

ATGAMES

# NATURAL HISTORY PINBALL PACK 3

## USER MANUAL

For AtGames Legends 4K™ and  
Legends HD Family Devices

11/27/2024 Version 1.1.



NATURAL HISTORY

**DINOSAUR  
DYNASTY 2**  
GIANT MARINE DINOS & REPTILES

NATURAL HISTORY

**NATURE'S  
FURY**

NATURAL HISTORY

**THE  
INSECT  
WORLD**

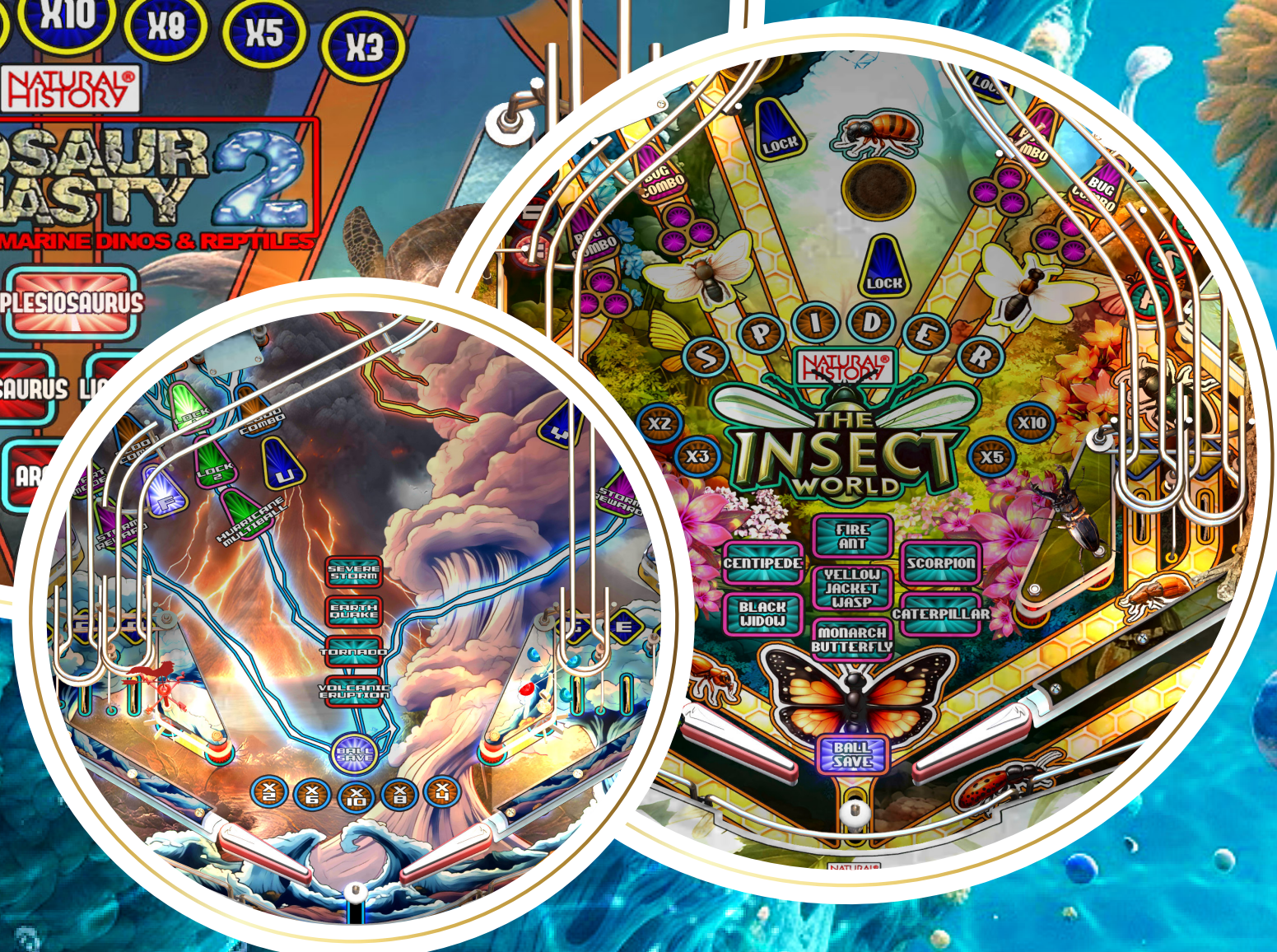
NATURAL HISTORY

World of  
**MICROBES**

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# OVERVIEW



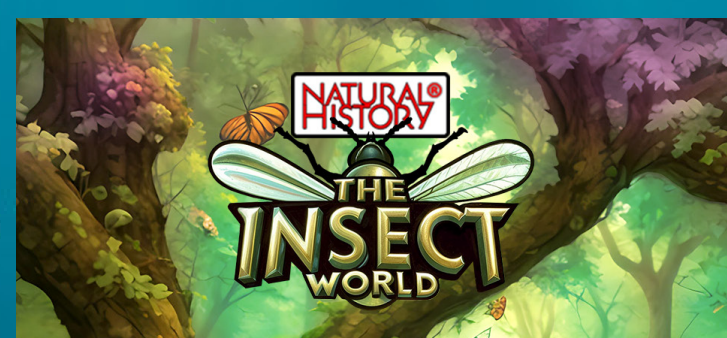
Step into captivating worlds with Natural History 3! Following the fan-favorite Natural History 1 and Natural History 2 pinball packs, this newest release introduces four stunning tables: Dinosaur Dynasty 2, The Insect World, Nature's Fury, and World of Microbes. Each table is meticulously crafted with exceptional detail and scientific authenticity, brought to life with vivid visuals and ultra-smooth gameplay. Blending entertainment with discovery, Natural History 3 offers a rich, immersive experience that's as enlightening as it is thrilling.

