

FUTURE WORLD DELUXE

Future World Deluxe Table User Manual Legends Single Pack

AtGames MEN ZACCARIA
LEGENDS 4K Pinball

\$8

FUTURE WORLD DELUXE
LEGENDS SINGLE PACK

FUTURE WORLD DELUXE

MAGIC PIXEL

FOR LEGENDS 4K™ PINBALL ONLY

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MAGIC PIXEL

FOR LEGENDS PINBALL HD AND
LEGENDS PINBALL MICRO HD ONLY

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Pinball

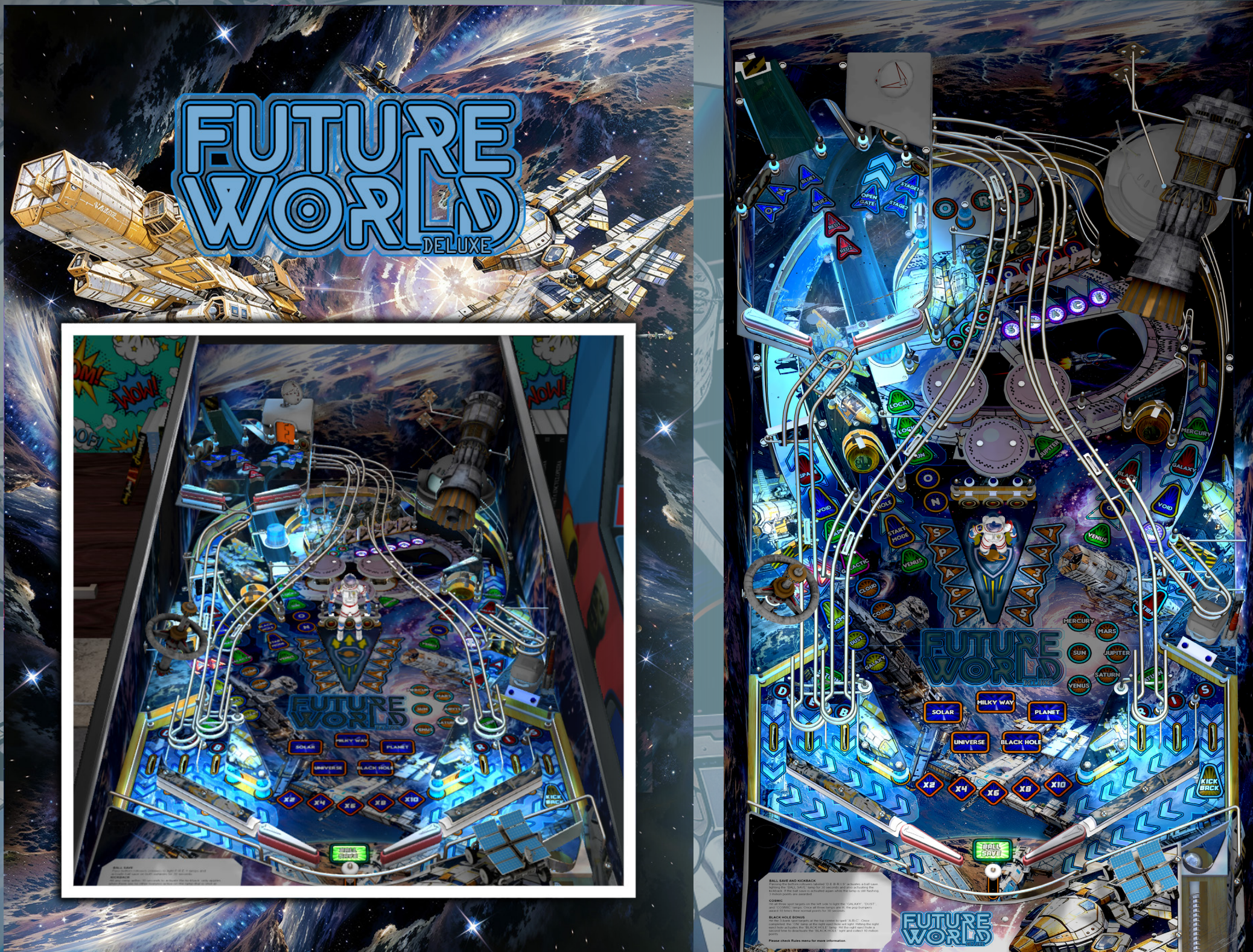


FUTURE WORLD DELUXE

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Future World Deluxe

Future World Deluxe is a bold reimagining of the classic 1978 Future World pinball table, delivering the thrill of space exploration to a new generation. Blast off on an interstellar adventure across five thrilling modes: Solar, Milky Way, Planet, Universe and Black Hole, each offering a unique cosmic challenge.

