

BATTLE

EM+

BATTLE EM+ Table User Manual

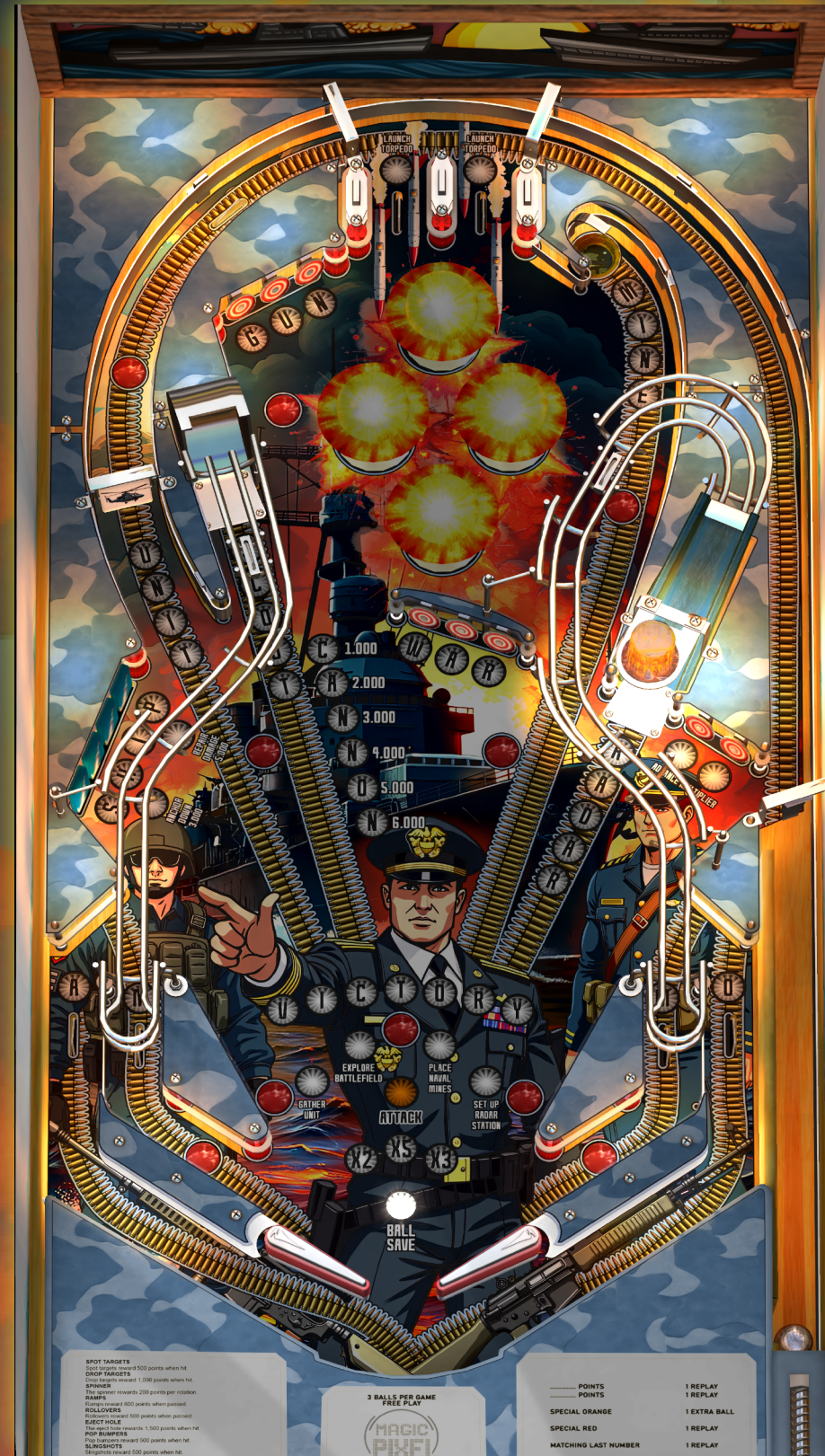


M F N
ZACCARIA
Pinball



BATTLE

EM+



BATTLE EM+

Battle EM+ is an action-packed digital pinball table with an intense naval battle theme, imagined as a hybrid between classic electro-mechanical machines and early solid-state pinball. Inspired by the strategic yet accessible design of pinball tables from the 1960s and 1970s, this table focuses on clear objectives and tactical shot selection. Players can rely on ball save, rollover buttons, bottom rollover bonuses, multipliers, and a range of combat-driven features such as Ammo Bonus, Launch Torpedo, Ship Bonuses, and Cannon Bonus. Progress through five main missions: Gather Unit, Explore Battlefield, Place Naval Mines, Set Up Radar Station, and Attack, as you command your fleet and dominate the seas. Battle EM+ captures the spirit of retro pinball while delivering a thrilling battlefield experience on the open ocean.

