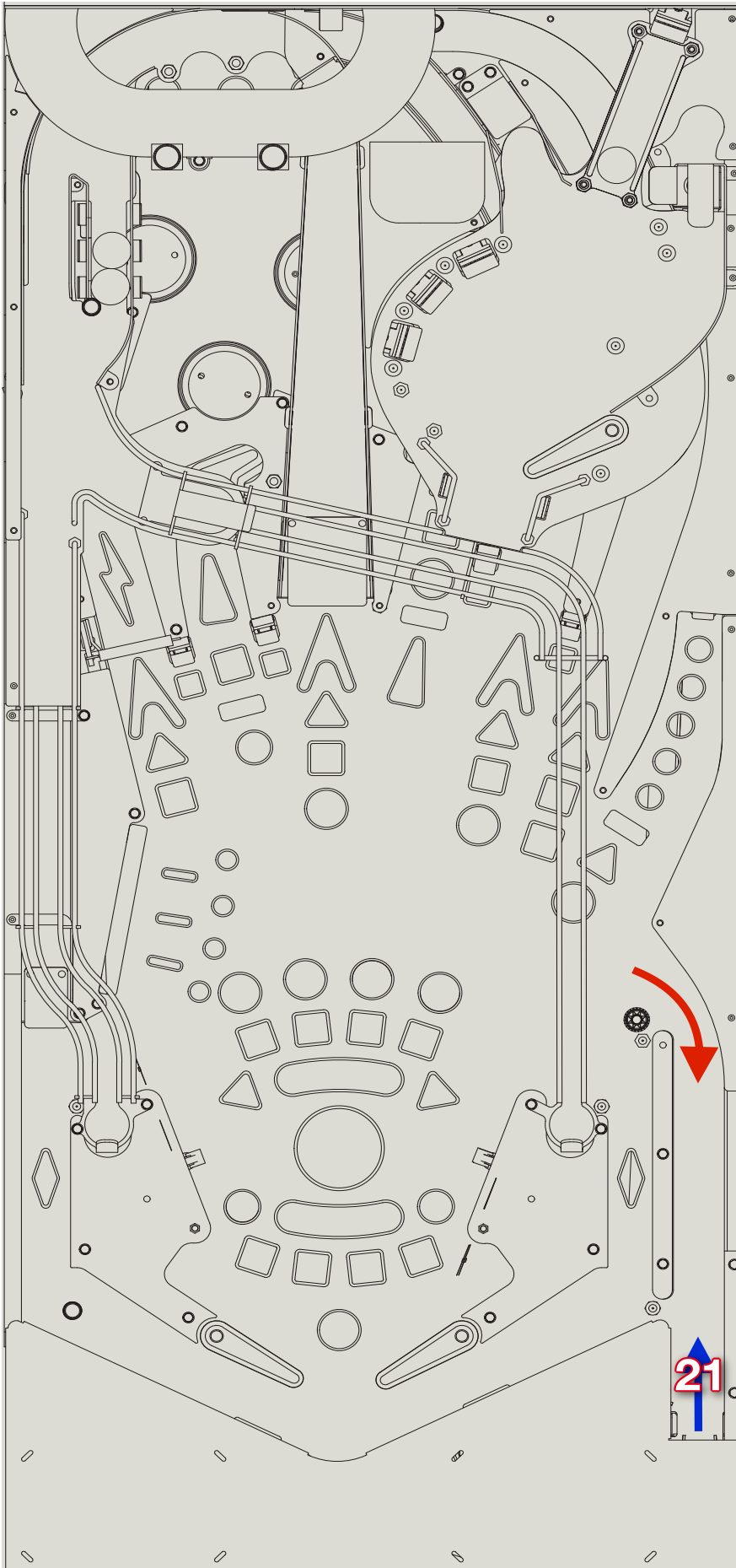
RIGHT OUTLANE



Right Outlane (16)

Starts Encore Multiball when lit.
Otherwise ball is lost.

RIGHT LAUNCH LANE



Launch Lane (21)

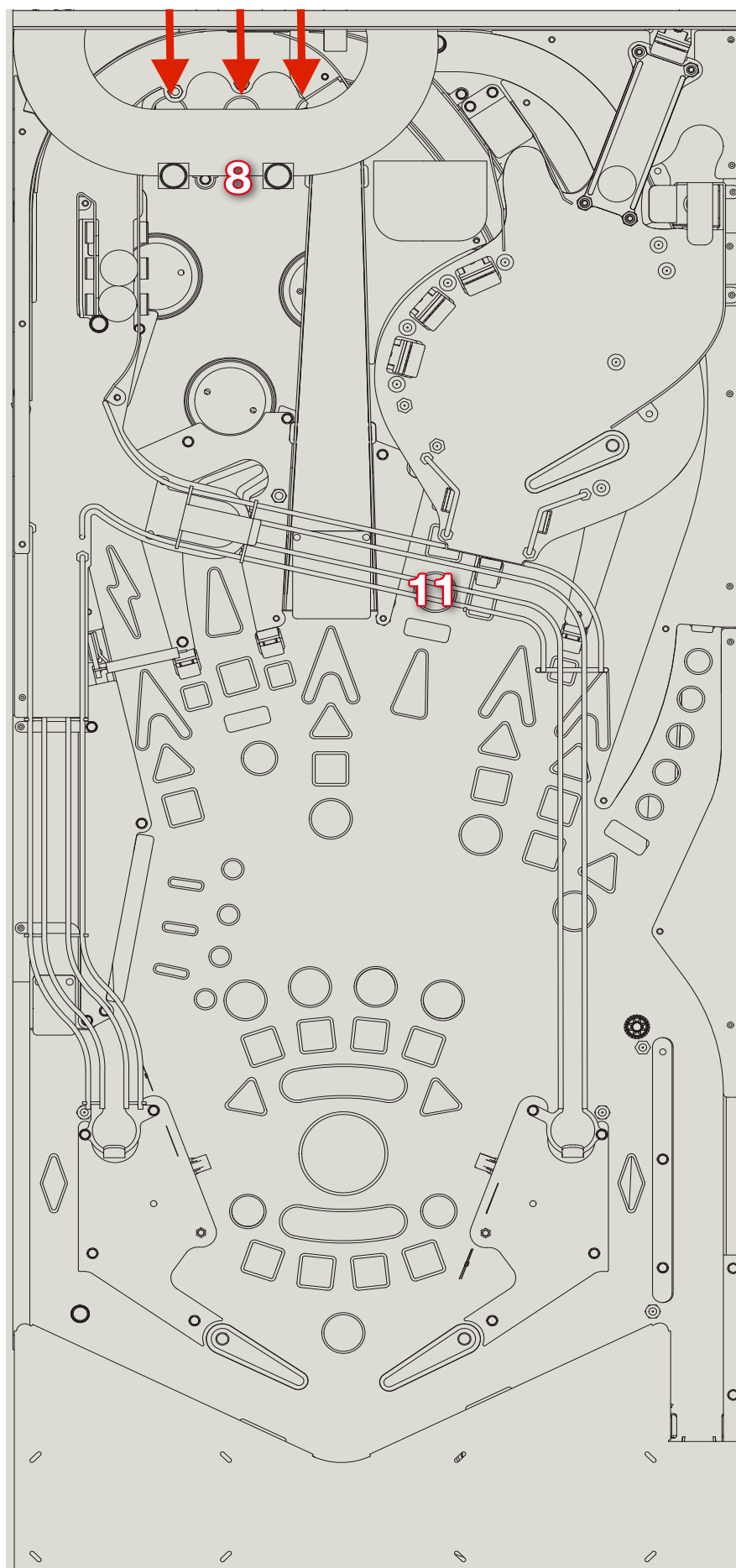
Manual plunger for skill shots, auto plunger for multiballs and ball saves.

