

Aerobatics DELUXE

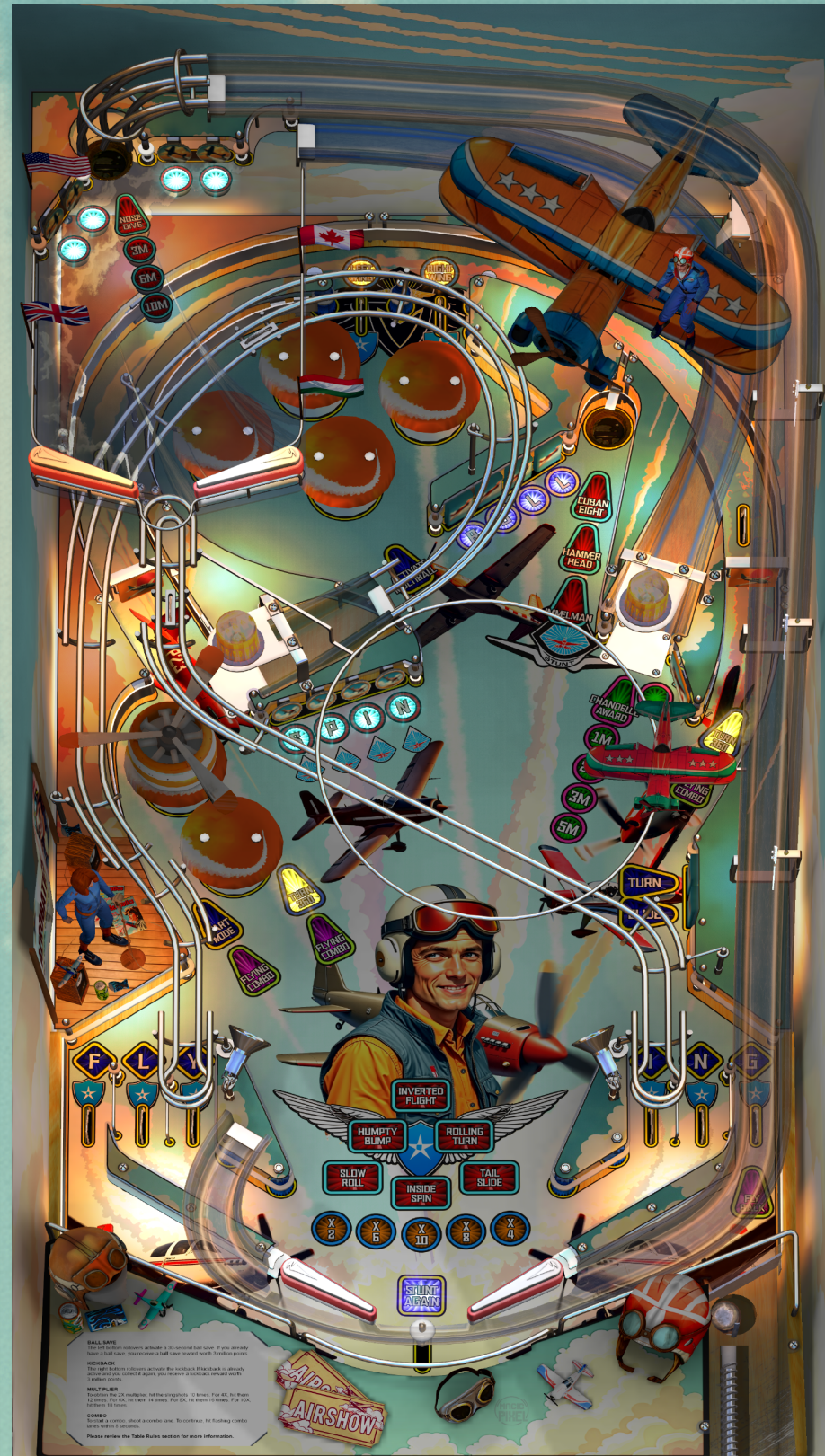
AEROBATICS DELUXE Table User Manual



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Pinball



Aerobatics[®] DELUXE



AEROBATICS DELUXE

Aerobatics Deluxe is a modernized version of the original Aerobatics table from 1977, bringing the excitement of precision flying and aerial stunts to a fast-paced pinball experience. With upgraded visuals, lighting effects, and a secondary play-field, this reimagined classic combines retro aviation charm with modern gameplay features. Master daring maneuvers through a variety of game modes, build score-boosting combos, and prepare for action-packed multiball challenges as you navigate spinners, ramps, and precision shots. Every flight rewards skill, timing, and control as you climb higher through increasingly demanding objectives. Aerobatics Deluxe captures the thrill of high-altitude performance while honoring the spirit of the original flying-themed classic.

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).

BALL SAVE

The left bottom rollovers activate a 30-second ball save. If you already have a ball save, you receive a ball save reward worth 3 million points.

KICKBACK

The right bottom rollovers activate the kickback. If kickback is already active and you collect it again, you receive a kickback reward worth 3 million points.

MULTIPLIER

To obtain the 2X multiplier, hit the slingshots 10 times. For 4X, hit them 12 times. For 6X, hit them 14 times. For 8X, hit them 16 times. For 10X, hit them 18 times.

COMBO

To start a combo, shoot a combo lane. To continue, hit flashing combo lanes within 8 seconds.

Combo rewards:

- Combo: 1 million
- Double combo: 2 million
- Triple combo: 3 million
- Super combo: 5 million

TURN 360

Spin the spinner 360 times to earn 10 million points.

TURN - SLIDE

The "TURN" and "SLIDE" lights randomly turn on in front of the right-side drop targets when hitting the 3 bumpers. If the light is on, hitting the drop target grants 1 million points.

CHANDELLE AWARD

Hit the spot target next to the right ramp to increase ramp rewards. Shooting the ramp grants the current reward value, after which the lights turn off and become collectible again.

UPPER PLAYFIELD

On the upper playfield, hitting all spot targets lights a bonus lamp at the catapult. Shooting the catapult grants the active bonus, then the lamps reset. If the ball drains through the center, lamps also reset.

MULTIBALL

Shoot through the top rollovers twice to unlock multiball at the top bumpers. Hitting these bumpers 20 times starts a 3-ball multiball.

Shoot flashing lanes to earn jackpots:

- Jackpot: 1 million
- Double jackpot: 2 million
- Triple jackpot: 3 million
- Super jackpot: 5 million

MINI GAME

Start a mini-game by clearing the "R-O-L-L" drop targets and shooting the eject hole. Mini-games have a 40-second time limit. Each completed mini-game awards 5 million points. Completing all mini-games grants an extra 10 million points and an extra ball.

- CUBAN EIGHT - Pass the right lane 2 times.
- HAMMER HEAD - Hit left pop bumpers 8 times.
- IMMELMAN - Enter the upper playfield and then shoot the catapult.

MODES

Hit the "S-P-I-N" spot targets to light "START MODE" at the left ramp. Modes have a 90-second time limit. Completing a mode awards 10 million points. Completing all modes grants a 30-million-point bonus. Bumpers cycle through modes. The mode starting progress remains when the ball drains, but if you run out of time or the ball drains during mode, the progress resets.

- SLOW ROLL - Pass the left ramp 3 times.
- INSIDE SPIN - Rotate spinners 30 times each.
- TAIL SLIDE - Pass bottom left rollover 4 times.
- ROLLING TURN - Hit flashing drop targets 6 times.
- HUMPTY BUMP - Hit flashing pop bumpers 4 times, then 8 times.
- INVERTED FLIGHT - Hit flashing spot targets 6 times.



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