Available on the Legends 4K™ and Legends HD devices, it's time to dive into the wonders of Natural History!

## Tables included:



Dinosaur Dynasty 2



Insect World



Nature's Fury



World of Microbes

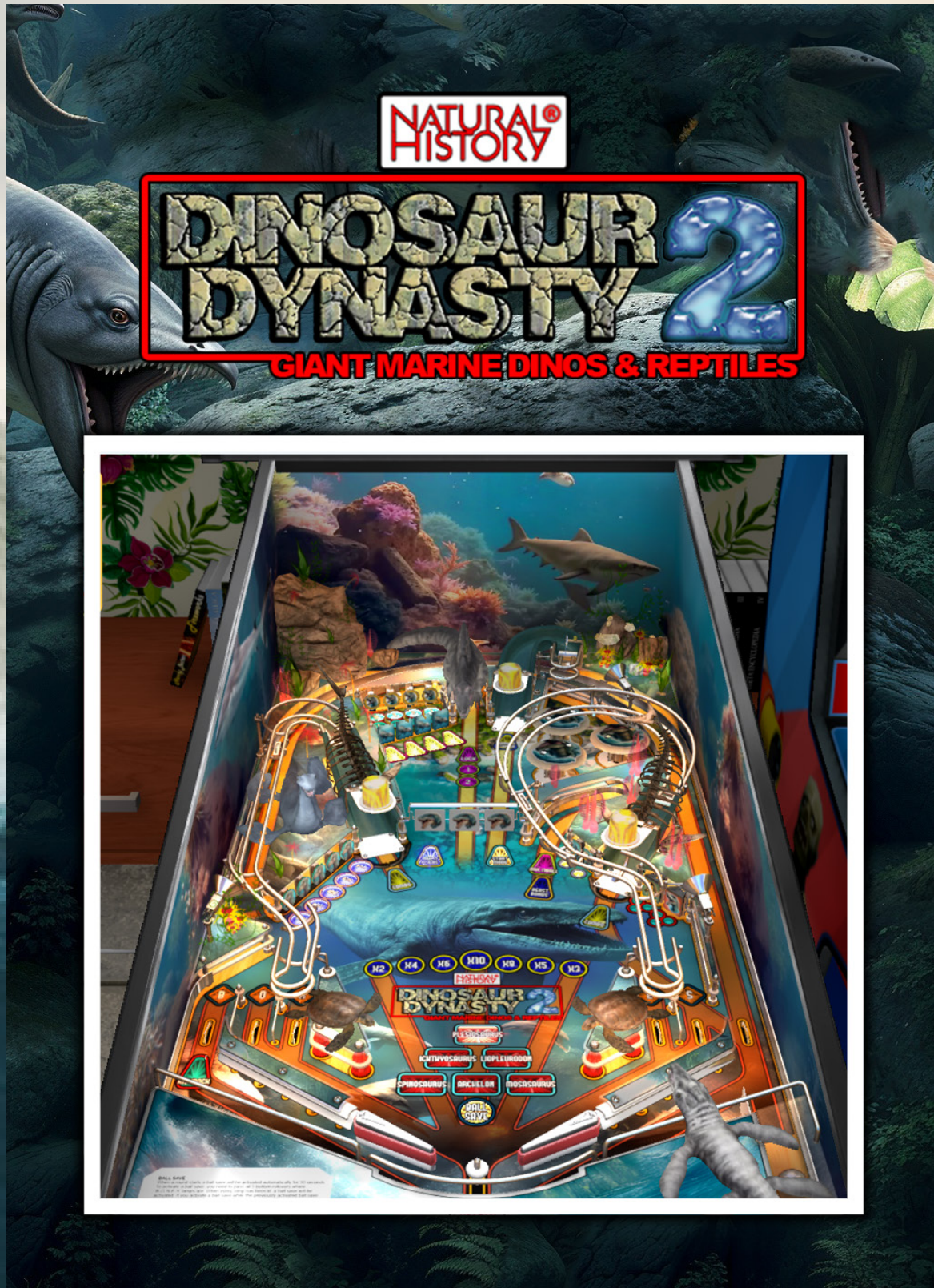
### Note:

For Legends HD machines: Tables will need to be downloaded to a FlashDriveX™-formatted USB drive (not included) for devices with 8GB internal storage and can be downloaded to the internal storage for devices with 16GB internal storage.

For Legends 4K™ machines: Tables can be downloaded to the internal storage or a FlashDriveX™-formatted USB drive (not included).

# DINOSAUR DYNASTY 2

GIANT MARINE DINOS & REPTILES



## Dinosaur Dynasty 2

Introducing Dinosaur Dynasty 2 - Giant Marine Dinosaurs and Reptiles, the thrilling sequel to the beloved Dinosaur Dynasty pinball table. This epic new edition takes the adventure underwater and beyond, bringing to life the mighty marine reptiles and colossal sea dinosaurs that once ruled the ancient oceans. Immerse yourself in a world where prehistoric creatures, both on land and in the deep blue sea, collide in a pinball experience like no other. With stunning visuals and interactive features, this table invites players to embark on a journey through time, where every flip of the ball uncovers the wonders of these colossal, long-extinct creatures. The chase for high scores is now a battle to survive the savage waters, with gigantic sea creatures like the Mosasaurus and Plesiosaurus waiting to challenge you at every turn. It's time to dive into the depths of Dinosaur Dynasty 2—where the past meets the present in an unforgettable game of skill and excitement!