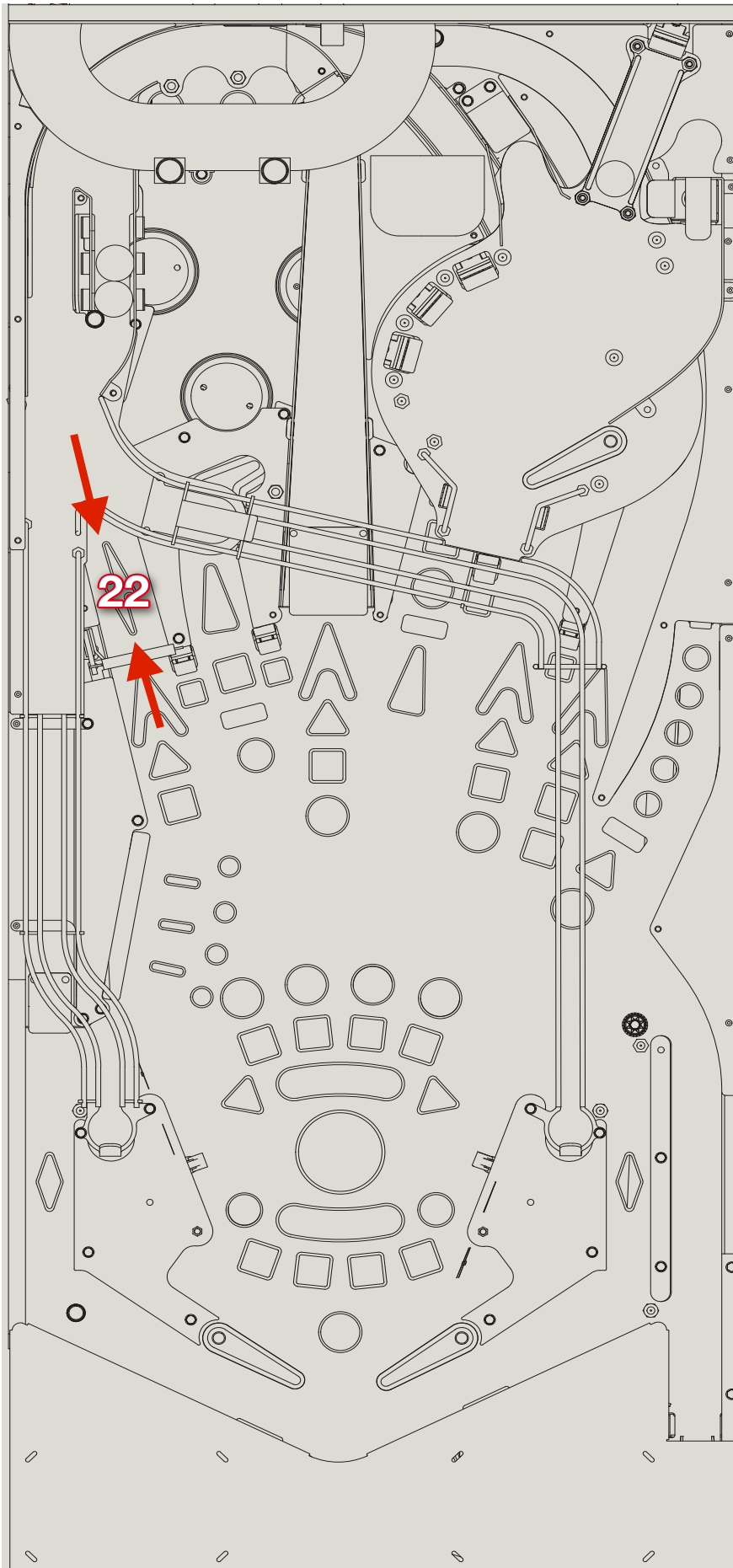
TOP LANES

Top Lanes (8)

Status of inserts is rotatable with flipper buttons for easier completion.

Completing these lights Magic award at (11).





Spinner (22)

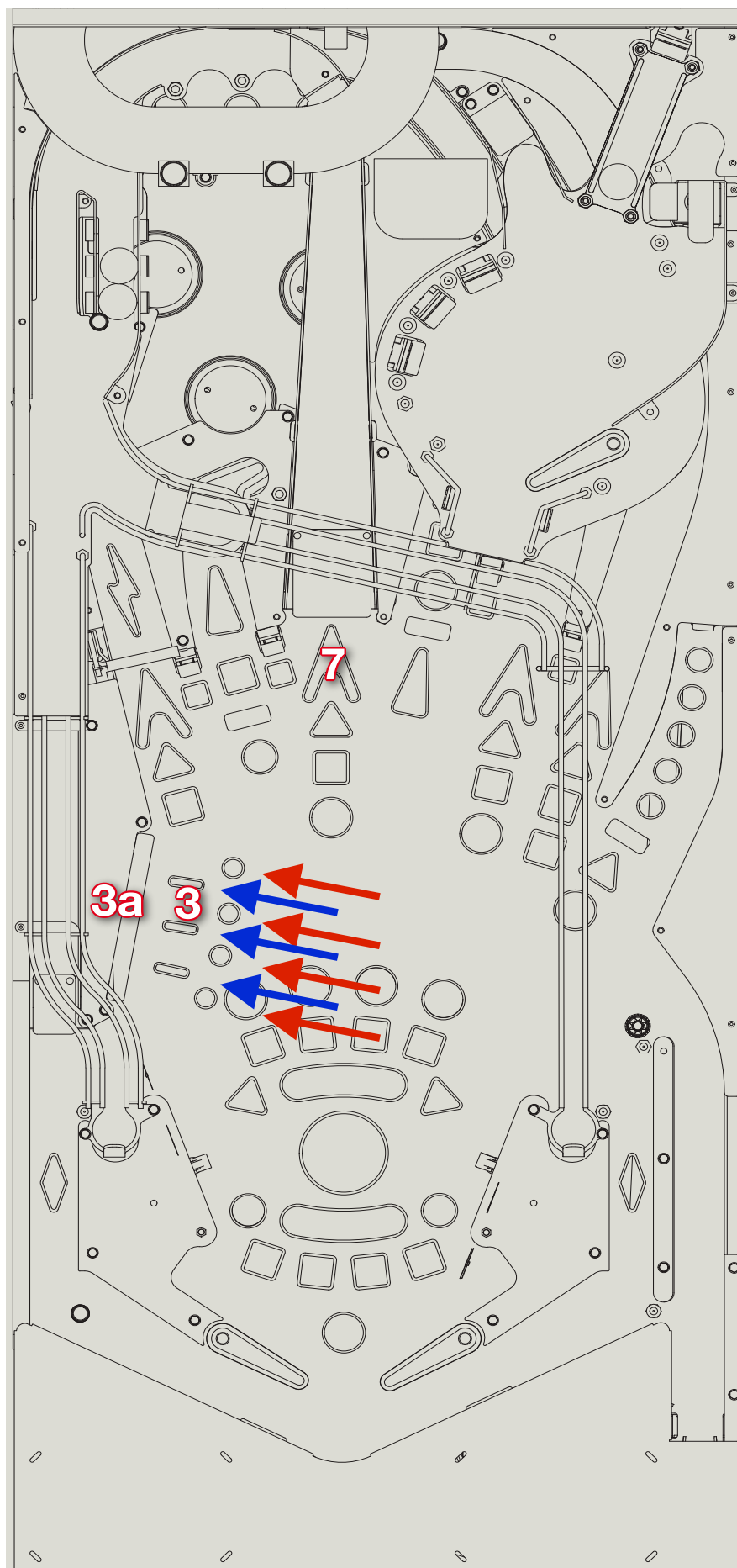
Awards spinner value.

Completing EADG/BASS targets increases this value, which persists per player for the entire game.

Collect Tour Pass shards.

BASIC MODES

PIANO TARGETS



Piano (3, 3a)

Knock down the four white drop targets (3) then hit all three black standup targets (3a).

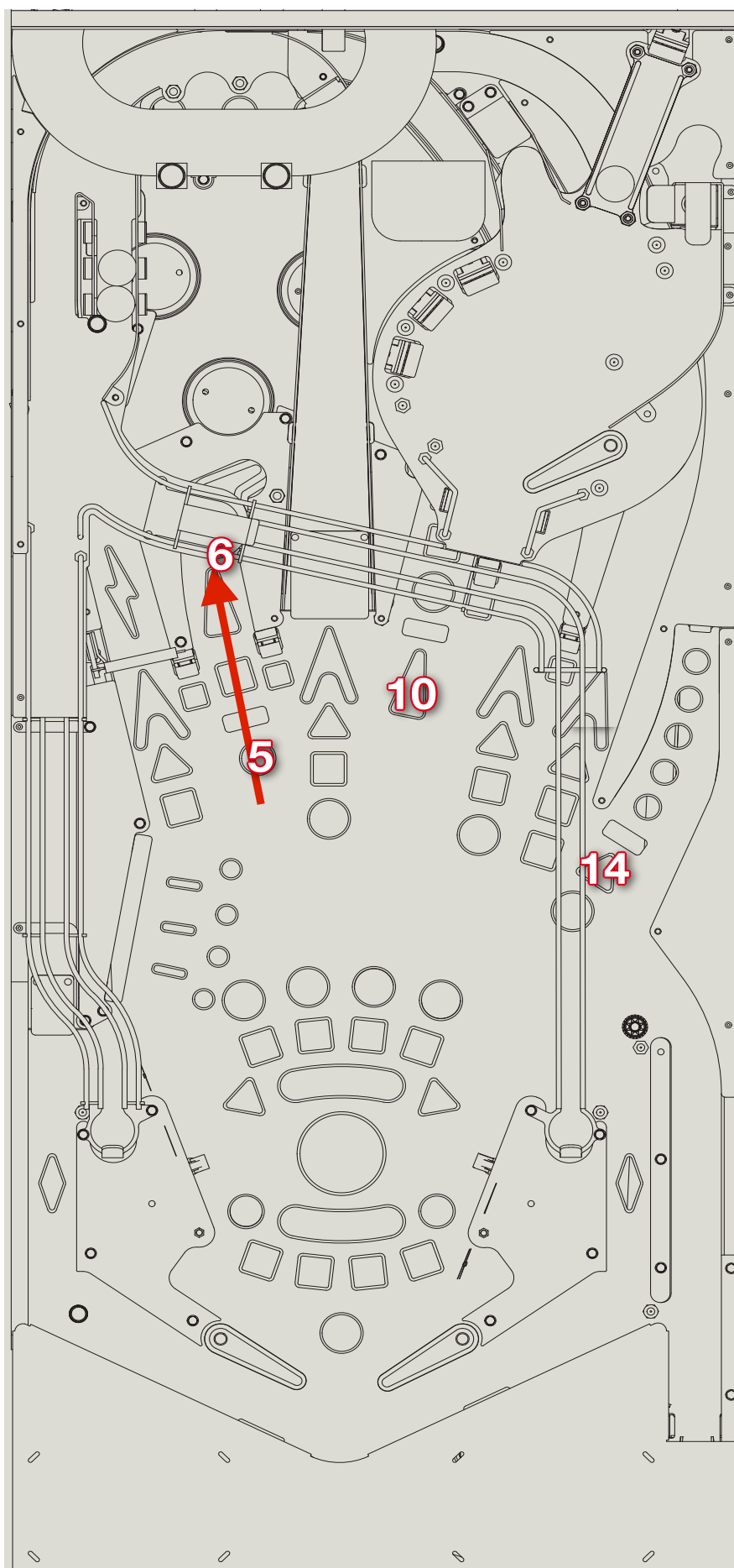
Each time one target row (drop or standup) is collected (7) becomes a one-time jackpot for 10 seconds.