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).

SPOT TARGETS

Spot targets reward 500 points when hit.

DROP TARGETS

Drop targets reward 1,000 points when hit.

SPINNER

The spinner rewards 200 points per rotation.

RAMPS

Ramps reward 800 points when passed.

ROLLOVERS

Rollovers reward 500 points when passed.

EJECT HOLE

The eject hole rewards 1,500 points when hit.

POP BUMPERS

Pop bumpers reward 500 points when hit.

SLINGSHOTS

Slingshots reward 10 points when hit.

BALL SAVE

Each time you launch a new ball, you will receive a 10 seconds long ball save.

ROLLOVER BUTTONS

Activate all rollover buttons to earn special rewards. The first completion grants 8,000 points. If you complete them again with the same ball, you receive a bonus ball. While both balls remain in play, completing all rollovers again awards another bonus ball. If all three balls are active and you complete the rollovers, you'll gain 15,000 points each time. Losing a ball while two are in play resets the cycle. If a ball is lost during three-ball play, then all rollovers are completed again, a bonus ball will be added as before.

BOTTOM ROLLOVER BONUS

Every 6th hit on the slingshot turns on a bottom rollover lamp in this order: left inlane, right inlane, left outlane, right outlane. The inlanes reward 500 or 2,500 points when hit. The outlanes reward 2,500 or 5,000 points when hit.

MULTIPLIER

Hit both 2-bank spot targets so a multiplier lamp will be lit on. If you reach the maximum multiplier, these 2-bank spot targets will reward 3,000 points when hit.

AMMO BONUS

Collect the "A-M-M-O" lamps by passing the bottom rollovers, so it will reward 8,000 points.

LAUNCH TORPEDO

Pass both top rollovers, so the bumpers will be flashing and reward 3,000 points when hit for 10 seconds.

SHIP BONUSSES

Collect the "S-H-I-P" lamps by knocking down the 4-bank drop targets so the "ANCHOR DOWN" lamp will be lit on and rewarded 3,000 points. Collect the "S-H-I-P" lamps again so the "FIX DAMAGE" lamp will be lit on and reward 5,000 points, then the lamps reset so you can repeat the process.

CANNON BONUS

Collect the "W-A-R" lamps by hitting the center 3-banks spot targets or collect the "G-U-N" lamps by hitting the top left 3-bank spot targets, "C-A-N-N-O-N" lamps will be lit on. Each collected "C-A-N-N-O-N" lamp rewards more and more points from 1,000 to 6,000 points.

MAIN OBJECTIVE

The main objective is to defeat the enemy's base by completing additional tasks. Each completed task rewards 30,000 points. Completing a task again that you've already completed will reward a bonus 5,000 points.

- GATHER UNIT: Collect the "U-N-I-T" lamps by rotating the spinner 40 times.
- EXPLORE BATTLEFIELD: Collect the "S-C-O-U-T" lamps by passing the left ramp 5 times.
- PLACE NAVAL MINES: Collect the "M-I-N-E" lamps by hitting the eject hole 4 times.
- SET UP RADAR STATION: Collect the "RADAR" lamps by passing the right ramp hole 5 times.

After completing all these tasks, the "ATTACK" lamp will be flashing and you have to hit the slingshots to collect the "V-I-C-T-O-R-Y" lamps, but be careful because hitting the bumpers turn off the "V-I-C-T-O-R-Y" lamps one by one. Collecting the "V-I-C-T-O-R-Y" lamps reward 50,000 points and a ball save.



LOVE • PLAY • WIN
AFFORDABLE FAMILY FUN



www.atgames.net



www.atgames.us



@atgamesgaming