# RULES



## **BALL SAVE**

At the start of each round, a ball save is automatically activated for 30 seconds. To activate an additional ball save, pass over all 5 bottom rollovers where the 'B-O-N-E-S' lamps are located. Once all lamps are lit, a new ball save will activate. If a ball save is activated while a previous one is still active, the ball save time will be extended by 30 seconds.

## **KICKBACK**

This pinball table includes a kickback located at the left outlane. To activate it, you need to hit the slingshots a specific number of times: 10 hits for the first kickback, 20 hits for the second, and 30 hits for the third and each additional kickback. While a kickback is active, a new one cannot be collected. If the ball drains, the hit counter resets.

## **MULTIPLIERS**

To advance the multiplier, you need to rotate the left spinner while the 'MULTIPLIERS' lamp is flashing. A specific number of rotations advances a progressively higher multiplier, and the counter resets to zero each time the multiplier is advanced.

The multiplier advances based on the following rotation counts:

- 2x multiplier: 20 rotations
- 3x multiplier: 30 rotations
- 4x multiplier: 40 rotations
- 5x multiplier: 50 rotations
- 6x multiplier: 60 rotations
- 8x multiplier: 70 rotations
- 10x multiplier: 80 rotations

After achieving the 10x multiplier, every additional 80 rotations awards 10 million points.

## **RAMP COMBO**

This pinball table features 2 combo lanes located at the left and right ramps.

To activate the combo sequence, hit one of the ramps. This will cause the 'COMBO' lamp on the other ramp to flash for 15 seconds. If you hit that ramp within the time limit, a combo is awarded. The process repeats: the 'COMBO' lamp on the other ramp flashes again for 15 seconds, and if you hit that ramp within the time limit, another combo is awarded.

As long as you continue hitting the ramp where the 'COMBO' lamp is flashing, the value of the combo will increase. If the time limit expires, the combo sequence resets, and you must reactivate it.

The value of each combo depends on the multiplier you have advanced to during the current game. The higher the multiplier, the higher the combo reward.

# RULES



The base reward for a combo is 1 million points.  
With a 2x multiplier, the combo reward is 2 million points.  
With a 5x multiplier, the combo reward is 5 million points.  
If you advance to the maximum multiplier, you will be awarded 10 million points.

## BEAST BONUS

There are 5 spot targets on the left side of the table where the 'B-E-A-S-T' lamps are located. If you manage to hit all 5 of these targets, the 'BEAST REWARD' lamp flashes in front of the right eject hole for 30 seconds.

During this time, you must hit the eject hole (while the 'MULTIBALL' lamp is not flashing) to be awarded 5 million points.

The Beast Bonus is also available during multiball mode. In this case, the reward increases depending on the number of balls on the playfield:

- 10 million points if there are 2 balls on the playfield.
- 15 million points if there are 3 balls on the playfield.

## BUMPER REWARD

To activate the Bumper Reward, you need to hit the top short ramp 2 times within 30 seconds. When you hit the ramp for the first time, the 'BUMPER REWARD' lamp flashes for 30 seconds. You must hit the ramp again within the time limit to activate the reward.

Once activated, the 'BUMPER REWARD' lamp flashes rapidly, and the pop bumpers flash for 60 seconds. During this time, you must hit the pop bumpers as many times as possible. Each hit is counted separately, and the more hits you achieve, the higher the rewards, as follows:

- 10 hits for 2 million points
- 20 hits for 4 million points
- 30 hits for 6 million points
- 40 hits for 8 million points
- 50 hits for 10 million points
- 100 hits for an extra ball (this can be awarded only once per game)

The Bumper Reward is not available during multiball mode.

## REPTILES' RUMBLE

There are 4 drop targets and four 2-rowed spot targets where the 'R-E-P-T' and 'I-L-E-S' lamps are located at the top side of the pinball table. To access the 2-rowed spot targets, you must first hit all 4 drop targets. Once all the drop targets are down, one of the drop targets will rise randomly every 60 seconds.

To collect a Reptiles' Rumble Reward, you must hit each spot target once. First, hit all the spot targets in the first row to light the 'R-E-P-T' lamps. Then, hit all the spot targets in the second row to light the 'I-L-E-S' lamps. Once all the 'R-E-P-T-I-L-E-S' lamps are lit, you will be awarded:

# RULES



- 10 million points the first time
- 20 million points the second time
- 30 million points each subsequent time

When the ball drains, the reward value resets.

## LUCKY MILLIONS

At the bottom right side of the pinball table, there are 2 special targets, each with 3 sides. To earn a Lucky Millions reward, you need to hit each side of a target once.

Each special target has 3 small lamps in front, which indicate the number of times the target has been hit. When both special targets have been hit 3 times each, a random value of 1, 2, 3, 4, or 5 million points is awarded.

## MULTIBALL

Multiball on this pinball table can be played with 2 or 3 balls. To activate it, you need to lock balls as follows:

Start by hitting the 2-bank spot targets located at the lower right of the table. This action makes the top hole, previously blocked by a Spinosaurus, available, and the 'LOCK' lamp will start flashing.

Shoot a ball into the top hole to make the Mosasaurus rise from beneath the water.

Then, hit a ball into the Mosasaurus' mouth to lock the first ball. This will also make the 'MULTIBALL' lamp at the right eject hole flash.

Now you can choose:

Hit the flashing eject hole to activate a 2-ball multiball.

Alternatively, repeat the ball-locking process to lock another ball, allowing you to activate a 3-ball multiball.

To start the multiball, hit the right eject hole while the 'MULTIBALL' lamp is flashing.

In a 2-ball multiball:

Hit the left and right ramps to score Jackpots worth 1 million points each.

