

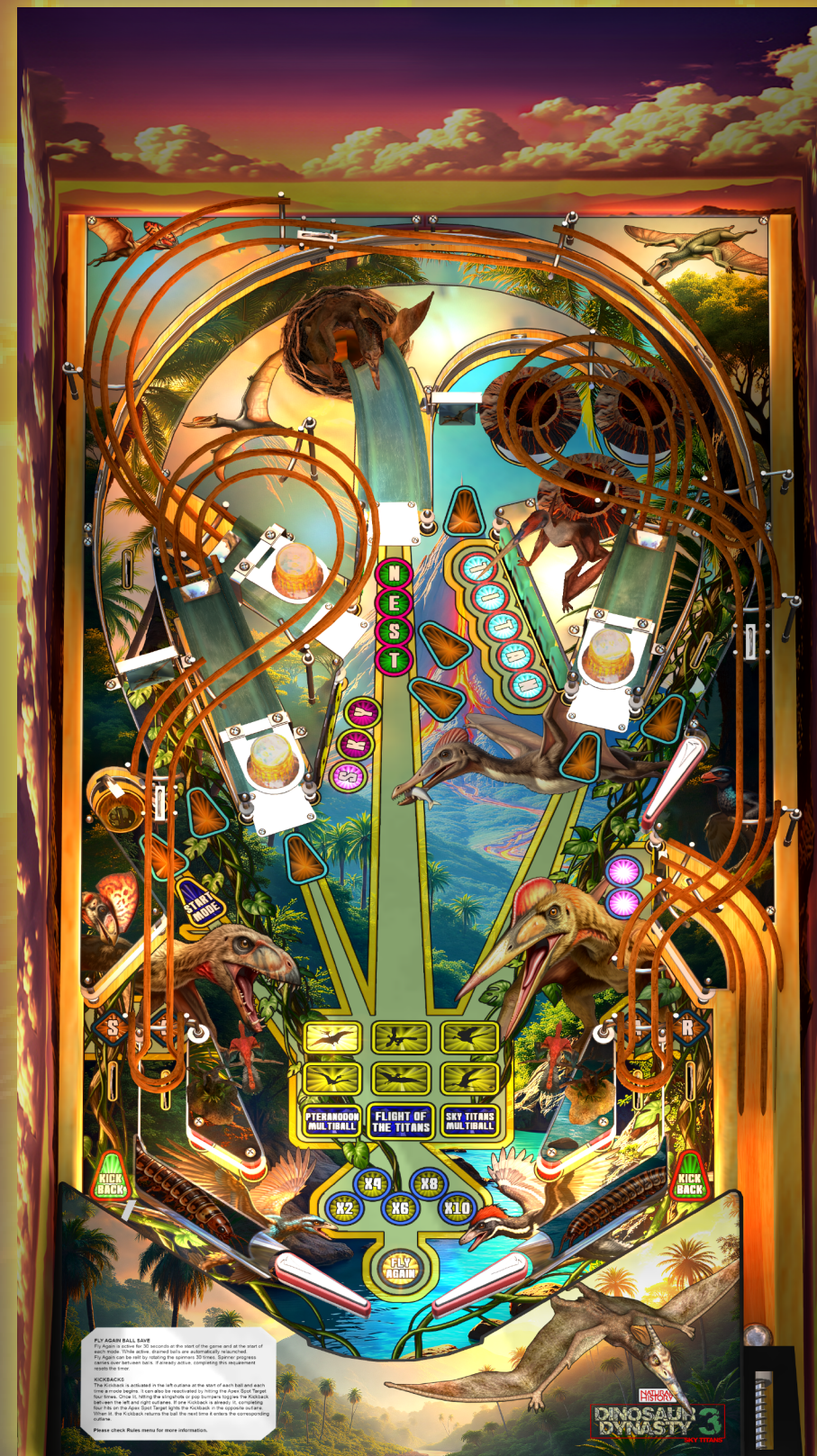
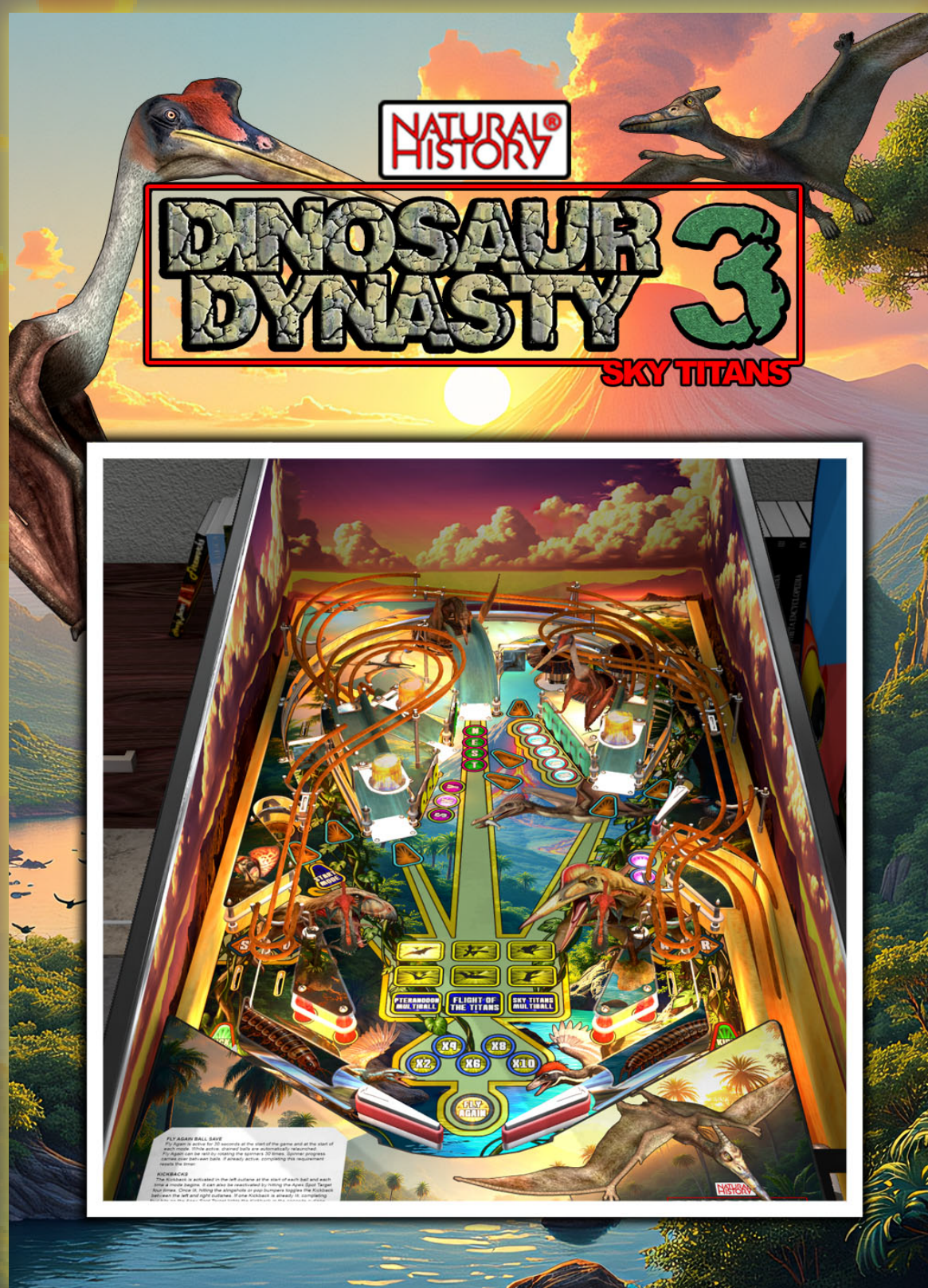


