

EARTH WIND FIRE Deluxe

Earth Wind Fire Deluxe Table User Manual Legends Single Pack

AtGames MEN ZACCARIA Pinball

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EARTH WIND FIRE DELUXE
LEGENDS SINGLE PACK



FOR LEGENDS 4K™ PINBALL ONLY

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FOR LEGENDS PINBALL HD AND
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EARTH WIND FIRE Deluxe

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Earth Wind Fire Deluxe

Earth Wind Fire Deluxe is a modern take on the original Earth Wind Fire table from 1981, transporting players into a mystical world of magic and elemental power. Cast spells, unlock ancient secrets, and command the forces of earth, wind, and fire as you explore five enchanting modes: Wand, Book, Scrolls, Cloak, and Magic. Challenge yourself with the five exciting mini-games: Claw, Dragon, Frog, Teeth, and Potion. With wizards, sorcerers, and mythical creatures spread across the playfield, this table delivers a spellbinding pinball adventure where precision and magic collide for an unforgettable experience.

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).



RULES

EARTH WIND FIRE Deluxe



BALL SAVE

Passing the bottom rollovers activates a ball save, lighting the "BALL SAVE" lamp for 30 seconds. If the ball save is activated again while the lamp is still flashing, 3 million points are awarded.

KICKBACK

When the "KICKBACK" lamp is flashing, the kickback will return the ball to the playfield through the right outlane. To activate the kickback, pass over the top rollover. If the kickback is already active 3 million points are awarded.

SKILLSHOT

When a ball is launched from the plunger at the start of a new round, a lamp on one of the ramps will flash randomly. Successfully passing through the illuminated ramp awards 3 million points.

MULTIPLIER

The multiplier increases the value of the end of ball bonus. Each time all four pop bumpers are hit to light them, it advances the multiplier by 2 times, up to a maximum of 10 times. After achieving a 10 times multiplier, an extra ball is awarded.

FANTASY

Hit the 7-bank spot targets where the "F-A-N-T-A-S-Y" lamps are flashing to activate the Mini Pumpkin Targets. Each Mini Pumpkin hit scores 1 million points, and hitting all three awards an additional 3 million point bonus.

CAULDRON BONUS

Hit the top 4-bank drop targets where the "F-I-R-E" lamps are flashing. Once completed, shoot the ball into the eject hole to score 1 million points. This sequence also locks balls for Multiball.

WIZARD BONUS

Hit the left slingshot 10 times to activate a limited-time bonus. Once activated, the slingshot lamp flashes for 10 seconds, and each hit during this period awards 1 million points.

WITCH BONUS

Hit the right slingshot 10 times to activate a limited-time bonus. Once activated, the slingshot lamp flashes for 10 seconds, and each hit during this period awards 1 million points.

SORCERER

If the ball passes 3 times through the lane leading to the 4 ramps, it will either activate or deactivate the ball deflector, depending on its current state.



RULES

EARTH WIND FIRE Deluxe

ENHANCE

By default, the ramps score 20,000 points. Each time the ball passes through the left lane, it lights one of the 4 ramps. Lit ramps award 200,000 points when hit. Once all 4 ramps are lit, passing through the left lane again activates "ENHANCE". During ENHANCE, all ramps begin flashing, and each ramp shot scores 400,000 points.

EARTH BONUS

Pass the ball through the right lane three times to light the "EARTH" lamp. This activates the Pumpkin Pop Bumpers, which flash for 30 seconds, awarding 10x points per hit. The base bumper reward is 20,000 points, resulting in 200,000 points per hit during this bonus window.

MULTIBALL

Hit the top 4-bank drop targets where the "F-I-R-E" lamps are flashing, then shoot the eject hole to lock a ball. Repeat this sequence until two or three "LOCK" lamps are lit. Once at least two balls are locked, the "MULTIBALL" lamp will turn on.

To activate Multiball, hit the top 3-bank spot targets where the "A-I-R" lamps are flashing:

- If "LOCK2" is lit, 2-ball Multiball begins.
- If "LOCK3" is lit, 3-ball Multiball begins.

An extra ball is awarded at the start of Multiball.

During Multiball, hit the lanes to score jackpots worth: 1 million, 2 million, 3 million, and 5 million points.

Multiball ends when only one ball remains on the playfield.

MINI GAMES

CLAW

Activation: Hit the 4 pop bumpers a total of 6 times.

Objective: Pass the bottom rollovers 4 times.

DRAGON

Activation: Complete the 7-bank "F-A-N-T-A-S-Y" spot targets.

Objective: Pass the top rollovers 3 times.

FROG

Activation: Hit the bottom rollover 4 times.

Objective: Hit the top-right 3-bank "A-I-R" spot targets 2 times.

RULES

EARTH WIND FIRE Deluxe

TEETH

Activation: Hit the 2 pop bumpers 6 times.

Objective: Pass through the left lane 2 times.

POTION

Becomes available after completing all other mini-games.

Activation: Pass the right lane 2 times.

Objective: Hit the ball into the Cauldron.

MODES

Rotate the right spinner 30 times to light the "START MODE" lamp. Once lit, shoot the left eject hole to start a game mode.

- Each mode lasts 120 seconds.
- Completing a mode awards 10 million points.
- To start the next mode, simply hit the ball into the left eject hole again.
- Completing all modes awards 20 million points and an extra ball.

WAND - Pass the lanes 4 times.

BOOK - Hit the pop bumpers 8 times.

SCROLLS - Hit the "F-A-N-T-A-S-Y" 7-bank spot targets 10 times.

MAGIC - Hit the slingshots 8 times.

CLOAK - Hit the "A-I-R" 3-bank spot targets 3 times.



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