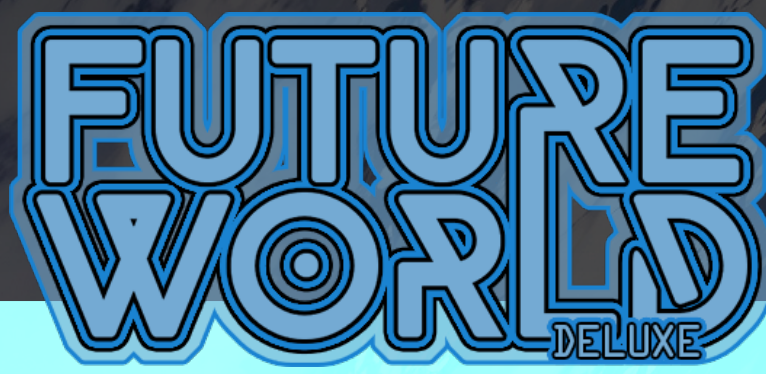
Face six celestial mini-games inspired by the wonders of our solar system, including Mercury, Mars, Sun, Jupiter, Saturn and Venus. With a playfield adorned in themes like orb, galaxy, black hole, and cosmic dust, every flip draws you deeper into the mysteries of the universe.

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



BALL SAVE AND KICKBACK

Passing the bottom rollovers labeled “D-E-B-R-I-S” activates a ball save, lighting the “BALL SAVE” lamp for 30 seconds and also activating the kickback. If the ball save is activated again while the lamp is still flashing, 3 million points are awarded.

COSMIC

Hit all three spot targets on the left side to light the “GALAXY”, “DUST”, and “COSMIC” lamps. Once all three lamps are lit, the pop bumpers award 10 times their normal points for 30 seconds.

BLACK HOLE BONUS

Hit the 3-bank spot targets at the top center to spell “A-R-C”. Once completed, the “ON” lamp at the right eject hole will light. Hitting the right eject hole activates the “BLACK HOLE” lamp. Hit the right eject hole a second time to deactivate the “BLACK HOLE” light and collect 10 million points.

SOLAR BONUS

Hit the 5-bank drop targets to deactivate the “S-P-A-C-E” lights and start the engine. The motor will repel the ball for 40 seconds. Hit the first line of spot targets to flash “S-P-A-C-E”, then hit the second line to collect the “S-O-L-A-R” letters and earn 10 million points.

PANEL

Hit the center 3-bank spot targets six times to activate the panel. Hit the right-side panel’s spot targets to light the “1”, “2”, “3”, “4”, and “5” lamps. This awards 5 million points.

Hit the left-side panel’s spot targets to light “S-P-A-C-E”, granting access to the second playfield.

SECOND PLAYFIELD ACCESS

Hit the left-side panel's spot targets to light “S-P-A-C-E.” Once completed, the “GALAXY” light on the right will flash, granting access to the second playfield.

Hit the flashing 1-bank spot target twice. Then, hit the left 2-bank spot targets twice to activate the “O” and “N” lights. Once both are lit, the gate will open.