LEFT VUK

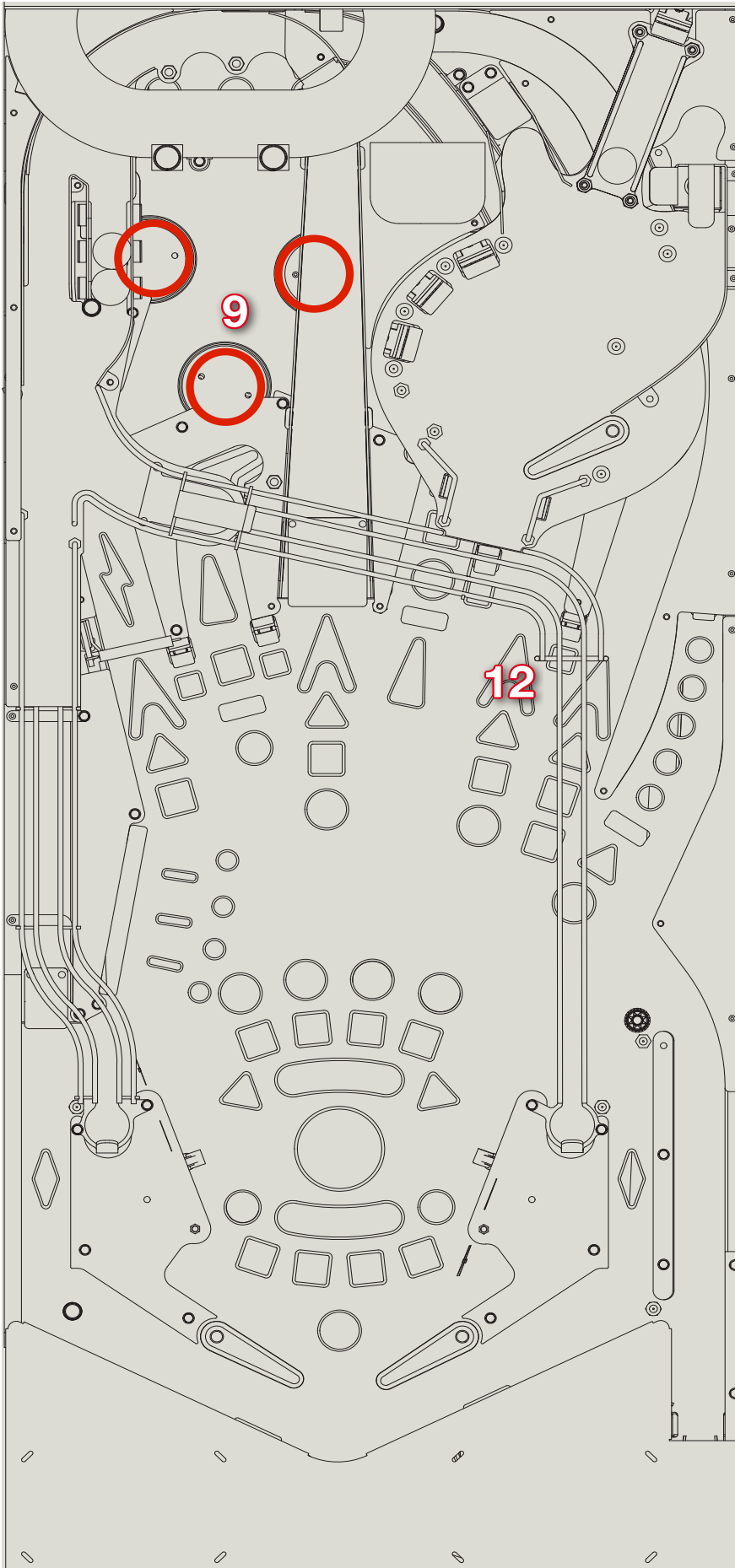
Left VUK Guardian Drop Target (5)

Blocks entrance to Left VUK (6) while up.

Awards a poster if (10 & 14) have been shot down before. Resets after a shot into (6) or when all poster drop targets (5, 10, 14) are down.



DRUMS (BUMPERS)



Drums (9)

Collect 50 hits to switch to Super Cymbals (Super Jets). Drums are fully powered up when second Super Jets start. Super Jets count 4x for 25 hits and increase bumper value by 1x bumper base score afterwards.

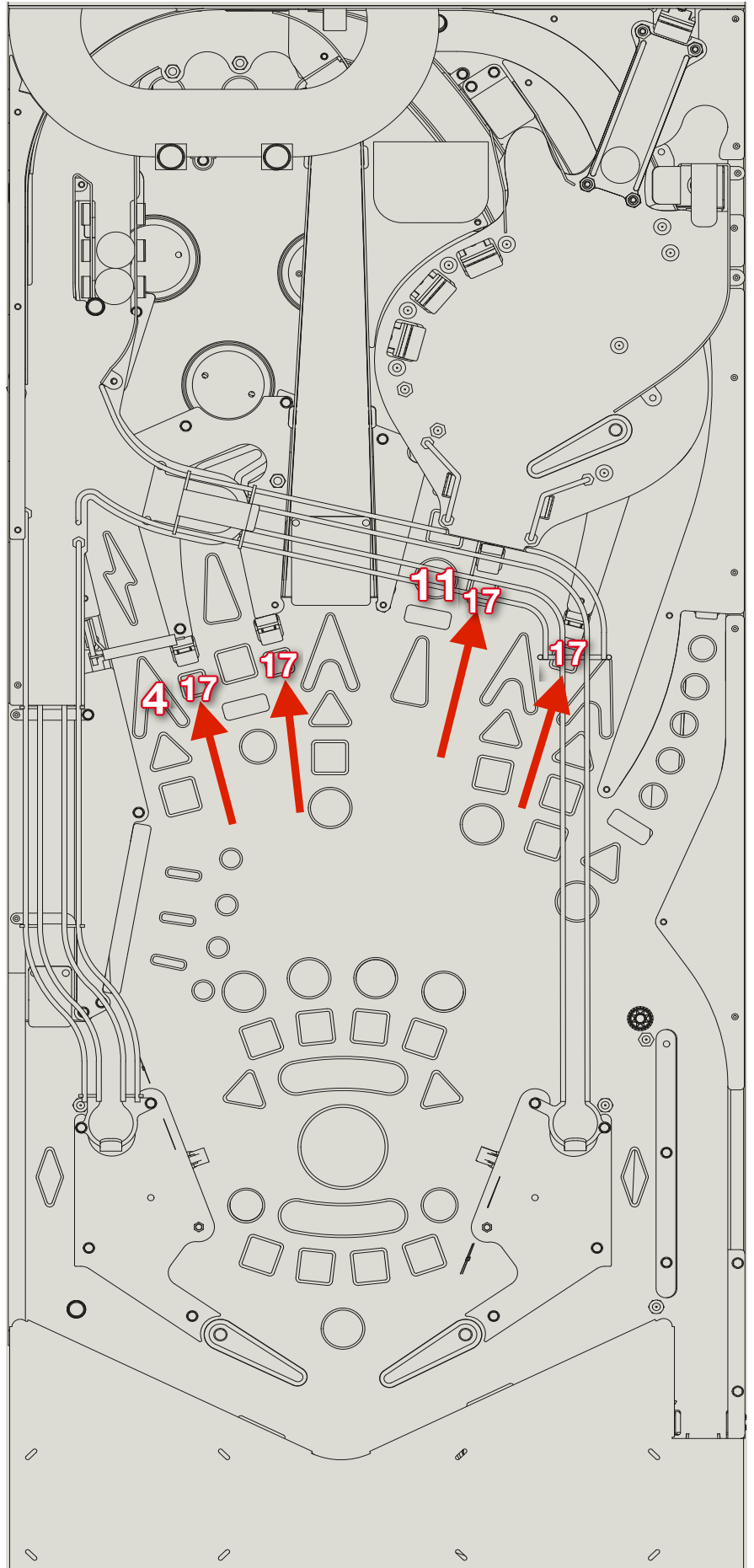
Each time Super Jets end right ramp (12) becomes a one-time jackpot for 10 seconds.

