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BATTLE TANK

Battle Tank Table User Manual

MFN ZACCARIA Pinball

MAGIC PIXEL

AtGames LEGENDS 4K™

AtGames LEGENDS CE-HDP

AtGames LEGENDS HD

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Battle Tank is a special award table that combines the straightforward design philosophy of classic pinball with a military combat theme and fast, action-focused gameplay. Originally developed around 2011, this reworked table brings a tactical battlefield atmosphere into a compact and accessible pinball experience.
Players engage with ramps, loops, eject holes, and target zones while building scores through precise shots, combos, and steady progression. Designed with clear objectives and an arcade-style flow, Battle Tank focuses on readable rules and satisfying risk-reward gameplay as you advance through the battlefield.
Enter a streamlined but intense combat-inspired pinball challenge.

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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RULES

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BALL SAVE
Hit the pop bumpers 30 times to activate a ball save function for 30 seconds.

AWARD
Hit the top eject hole 2 times to activate the "500K" lamps. Then, hit it as many times as possible within 30 seconds.

ONE MILLION
Hit the 2-bank spot targets to earn 1 million points.

GUN
Hit the all eject hole once to activate the "G-U-N" function for 1 million points.

HOLE
Hit the left eject hole twice to activate the "250K" lamps. Then, hit it as many times as possible within 30 seconds.

TURRET
Hit loops and ramps to light all "T-U-R-R-E-T" lamps for 5 million points.

LOOP
Hit the left loop to activate. Hit it 5 times, you have 10 seconds for each hit. The reward is 1 million points. Hit the right loop to activate. Hit it 5 times, you have 10 seconds for each hit. The reward is 1 million points.

MULTIPLIER
Hit the rollovers at the bottom part of the table, where the "A-R-M-O-R" lamps are located. Multipliers increase your score by 2 times, 4 times, 6 times, 8 times and 10 times.

COMBO
There are 4 combo lanes on this table, left and right loop and the left and right orbit. Hit one of 4 combo lanes to activate the combo sequence. Hit one of 3 other combo lanes where the "COMBO" lamp is flashing in 15 seconds to reward a combo. Repeat this as long as you can to reward more combos. When the time limit is reached, the combo sequence ends and has to be started over.

The combos and their values are:
- Combo 100,000 points.
- Double Combo 200,000 points.
- Triple Combo 300,000 points.
- Super Combo 500,000 points.

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MULTIBALL

Hit the left and right ramp where the "RAMP COMBO" lamps are located 5 times to activate a "MULTIBALL" lamp. Hit this one or one of 1 other ramp combo in 10 seconds. When the time limit is reached, the ramp combo sequence ends and has to be started over.

- Jackpot: 100,000 points.
- Double jackpot: 200,000 points.
- Triple jackpot: 300,000 points.
- Super jackpot: 500,000 points.

MODE

Hit the center 1-bank spot target where the "START MODE" lamp is located. The time limit to complete the mode is 120 seconds. Points increase by 1 million with each completed mode. The first completed mode rewards 1 million points and the fourth which is the last rewards 4 million points.

LOADER - Hit the flashing eject holes 2 times. 1 million points.
COMMANDER - Hit the flashing lane 2 times. 2 million points.
DRIVER - Hit the flashing ramps 2 times. 3 million points.
GUNNER - Hit the flashing ramps and lanes. 4 million points.

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