In a 3-ball multiball:

Hit all ramps to score Jackpots with escalating rewards:

- Jackpot for 1 million points
- Double Jackpot for 2 million points
- Triple Jackpot for 3 million points
- Super Jackpot for 5 million points

Multiball continues as long as there are at least 2 balls on the playfield.

# RULES



## MODES

To activate a mode, you must rotate the right spinner 50 times. When the game starts, the lamp of the first mode will be flashing, indicating which mode will be triggered upon reaching the 50 rotations. Each time you hit a pop bumper, the mode selection changes to the next incomplete mode.

Upon reaching 50 rotations, the currently flashing mode will begin. Each mode has specific tasks to complete, but the points awarded decrease over time. At the start of a mode, a reward counter counts down from 5 million points to 1 million points, decreasing by 100,000 points per second. For instance, if you hit a ramp in Plesiosaurus mode, you'll earn points based on the remaining reward value at that moment. You can reset the reward counter to 5 million points by rotating the spinners 100 times during the mode.

Completing a mode awards 10 million points. After all modes have been completed, an extra ball will be awarded.

## PLESIOSAURUS

Objective: Hit the **left and right ramps** a total of **5 times**.

## ICHTHYOSAURUS

Objective: Hit the **spot targets on the left side** a total of **5 times**.

## LIOPLEURODON

Objective: Hit the **drop targets on the top side** a total of **5 times**.

## SPINOSAURUS

Objective: Hit the **right-side eject hole** a total of **5 times**.

## ARCHELON

Objective: Hit the **pop bumpers on the top side** a total of **50 times**. Points are awarded after every **10th hit**.

## MOSASAURUS

Objective: Complete the following tasks in sequence:

1. Hit the **left ramp**.
2. Hit the **right-side eject hole**.
3. Hit a **spot target on the left side**.
4. Hit the **right ramp**.
5. Hit a **drop target at the top**.



# THE INSECT WORLD



## Insect World

The Insect World pinball table invites players to dive into the fascinating microcosm of insects, turning a familiar game into an extraordinary adventure. This unique pinball table is themed entirely around the hidden wonders of the insect kingdom, where every flip, bump, and ricochet transports you into a vibrant world teeming with life. Players will discover beautifully crafted designs featuring colorful beetles, darting dragonflies, and majestic butterflies, all brought to life with vivid artwork and intricate details.



# RULES



## **BALL SAVE**

The ball save feature grants a one-time return of the ball as long as the 'BALL SAVE' lamp is flashing. The ball save is automatically activated at the start of each round. To reactivate it, hit the slingshots 10 times.

Each ball save lasts 30 seconds. If the 'BALL SAVE' lamp is still flashing when another activation occurs, 2 million points are awarded.

## **KICKBACK**

This pinball table includes 2 kickbacks, located in the left and right outlanes, which can be activated independently. The left kickback activates by lighting the bottom left rollovers. The right kickback activates by lighting the bottom right rollovers. Lit rollovers can be rotated with the left and right flippers. If a kickback is already lit when a new activation occurs, 2 million points are awarded.

## **MULTIPLIERS**

The spot targets needed to advance the multipliers are located on the upper left side of the table, where the 'B-E-E-S' lamps are displayed. Hit each of these spot targets once to advance the multiplier.

The multiplier levels are:

- 2x
- 3x
- 5x
- 10x

After reaching the 10x multiplier, each additional advancement awards 5 million points.

## **BUG COMBO**

This pinball table features 4 combo lanes: the left orbit, right orbit, left ramp, and right ramp.

To activate the combo sequence, hit any combo lane. This will cause the other 3 combo lanes to flash for 15 seconds. If you hit any of the flashing lanes within the time limit, a bug combo is awarded, and the other 3 lanes flash for another 15 seconds. Each consecutive hit of a flashing lane increases the combo reward. If the time limit expires, the combo sequence resets, and you must reactivate it.

The combo reward depends on how many times a specific combo lane has been hit during the sequence. For example, if you score a combo by hitting the left orbit and then hit the left orbit again with the 'BUG COMBO' lamp flashing, you'll score a Double Bug Combo. However, if you hit a new lane, like the left ramp, only a Bug Combo is awarded.

Each combo lane also has 3 smaller lamps beneath the 'BUG COMBO' lamp to indicate which combo will be awarded next for that lane:

- No lamps lit: a Bug Combo will be awarded
- One lamp lit: a Double Bug Combo will be awarded
- Two lamps lit: a Triple Bug Combo will be awarded
- All 3 lamps lit: a SuperBug Combo will be awarded

# RULES



If the combo sequence is broken, all lamps reset.

Combo values are as follows:

- Bug Combo: 1 million points
- Double Bug Combo: 2 million points
- Triple Bug Combo: 3 million points
- Super Bug Combo: 4 million points

## ANT REWARD

On the left side of the pinball table, there are 3 spot targets labeled with 'A-N-T' lamps.

When a ball is first launched, one of the 'A-N-T' lamps begins flashing at random. If you hit the flashing target, a different lamp will start flashing. Successfully hitting the second flashing target will cause the last lamp to start flashing. Hitting this final lamp completes the sequence and awards points based on the number of activations:

First activation: 3 million points

Second activation: 6 million points

Third and every additional activation: 10 million points

When the ball is lost, the entire sequence resets.

## FLIES REWARD

In the center of the pinball table, there are 5 drop targets labeled with 'F-L-I-E-S' lamps.

When a ball is launched, the 'F' lamp begins flashing and its drop target appears. You need to hit each drop target in sequence to light each 'F-L-I-E-S' lamp. Once you hit the final drop target and light the last lamp, you'll be awarded points based on the number of activations:

First activation: 5 million points

Second activation: 10 million points

Third and every additional activation: 15 million points

When the ball is lost, the entire sequence resets.