BASS

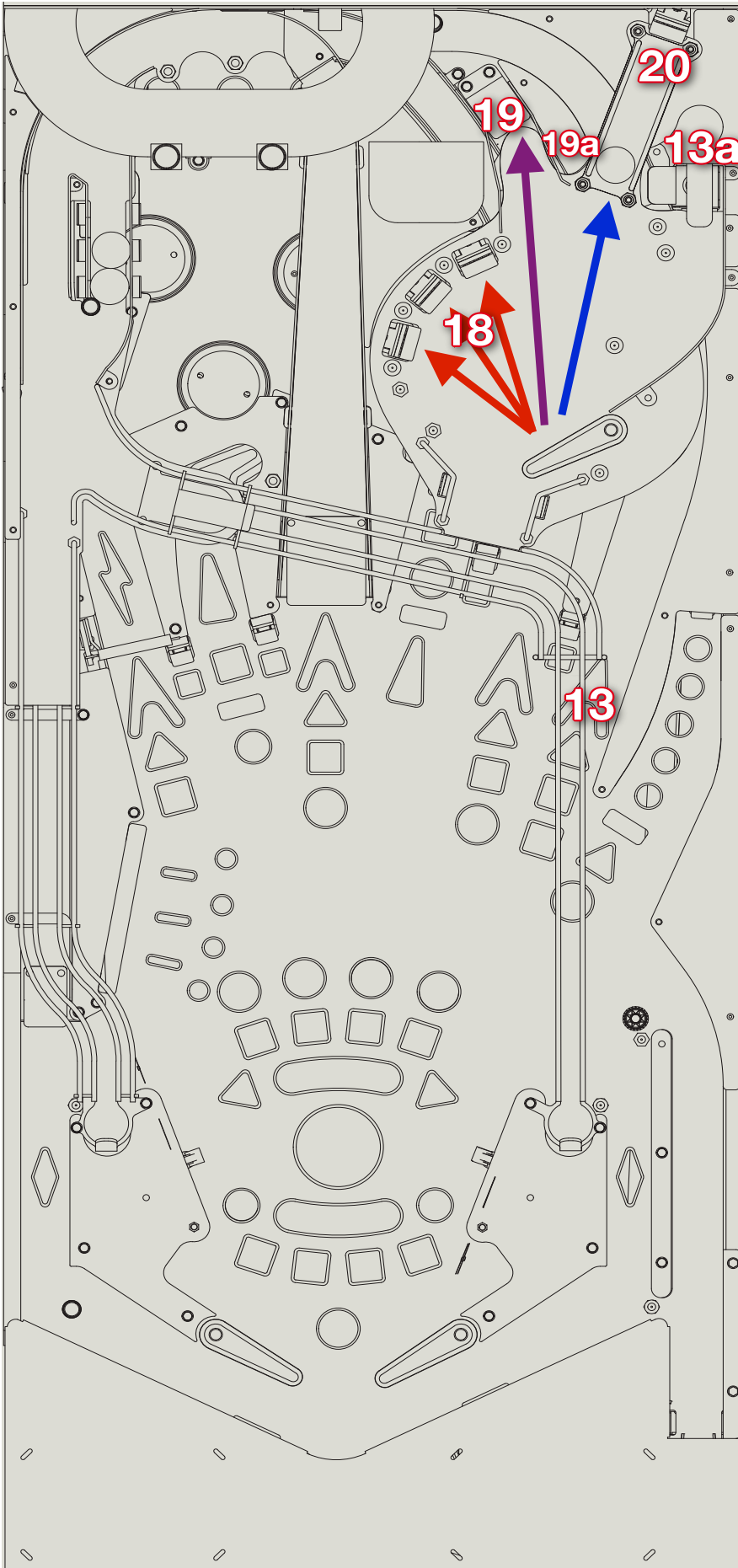
BASS

Spell Bass (or EADG) by hitting all targets (17) and make them flash. This start a 20s timer. If all four targets are hit in time again, the bass is ready to be collected at (11). Otherwise all four targets go off again.

Each time Bass is spelled (4) becomes a one-time jackpot for 10 seconds and the spinner value is incremented.



GUITAR (RED SPECIAL)



GUITAR

3 StandUp Targets (18)

Light Red Special Lock on exit (19) and enable Newton Ball (20) to collect Red Special.

Red Special Exit (19)

Sends the ball down to lock (19a) on playfield below Red Special.

Red Special Up-Post Ball Lock (19a)

Physical ball lock. Captures balls below Red Special if lock is lit. Otherwise ball is passed on to exit from Brian May's shot (13).

Newton Ball (20)

Advances Red Special after all targets (18) have been lit. (Changes chord.)

BALL SAVERS + EXTRA BALLS

Ball Savers

Ball Savers are on at each ball start and on any multiball. Collecting a Tour Pass enables the Kick-back in the left outlane.

Extra Ball

Extra Ball is lit:

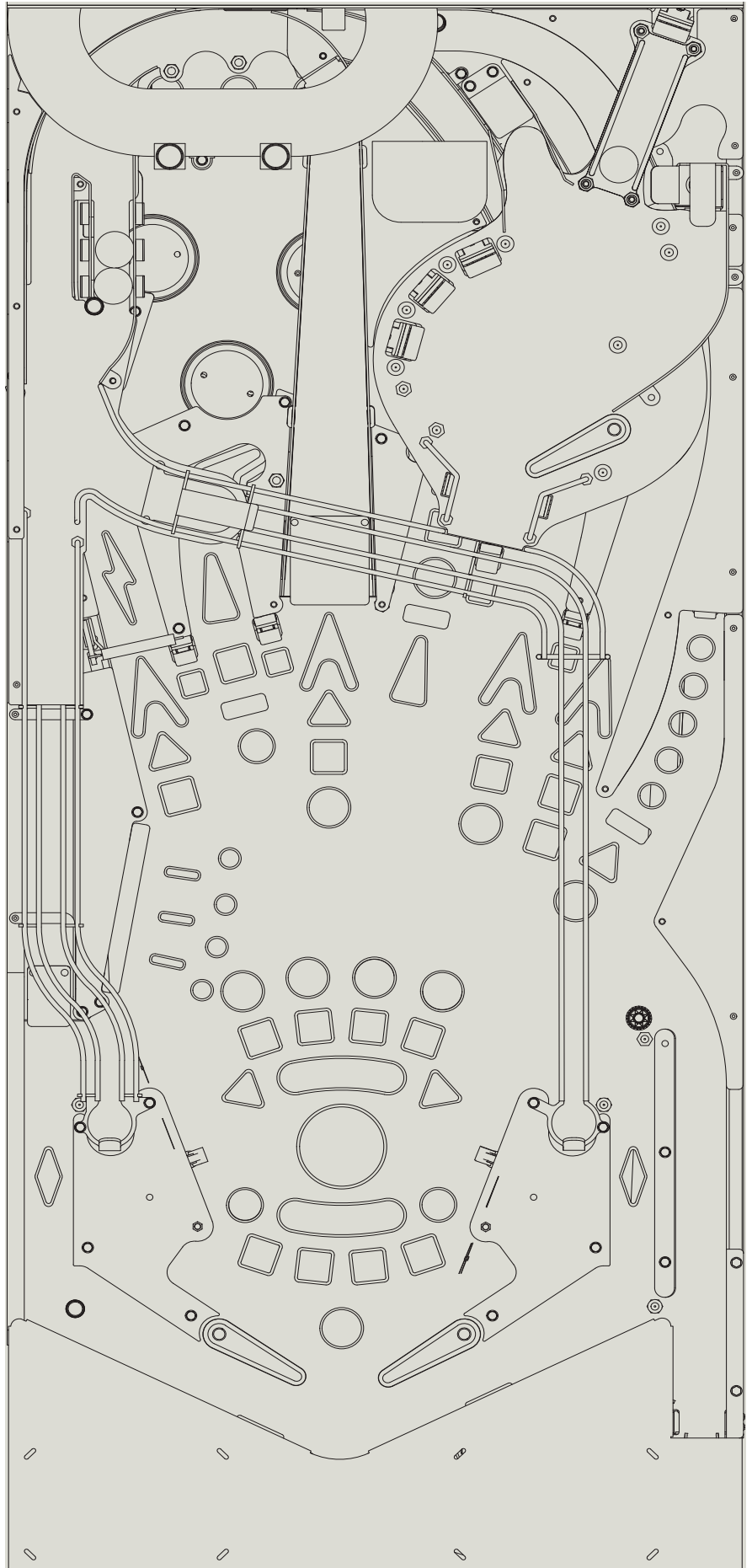
After all 31 posters have been collected. (Easy mode: first EB after 10 posters).

After all 11 tour passes have been collected.

After all autographs have been collected (Easy mode: after all instruments).

Extra Ball is instantly awarded.