Dinosaur Dynasty 3 Sky Titans Table User Manual



DINOSAUR DYNASTY 3

SKY TITANS



DINOSAUR DYNASTY 3 SKY TITANS

Take to the skies in Dinosaur Dynasty 3: Sky Titans, where ancient predators circle above and only the strongest survive. The air is alive with motion, danger, and massive creatures battling for dominance. Track moving targets, time your shots with precision, and react as the skies shift around you. Build momentum through fast, flowing combos and controlled strikes, then unleash chaos with Pteranodon and Sky Titan multiballs. Every moment tests your timing, control, and instinct as the action intensifies. The skies are alive. The hunt is on. Take flight and prove you can rule above it all.

Note:

For Legends Pinball HD and Legends Pinball TMNT 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).

RULES

NATURAL
HISTORY

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FLY AGAIN BALL SAVE

Fly Again is active for 30 seconds at the start of the game and at the start of each mode. While active, drained balls are automatically relaunched. Fly Again can be relit by rotating the spinners 30 times. Spinner progress carries over between balls. If already active, completing this requirement resets the timer.

KICKBACKS

The Kickback is activated in the left outlane at the start of each ball and each time a mode begins. It can also be reactivated by hitting the Side Ramp four times. Once lit, hitting the slingshots or pop bumpers toggles the Kickback between the left and right outlanes. If one Kickback is already lit, hitting the Side Ramp four times lights the Kickback in the opposite outlane. When lit, the Kickback returns the ball the next time it enters the corresponding outlane.