## BUTTERFLY REWARD

At the left orbit, there is a spinner that collects letters in the word 'BUTTERFLY'. Every 15 rotations of the spinner awards a letter. Once all the letters in 'BUTTERFLY' are collected, 10 million points are awarded and the collecting sequence starts over.

# RULES



## WASP MULTIBALL

On the right side of the pinball table, there's an eject hole labeled with 'W-A-S-P' lamps. To activate Wasp Multiball, you need to hit this eject hole 4 times. Each time the ball hits the eject hole, a 'W-A-S-P' lamp lights. On the fourth hit, instead of ejecting the ball, a wasp flies down, picks up the ball, and places it into the wasp nest, activating Wasp Multiball.

When Wasp Multiball activates, 3 wasps and 3 balls are released from the wasp nest.

During this mode, hit the left and right orbits and the left and right ramps to score jackpots. The jackpot starts at 1 million points and increases with every 5 jackpots as follows:

- 6th to 10th jackpot: 2 million points
- 11th to 15th jackpot: 3 million points
- 16th to 20th jackpot: 4 million points
- 21st jackpot and beyond: 5 million points

In this mode, the ball save feature is modified: upon entering multiball, you get a 30-second ball save that protects all balls.

Wasp Multiball continues as long as at least 2 balls remain in play.

## SPIDER MULTIBALL

To activate the Spider Multiball, you need to lock 3 balls. On the center part of the table, there are 3 holes labeled with 'LOCK' lamps.

To activate a 'LOCK' lamp, first hit both the left and right ramps to light the 'S-P-I-D-E-R' lamps. Once all 'S-P-I-D-E-R' lamps are lit, one of the 'LOCK' lamps will start flashing. When the ball goes through the flashing 'LOCK' lamp, a magnet catches the ball, and a spider crawls out, pulling the ball into the hole to lock it. After the first ball is locked, a second 'LOCK' lamp will start flashing. Repeat this process of locking balls until 3 balls are locked, at which point Spider Multiball activates and releases 3 balls onto the playfield.

In Spider Multiball, hit the two eject holes to score jackpots. The base jackpot is 1 million points, but this can be increased by hitting the left and right ramps to light the 'S-P-I-D-E-R' lamps. The jackpot values are as follows:

- One S-P-I-D-E-R lamp lit: 2 million points
- Two S-P-I-D-E-R lamps lit: 3 million points
- All six S-P-I-D-E-R lamps lit: 7 million points

Spider Multiball continues as long as at least 2 balls remain in play.

## MODES

This pinball table features 7 modes. To activate a mode, or to retry an incomplete one, hit the top left eject hole where the 'B-E-E-T-L-E' lamps are located. If you complete the mode, only one hit to this eject hole is required to start the next mode. Completing all modes will award an extra ball.

# RULES



Each mode presents randomized tasks that increase in number as you progress. In the first mode, you'll have 2 random tasks. With each subsequent mode, the task count increases by 1, culminating in 8 tasks in the final mode. Some tasks may repeat, possibly even appearing consecutively.

The randomized tasks may include the following:

- Hit one of the spot targets where the 'A-N-T' lamps are flashing.
- Hit the left orbit where the 'BUG COMBO' lamp is flashing.
- Hit the left ramp where the 'BUG COMBO' lamp is flashing.
- Hit the left top eject hole where the 'B-E-E-T-L-E' lamps are flashing.
- Hit one of the spot targets where the 'B-E-E-S' lamps are flashing.
- Hit one of the drop targets where the 'F-L-I-E-S' lamps are flashing.
- Hit the right orbit where the 'BUG COMBO' lamp is flashing.
- Hit the right ramp where the 'BUG COMBO' lamp is flashing.
- Hit the right eject hole where the 'W-A-S-P' lamps are flashing.
- Hit any of the pop bumpers.

## **CENTIPEDE**

You need to hit 2 randomized tasks in this mode. The reward is 10 million points.

## **FIRE ANT**

You need to hit 3 randomized tasks in this mode. The reward is 15 million points.

## **SCORPION**

You need to hit 4 randomized tasks in this mode. The reward is 20 million points.

## **BLACK WIDOW**

You need to hit 5 randomized tasks in this mode. The reward is 25 million points.

## **YELLOW JACKET WASP**

You need to hit 6 randomized tasks in this mode. The reward is 30 million points.