Ball savers and Extra Ball qualification requirements are all adjustable.



Insert forms

Large Arrow: main shot, jackpot

Triangle: combo shot, combo jackpot

Rectangle: instrument (part)

Circle: ball lock, extra ball, target collected

Rhomb: outlane secure (kickback or encore multiball)

Flash: spinner

ADVANCED MODES

WEMBLEY

Wembley Diverter (WD)

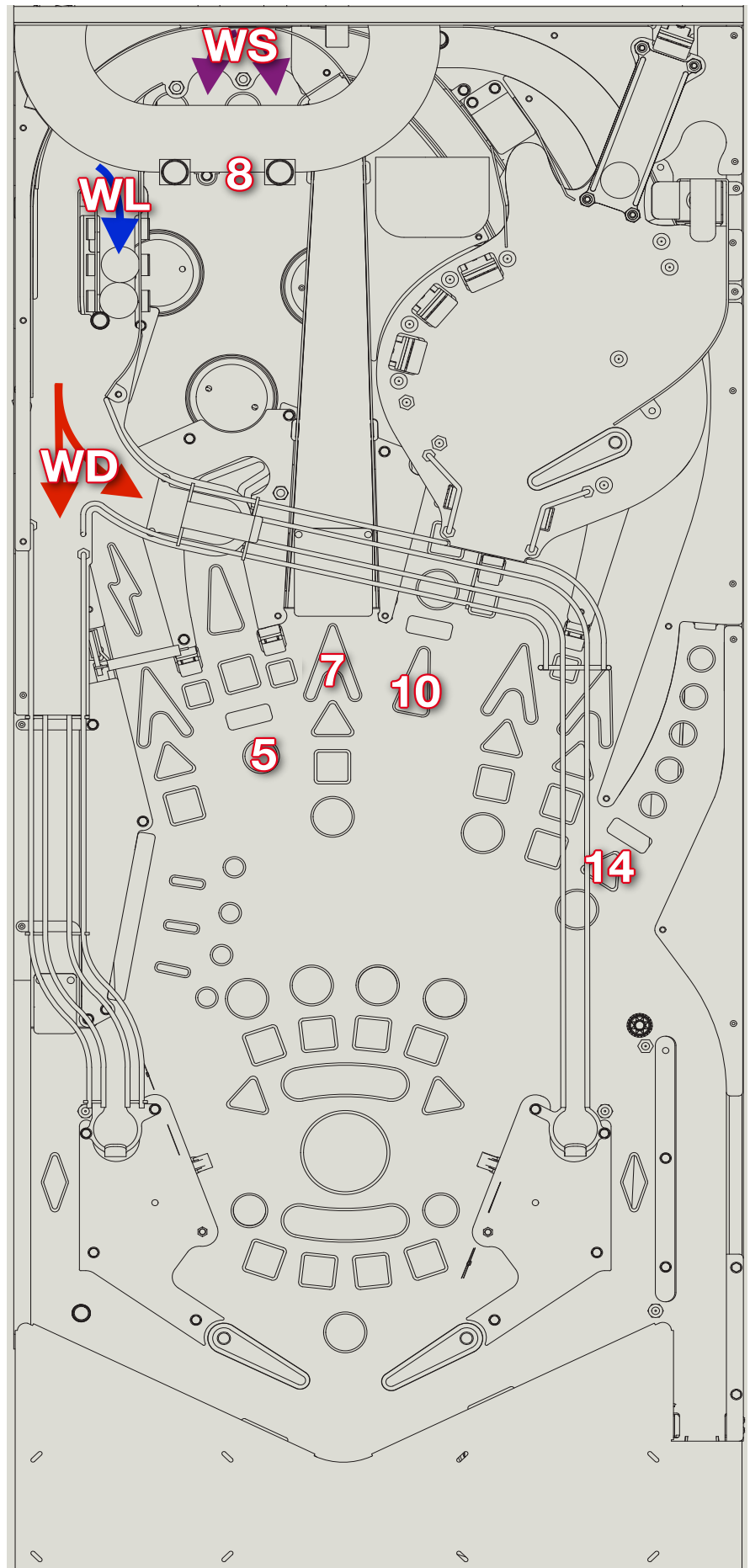
Sends the ball to the left or the right inlane. Toggles if ball comes from center ramp (7) and on each spinner turn.

Wembley Lock (WL)

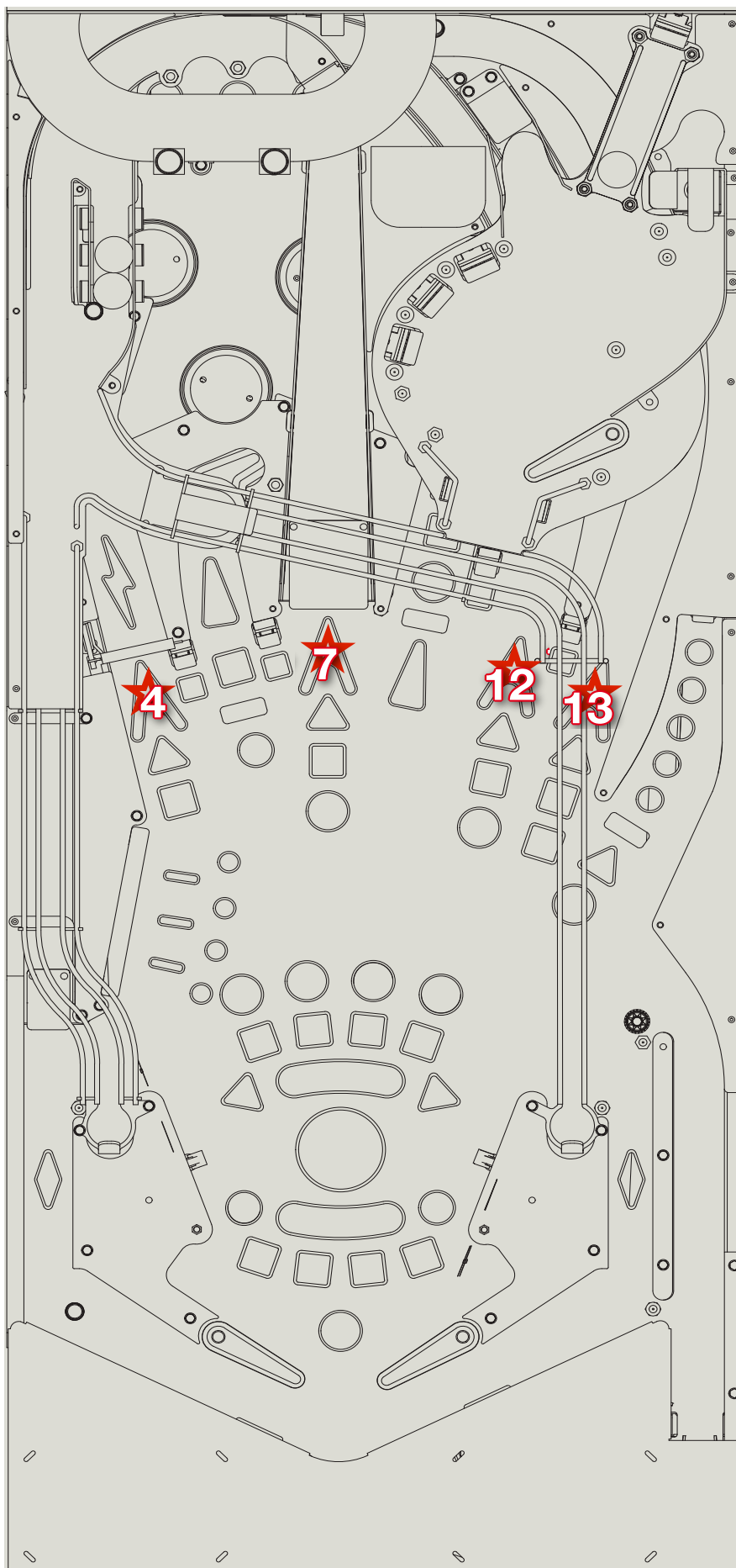
Physical ball lock using an up post through the ramp to stop and hold balls on the ramp. Passes ball on if lock is not lit. Lock is lit when all three drops (5, 10, 14) are completed.

Wembley Stadium (WS)

Can activate a magnet to stop the ball coming from the ramps and drop it into the top lanes (8). Otherwise the ball will run on to lock (WL) and diverter (WD).



