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**POLICE
STREET PATROL**
FIRST RESPONDERS

Police: Street Patrol Table User Manual



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POLICE STREET PATROL FIRST RESPONDERS

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POLICE: STREET PATROL

Answer the call and protect the city in Police: Street Patrol. This is no ordinary pinball table, it's a full tour of duty where every siren, radio call, and flashing red-and-blue light puts you in the heart of the action. Respond to crimes in progress, track down fleeing suspects, initiate high-speed pursuits, and answer urgent calls for backup. But policing is more than just adrenaline, it's service. Assist stranded motorists, manage traffic incidents, conduct welfare checks, and keep your community safe and running smoothly. Build toward the intense Code 3 Multiball, string together fast-flowing combos, and complete every mode to unlock the ultimate challenge. The radio is live. The calls are coming in. Clock in. Roll out. Protect and serve.

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).

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SHIELD BALL SAVE

The Shield Ball Save is activated for 30 seconds at the start of the game and each time a mode is activated. It can also be reactivated by completing the bottom rollovers where the “P-A-T-R-O-L” lamps are located. Lit rollovers can be rotated using the flippers. While it’s active, a ball that drains is automatically re-launched onto the playfield.

KICKBACKS

The Kickbacks are activated in both outlanes at the start of each primary mode and Protect and Serve Mini-Modes. Once lit, a Kickback will return the ball the next time it enters a lit outlane.

SKILL SHOTS

This table features a Skill Shot and a Super Skill Shot.

- **Skill Shot:** Launch the ball from the plunger and aim for the lit L-A-W rollover, which cycles automatically. Successfully completing a Skill Shot awards 1 million points. The value increases by 250,000 with each successful completion.
- **Super Skill Shot:** Hold the left flipper while launching the ball from the plunger and then adjust the power of the plunge to allow the ball to travel down the Center Lane. Completing a Super Skill Shot awards 2 million points. The value increases by 500,000 with each successful completion.

BACKUP (ADD-A-BALL)

During any mode except Code 3 Multiball and End of Shift, completing the bank of B-A-C-K-U-P spot targets automatically launches an additional ball. Up to two balls can be added during a mode.

CODE 3 MULTIBALL

- Rotating the Spinner 50 times outside of modes lowers the 911 Drop Targets and lights Lock at the Sink Hole. Spinner progress carries over between balls. To qualify the second Multiball, the Spinner must be rotated 75 times to light each Lock. For every Multiball after that, 100 Spinner rotations are required to light each Lock.
- Lock three balls to activate Code 3 Multiball. During the mode, the Left Loop, Right Loop, Center Lane, Left Ramp, Right Ramp, and Side Lane are lit for 1 million point Jackpots. Score a Jackpot and you’ll have 3 seconds to hit another lit shot for a Double Jackpot worth 2 million points. Continue the streak with another lit shot within 3 seconds to score a Triple Jackpot worth 3 million points.



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- After scoring 10 total Jackpots, the Car Bash Toy lights for a Super Jackpot worth 4 million points.
- After collecting the Super Jackpot, the 911 targets lower and the Sink Hole lights for a Grand Jackpot worth 5 million points. Jackpots relight after the Grand Jackpot is scored.
- Scoring the Grand Jackpot completes the mode towards activating the End of Shift Wizard Mode.
- The mode ends when only one ball remains in play.

GAME MODES

In addition to Code 3 Multiball, there are seven primary modes that must be completed to unlock the End of Shift Wizard Mode. Modes are started by knocking down the 911 Drop Targets and shooting the Sink Hole when “Start Mode” is lit. Hitting the slingshots or pop bumpers cycles through available modes.

Burglary

- **Stage 1:** Light the L-A-W rollovers. This awards 5 million points.
- **Stage 2:** Hit the pop bumper 30 times. Each hit awards 100,000 points.
- **Stage 3:** Hit the Sink Hole to complete the mode. This awards 20 million points.

Pursuit

- **Stage 1:** Hit any three loops, lanes or ramps within 60 seconds. Each awards 2 million points.
- **Stage 2:** Hit the Car Bash Toy. This awards 5 million points.
- **Stage 3:** Hit the Sink Hole to complete the mode. This awards 20 million points.

Manhunt

At the start of the mode, one of loops, lanes or ramps lights randomly. Once the lit shot is successfully hit, a new shot is chosen at random.

- Each lit shot awards 3 million points.
- Hit four lit shots to complete the mode. This awards 20 million points.

Bank Robbery

- **Stage 1:** Hit the Left Ramp and Right Ramp within 45 seconds. Each ramp awards 1 million points.
- **Stage 2:** Rotate the Spinner 40 times within 45 seconds. This awards 3 million points.
- **Stage 3:** Hit the Car Bash Toy. This awards 10 million points.
- **Stage 4:** Hit the Sink Hole to complete the mode. This awards 20 million points.