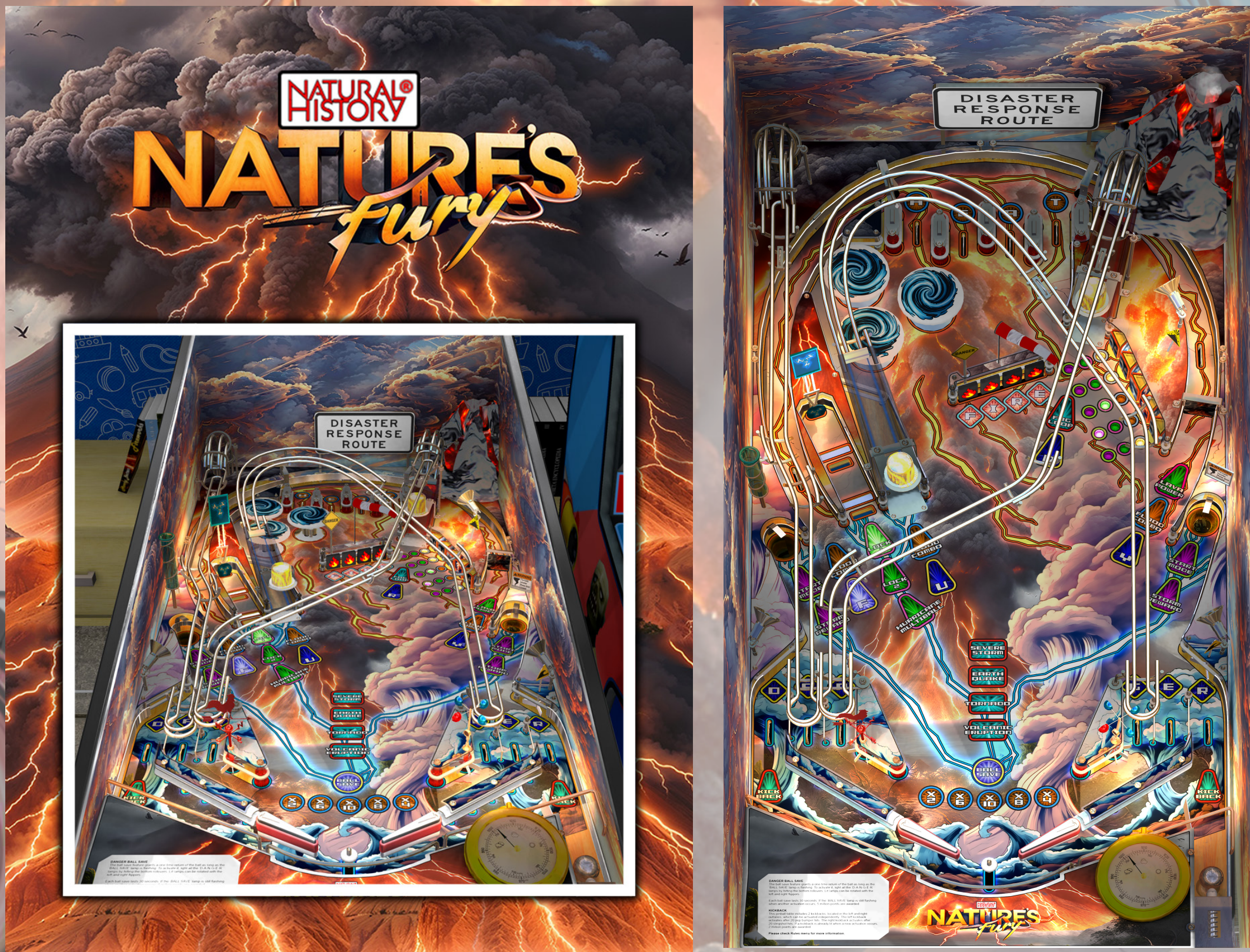
## **CATERPILLAR**

You need to hit 7 randomized tasks in this mode. The reward is 35 million points.

## **MONARCH BUTTERFLY**

You need to hit 8 randomized tasks in this mode. The reward is 40 million points.

# NATURE'S FURY



## Nature's Fury

Welcome to Nature's Fury, an exhilarating pinball experience that puts you in the heart of the most unpredictable and powerful forces of nature! This table captures the raw intensity of natural disasters like erupting volcanoes, severe storms, powerful earthquakes, and swirling tornadoes, all brought to life through stunning visuals, immersive sound effects, and dynamic gameplay. Each flip of the flippers and shot of the ball unleashes new challenges as you race against nature's fury to conquer the table and climb the scoreboard.

# RULES

## NATURE'S FURY

### **DANGER BALL SAVE**

The ball save feature grants a one-time return of the ball as long as the 'BALL SAVE' lamp is flashing. To activate it, light all the 'D-A-N-G-E-R' lamps by hitting the bottom rollovers. Lit lamps can be rotated with the left and right flippers.

Each ball save lasts 30 seconds. If the 'BALL SAVE' lamp is still flashing when another activation occurs, 5 million points are awarded.

### **KICKBACKS**

This pinball table includes 2 kickbacks, located in the left and right outlanes, which can be activated independently. The left kickback activates after 20 pop bumper hits. The right kickback activates after 20 slingshot hits. If a kickback is already lit when a new activation occurs, 2 million points are awarded.

### **HEAT MULTIPLIER**

The Heat Multiplier feature multiplies the bonus points collected in the current round. To advance the multiplier, light the 'H-E-A-T' lamps by hitting the top rollovers. Lit lamps can be rotated with the left and the right flippers.

The multiplier levels are:

- 2x
- 4x
- 6x
- 8x
- 10x

After reaching the 10x multiplier, each additional advancement awards 5 million points.

### **FLOOD COMBO**

This pinball table features 3 combo lanes marked by 'FLOOD COMBO' lamps: the left orbit, the left ramp, and the right orbit. To activate the combo sequence, hit any one of these lanes. This will cause the remaining 2 combo lanes to flash for 15 seconds. If you hit a flashing lane within the time limit, a combo is awarded, and the other two lanes will start flashing again for another 15 seconds. Each successful hit within the time limit increases the combo level, yielding higher rewards.

Each combo adds 1 million points, so the second combo awards 2 million points, the third awards 3 million points, and so on, up to a maximum reward of 10 million points. If you miss a flashing combo lane within 15 seconds, the combo sequence resets, and you'll need to start the sequence over.

### **FOG LOOP**

To earn increasing Fog Loop bonus points, you need to hit the right ramp repeatedly within a time limit to build loops. To start the loop sequence, hit the right ramp once. This will activate the 'FOG LOOP' lamp, which will flash for 15 seconds. If you hit the right ramp again within the time limit, you'll earn a loop, and the 'FOG LOOP' lamp will continue flashing for another 15 seconds.

As long as you keep hitting the right ramp within the time limit, each loop will reward higher points. Every loop adds 1 million points: the first loop is worth 1 million, the second loop 2 million, and so on, up to a maximum of 10 million points per loop.

If you miss hitting the right ramp within the time limit, the loop sequence will reset, and you'll need to start over to activate it again.