MASTER SHOTS



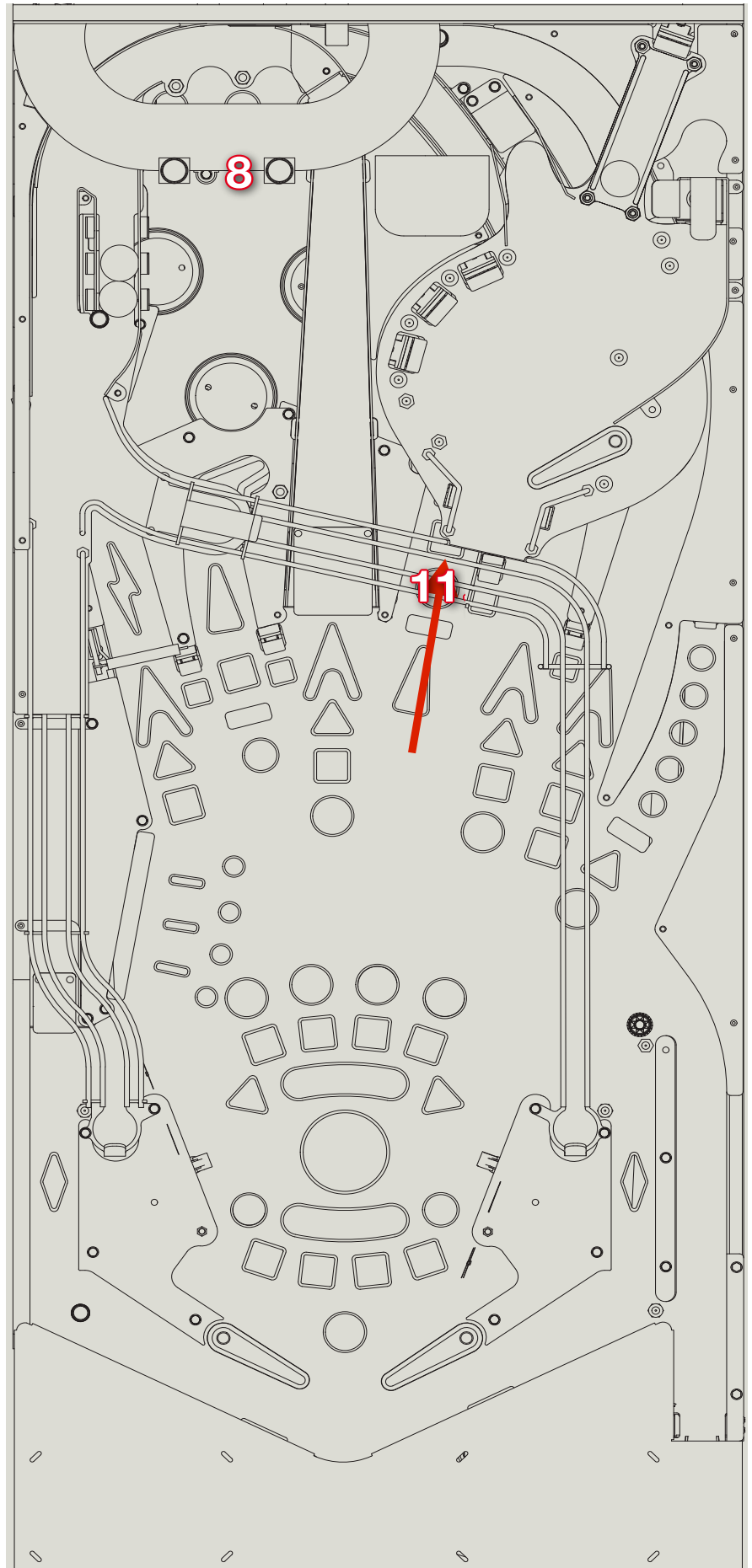
Master Shots

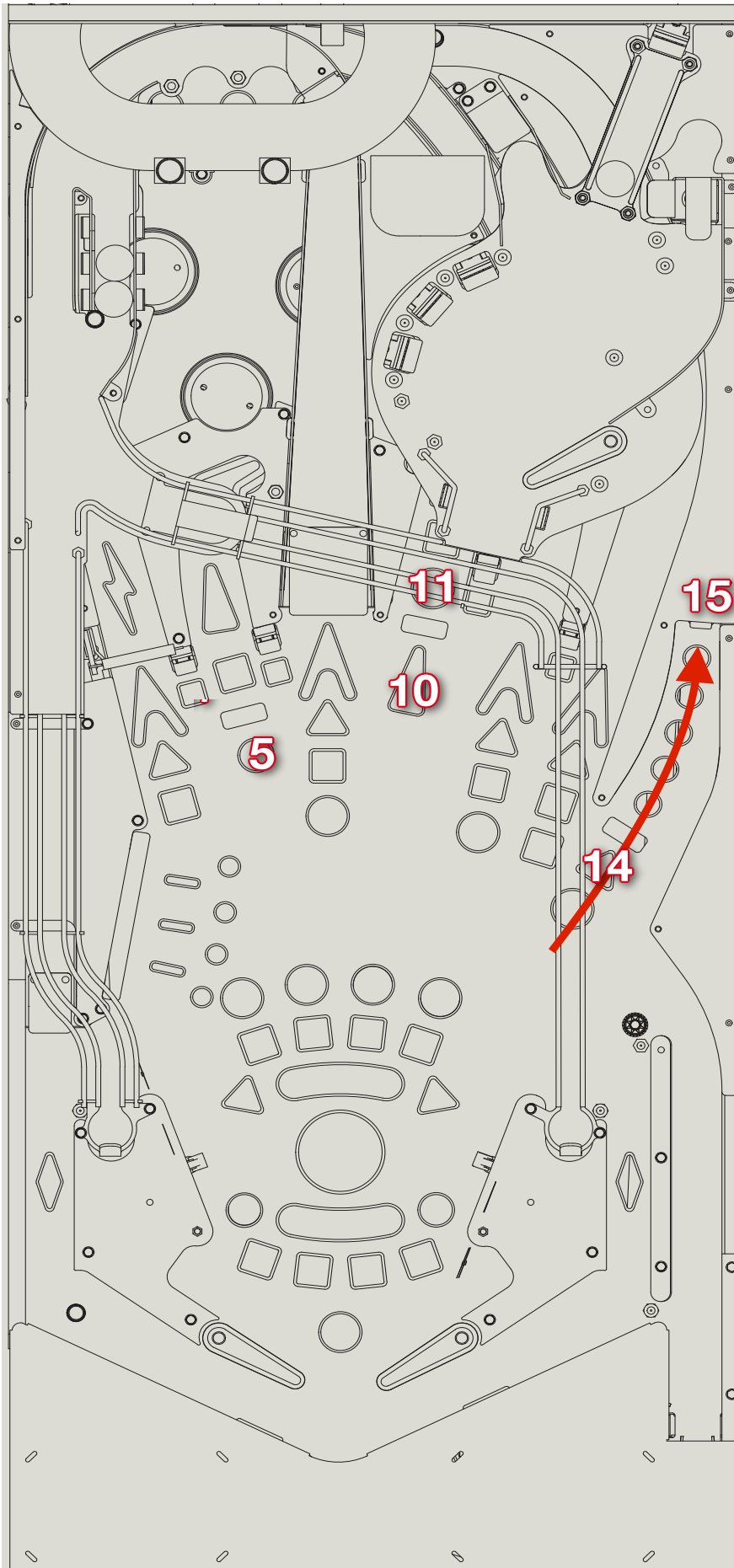
Arrows on the 4 band member shots indicate status toward qualifying Albums, and can also light as appropriate for Song Mode shots and/or Multiball Jackpot shots.

Magic

Completing the top lanes (8) lights Magic. Collecting Magic at (11) awards one random gift:

- Bonus +1X
- Bonus +3X
- Hold bonus
- Hold bonus multiplier
- Light Extraball
- Points
- Start Super Jets
- Add more time to currently running timers.
- Light Wembley lock
- Lock a ball in Wembley
- Collect a poster
- Collect a Tour Pass
- Light collect an album
- Spot two letters of a name.
- Reset tilt counter.





QUEEN Guardian Drop Target (14)

Blocks Queen target (15).

Awards a poster if (5 & 10) have been shot down before. Resets when all poster drop targets (5, 10, 14) are down or after each collected QUEEN letter, if Queen Frenzy has been played before.

QUEEN Target (15)

Spells QUEEN starts Frenzy mode. Counts two hits at once if target is hit with drop target still up.

Queen Frenzy

Spelling QUEEN (15) then hitting (14) or (15) again starts a Frenzy mode for 30 seconds. All targets score the same, higher value. Audience at Central Saucer (11) is lit, gives a jackpot and increments all target values. The final target value is kept for the next Frenzy.

STANDARD COMBOS

All combos are started from either inline.

