



# RARE PINBALL TABLE USER MANUAL



RARE

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# OVERVIEW



## Tables included:



Sea of Thieves®



Killer Instinct



Battletoads

Get ready for an unforgettable experience with the Rare Pinball Pack! Featuring three of the most iconic Rare franchises: Sea of Thieves, Killer Instinct and Battletoads, now reimagined as remarkable pinball tables. Each table is crafted with dynamic gameplay to bring the heart and soul of these beloved games to life. The Rare Pinball Pack masterfully blends nostalgia with modern innovation, delivering a pinball experience on Legends 4K devices that will excite longtime fans and captivate newcomers alike. Each table is presented in up to 4K resolution running at 60fps.

### 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).



# Sea of Thieves®



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## Sea of Thieves®

Set sail on the ultimate pirate pinball adventure with Sea of Thieves® ! Embark on a swashbuckling journey with this action-packed table that immerses you in the heart of pirate life. Packed with unique features and dynamic challenges, the Sea of Thieves® pinball table embodies the spirit of this iconic franchise. Lead your crew on daring voyages to uncover hidden treasures, storm fortresses and sink enemy ships in epic battles. Along the way, face formidable foes like the cunning Skeleton Lord and the monstrous Kraken. Will you conquer your enemies, claim untold riches and etch your name into pirate legend?



## MERFOLK AND RETURN

The **Merfolk** is a **ball save** feature that grants a one-time return of the ball as long as both the '**BALL**' and '**SAVE**' lamps are flashing. The **Return** is a **kickback** feature that passes the ball from the right outlane to the launcher, also available once while the '**RETURN**' lamp is flashing.

You can activate these features by hitting all the **bottom rollovers**. When a ball is launched, the **Merfolk** is automatically activated.

Here's what happens when every bottom rollover is hit:

- If the Merfolk is not active, it will be activated.
- If the Merfolk is activated but the Return is not, then the Return will be activated.
- If both the Merfolk and Return are already active, you'll be awarded **5 million points**.

## OUTPOST

The **Outpost** is where you can convert the value of your collected treasure chests into points, with **1 gold equaling 1 point**. The **Outpost** is located at a single spot target on the right side of the pinball table, indicated by the flashing '**OUTPOST**' lamp.

When you collect your first treasure chest, the '**OUTPOST**' lamp begins to flash. Hitting the spot target will display the total value of all your collected treasure chests in gold on the DMD. To trade the treasure for points, you must hit the target **2 times** within **30 seconds**.

## ISLAND MODES

**Island Modes** are where you can collect treasure chests. The selected island determines which game mode will be started—either '**Fortress Island**' or '**Treasure Island**'. The selected island is changed by hitting the slingshots.

Once an island is selected, hit the center ramp, which ends with a spot target, while the '**FORTRESS ISLAND**' or '**TREASURE ISLAND**' lamp is flashing to activate the corresponding mode.

The islands are as follows:

- Keel Haul Fort (Fortress Island)
- Sailor's Bounty (Large Treasure Island)
- Hidden Spring Keep (Fortress Island)
- Lagoon of Whispers (Small Treasure Island)
- Sailor's Knot Stronghold (Fortress Island)
- Smuggler's Bay (Large Treasure Island)
- Lost Gold Fort (Fortress Island)
- Chicken Isle (Small Treasure Island)
- Fort of the Damned (Fortress Island)
- Devil's Ridge (Large Treasure Island)
- The Crow's Nest Fortress (Fortress Island)



- Tri-Rock Isle (Small Treasure Island)
- Skull Keep (Fortress Island)
- Shipwreck Bay (Large Treasure Island)
- Kraken Watchtower (Fortress Island)
- Blind's Man Lagoon (Small Treasure Island)
- Shark Fin Camp (Fortress Island)
- Ruby's Fall (Large Treasure Island)
- Molten Sands Fortress (Fortress Island)
- Cursewater Shores (Small Treasure Island)

## FORTRESS ISLAND MODE

In this mode, your goal is to **capture a fortress**. Once the mode begins, various pinball objectives—such as spot targets, ramps, orbits, and holes—will start flashing, depending on which fortress island is activated. To complete the mode, you must hit every flashing objective. The more objectives required to hit, the more valuable the treasure chest you'll earn.

