
Design Team

Design	Steve Ritchie, Mark Seiden	Art	Christopher Franchi, John Youssi, Jean-Paul de Win
Software	Bill Grupp, Joe Katz, Duncan Brown, Ted Estes, Jason Allen, Taylor Snyder	Mechanics	Dan Molter, Chris Talko, Nick Jensen, Ernesto Velazquez, Dan Lachcik, Tony Tumminaro, Eric Miller, Ashley Peterson
Animation	Olaf Gremie (Lead), Mark Molitor, Jean-Paul de Win	Sound	Pierce Colbert

Rules

Getting Started

- Choose your skill shot at the start of each ball, and after locking balls for either Crocodile Rock or signature stage multiball. The skill shot moves from top to bottom and back, so a well-timed plunge is required. Then nail any flashing upper flipper shot to score a super skill shot.
- Select a song at the start of the game. During songs, shoot for the flashing notes to light wardrobe items at the backstage shot; these items make the song easier to complete or more valuable. Once the mode is completed by scoring the third wardrobe item, victory laps are enabled for the rest of the song and increase in value if multiple songs are completed on one ball.
- Complete the drop targets to collect albums. After the fifth album is scored, encore modes become available. These are started after enough orbit, target, piano ramp, spinner, or backstage shots. Only one encore mode can run at a time though multiple can be queued up. A high-scoring Champ Multiball is lit after all five are played.
- Crocodile rock locks are lit at the crocodile VUK by hitting the tiny dancer target, or from "advance croc" skill shots. The first Crocodile Rock multiball requires 2 locks and is 2-ball, subsequent ones require 3 locks and are 3-ball.
- Rocket fuel is scored from certain album awards or with shots to the rocket VUK / drop target. Rocket Man multiball is lit at the rocket VUK after one tank on the display is filled, but the player can hold off on starting the multiball until up to five tanks have been filled. Both this multiball and the above crocodile multiball can be played at the same time for 2x scoring.
- Spell ELTON JOHN at the major shots to light signature stage locks at the piano ramp. From left to right, the multiballs range from "easy, but low scoring" to "very difficult, but high scoring". Use the action button to change which multiball will start.
- Milestones are scored throughout the game for completing certain objectives. Collect any four milestones to light the piano ramp for final tour.

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