## STORM REWARD

The Storm Reward can be activated through the left and right eject holes. If you hit one eject hole (when the 'START MODE' lamp is not flashing), the STORM REWARD lamp on the opposite eject hole will begin flashing for 30 seconds. If you hit the ball into this flashing eject hole within the time limit, you'll earn a Storm Reward.

The Storm Reward value depends on the active Heat Multiplier as follows:

- No multiplier active: 1 million points
- 2x multiplier: 2 million points
- 4x multiplier: 4 million points
- 6x multiplier: 6 million points
- 8x multiplier: 8 million points
- 10x multiplier: 10 million points

## DISASTER SPECIAL TARGETS

This pinball table features 5 special rotating targets located on the top right side of the playfield. Each rotating target has 3 sides, each representing a different disaster: a tornado, lightning storm, and a volcano eruption.

- When a target is on the tornado, the yellow lamp is lit.
- When a target is on the lightning storm, the green lamp is lit.
- When a target is on the volcano eruption, the purple lamp is lit.

At the start of each round, each rotating target is set to a randomized position. To earn a reward, you need to hit the targets until all targets display the same disaster, meaning the same colored lamps are lit across all targets. Once all rotating targets show the same disaster, you'll earn a reward:

- Tornado (yellow lamps): 5 million points
- Lightning Storm (green lamps): 10 million points
- Volcano eruption (purple lamps): 15 million points

After each reward, the targets reset to a randomized position, and the process begins again.

## LAVA REWARD

The Lava Reward is earned by rotating the spinner in the right orbit, where the 'LAVA POWER' lamp flashes. Completing 100 rotations awards 10 million points. If the ball is lost before reaching 100 rotations, the counter will reset.

## FURY REWARD

To earn the Fury Reward, you must light the 'F-U-R-Y' lamps in a fixed order:

1. At the start of a game, the 'F' lamp will flash. Hit the left orbit (when the 'FLOOD-COMBO' lamp is not flashing) to light the 'F' lamp.
2. Next, the 'U' lamp will flash. Hit the left ramp (when the 'FLOOD COMBO' lamp is not flashing) to light the 'U' lamp.
3. Then, the 'R' lamp will flash. Hit the right ramp (when the 'FOG LOOP' lamp is not flashing) to light the 'R' lamp.
4. Finally, the 'Y' lamp will flash. Hit the right orbit (when the 'FLOOD COMBO' lamp is not flashing) to light the 'Y' lamp.

Once all the 'F-U-R-Y' lamps are lit, 5 million points are awarded. If the ball is lost, progress on the F-U-R-Y sequence will not reset.



## HURRICANE MULTIBALL

Hurricane Multiball is a 3-ball mode. This pinball table features a dead lane with a spot target and 2 drop targets. To activate multiball, you need to lock 3 balls in the dead lane.

1. When a round begins, the 'LOCK 1' lamp flashes. Hit the spot target in the dead lane to lock the first ball.
2. The 'LOCK 2' lamp will then flash, and one of the drop targets will be raised. Hit this drop target to lock the second ball.
3. Next, the 'HURRICANE MULTIBALL' lamp will flash, and the second drop target will be raised. Hit this drop target to lock the third ball.

Once all 3 balls are locked, Hurricane Multiball starts, and the 3 locked balls are released.

During this mode, jackpots are awarded by hitting the left orbit, left ramp, right ramp, and right orbit. The jackpot values increase based on the following table:

- Thunder Jackpot: 1 million points
- Tsunami Jackpot: 2 million points
- Cyclone Jackpot: 3 million points
- Hurricane Jackpot: 5 million points

After scoring the Hurricane Jackpot, the process starts over. Hurricane Multiball ends when only 1 ball remains in the game.

## MODES

This pinball table features 4 modes. To activate a mode, you need to hit each drop target one time where the 'F-I-R-E' lamps are located. Once all drop targets are hit, the 'START MODE' lamp and the lamp of the next mode will begin flashing.

When a mode's lamp is flashing, you can choose which mode (that hasn't been completed yet) should start next by hitting the drop targets again. If you've already completed 3 out of 4 modes, the next activation will award 5 million points.

You must hit each drop target every time, regardless of whether you have completed a mode or not. There is no time limit to complete a mode.

## SEVERE STORM

In this mode, you need to hit the ramps 5 times. Each hit of a ramp awards 1 million points. Once the mode is completed, 25 million points are awarded.

## EARTHQUAKE

In this mode, you need to hit orbits 5 times. Every hit of an orbit awards 1 million points. Once the mode is completed, 25 million points are awarded.

## TORNADO

In this mode, you need to hit the eject holes 5 times. Every hit of an eject hole awards 1 million points. Once the mode is completed, 25 million points are awarded.

## VOLCANIC ERUPTION

In this mode, you need to hit the 4 drop targets where the 'F-I-R-E' lamps are flashing. Each hit of a drop target awards 1 million points. Once the mode is completed, 25 million points are awarded.

# World of MICROBES



## World of Microbes

Step up to the "World of Microbes" pinball table, where the thrills are tiny but the stakes are colossal! Dive deep into an unseen world teeming with viruses and bacteria as you take on the challenge of navigating through the fascinating—and sometimes dangerous—universe of microscopic organisms. This pinball experience brings you face-to-face with a diverse cast of microbes, each with its own unique behaviors and quirks. Can you outsmart these cunning invaders and protect your table's "host" from infection?

# RULES

## World of MICROBES

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### **BALL SAVE**

To activate a ball save, pass over the bottom rollovers where the 'S-P-O-R-E' lamps are located. Lit lamps can be rotated with the left and right flippers.