The rewards are as follows:

- **3 objectives:** Seafarer's Chest containing **3, 4, or 5 million gold**
- **6 objectives:** Marauder's Chest containing **6, 8, or 10 million gold**
- **10 objectives:** Captain's Chest containing **10, 15, or 20 million gold**

## TREASURE ISLAND MODE

- In this mode, your goal is to **locate and dig up a treasure chest** on an island. Once the mode begins, various pinball objectives will start flashing, based on whether it's a **small** or **large** island. However, only one target is the correct spot where the treasure chest is buried.

The rewards are as follows:

- **Small island:** Seafarer's Chest containing **3, 4, or 5 million gold**
- **A large island:** Captain's Chest containing **10, 15, or 20 million gold**

## CREWS

To engage in a **naval battle** with an enemy ship, you must first recruit your crew by hitting the **left** and **right** ramps in the following sequence.

1. **Hit the left ramp** where the '**HELM**' lamp is flashing.
2. **Hit the right ramp** where the '**CANNONEER**' lamp is flashing.
3. **Hit the left ramp** again where the '**CHEF**' lamp is flashing.
4. **Hit the right ramp** again where the '**NAVIGATOR**' lamp is flashing.

Once your crew is fully recruited, the **naval battle mode** will automatically begin.

## NAVAL BATTLE MODE

In this mode, you'll face off against one of three ships, each requiring a different number of cannonball hits to defeat. The tougher the ship, the more valuable the treasure chest you'll earn.



First, **hit the hole beneath the center ramp to load a cannonball**. Then, fire on the enemy ship by hitting one of the **center spot targets**.

The number of hits required to defeat each ship is as follows:

- **Sloop:** 2 cannonball hits
- **Brigantine:** 3 cannonball hits
- **Galleon:** 5 cannonball hits

The treasure chest rewards are based on the ship defeated:

- **Seafarer's Chest:** 3, 4, or 5 million gold
- **Marauder's Chest:** 6, 8, or 10 million gold
- **Captain's Chest:** 10, 15, or 20 million gold

## MEGALODON, TREASURE CHESTS, BARRELS

This pinball table features obstacles that float or swim across the water at the center of the playfield. After a ball passes through one of the **inlanes**, a **barrel** begins floating every **15, 30 or 45 seconds**, while **treasure chests** or the **Megalodon** appear every **25, 50 or 75 seconds**.

The barrel and treasure chest float for a short time, acting as an obstacle that temporarily blocks the ball's path. Hitting the **treasure chest** during this time awards **3, 5 or 10 million gold**.

The **Megalodon** swims across the playfield, creating a moving obstacle. Hitting it awards **1 million points**.

## THE KRAKEN MODE

Once you accumulate **15 million gold** that hasn't been traded at the **Outpost**, there is a **50% chance** that the Kraken will attack your ship, attempting to steal your gold. This starts the **Kraken Mode**.

In this mode, **6 tentacles** of the Kraken will rise from beneath the playfield. You have **45 seconds** to hit all of them. If you succeed, you'll retain your collected gold and earn **5 million points**. If you fail, the Kraken will steal your gold. Upon defeating the Kraken for the third time, you'll earn an **extra ball**. If you've already earned an extra ball, you'll be awarded 150 million points instead.

## SKELETON LORD MULTIBALL

**Skeleton Lord Multiball** is a mode featuring 2 balls. At the top left of the playfield, the Skeleton Lord occasionally blocks the right ramp. When this happens, hit the right ramp to have him catch the ball and place it into his treasure chest, locking the first ball for the multiball. To lock the second ball and start **Skeleton Lord Multiball**, hit the right ramp again while the Skeleton Lord is blocking it.

Once the multiball mode begins, 2 balls are released onto the playfield. To score a jackpot, hit the orbits and ramps in the following sequence: first the **left orbit**, then the **left ramp**, followed by the **right ramp**, and **finally the right orbit**. This sequence then restarts. Each successful hit awards a **Skeleton Jackpot** worth **1 million points**.



