



BABY SHARK

Baby Shark Table User Manual Legends Single Pack



\$8

BABY SHARK
LEGENDS SINGLE PACK



FOR LEGENDS 4K™ PINBALL ONLY



\$6

BABY SHARK
LEGENDS SINGLE PACK



FOR LEGENDS PINBALL HD AND
LEGENDS PINBALL MICRO HD ONLY



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BABY SHARK



Baby Shark

Make a splash with Baby Shark Pinball! Join Baby Shark on a bubbly undersea adventure to reunite with Mommy, Daddy, Grandma, and Grandpa Shark! Bursting with vibrant visuals and joyful surprises, this colorful table brings the beloved Baby Shark world to life with fast-paced, high-energy pinball fun. Along the way, Baby Shark meets new pals and pulls off cool tricks as he catches waves, cruises on his skateboard, and carves through the sea on his bodyboard! Choose Shark Mode or Baby Shark Mode to match your skill level, making it the perfect experience for players of all ages. It's a fintastic ride that the whole family will love!

Note:

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



SHARK MODE & BABY SHARK MODE

At the start of each game, choose your difficulty by pressing a flipper: left for “Shark Mode”, or right for “Baby Shark Mode”. Baby Shark Mode is designed for younger players, offering simplified objectives and fewer ball drains for a more forgiving experience. The following sections outline the key differences between the two modes.

CENTER POPUP POST

This table features a center popup post that when raised, prevents balls from draining down the center. It automatically activates for 20 seconds at the start of each round. It can also be reactivated by completing the bottom rollovers where the “BABY” lamps are located. Lit rollovers can be rotated using the flippers.

Balls that get past the center popup post are automatically re-launched onto the playfield.

In Baby Shark Mode, the center popup post stays raised for 60 seconds once activated, providing extended protection for younger players.

OUTLANE GATES

Each outlane features a gate that, when open, redirects draining balls into the inlane for a second chance at play. These gates are activated by completing the “SHARK” drop target bank. Once open, they remain active until they successfully save a ball or the current round ends.

If the “SHARK” target bank is completed again while the gates are already open, a 1 million point Shark Bonus is awarded.

In Baby Shark Mode, the outlane gates stay open for the entire game, preventing any outlane drains and creating a more accessible, kid-friendly experience.

MULTIPLIER

The multiplier increases the value of the End-of-Ball Bonus. To advance the multiplier, complete the upper rollovers. Lit rollovers can be rotated using the flippers. Each completion advances the multiplier by 2 times, up to a maximum of 10 times. After achieving the 10 times multiplier, completing the rollovers awards 1 million points.

HIDDEN TREASURE

When "HIDDEN TREASURE" is lit, hitting the cave sinkhole awards a random reward. You can light "HIDDEN TREASURE" by hitting the unlit cave sinkhole. Possible rewards include:

- **Mommy Shark Found:** Automatically collects Mommy Shark.
- **Daddy Shark Found:** Automatically collects Daddy Shark.
- **Grandpa Shark Found:** Automatically collects Grandpa Shark.
- **Grandma Shark Found:** Automatically collects Grandma Shark.
- **New Pal:** Automatically collects one of Baby Shark’s sea creature pals.
- **500,000 Points**

- **1 Million Points**
- **2 Million Points**
- **5 Million Points**
- **10 Million Points**
- **Open Outlane Gates (Shark Mode Only):** Opens the outlane gates.
- **Shark Bonus:** Only if the outlane gates are already open. This awards 1 million points.
- **Activate Popup Post:** Raises the center popup post.
- **Extra Ball:** Automatically awards an extra ball.

EXTRA BALLS

There are two ways to earn extra balls: There are two ways to earn extra balls:

- An extra ball is automatically awarded the first time all four shark family members are collected.
- One of the random Hidden Treasure rewards automatically awards an extra ball.

BUBBLE POPS

The pop bumpers initially award 10,000 points per hit, but their value increases as more hits are accumulated:

- 25 hits: 25,000 points per hit
- 50 hits: 50,000 points per hit
- 75 hits: 75,000 points per hit
- 100 hits: Activates “SUPER BUBBLE POPS” for 100,000 points per hit

EXTRA BALLS

There are two ways to earn extra balls:

- An extra ball is automatically awarded at 75 million points.
- One of the random Heroes Chance rewards lights the Hotshot Sinkhole for an extra ball.

In Shark Mode, the bumper value resets at the end of each round. In Baby Shark Mode, bumper progress carries over, allowing players to build up value across rounds.

SHARK FAMILY PARTY

To activate this mode, all four shark family members must be collected. During regular gameplay, one family member's shot will randomly begin fast-flashing for 20 seconds. Hitting the flashing shot within that time collects the corresponding family member. If the timer expires or the shot is missed, a different family member's shot will start flashing.

Once three members have been collected, the shot for the final family member remains flashing until it's successfully hit. In Baby Shark Mode, all four family members' shots stay flashing at once, making it easier to complete the set.