Standard Combos

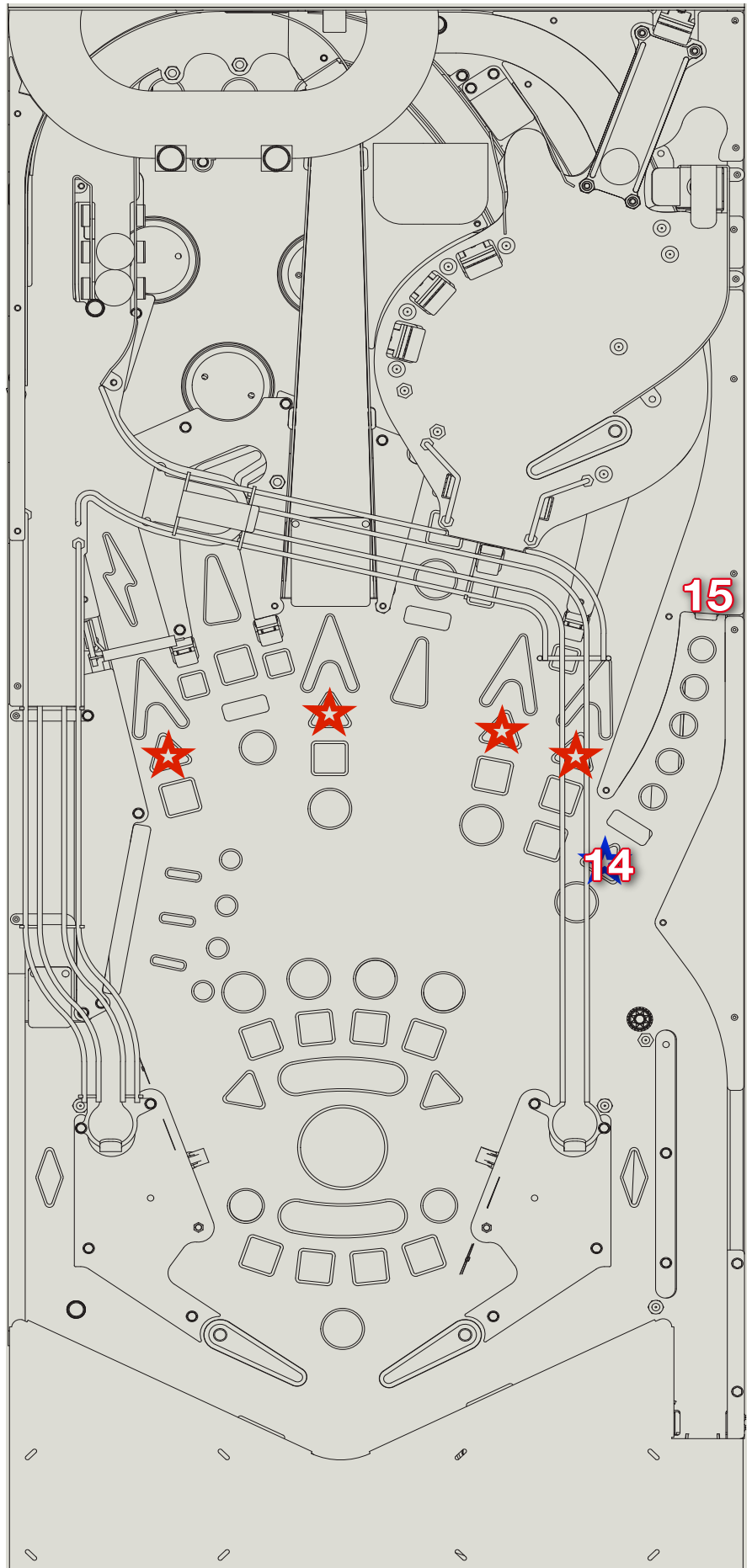
After one of the big shots (Orbits, Ramps) all other big shots are lit for Combo (except the last one hit). Each hit in the next five seconds gives a growing Combo score and increases the Combo Jackpot.

All main shots have to be hit once in time before combo jackpot is lit.

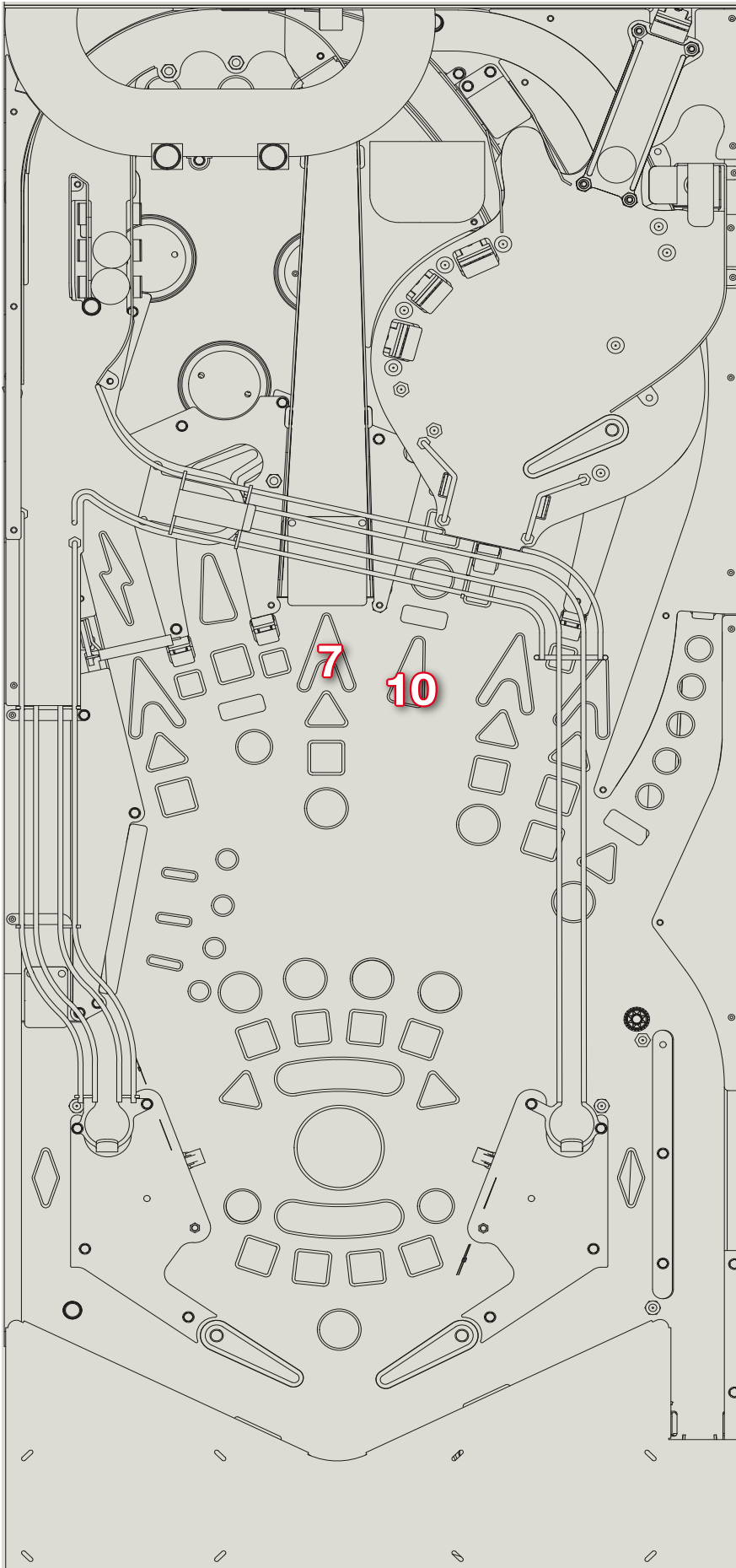
Easy mode: combo jackpot is lit after first combo (2 different main shots hit in time).

If (14) or (15) is hit in five seconds after the last Combo shot, the Combo Jackpot is awarded, (14) is reset and this combo run is ended.

Triangle inserts of possible combo shots are lit, special combos (see below) are lit in different colors.



FREDDIE'S COMBO



Freddie's Combo

Hit center ramp (7) multiple times without any other shot in between. This is easily achievable as the ball comes back alternating between right and left inlane. After 6 (easy mode: 4) hits the central E-Oh insert and E-Oh Jackpot at (10) are lit, the jackpot counting down. Count down is reset and Jackpot is increased for each additional shot through (7).

If the E-Oh Jackpot has been collected, Audience is lit for a Super Jackpot. Should the guardian (10) reset, Audience will be unlit and the Super Jackpot can't be collected any more.

Needed hit count is then incremented by 1 for the next run if the E-Oh Super Jackpot has been collected.

INSTRUMENTS MODES

Collect an Instrument (11)

If any instrument is fully powered up it can be collected at (11).

The score of all simultaneously collected instruments is added and then multiplied by their count. Goal: get a higher score if as many instruments as possible are collected together, instead of collecting one by one.

All four instruments have to be collected before they are reset and can be collected again.

INSTRUMENT SUPER JACKPOT

When an instrument has been collected, a 30s timer starts. Each simultaneous collected instrument gives an additional 10s (so up to 60s). The band member's shot (4, 7, 12, 13) becomes a Super-Jackpot (SJP) that goes off after collection or when the timer runs out.

BASS

Spell Bass (or EADG) by hitting all targets (17) and make them flash. This start a 20s timer. If all four targets are hit in time again, the bass is ready to be collected at (11). Otherwise all four targets go off again.

Each time Bass is spelled (4) becomes a one-time jackpot for 10 seconds and the spinner value is incremented.

DRUMS

Collect 50 hits to switch to Super Cymbals (Super Jets). Drums are fully powered up when second Super Jets start. Super Jets count 4x for 25 hits and increase bumper value by 1x bumper base score afterwards.

Each time Super Jets end right ramp (12) becomes a one-time jackpot for 10 seconds.

RED SPECIAL (18, 19, 20)

Play all strings (18) then change accord (20). Repeat three times to fully power up. Hitting Exiting at (19) immediately after hitting (20) doubles this score. Each time strings and accord have been collected right orbit (13) becomes a one-time jackpot for 10 seconds.