**Skeleton Lord Multiball** continues as long as there are two balls in play.

## CANNONBALL MULTIBALL

**Cannonball Multiball** is a mode featuring **2 balls**. To start this multiball, you must hit the spot target with a captive ball **2 times within 30 seconds**. Successfully doing so will raise the center ramp, granting access to a hole underneath it, and the **'LOAD'** lamp will begin flashing. At this point, you need to lock a ball into that hole to load the first cannonball. Repeat this process **1 more time**, and **Cannonball Multiball** will start, releasing 2 balls onto the playfield.

During **Cannonball Multiball**, your goal is to hit the orbits and ramps to earn **Thieves Jackpots**. The default jackpot value starts at **1 million points**. You can increase this value by hitting the randomly flashing spot targets, with each successful hit boosting the jackpot by an additional **1 million points**. The maximum jackpot value you can reach is **5 million points**.

Cannonball Multiball continues as long as there are two balls in play. Once multiball ends, the jackpot value resets to its default of 1 million points.

## AMMO CHEST

Here your goal is to collect balls quickly for increasingly higher bonus points. First, you must hit all the drop targets where the **B-A-L-L-S** lamps are flashing. The faster you complete this, the greater your reward. If you hit all the targets within:

- **30 seconds**, you'll earn **20 million points**.
- **60 seconds**, you'll earn **10 million points**.
- If it takes longer than 60 seconds, you'll receive **5 million points**.

Once you've cleared the drop targets, hit the top eject hole where the **'AMMO CHEST'** lamp is flashing to earn **20 million, 10 million, or 5 million points**.

## SAILOR MULTIPLIER

To prepare to fight against pirates, you'll need to gather weapons. To do this, pass through all the top rollovers where the **'SAILOR CUTLASS'**, **'SAILOR PISTOL'**, and **'SAILOR BLUNDERBUSS'** lamps are flashing. Once all the rollovers are lit, you'll be rewarded with **3 million points**, and your weapon multiplier will advance to the next level.

The multiplier levels are:

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

After reaching the 10x multiplier, your next reward will be an **extra ball** (once), followed by **5 million points** for each subsequent completion.



## EQUIPMENT REWARD

The **Equipment Reward** is a special feature that allows you to increase the reward by hitting the pop bumpers. The base reward starts at **1 million points**, and each hit on a pop bumper adds **100,000 points** to the total. The accumulated points remain even if you lose the ball, carrying over through all 3 balls.

To collect the reward, you need to hit the orbits in the correct sequence:

1. First, hit the left orbit where the **'COMPASS'** lamp is flashing.
2. Next, hit the right orbit where the **'LANTERN'** lamp is flashing.
3. Finally, hit the right orbit where the **'SPYGLASS'** lamp is flashing.

Once you complete the sequence, you'll be awarded the total accumulated points.

## TALL TALE - SHORES OF GOLD

**Tall Tale** is a story-driven feature made up of **9 progressive modes**, each one needing to be completed in sequence. As you complete more modes, the rewards increase, but the objectives become more complex. Once all the modes are successfully completed, you'll be awarded an **extra ball**. If you've already earned an extra ball, you'll be awarded **150 million points** instead.

To start a mode, first hit the center **3-bank spot targets**, where the **H-I-T** lamps are flashing. Then, hit the top left eject hole, where the **'TALL TALE'** lamp is flashing. If you complete the **H-I-T** lamps while the **'TALL TALE'** lamp is still flashing, you'll earn 3 million points.

Once a mode is completed, you won't need to hit the spot targets again to advance. Simply hit the eject hole to immediately start the next mode.

### MODE 1 - THE SHROUDBREAKER

In this mode, you must hit the center ramp leading to the spot target 3 times. Each successful hit awards 1 million points. Completing the mode awards 5 million points.

### MODE 2 - THE CURSED ROGUE

In this mode, you must strike the captive ball with enough force to hit the spot target behind it 3 times. Each successful hit awards 2 million points. Completing the mode awards 5 million points.

### MODE 3 - THE LEGENDARY STORYTELLER

In this mode, you must hit the left orbit and both right orbits. Each successful hit awards 3 million points. Completing the mode awards 10 million points.

