



FIREFIGHTER URBAN

FIRST RESPONDERS

FIREFIGHTER: URBAN Table User Manual



Content and images are for reference only and subject to change.
The trademarks and images are the properties of their respective owners. ©2026 AtGames.

FIREFIGHTER URBAN FIRST RESPONDERS



www.atgames.us



FIREFIGHTER: URBAN

Every alarm tells a different story. One moment you're battling a structure fire, the next you're rescuing trapped civilians, containing hazardous spills, or shutting down a gas leak before disaster strikes. Welcome to the unpredictable world of Firefighter: Urban. Race through a wide variety of emergency scenarios, perform daring rooftop rescues, battle Inferno Multiballs, and master the Building Bash Toy as you protect Steel Harbor from danger. Complete every mission to unlock 5 Alarm Catastrophe, the ultimate test of courage and skill. When the alarm sounds, every second counts.

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



www.atgames.us

HEAT SHIELD BALL SAVE

Heat Shield is active for 30 seconds at the start of the game and at the start of each Emergency Mode. While active, drained balls are automatically relaunched. Heat Shield can be relit by completing the H-E-A-T rollovers. Lit rollovers can be rotated using the flippers. If already active, completing H-E-A-T resets the timer.

KICKBACKS

The Left Kickback is activated at the start of the game and at the start of each Emergency Mode. Kickbacks can be relit by completing 100 Left Loop Spinner rotations. If the Left Kickback is already lit, completing this requirement lights the Right Kickback instead. When lit, a Kickback returns the ball to play the next time it enters the corresponding outlane.

SKILL SHOT

At the start of each ball, all major shots are lit for 10 seconds. Hit any lit shot before the timer expires to score a Skill Shot. Each successful Skill Shot increases in value as follows:

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

COMBOS

If no mode is active and the Skill Shot is not available, hitting the Left Loop, Left Ramp, either Inner Ramp, Right Ramp, or Right Loop lights all other major shots for 5 seconds. Hit another lit shot before the timer expires to score a Combo and reset the timer.

Combo values are as follows:

- **Dispatch Combo:** 500,000
- **Response Combo:** 750,000
- **Rescue Combo:** 1 Million

After scoring a Rescue Combo, one random Loop or Ramp lights for 10 seconds. Shoot the lit shot before the timer expires to score a 5 Alarm Combo worth 2 Million.

After a 5 Alarm Combo is scored, the sequence resets to Dispatch Combo.



RULES



www.atgames.us

INFERNO MULTIBALL

Hit the Building Bash Toy doors to reveal the Building Sink Hole Ball Lock. Lock three balls to start Inferno Multiball. For the first Inferno Multiball, each lock requires the doors to be opened once. The second Inferno Multiball requires three door hits before each lock. All subsequent Inferno Multiballs require five door hits before each lock.

During multiball:

All major ramps, loops, Inner ramps, and the Building Bash Toy are lit for Jackpots starting at 1 Million. Each Jackpot increases the value by 100,000 points up to a maximum of 2 Million.

- After collecting 6 Jackpots, the Building Sink Hole lights for the Breach Jackpot.
- After collecting 8 additional Jackpots, the Building's second level lights for the Vent Jackpot.
- After collecting 10 additional Jackpots, the Building Sink Hole lights for the Rescue Jackpot, transferring the ball to the rooftop.
- After the Rescue Jackpot, the 10-Jackpot cycle repeats.

Scoring the first Breach Jackpot completes Inferno Multiball toward 5 Alarm Catastrophe.

Inferno Multiball ends when only one ball remains.

EMERGENCY MODES

There are seven Emergency Modes plus Inferno Multiball to complete. Completing all eight unlocks the 5 Alarm Catastrophe Wizard Mode. Emergency Modes are started by shooting the Sink Hole when Start Mode is lit. The slingshots cycle through the available Emergency Modes before one is started. Every Emergency Mode begins with the Heat Shield Ball Save and Left Kickback activated.

1 ALARM FIRE

- **Stage 1:** Hit the Building Bash Toy second level three times via the Ladder Center Ramp to vent the structure.
- **Stage 2:** Shoot either Inner Ramp once to suppress the interior fire.
- **Stage 3:** Hit the Building Bash Toy doors, then shoot the Building Sink Hole to extinguish the remaining fire and complete the mode. This awards 15 million points.



RULES



www.atgames.us

2 ALARM FIRE

- **Stage 1:** Complete the FIRE Drop Targets to control the spread.
- **Stage 2:** Shoot either Inner Ramp three times within 45 seconds. If the timer expires, Stage 1 must be completed again.
- **Stage 3:** Shoot the Building Sink Hole twice to reach the rooftop, rescue trapped civilians and complete the mode. This awards 25 million points.

3 ALARM FIRE

- **Stage 1:** Hit all four flashing ramps and loops. If you fail to hit another flashing shot within 20 seconds, one completed shot relights.
- **Stage 2:** Hit the Building Bash Toy doors three times, then shoot the Building Sink Hole within 90 seconds to stabilize the structure.
- **Stage 3:** Shoot the Building Sink Hole once within 30 seconds to reach the rooftop and rescue the trapped civilian.
- **Stage 4:** Complete four Evacuation Combos within 45 seconds to evacuate the surrounding area and complete the mode. This awards 35 million points.