Family Member Locations:

- **Daddy Shark:** Right Loop
- **Mommy Shark:** Right Ramp
- **Grandpa Shark:** Surf Ramp
- **Grandma Shark:** Left Ramp

Once the Shark Family Party begins, Jackpots begin flashing at each of the family member locations, each awarding 2 million points:

- **Daddy Shark Jackpot:** Right Loop
- **Mommy Shark Jackpot:** Right Ramp
- **Grandpa Shark Jackpot:** Surf Ramp
- **Grandma Shark Jackpot:** Left Ramp

As Jackpots are collected, they turn off. In Baby Shark Mode, they remain flashing. After all four Jackpots have been scored, each shot begins flashing for Super Jackpots worth 5 million points. Once all Super Jackpots are scored, the shots return to regular Jackpot value, and the cycle begins again.

Shark Family Party ends once two of the three balls are lost.

CLAM JAM MULTIBALL

To activate Clam Jam Multiball for the first time, hit the Clam three times to lock three balls. On subsequent activations, you must first spell “JAM” to open the Clam, unless you're in Baby Shark Mode, where this requirement is skipped.

To light “JAM,” hit the drop target at the entrance to the Clam lane. This causes the first letter in “JAM” to flash and starts a 20-second timer. Hitting the drop target again within the time limit collects the letter. Repeat this process three times to spell “JAM” and open the Clam for ball locks.

Once Clam Jam Multiball begins, Jackpots begin flashing at the following locations, each initially worth 1 million points:

- Left Ramp
- Surf Ramp
- Right Ramp
- Right Loop

Each shot into the Clam during multiball increases the Jackpot value by 1 million points, up to a maximum of 5 million.

Clam Jam Multiball ends when two of the three balls are lost.

SHARK SURFING

This feature becomes active when the Surf Ramp is not lit to collect Grandpa Shark, either because he has already been collected or another family member's shot is currently active. Surfing tricks are performed by hitting the Surf Ramp, with each trick's value determined by the current trick level. The trick level increases by rotating the spinner located at the entrance to the Surf Ramp.

The trick level resets at the end of each round, except during Baby Shark Mode, where it carries over.

- **Beginner Tricks:** (0-20 Spinner Rotations) = 500,000 points
- **Intermediate Tricks:** (21-40 Spinner Rotations) = 1 Million points
- **Advanced Tricks:** = (41-60 Spinner Rotations) 2 Million points
- **Epic Tricks** (61+ Spinner Rotations) = 4 Million points

The flashing speed of the insert lamp indicates whether the shot will collect Grandpa Shark or trigger a surfing trick. A fast-flashing lamp means Grandpa Shark will be collected, while a normal flashing speed indicates a surfing trick will be performed.

SHARK SKATEBOARDING

This feature becomes active when the Left Ramp is not lit to collect Grandma Shark, either because she has already been collected or another family member's shot is currently active. Skateboard tricks are performed by hitting the Left Ramp. Hitting it triggers a random beginner-level trick and lights the insert lamp in front of the ramp for 20 seconds (extended to 45 seconds in Baby Shark Mode).

Hitting the Left Ramp again before the timer expires triggers a random intermediate-level trick, increases the point value, and resets the timer. This progression continues through Advanced and ultimately to Epic Tricks. If the timer expires at any stage, the insert lamp turns off and the trick level resets to Beginner.

- **Beginner Tricks:** = 500,000 points
- **Intermediate Tricks:** = 1 Million points
- **Advanced Tricks:** = 2 Million points
- **Epic Tricks** (46+ Rotations) = 4 Million point

The flashing speed of the insert lamp indicates whether the shot will collect Grandma Shark or trigger a skateboarding trick. A fast-flashing lamp means Grandma Shark will be collected, while a normal flashing speed indicates a skateboarding trick will be performed.

SHARK BODY BOARDING

This feature becomes active when the Right Ramp is not lit to collect Mommy Shark, either because she has already been collected or another family member's shot is currently active. Body Boarding tricks are performed by hitting the Right Ramp. Hitting it triggers a random beginner-level trick and lights the insert lamp in front of the ramp for 20 seconds (extended to 45 seconds in Baby Shark Mode).

Hitting the Right Ramp again before the timer expires triggers a random intermediate-level trick, increases the point value, and resets the timer. This progression continues through Advanced and ultimately to Epic Tricks. If the timer expires at any stage, the insert lamp turns off and the trick level resets to Beginner.

RULES



- **Beginner Tricks:** = 500,000 points
- **Intermediate Tricks:** = 1 Million points
- **Advanced Tricks:** = 2 Million points
- **Epic Tricks** (46+ Rotations) = 4 Million points

The flashing speed of the insert lamp indicates whether the shot will collect Mommy Shark or trigger a body boarding trick. A fast-flashing lamp means Mommy Shark will be collected, while a normal flashing speed indicates a body boarding trick will be performed.

BABY SHARK PALS

There are six Baby Shark sea creature pals that can be collected. To collect a pal, hit the 4-bank of spot targets to light the letters in "PALS." Each collected pal awards 1 million points and starts a hide-and-seek mini-game.

During the mini-game, all major playfield shots are lit, with the pal randomly hiding at one of these locations. Keep hitting lit shots until the hiding pal is found, awarding 2 million points.

Collecting all six pals earns the "Pals Forever Reward," worth 50 million points. In Baby Shark Mode, pals are automatically found upon hitting the 4-bank, awarding 3 million points each, with no hide-and-seek mini-game required.





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