Once all 5 lamps are lit, a ball save will be awarded, lasting for 30 seconds. If you activate another ball save while a previous one is still active, you'll earn a ball save reward worth 5 million points.

### **KICKBACK**

This pinball table features a kickback in the left outlane only. This is activated by hitting the slingshots a total of 30 times. If the kickback is still active when another activation occurs, 2 million points are awarded.

### **GENE MULTIPLIER**

To advance the multiplier, light the 'G-E-N-E' lamps by hitting the top rollovers. Lit lamps can be rotated with the left and the right flippers.

The multiplier levels are:

- 2x
- 3x
- 5x
- 10x

After reaching the 10x multiplier, each additional advancement awards 5 million points.

### **CELL REWARD**

At the center of the pinball table, there's a spinner with a 'CELL REWARD' lamp. To earn rewards, you need to hit the spinner when the 'CELL REWARD' lamp is flashing, accumulating rotations. As you complete rotations, progressively higher rewards are given, as follows:

- 100 rotations: 5 million points
- 200 rotations: 10 million points
- 300 rotations: 15 million points
- 400 rotations: 20 million points
- 500 rotations: 25 million points
- 750 rotations: Extra ball (awarded only once per round)

For easier progress, you can increase the rotation count based on your multiplier. For example, with a 2x multiplier, each rotation counts as 2; with a 5x multiplier, each rotation counts as 5, speeding up your progress toward the rewards.

### **GERM MILLIONS**

This reward is earned by hitting the left orbit. Each time you do, the next 'G-E-R-M' lamp will light. Once all four lamps are lit, 1 million points are awarded for the first completion. With each subsequent completion, the reward increases by 1 million points, up to a maximum of 5 million points.

If you miss hitting the right ramp within the time limit, the loop sequence will reset, and you'll need to start over to activate it again.

### **VIRUS REWARD**

This pinball table includes three 2-row spot targets located at the upper-right side. Hitting all targets in each row earns progressively higher virus rewards. First, hit all three targets in the first row to earn 3 million points. Next, hit all three targets in the second row to earn 6 million points. Finally, hit all six targets across both rows to earn 10 million points.

## PROBIOTIC POP BUMPERS

Hitting the pop bumpers advances the Probiotic Level, increasing the scoring per hit:

- Probiotic Level 1: 0–25 hits, rewards 100 points per hit
- Probiotic Level 2: 26–50 hits, rewards 1,000 points per hit
- Probiotic Level 3: 51–75 hits, rewards 10,000 points per hit
- Probiotic Level 4: 76+ hits, rewards 100,000 points per hit

The Probiotic Level resets when the ball drains.

## LUCKY STRAIN

To activate the Lucky Strain, you must first hit all six drop targets labeled with "S-T-R-A-I-N" lamps. Once these are cleared, one of the lamps on the spot targets behind the drop targets will start flashing randomly. Hit the spot target with the flashing lamp to earn the indicated reward, which can be 5 million, 7 million, or 10 million points. After earning the reward, all six drop targets reset, allowing you to repeat the sequence for additional points.

## TUBE LOOP

To activate the Tube Loop, hit the center ramp where the "T-U-B-E" lamps are displayed. The first time you hit the center ramp (when the "LOCK" lamp is not flashing), the loop sequence will begin, and the "T" lamp will start flashing with a 60-second timer. Hit the center ramp again within the time limit to light the "T." This will cause the "U" lamp to flash, also with a 60-second timer. Continue hitting the center ramp in time to light each letter. If the timer expires, you only lose progress for the current flashing letter, but any previously collected letters remain lit. You can resume lighting letters from the last flashing one. Once all "T-U-B-E" lamps are lit, 5 million points are awarded.

## ANTIBODY MULTIBALL

Antibody Multiball is a 3-ball mode that awards progressively higher jackpots through the completion of specific tasks.

To activate this mode, first hit the right eject hole where the "ACTIVATE LOCK" lamp is. This will cause the "ACTIVATE LOCK" lamp to flash for 30 seconds. Hit the right eject hole again within this time limit to make the "LOCK" lamp on the center ramp start flashing. Next, hit the center ramp 3 times to lock 3 balls.

When multiball mode begins, 3 balls will be launched onto the playfield. To earn a jackpot, hit any ramp, followed by one of the flashing spot targets with "5 MILL," "7 MILL," or "10 MILL" lamps. The jackpot value corresponds to the spot target you hit: 5 million, 7 million, or 10 million points. Repeat the sequence of hitting a ramp and then a flashing spot target to earn additional jackpots.

Antibody Multiball continues as long as at least 2 balls remain in play.

## MODES

This pinball table features 6 modes. When the game begins, one of the mode lamps begins flashing, indicating which mode will be activated.

To activate a mode, you need to light the 'M-I-C-R-O-B-E-S' lamps by hitting the left ramp. Each time you successfully hit the left ramp, the next letter in 'M-I-C-R-O-B-E-S' lights. Once all the lamps are lit, the corresponding mode will activate.

The reward for completing a mode is based on how quickly you finish it:

- Complete the mode in 60 seconds or less for a reward of 20 million points
- Complete the mode in between 60 and 120 seconds for a reward of 10 million points
- Complete the mode in more than 120 seconds for a reward of 5 million points

There is no time limit to complete a mode.

### **STAPHYLOCOCCUS**

Hit every bacterium to complete this mode.

### **HELICOBACTER PYLORI**

Hit every bacterium to complete this mode.

### **VARICELLA ZOSTER**

Hit every virus to complete this mode.

### **VIBRIO CHOLERAE**

Hit every bacterium to complete this mode.

### **SALMONELLA**

Hit every bacterium to complete this mode.

### **INFLUENZA**

Hit every virus to complete this mode.



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