VEHICLE EXTRACTION

- **Stage 1:** Complete the R-E-S-C-U-E Spot Targets to stabilize the victim.
- **Stage 2:** Rotate the Left Loop Spinner 50 times using either Loop to free the victim with the Jaws of Life.
- **Stage 3:** Shoot either the Left Ramp or Right Ramp to transport the victim to the hospital and complete the mode. This awards 25 million points.

HAZMAT INCIDENT

- **Stage 1:** Hit the Left Loop and Right Loop to identify the hazardous material.
- **Stage 2:** Hit the Left Ramp, Right Ramp, and Building Bash Toy in any order to establish the Hot, Warm, and Cold safety zones.
- **Stage 3:** Rotate the Inner Ramp Spinners 40 times using either direction to contain the hazardous spill and complete the mode. This awards 30 million points.

SEARCH AND RESCUE

- **Stage 1:** Hit the Building Bash Toy doors three times, then shoot the Building Sink Hole to gain entry.
- **Stage 2:** Locate three trapped civilians hidden at random flashing shots within 60 seconds. Incorrect search shots score points but do not count toward completion.
- **Stage 3:** Complete the R-E-S-C-U-E Spot Targets to rescue the survivors and complete the mode. This awards 35 million points.



RULES



www.atgames.us

GAS EXPLOSION

- **Stage 1:** Hit the Left Ramp twice and the Right Ramp twice to evacuate civilians.
- **Stage 2:** Search the flashing shots to locate the gas leak. The leak is hidden at one random shot.
- **Stage 3:** Hit the Command Target two times to shut off the main gas line and complete the mode. This awards 40 million points.

5 ALARM CATASTROPHE (WIZARD MODE)

Complete all seven Emergency Modes and Inferno Multiball to qualify for 5 Alarm Catastrophe. Shoot the Sink Hole when Start Mode is lit to begin.

- **Stage 1 - Citywide Emergency:** Hit at least six flashing shots and complete both the FIRE Drop Targets and R-E-S-C-U-E Spot Targets.
- **Stage 2 - Structural Collapse:** Complete three rescue operations:
 - **Breach:** Hit the Building Bash Toy doors three times, then shoot the Building Sink Hole four times.
 - **Vent:** Hit the Building's second level three times via the Ladder Center Ramp.
 - **Rescue:** Shoot the Building Sink Hole three times to reach the rooftop and complete the rooftop rescues.
- **Stage 3 - Containment:** Hit every lit major shot once to score all Containment Jackpots and complete the Wizard Mode. This awards 150 million points.

MINI-MODES

Hit the Command Target three times while no Emergency Mode is active to light the Eject Hole for a Mini-Mode. Shoot the Eject Hole to begin a random Mini-Mode.

Each Mini-Mode features a 60-second timer. Completed Mini-Modes cannot be activated again until all six have been completed.

Each completed Mini-Mode awards 5 million points. Completing all six Mini-Modes awards the City Service Bonus worth 30 million points.

VEHICLE FIRE

Complete the FIRE Drop Targets, then hit the Command Target.

CAT RESCUE

Hit the Building's second level two times via the Ladder Center Ramp.

HYDRANT PRESSURE

Rotate any combination of the three spinners a total of 60 times.



RULES



www.atgames.us

HOTSPOTS

Hit the three randomly lit shots.

FORCED ENTRY

Hit the Building Bash Toy doors two times, then shoot the Building Sink Hole.

ELEVATOR RESCUE

Shoot either Inner Ramp two times, then complete any R-E-S-C-U-E Spot Target.

FIRE REWARDS

Complete the FIRE Drop Targets while no Emergency Mode is active to light Fire Reward at the Eject Hole. Shoot the Eject Hole to collect a random reward.

Each Fire Reward can only be collected once before all rewards are reset. The Extra Ball reward can only be awarded once per game.

Possible Fire Rewards include:

- Light Inferno Ball Lock
- +2 Bonus Multiplier
- 5 Alarm Combo Ready
- Extra Ball
- 5 Million Points
- 2 Million Points
- 1 Million Points
- Activate Kickback
- Activate Heat Shield
- Start a Mini-Mode

BONUS SCORING

- **Fire Bonus:** Completing the FIRE Drop Targets while Fire Reward is already lit awards a 2 Million point Fire Bonus.
- **Rescue Bonus:** Completing the R-E-S-C-U-E Spot Targets awards a 3 Million point Rescue Bonus.
- **Kickback Bonus:** Completing 100 Left Loop Spinner rotations while both Kickbacks are already lit awards a 1 Million point Kickback Bonus.
- **Multiplier Bonus:** Completing 100 Inner Ramp Spinner rotations while the Bonus Multiplier is at 10X awards a 1 Million point Multiplier Bonus.



RULES



www.atgames.us

BONUS MULTIPLIER

The Bonus Multiplier increases the value of the End-of-Ball Bonus.

Rotate either Inner Ramp Spinner to build Spinner progress. Every 100 total Inner Ramp Spinner rotations increases the Bonus Multiplier by 2X, up to a maximum of 10X.

After reaching 10X, completing another 100 Spinner rotations awards the Multiplier Bonus instead.

EXTRA BALLS

Extra Balls are awarded:

- At 500 Million points.
- Once per game as a random Fire Reward.



LOVE • PLAY • WIN

AFFORDABLE FAMILY FUN



www.atgames.net



www.atgames.us



@atgamesgaming