SKILL SHOT

At the start of each ball, the S-K-Y targets cycle. Launch the ball and hit the lit target to score a Skill Shot. Each successful Skill Shot increases both the value and the cycling speed:

- 1st: 1 million
- 2nd: 2 million
- 3rd: 3 million
- 4th: 4 million
- 5th+: 5 million

FLIGHT PATH COMBOS

If no mode is active, hitting the Left Loop, Left Ramp, Side Ramp, Right Ramp, or Right Loop lights all major shots for 6 seconds. Hitting another lit shot within this window awards a Combo and resets the timer. Each additional combo completed increases in value as follows:

- **Lift-Off Combo:** 250,000 points
- **Glide Combo:** 500,000 points
- **Soaring Combo:** 750,000 points
- **Sky Titan Combo:** 1 million points

Scoring two consecutive Sky Titan Combos from the Side Ramp starts Sky Titan Multiball.

PTERANODON MULTIBALL

Hit the Center Ramp to build N-E-S-T. Each successful Nest shot lights one letter. Once N-E-S-T is completed, the Nest Ball Lock is lit. Shoot the Center Ramp to lock balls. Lock three balls to start Pteranodon Multiball. For the first multiball, completing N-E-S-T once allows all three balls to be locked. After the first Pteranodon Multiball, N-E-S-T must be completed before each lock.

RULES

NATURAL
HISTORY



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During multiball:

- All ramps and loops are lit for Jackpots starting at 1 million. Each Jackpot advances progress toward the Super Jackpot.
- The Apex Spot Target increases the current Jackpot value by 100,000 points, up to a maximum of 2 million.
- After collecting 5 Jackpots, the Center Ramp lights for a Super Jackpot worth the current Jackpot Value + 3 million (maximum 5 million).
- Scoring a Super Jackpot completes the mode toward the Flight of the Titans Wizard Mode.

Pteranodon Multiball ends when only one ball remains.

SKY TITAN MULTIBALL

Score two consecutive Sky Titan Combos from the Side Ramp during the Flight Path Combo system to start Sky Titan Multiball. This multiball can only be activated once per round.

During multiball:

- All ramps and loops are lit for Sky Titan Jackpots starting at 1 million. Each Jackpot increases the current Jackpot value by 100,000 points, up to a maximum of 2 million.
- Each ramp or loop shot starts a 6-second Combo Window. Hitting another ramp or loop within the Combo Window continues the combo and scores the increased Jackpot value.
- The Apex Spot Target increases the current Jackpot value by 100,000 points, up to the 2 million cap.
- Starting Sky Titan Multiball completes the mode toward the Flight of the Titans Wizard Mode.

Sky Titan Multiball ends when only one ball remains.

GAME MODES

In addition to Pteranodon Multiball and Sky Titan Multiball, there are six dinosaur modes that must be completed to unlock the Flight of the Titans Wizard Mode. Modes are started by completing the S-K-Y targets and shooting the Eject Hole when "Start Mode" is lit. Hitting the slingshots or pop bumpers cycles through available modes. All modes must be completed within 120 seconds.



RULES

NATURAL
HISTORY



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NYCTOSAURUS

- **Stage 1:** Hit flashing ramps and loops to locate the Nyctosaurus hidden at one of the shots. Wrong shots turn off and award 250,000 points. The correct shot awards 3 million points and begins Stage 2.
- **Stage 2:** Hit three flashing shots to track the Nyctosaurus. Each correct hit awards 3 million points and shifts the target to a new random shot. If a shot is not hit within 15 seconds, the Nyctosaurus relocates. Complete all three tracking shots to finish the mode and earn 10 million points.

ANCHIORNIS

- **Stage 1:** Hit the Left Ramp to begin the glide sequence. This awards 750,000 points.
- **Stage 2:** Hit the Right Ramp to continue the glide. This awards 750,000 points.
- **Stage 3:** Hit the Side Ramp to complete the glide cycle. This awards 750,000 points.
- **Stage 4:** One of the three ramps (Left, Right, or Side) lights at random. Hit the lit ramp to complete the final glide shot. Completing all four glide shots awards 8 million points.

Perfect Glide Bonus: Completing two consecutive glide shots without hitting a slingshot or pop bumper awards a 1.5 million point bonus.

ARCHAEOPTERYX

- Hit the Archaeopteryx 5 times to complete the mode. Each hit awards 1 million points.
- The Left Loop, Right Loop, and Side Ramp remain lit throughout the mode. Each shot scores 250,000 points and adds 5 seconds to the timer.
- Completing the mode awards 10 million points.

