



## Blackbelt Deluxe Table User Manual Legends Single Pack

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# BLACKBELT DELUXE



## Blackbelt Deluxe

Blackbelt Deluxe is a modern reimagining of the classic Blackbelt pinball table from 1986, blending fast-paced martial arts action with cutting-edge pinball mechanics. Battle your way through 9 thrilling modes and 5 side missions as you train to become the ultimate martial arts master. Strike targets with precision, execute skillful combos, and unleash powerful multiball sequences to prove your mastery. With classic ramps, interactive elements, and a dojo-inspired playfield, Blackbelt Deluxe challenges players to test their reflexes and discipline in the ultimate pinball showdown!

### Note:

For Legends HD 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 Ball Save is activated by completing the bottom rollover lanes. Once activated, it lasts for 30 seconds. If the Ball Save is activated again while it's still on, a Ball Save Reward worth 3 million points is awarded.

## KICKBACK

The Kickback feature is activated by rotating the vortex spinner 5 times, which opens the Kickback gate.

## MULTIPLIER

To advance the multiplier, complete the “O-B-I” sequence by hitting the 3-bank spot targets. Each completion lights a multiplier lamp. Upon lighting the 10x multiplier, an Extra Ball is awarded.

## COMBO

To unlock Combo, complete the drop targets in the vortex. Once unlocked, lanes and ramps marked with the “COMBO” lamp become eligible for combo chaining. Each successful combo adds a combo point. Achieving 5 combo points awards a Mega Combo worth 5 million points, while 10 combo points awards an Ultra Combo worth 10 million points.

## DRAGON KICK

Dragon Kick is activated by hitting the left and right slingshots 10 times. Once activated, the hooks close the bottom left and right outlanes, providing additional ball security for 20 seconds.

## BUMPER FIGHT

Bumper Fight is activated by hitting the 5-bank drop targets. Once activated, bumper hits will award 3 times their standard point value for 30 seconds.

## REI

To complete 'R-E-I', pass the top rollover. Once completed, the bell on the left ramp will award escalating point values starting at 1 million, then increasing to 2, 3, 4, and finally 5 million points for subsequent hits.

## WOODEN DUMMY

Rotating the wooden dummy located between the top rollover lanes awards escalating point values starting at 1 million, then increasing to 2, 3, and finally 5 million points for subsequent rotations.

## SIDE MISSIONS

Side Missions become available after launching the ball. To complete these:

- **“SAI” Mission:** Activate the Kickback two times.
- **“SHURIKEN” Mission:** Hit the eject hole three times.
- **“NUNCHAKU” Mission:** Access the upper floor two times.



- **“KATANA” Mission:** Hit 50 drop and spot targets.
- **“BO STAFF” Mission:** Shoot through the right ramp five times.

Each completed side mission awards 5 million points. Completing all five side missions awards 10 million points.

## REACHING THE 2ND PLAYFIELD

To enter the second playfield, hit the 2-bank spot targets to light the “KICK” and “FIST” lamps. Once both are lit, the “JUMP” lamp will begin flashing and hitting the drop target enables access to the temple entrance. Shooting the ball into the temple will transport it to the second playfield.

## 2ND PLAYFIELD

On the second playfield, hit the right-side dynamites to light all “KICK” lamps. Once all of the lamps are lit, the Gong Spinner will award 10x its normal point value per rotation. Additionally, hitting the three left-side dynamites lights the “SPIRIT” “HEAD” “BODY”, and “DRAGON” lamps. When all four are active, the “DAN” lamp will light in front of the ninja spot target. Hitting this target awards 500,000 points.

## MULTIBALL

To activate Multiball, first hit the drop target, then shoot the right eject hole three times to lock balls, lighting the “LOCK1” “LOCK2”, and “LOCK3” lamps. Once all three are lit, the “MULTIBALL” lamp will begin flashing. Hitting the left eject hole while it’s flashing will start Multiball. Upon first activation, an Extra Ball is awarded; however, subsequent Multiball activations during the same game will not award additional Extra Balls.

## MODES

To start a game mode, hit the 5-bank spot targets marked with animal symbols to light the “START MODE” lamp. Once lit, passing through the right ramp will start the currently selected mode. Hitting the slingshots cycles between game modes.

Each completed mode awards 10 million points. Each mode is labeled with a letter, and completing all nine forms the word “BLACKBELT”:

- **Mode 1 (B)** - Complete the 2-bank spot targets two times.
- **Mode 2 (L)** - Hit the pop bumpers five times.
- **Mode 3 (A)** - Hit the ramps four times.
- **Mode 4 (C)** - Pass the bottom rollover five times.
- **Mode 5 (K)** - Hit the 5-bank drop targets five times.
- **Mode 6 (B)** - Hit the middle drop target three times.
- **Mode 7 (E)** - Hit the 3-bank spot targets three times.
- **Mode 8 (L)** - Hit the right eject hole three times.





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