### MODE 4 - STARS OF A THIEF

In this mode, you must hit the center 3-bank spot targets a total of 4 times. Each successful hit awards 4 million points. Completing the mode awards 15 million points.



# RULES

## Sea of Thieves



### MODE 5 - WILD ROSE

In this mode, you must hit the left and right ramps 2 times each. Each successful hit awards 5 million points. Completing the mode awards 20 million points.

### MODE 6 - THE ART OF THE TRICKSTER

In this mode, you must hit the left ramp, right orbit, captive ball, and center ramp leading to the spot target. Each successful hit awards 5 million points. Completing the mode awards 30 million points.

### MODE 7 - THE FATE OF THE MORNINGSTAR

In this mode, you must hit the top left eject hole 2 times and the hole beneath the center ramp 3 times. Each successful hit awards 5 million points. Completing the mode awards 40 million points.

### MODE 8 - REVENGE OF THE MORNINGSTAR

In this mode, you must hit all the drop targets in the 5-bank drop target assembly. Each successful hit awards 5 million points. Completing the mode awards 45 million points.

### MODE 9 - SHORES OF GOLD

In this mode, you must hit the left orbit, left ramp, right ramp, and both right orbits. Each successful hit awards 5 million points. Completing the mode awards 60 million points.



# KILLER INSTINCT



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## Killer Instinct

Experience the adrenaline-fueled world of Killer Instinct with this action-packed pinball table, inspired by the legendary arcade fighting game! Experience the fierce intensity of battle as the table immerses you in a high-stakes showdown, featuring Jago and Kim Wu as playable characters. Choose your fighter wisely and unleash devastating combos as you engage in a pulse-pounding duel that mirrors the raw excitement of the original game. Will you master the table, outmaneuver your opponent, and rise as the undisputed champion of the Killer Instinct arena? The fight begins now!



### **BALL SAVE**

The ball save feature automatically returns the ball to play as long as the 'BALL SAVE' lamp is flashing. To activate a ball save, you must pass all 4 inner bottom rollovers. Once activated, the 'BALL SAVE' lamp will flash for 30 seconds. If you activate the ball save again while the lamp is still flashing, 3 million points are awarded.

### **KICKBACK**

The kickback feature automatically returns the ball to the playfield through the outlanes whenever the 'KICKBACK' lamps are flashing. This pinball table includes kickbacks for both the left and right outlanes. To activate a kickback, you need to hit the slingshots 20 times.

Depending on the current status of the kickbacks, one of the following actions will occur:

- If neither kickback is activated: The right kickback will be activated.
- If the right kickback is already activated: The left kickback will be activated.
- If the left kickback is already activated: The right kickback will be reactivated.
- If both kickbacks are already activated: 5 million points are awarded.

### **PIT MULTIBALL**

Pit Multiball is a mode featuring 3 balls that allows you to score progressively higher-value jackpots as you play.

To activate Pit Multiball:

1. Hit the center drop targets to reveal the hole behind them.
2. Lock a ball into the hole.
3. Repeat steps 1 and 2 two more times to lock all 3 balls.
4. Once 3 balls are locked, Pit Multiball activates and 3 balls will be released through the ramp, feeding one of the right inlanes.

During Pit Multiball, you need to hit specific targets to score jackpots. The jackpot targets are the left hole, the right ramp and the right orbit. Each successful hit awards a jackpot in the following order:

1. Black Orchid Jackpot for 200,000 points.
2. Chief Thunder Jackpot for 400,000 points.
3. Cinder Jackpot for 600,000 points.
4. Fulgore Jackpot for 800,000 points.
5. Glacius Jackpot for 1 million points.
6. Riptor Jackpot for 2 million points.
7. Sabrewulf Jackpot for 3 million points.
8. Spinal Jackpot for 4 million points.
9. T.J. Combo Jackpot for 5 million points.
10. Eyedol Jackpot for 10 million points.



Once you score the Eyedol Jackpot, the jackpot progression resets to the Black Orchid Jackpot.

While Pit Multiball is active, the ongoing fight between the two characters pauses and no damage is dealt to either fighter. Pit Multiball mode ends once 2 of the 3 balls are lost.