Shooting the ramp awards points based on the following targets:

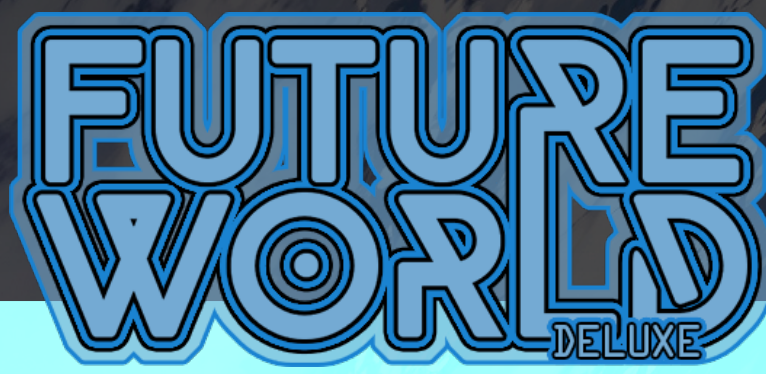
- “BLUE1” = 1 million points
- “BLUE2” = 2 million points
- “RED1” = 3 million points
- “RED2” = 5 million points

MULTIPLIER

The multiplier increases the value of the End-of-Ball Bonus. To advance the multiplier, collect the letters in “O-R-B” by completing the top rollovers. Each completion advances the multiplier by 2 times, up to a maximum of 10 times. Reaching the 10x multiplier awards 10 million points and an extra ball.



RULES



MINI GAMES

Each completed mini-game awards 5 million points. Completing all mini-games grants an additional 10 million points.

SUN

- Rotate the spinner 30 times to start the Sun mini-game.
- Pass the ramp twice to complete it.

MERCURY

- Hit the pop bumpers 8 times to start the Mercury mini-game.
- Hit the right hole once to complete it.

MARS

- Hit any drop or spot targets 10 times to start the Mars mini-game.
- Rotate the spinner 10 times to complete it.

JUPITER

- Hit the eject holes twice to start the Jupiter mini-game.
- Hit the pop bumpers 4 times to complete it.

SATURN

- Hit the ramp 4 times to start the Saturn mini-game.
- Pass the bottom rollovers 3 times to complete it.

VENUS

- Hit the right deep hole 3 times to start the Venus mini-game.
- Hit the eject holes 3 times to complete it.

MULTIBALL

Multi-Ball can be played as either a 2-ball or 3-ball mode. To activate it, hit the center ramp twice to light the "O" and "N" lamps. This will cause the "LOCK1" lamp to start flashing. Hit the center ramp again to lock the first ball. At that point, the process can be repeated to lock a second ball. Once one or two balls have been locked, Multiball is activated by completing the 3-bank spot targets on the right side to spell "W-A-Y".

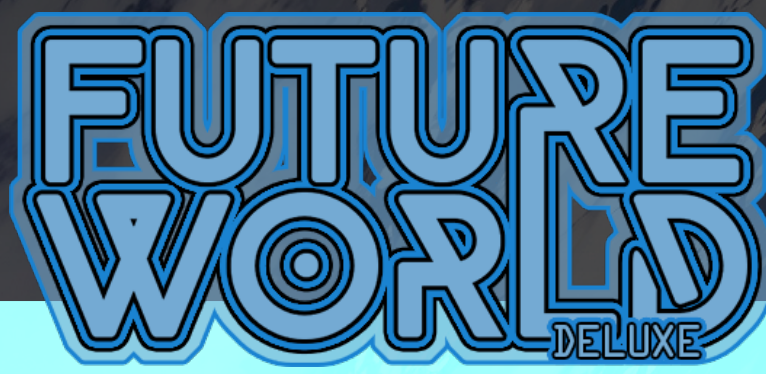
During Multiball, shoot the left and right orbits to score escalating jackpots:

- Jackpot = 1 Million points
- Double Jackpot = 2 Million points
- Triple Jackpot = 3 Million points
- Super Jackpot = 5 Million points

After scoring a Super Jackpot, the sequence resets and begins again at the 1 million point Jackpot.

Multiball ends when only one ball remains on the playfield.

RULES



MODES

Hit the slingshots 10 times to light the “START MODE” lamp at the left eject hole. Hit the eject hole to activate the mode. Each mode has a 120-second time limit. If a mode is not completed within the time limit, the start sequence must be reactivated.

Completing a mode awards 20 million points. Successfully completing all modes awards 40 million points.

Mode Objectives:

- SOLAR - Hit the pop bumpers 8 times.
- MILKY WAY - Hit the flashing spot targets 3 times.
- PLANET - Hit the center ramp 4 times.
- BLACK HOLE - Hit the right hole 4 times.
- UNIVERSE - Pass through the top rollovers 10 times.



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