PIANO (3, 3a)

Knock down the four white drop targets (3) then hit all three black standup targets (3a) to power it up.

Each time one target row (drop or standup) is collected (7) becomes a one-time jackpot for 10 seconds.

AUTOGRAPHS MODES

Collect an Autograph (6)

When the name of a band member is fully spelled out a hunt for his autograph can be started by a shot into (6).

HUNT FOR THE AUTOGRAPH

A timer starts on all readied band members shots. Each shot starts with an Autograph Jackpot of 1M x count(ready band members). After 10s the jackpot starts counting down its score. The Autograph Jackpot base value doubles each time all four autographs have been collected.

The autograph is granted only if the shot has been made before the timer runs out. The timer and Jackpot value can be reset by another shot to (6), while any readied autograph has not been collected. It's possible to ready more members while the timer runs. A shot to (6) is required to add those to the hunt.

All autographs have to be collected before they are reset and can be collected again.

Brian May Autograph (13)

Make the right orbit (13) 8 times to spell Brian May.

If the diverter sends the ball to Red Special, no letter is collected.

Freddie Mercury Autograph (7)

Make the center ramp (7) 14 times to spell Freddie Mercury.

John Deacon Autograph (4)

Make the left orbit (4) 10 times to spell John Deacon.

Roger Taylor Autograph (12)

Make the right ramp (12) 11 times to spell Roger Taylor.

Collect a band member

When a band member's autograph and instrument have been collected, his central insert starts to blink and his shot becomes a one time super jackpot. After collecting the jackpot his insert stays on.

COLLECTOR ITEMS MODES

31 Posters

One poster is awarded when all three drop targets (5, 10, 14) are down. Posters are given out randomly. Each poster lights a Wembley Stadium lock and increases the Frenzy score.

15 Studio + 9 Live = 24 Albums

When each main shot has been hit once, the album insert is lit. One cover is awarded for a shot into the record (6). Covers are given out randomly.

If an autograph is collected at the same time, the cover is signed and its score is multiplied by 10. If all covers have been collected, a yet unsigned cover is signed. If all covers are signed a collector jackpot is given.

- Queen
- Queen II
- Sheer Heart Attack
- A Night at the Opera
- A Day at the Races
- News of the World
- Jazz
- Flash Gordon
- The Game
- Hot Space
- The Works
- A Kind of Magic
- The Miracle
- Innuendo
- Made in Heaven
- Live Killers
- Live Magic
- Live at Wembley '86
- Queen on Fire - Live at the Bowl
- Queen Rock Montreal
- Hungarian Rhapsody - Queen Live in Budapest
- Live at the Rainbow
- A Night at the Odeon - Hammersmith 1975
- Queen on Air

11 Tour Passes

The first tour pass is awarded after 20 spinner (22) turns. The turn count needed for the next pass is then increased by 5. Passes are given out randomly. If the ball is lost, any turns counting toward the next pass will be reset.

Each earned pass increases the Wembley Stadium multiball jackpot and the spinner value and starts a 30 second SuperSpinner. Spins do not count toward the next tour pass while SuperSpinner runs.

- 1978 US Tour
- 1979 Japan Tour
- 1979 The Crazy Tour
- 1980 US Tour
- 1980 Europe
- 1981 South America
- 1981 South America & Japan
- 1982 Queen Crew Wants You
- 1982 America
- 1985 Australia
- 1985 Queen Works / Staff

MULTIBALLS

Autograph Hunter Multiball (4 balls)

Collect all four autographs then all their inserts start flashing and a shot into (6) starts Autograph Hunter Multiball. If stacked with Stage Set Multiball all jackpots are tripled.

All band member shots (4, 7, 12, 13) are Jackpots that can be collected once. If all jackpots have been collected their value is increased by its base value and all are lit again.

Insert is flashing while multiball plays and stays lit afterwards.

Encore Multiball (2 balls)

Encore is lit on right outlane after four songs have been completed.

Started if encore is lit and ball exits on right outlane (16). Just a ball saver and two balls in game.

Stage Set Multiball (4 balls)

Collect all four Instruments then all their inserts start flashing and shot into (11) starts Stage Set Multiball. If stacked with Autograph Hunter Multiball all jackpots are tripled.

All instrument targets (3, 3a / 9 / 17 / 18, 20) are jackpots that can be collected once. The jackpot's score is carried over from the time the instrument had been collected. If all jackpots of one instrument have been collected Stage Monitor Jackpot (5) is lit and their value is doubled for the next Stage Set Multiball. Easy mode: all of this instruments targets are lit again after Stage Monitor Jackpot has been collected.

While Stage Set multiball is running (4, 7, 12) lead to (9) and (13) to (13a). Insert is flashing while multiball plays and stays lit afterwards.

Red Special Multiball (3+ balls)

Light all three standup targets (18) to light the lock exit (19). Then lock a ball below Red Special (19a). Multiball can be started when the third ball is locked.

Player then decides if multiball should start right now or if more balls should be collected before this multiball is started to increase multiball score values.

If all targets (18) are lit again and another ball goes into the lock (19a) while this multiball plays, an additional ball will be injected. Up to six balls (six guitar strings) at the same time are possible. While Red Special multiball is running (13) always leads to (13a).

Insert is flashing while multiball plays and stays lit afterwards.

Easy mode: locks are already lit on game start.

Roadie Multiball (2+ balls)

Multiball starts immediately when all Tour Passes have been collected. Both ramps are jackpots. The spinner (22) increases the jackpot value.

When both ramps and the spinner have been hit once, add-a-ball is lit at (14 - Start Frenzy insert flashes green). If a ball has been added, ramps and spinner have to be hit twice, thrice, etc to relight add-a-ball.

Wembley Multiball (3 balls)

All 4 band member shots are lit for Jackpots. Once all 4 band member shots are made, there is a brief opportunity to collect a Super Jackpot on either Wembley ramp, and (if made in time) another brief opportunity to collect a Double Super Jackpot on the other Wembley ramp. When the Double Super Jackpot is collected, or when the Super Jackpot timer expires, the 4 band member shots are re-lit for Jackpot.

SONGS

The song modes will be described in greater detail in a later version of this rulebook.

One Song is chosen before launch. When all song's goals have been collected the next song might be chosen at (6). All normal song modes end when the ball is lost.

A KIND OF MAGIC

Hungarian Rhapsody - Taylor/ Moving Notes:
Snap & Snare

ANOTHER ONE BITES THE DUST

Queen Rock Montreal - Deacon/ Play Along:
Bass, Freddie

BOHEMIAN RHAPSODY

Hungarian Rhapsody - Mercury/ Special Song
Mode: see Bohemian Rhapsody Mode

HAMMER TO FALL

Hungarian Rhapsody - May/ Own mode: All
Shots
Three of (3, 4, 6, 7, 11, 12, 13, 14) are flashing.
Hitting left/right slingshot will move all lights
to left/right, each bumper hit will randomi-
ze three shots. Hit 10 lit targets to complete
mode.

I WANT TO BREAK FREE

Hungarian Rhapsody - Deacon/ Beat It:
Drums, Bass, Guitar
10 hits to complete mode.

KILLER QUEEN

Queen Rock Montreal - Mercury/ Own mode:
Piano, Freddie, Band, Guitar, Drums?
Shoot (15) to spell QUEEN. Each band mem-
ber's shot (4, 7, 12, 13) is a killer queen and
blows your mind, switching a letter off again.
Complete QUEEN to complete mode. Mode
blocks Frenzy.

ONE VISION

Hungarian Rhapsody - Q/ Own mode:
All band members are flashing. If a flashing
shot is hit it goes dark. If a dark shot is hit it
starts flashing again. If all are dark at the same
time, a One Vision Jackpot is awarded and
all are flashing again. 10 hits on lit shots or 2
jackpots win the mode.

PLAY THE GAME

Queen Rock Montreal - Mercury/ Instrument
Beats: Freddie, Guitar, Drums, Band

RADIO GA GA

Hungarian Rhapsody - Taylor/ Moving Notes:
Piano & Drums

SEVEN SEAS OF RHYE

Hungarian Rhapsody - Mercury/ Collect Inst-
ruments: Piano, Drums, Guitar, Bass
Right orbit always diverts to guitar.

SOMEBODY TO LOVE

Queen Rock Montreal - Mercury/ Collect Inst-
ruments: Piano, Drums, Freddie

WE ARE THE CHAMPIONS

Hungarian Rhapsody - Mercury/ Instrument
Beats: Piano, Freddie, Drums, Guitar

WE WILL ROCK YOU

Queen Rock Montreal - May/ Beat It: Freddie,
Band, Guitar

Flipper needs to be hit on clap/snare to raise
attention. 10 hits to complete mode.

WHO WANTS TO LIVE FOREVER

Hungarian Rhapsody - May/ Play Along: Fred-
die, Guitar, Drums

THANK YOU

We would like to Thank all dedicated developers and technicians for their unlimited support of this project.

QUEEN PINBALL RULEBOOK

Pinball  Brothers