## ULTRATECH REWARD

The Ultratech Reward is a letter-collecting feature that awards a significant point bonus. To collect a letter:

- Hit the pop bumpers 10 times, or
- Rotate the spinner 20 times at the right orbit.

Once you've collected all the letters to spell U-L-T-R-A-T-E-C-H, 10 million points are awarded. If the ball drains, your progress will be reset.

## THE FIGHT

At the start of the game, you can choose which character you'd like to fight with:

- Press the left flipper to select Kim Wu.
- Press the right flipper to select Jago.

After making your selection, launch the ball to begin the fight. If you launch the ball without selecting a character, one will be chosen at random.

To win the fight, you must defeat your opponent by executing various moves. Each move impacts the opponent's health bar. The health bars of both characters can be seen on the DMD screen. Once the opponent's health bar is depleted, you need to hit the center hole where the 'NO MERCY' lamps are flashing to finish the round. Successfully doing so starts the next round.

If you fail to execute a punch or kick within 10 seconds, your opponent will attack with a random move, reducing your health bar. If your health bar runs out, you'll lose the current round, and all progress will reset. The round will then restart from the beginning.

## THE MOVES

You can perform moves by hitting various parts of the pinball table, such as eject holes, orbits, ramps, and spot targets. There are two types of moves, kicks and punches. Each of these has three levels of strength: quick, medium, and fierce.

- Quick moves deal weak damage.
- Medium moves deal moderate damage.
- Fierce moves deal strong damage.

Each successful kick or punch reduces your opponent's health bar. The stronger the move, the greater the damage dealt and the higher the points awarded.



Certain table features allow you to upgrade your kicks or punches to the next strength level.

These features include:

- Left hole: Hitting all 3 drop targets at the left hole upgrades the punch level at the left hole.
- Right ramp: Hitting all 3 spot targets near the right ramp upgrades the kick level at the right ramp.
- Right orbit: Hitting all of the targets in the bank of 2-rowed spot targets near the right orbit upgrades the punch level at the right orbit.

Once you reach fierce strength on these moves, upgrading them again awards 1 million points. This progress resets when the ball drains.

The moves score the following:

- Quick Punch for 10,000 points.
- Medium Punch for 100,000 points.
- Fierce Punch for 250,000 points.
- Quick Kick for 20,000 points.
- Medium Kick for 200,000 points.
- Fierce Kick for 500,000 points.

## THE COMBOS

By performing a specific number of moves within a set time, you can earn combos of varying point values. To maintain a combo, you must execute a move within 10 seconds of the previous one.

The combos are as follows:

- 3 hits is a triple combo for 300,000 points.
- 4 hits is a super combo for 400,000 points.
- 5 hits is a hyper combo for 500,000 points.
- 6 hits is a brutal combo for 600,000 points.
- 7 hits is a master combo for 700,000 points.
- 8 hits is an awesome combo for 800,000 points.
- 9 hits is a blaster combo for 900,000 points.
- 10 hits is a monster combo for 1 million points.
- 11 hits is a king combo for 2 million points.
- 12 hits is a killer combo for 3 million points.
- 13 hits is an ultra combo for 5 million points.

When you achieve 13 hits, the Ultra Combo is instantly awarded. After that, you can start collecting combos again from the beginning.

## COMBO BREAKER REWARD

After every 5th combo you achieve, a C-O-M-B-O lamp at the center will light. Once all 5 lamps are lit, 5 million points are awarded.



### **KILLER INSTINCT™ MODE**

After you defeat your opponent, a special 2-ball multiball mode called Killer Instinct is automatically activated. When the mode begins, the Punch and Kick lamps start flashing. Hit the corresponding ramps, orbits, holes, or lanes to earn bonus points. Each successful shot turns off its respective lamp. Once all flashing shots have been hit, all lamps reset and begin flashing again.

The base reward for each successful hit is 1 million points. Each subsequent hit increases the reward by an additional 1 million points, up to a maximum of 10 million points. The Killer Instinct mode ends once one of the balls is lost.





## Battletoads

Leap into the wild, over-the-top action of Battletoads with this toadally rad pinball table, inspired by the beloved video game series! Join the legendary trio of Rash, Zitz and Pimple as they smash, crash and bash their way through a pinball experience packed with chaos, humor and high-energy gameplay. Featuring vibrant artwork, retro sound effects and iconic music, players will battle familiar foes while tackling unique challenges. This table is a feast for fans of the classic beat 'em up. Let the mayhem begin!