QUETZALCOATLUS

- **Stage 1:** Hit all T-I-T-A-N Drop Targets to weaken the Sky Titan. Each target awards 750,000 points. Completing the bank of T-I-T-A-N Drop Targets awards 3 million points and begins stage 2.
- **Stage 2:** Shoot the Right Ramp during the Finisher Window (30 seconds) to defeat Quetzalcoatlus and earn 18 million points. If the Finisher Window expires, the T-I-T-A-N targets reset and must be completed again.

PTERODACTYLUS

- Start a Crosswind Combo by hitting the Left Loop, Left Ramp, Right Ramp, or Right Loop. This awards 250,000 points and starts a 6-second Combo Window.
- Hit a flashing shot on the opposite side of the playfield during the Combo Window to score a Crosswind Combo worth 1 million points.



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- Each additional Crosswind Combo scored during an active Combo Window increases the value by 250,000 points.
- Score five Crosswind Combos to complete the mode and earn 8 million points.

RHAMPHORHYNCHUS

- Hit the Left Loop or Side Ramp to set up a Tail Strike. This awards 300,000 points and feeds the upper flipper, starting a 3 second Strike Window.
- Hit the Side Ramp during the Strike Window to score a Tail Strike worth 3 million points.
- Complete three Tail Strikes to complete the mode and earn 10 million points.

FLIGHT OF THE TITANS (WIZARD MODE)

Unlocked after completing all primary modes, this three-stage wizard mode represents the ultimate battle for control of the skies.

- **Stage 1 - Rise of the Flyers (Single Ball):** Hit the Left Loop, Side Ramp, and Right Loop in any order. Each shot awards 1 million points. Completing all three shots awards 5 million points and begins Stage 2.
- **Stage 2 - Titan Assault (2-Ball Multiball):** All ramps and loops are lit for Titan Jackpots starting at 2 million points. Hitting the Apex Spot Target increases the current Titan Jackpot value by 1 million points. Score five Titan Jackpots to earn 10 million points and begin Stage 3.
- **Stage 3 - Dominion of the Sky Titan (3-Ball Multiball):** Hit ramps and loops to start a 6-second Combo Window and score a Dominion Jackpot worth 4 million points. Hitting another ramp or loop during the Combo Window increases the Dominion Jackpot value by 1 million points. If the Combo Window expires, the value resets to 3 million points. Score three Dominion Jackpots worth at least 5 million points to complete Flight of the Titans and earn 50 million points.

MINI-MODES

When no primary mode is active, complete the two-bank of Spot Targets to activate a random mini-mode. Each mini-mode awards 3 million points upon completion. Once a mini-mode is completed, it cannot be activated again until all others have been completed. There are no timers in mini-modes. Completing all five mini-modes awards the Sky Explorer Bonus worth 25 million points.

MICRORAPTOR

Rotate either spinner, or any combination of both, a total of 50 times.

TAPEJARA

Hit the Side Ramp two times.

RULES

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DIMORPHODON

Hit any two loop shots.

TUPANDACTYLUS

Hit the Eject Hole two times.

HATZEGOPTERYX

Hit the pop bumpers 10 times.

POP BUMPER PROGRESSION

The pop bumpers represent increasing turbulence in the skies. Each hit scores points and advances toward higher scoring tiers. Progress carries over throughout the game.

- **Tier 1:** Calm Air: Pop bumpers score 10,000 points.
- **Tier 2:** Rising Winds: After 20 hits, pop bumpers score 25,000 points.
- **Tier 3:** Sky Chaos: After 50 hits, pop bumpers score 50,000 points.
- **Tier 4:** Savage Winds: After 100 hits, pop bumpers score 100,000 points.
- **Tier 5:** Titan Storm: After 150 hits, pop bumpers score 250,000 points.

BONUS SCORING

- **Sky Bonus:** Complete S-K-Y during a mode or while Start Mode is lit to score 1 million points.
- **Titan Bonus:** Complete T-I-T-A-N outside of Quetzalcoatlus mode to score 1 million points.
- **Soar Bonus:** Complete S-O-A-R when the Bonus Multiplier is at 10X to score 1 million points.

EXTRA BALLS

Extra balls are awarded:

- At 250 million points
- First time Sky Titan Multiball is activated
- When the Flight of the Titans Wizard Mode is activated

MULTIPLIER

The multiplier increases the value of the End-of-Ball Bonus. To advance the multiplier, complete the S-O-A-R 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.





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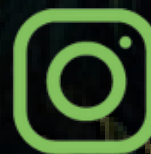
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