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Missing Person

- **Stage 1:** Light the P-A-T-R-O-L rollovers. Each rollover awards 1 million points.
- **Stage 2:** Hit any three ramps or loops. Each shot awards 2 million points.
- **Stage 3:** Hit the Side Lane two times to complete the mode. Each Side Lane shot awards 6 million points.

Tactical Training

- Hit all five popup drop targets to complete the mode. Each drop target knocked down awards 3 million points. Completing the mode awards 10 million points.

Priority Backup

- **Stage 1:** Hit any two loops or lanes within 30 seconds. Each shot awards 1 million points.
- **Stage 2:** Hit both ramps within 30 seconds. Each ramp awards 3 million points.
- **Stage 3:** Hit the Sink Hole to complete the mode. This awards 20 million points.

END OF SHIFT (WIZARD MODE)

After completing all seven primary modes and scoring a Grand Jackpot in Code 3 Multiball, the 911 Drop Targets lower automatically. Hit the Sink Hole to start this 3-ball multiball mode.

- **Stage 1:** Hit all major playfield shots for Shift Jackpots worth 5 million points each.
- **Stage 2:** Hit the Car Bash Toy five times for Pit Jackpots worth 5 million points each.
- **Stage 3:** Score five Shift Combos by hitting a major playfield shot and then hitting another one within 5 seconds. Each Shift combo awards 10 million points.
- **Stage 4:** Hit all three 911 Drop Targets and shoot the Sink Hole.

Completing all stages awards 100 million points.

End of Shift ends when all balls drain or all objectives are completed.

PROTECT AND SERVE MINI-MODES

When no primary mode is active, completing the bank of C-O-P spot targets activates a random Protect and Serve Mini-Mode. Each mode features a 45-second timer and awards 3 million points upon completion. Completing all 10 Protect and Serve Mini-Modes awards the Protect and Serve Bonus worth 50 million points.

Unattended Child

Rotate the Spinner 30 times.

Silver Alert

Hit the Center Lane, then the Left Loop.



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Neighbor Dispute

Hit the Left Loop and Right Loop in any order.

Traffic Accident

Hit the Center Lane and the Side Lane in any order.

Animal in Roadway

Hit the pop bumpers 10 times, then hit either ramp.

School Zone Detail

Light the L-A-W rollovers.

Welfare Check

Hit both ramps in either order.

Traffic Control

Hit any three B-A-C-K-U-P spot targets in any order.

Stalled Vehicle

Hit the Car Bash Toy twice.

Downed Power Line

Hit the Right Ramp, then rotate the Spinner 20 times.

COMBOS

If no mode is active, hitting the left loop, left ramp, side lane, center lane, right ramp or right loop lights all major shots for 5 seconds. Hitting another lit shot within this window awards a Combo and resets the timer. Each additional combo completed within the time limit increases in value as follows:

- **Precision Combo:** 250,000 points
- **Tactical Combo:** 500,000 points
- **Field Ops Combo:** 750,000 points
- **Elite Combo:** 1 million points

Any combo that includes the Side Lane awards an Expert Shot Combo worth 1 million points. Expert Shot Combos can be chained consecutively; each additional chain increases the value by 250,000 points, up to a maximum of 3 million points.

After reaching an Elite Combo, the combo sequence resets to a Precision Combo.

RANK PROMOTIONS

Each round begins at the rank of Police Officer. Rank promotions are earned by accumulating pop bumper hits. Each promotion awards a bonus and increases the value of pop bumper scoring for the remainder of the round as follows:



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- **Police Officer:** Pop bumpers score 10,000 points
- **Corporal:** 30 pop bumper hits awards 3 million points and increases pop value to 20,000
- **Sergeant:** 50 additional hits awards 6 million points and increases pop value to 30,000
- **Lieutenant:** 50 additional hits awards 10 million points and increases pop value to 50,000

BACKUP BONUS

Completing the bank of B-A-C-K-U-P spot targets while no modes are active or two balls have already been added during a mode awards a Backup Bonus worth 1 million points.

LAW BONUS

Lighting the L-A-W rollovers after the Bonus Multiplier has been advanced to 10 times awards a Law Bonus worth 1 million points.

PIT BONUS

Each hit to the Car Bash Toy adds 10,000 points to the Pit Bonus, which is awarded as part of the End-of-Ball Bonus.

EXTRA BALLS

There are two ways to earn extra balls:

- An extra ball is automatically awarded at 250 million points.
- An extra ball is automatically awarded the first time the End of Shift wizard mode is activated.

MULTIPLIER

The multiplier increases the value of the End-of-Ball Bonus. To advance the multiplier, complete the upper L-A-W 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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