# RULES



## BALL SAVE

The ball save feature returns the ball to play while the 'BALL SAVE' lamp is flashing. At the start of the game, ball save activates automatically, lasting 30 seconds. During this time, any lost ball will be saved.

You can reactivate a 30 second ball save by hitting the left row of spot targets. If you activate ball save while the 'BALL SAVE' lamp is still flashing, 3 million points are awarded.

## KICKBACK

The kickback feature automatically shoots the ball back to the playfield. The left kickback activated at the start of each round. To reactivate a kickback, you must hit the right row of spot targets. When a kickback is activated, one of three actions will occur:

- The left kickback is activated.
- The right kickback is activated, but only if the left kickback is already active.
- If both the left and right kickbacks are already active, 5 million points are awarded.

## MAD MULTIPLIERS

The Mad Multiplier is a feature that multiplies the bonus points you've collected during your current round. This pinball table offers three multiplier levels: 2x, 3x, and 5x.

To activate a Mad Multiplier, you must hit all the spot targets in the center 3-bank spot targets. Once the 5x multiplier is achieved, advancing the multiplier again awards an extra ball the first time. After that, advancing the multiplier awards 5 million points.

## GIBLET

The Gible feature allows you to collect increasingly higher bonus points. To activate it, you need to pass through all the bottom rollovers to light the G-I-B-L-E-T lamps. For easier activation, you can toggle the active lamps using the left and right flippers.

When all G-I-B-L-E-T lamps are lit, you'll earn a reward of 3 million points. Each time you light all the lamps with the same ball, the reward increases by 1 million points. For example, the second time earns 4 million points, the third time earns 5 million points, and so on, up to a maximum of 10 million points. The reward resets when the ball is lost.

## RASH MILLIONS

Rash Millions is a timed feature where hitting the left ramp within specific time limits awards increasingly higher bonus points.

To activate the sequence, hit the left ramp. Once activated:

- You have 30 seconds to hit the ramp again and earn 1 million points.
- After that, you have 20 seconds to hit the ramp and earn 2 million points.





- Finally, you have 10 seconds to hit the ramp and earn 3 million points.

If you continue hitting the ramp within the 10-second window, you'll keep earning 3 million points. If the 10-second time limit expires, the sequence resets.

## ZITZ MILLIONS

Zitz Millions is a timed feature where hitting the right lane ending in an eject hole within specific time limits awards increasingly higher bonus points.

To activate the sequence, hit the right lane with the eject hole. Once activated:

- You have 30 seconds to hit it again and earn 1 million points.
- After that, you have 20 seconds to hit it again and earn 2 million points.
- Finally, you have 10 seconds to hit it again and earn 3 million points.

If you continue hitting the lane within the 10-second window, you'll keep earning 3 million points.

If the 10-second limit expires, the sequence resets.

## ENEMY COMBO

The Enemy Combo is a standard feature that lets you earn progressively higher bonus points by chaining hits across combo lanes. This pinball table has three combo lanes: the center orbit, the center ramp, and the right orbit.

Each time you hit one of these lanes, you'll have 15 seconds to hit one of the other two lanes. Successfully hitting another lane within the time limit earns a combo, resets the 15-second timer, and allows you to continue the sequence.

The more combos you chain together, the higher the bonus points you'll earn. As long as you keep hitting combo lanes within 15 seconds, combos will continue to accumulate. If the 15-second timer expires, the combo sequence will reset.

There are 10 different combos:

- Psycho Pig Combo for 1 million points.
- Walker Combo for 2 million points.
- Dragon Combo for 3 million points.
- Raven Combo for 4 million points.
- Saturn Toadtrap Combo for 5 million points.
- Retro Blaster Combo for 6 million points.
- Spike Back Combo for 7 million points.
- Meteorite Combo for 8 million points.
- Sentry Drone Combo for 9 million points.
- Snotball Combo for 10 million points.

## SMASH HIT

Smash Hit is a special feature where you can earn increasing bonus points by hitting randomly activated orbits.



# RULES



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When the 'SMASH HIT' lamp flashes on an orbit, you'll have 30 seconds to hit it. Successfully doing so will reward you with points. The base reward is 1 million points, and an additional 1 million points is added to the base reward each time you trigger a Smash Hit.

The maximum reward is 10 million points, and the total resets when the ball is lost.

## **TURBO TUNNEL LOOP**

The Turbo Tunnel Loop is a feature where repeatedly hitting the center ramp within a specific time frame rewards increasing bonus points.

To activate the loop feature, hit the center ramp. Once activated, you'll have 10 seconds to hit the ramp again and earn a loop. Each successive loop within the 10-second window increases the reward:

- The first loop earns 1 million points.
- The second loop earns 2 million points.
- The third loop earns 3 million points, and so on, up to a maximum of 5 million points.

If the 10-second timer expires, the loop feature resets.

## **BATTLETOADS™ MULTIBALL**

Battletoads™ Multiball is a mode that begins with three balls. To start the Battletoads™ Multiball, you must hit the center drop targets where the T-O-A-D-S lamps are flashing. Once all of these targets are hit, the 'LOCK' lamps will begin flashing.

Next, you need to lock a ball in each eject hole. If you manage to lock all the balls, Battletoads™ Multiball will begin, and three balls representing Rash, Zitz and Pimple will be launched onto the playfield.

During Battletoads™ Multiball, hit orbits and ramps to collect jackpots. Each jackpot is worth 1 million points. After 10 jackpots, a special Princess Jackpot worth 10 million points will be awarded.

Battletoads™ Multiball continues as long as at least two balls remain in play.

## **RAT DROP TARGETS**

The playfield features five Rat drop targets placed in various locations. These targets must be hit to advance through stages.

When you hit a Rat drop target, it will go down but will return after a while randomly. Each time you hit a Rat drop target, you'll earn 100,000 points, with the reward increasing by an additional 100,000 points for every subsequent hit. This reward does not reset when the ball is lost.





## THE STAGES

This pinball table features 12 stages. To complete a stage, you must hit two Rat drop targets. Upon completing certain stages, a boss fight will begin, where you'll need to defeat the current boss by completing various tasks.

The stages are as follows:

- Stage 1 / 2 drop target hits / Boss Walker.
- Stage 2 / 2 drop target hits.
- Stage 3 / 2 drop target hits / Big Blag.
- Stage 4 / 2 drop target hits.
- Stage 5 / 2 drop target hits / Robo-Manus.
- Stage 6 / 2 drop target hits.
- Stage 7 / 2 drop target hits / General Slaughter.
- Stage 8 / 2 drop target hits
- Stage 9 / 2 drop target hits / Buzzball
- Stage 10 / 2 drop target hits
- Stage 11 / 2 drop target hits
- Stage 12 / 2 drop target hits / Dark Queen.

## THE BOSS STAGES

### STAGE 1 - BOSS WALKER

To defeat this boss, hit the center 3-bank spot targets. Upon defeating Boss Walker, you'll be awarded 6 million points.

### STAGE 3 - BIG BLAG

To defeat this boss, hit the right eject hole 3 times. Upon defeating Big Blag, you'll be awarded 7 million points.

### STAGE 5 - ROBO-MANUS

To defeat this boss, hit the left ramp, the center orbit, the center ramp and the right orbit. Upon defeating Robo-Manus, you'll be awarded 8 million points.

### STAGE 7 - GENERAL SLAUGHTER

To defeat this boss you have to hit a randomly selected task between the left ramp, the center orbit, the center ramp and/or the right orbit 5 times. Upon defeating General Slaughter, you'll be awarded 10 million points.

### STAGE 9 - BUZZBALL

To defeat this boss, hit the left ramp and center ramp 5 times. Upon defeating Buzzball, you'll be awarded 15 million points.



# RULES



## STAGE 12 - DARK QUEEN

To defeat this boss, hit the following objectives:

- The center 3-bank spot targets.
- The right eject hole.
- The left ramp.
- The center orbit.
- The center ramp.
- The right orbit.
- The center 5-bank drop targets.

Upon defeating the Dark Queen, you'll be awarded 20 million points.





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