

GRANADA DELUXE

Granada Deluxe Table User Manual



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GRANADA DELUXE

This table is a reimagined version of the original Granada table from 1974 and features a vibrant theme inspired by the rich culture and architecture of Granada, Spain. Granada Deluxe blends classic pinball charm with contemporary gameplay mechanics, creating a unique experience that celebrates the spirit of Andalusia. Navigate through iconic city landmarks and cultural highlights as you explore modes like Soup, Beef, and Spices, and challenge yourself in mini games such as Citadel and Lake. With advanced features including ball save, kickback, multiplier, and themed bonuses like Paella Bonus, Market Mode, and Bull Mode, Granada Deluxe offers a flavorful mix of tradition and innovation. Whether you're lighting up the Street Bonus or unlocking Multiball, this table captures the soul of Granada with every flip.

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 Flash-DriveX™-formatted USB drive (not included).



BALL SAVE

Passing the bottom rollovers lights the “T-E-A” and “S-P-A” lamps. When all lamps are lit, a ball save will be activated for 30 seconds. In this time the ball will be saved one time when it has been drained. If another activation happens while the ball save is still active, 3 million points will be rewarded.

KICKBACK

Shooting the right ramp 4 times will activate the kickback at the right outlane. The first shot starts flashing the “PLAZA” lamp and the second shot lights it. The third shot starts flashing the “GATE” lamp and the fourth shot lights it. At the same time the kickback will be activated. Another kickback can't be activated as long as the previous one is not used up. The progression is reset when the ball loses.

MULTIPLIER

Shooting the right loop 4 times will advance the multipliers to the next level. Every time the right loop is hit, the “BRIDGE”, “CHURCH”, “CATHEDRAL” and “CHAPEL” lamps will be lit one after another. When all lamps are lit, the next multiplier will be rewarded. The following multipliers can be rewarded: 2 times, 4 times, 6 times, 8 times and 10 times. When you reach the highest multiplier, an extra ball will be rewarded too if you have not achieved one yet in this round.

PAELLA BONUS

There is a captive ball with a spot target behind it at the left side of the pinball table. You need to hit the captive ball hard enough to be able to hit the spot target. The more the spot target is hit, the higher the reward.

- 2 successful hits light the "TURKISH BATH" lamp and reward 2 million points.
- Another 2 successful hits light the "SHOW" lamp for 3 million points.
- Another 2 successful hits light the "PAELLA" lamp for 5 million points. After this the sequence will be reset.

MARKET MODE

This mode can be activated 2 different ways depending on the progression. For the first time hitting the 4-bank drop targets, where the “MANTLE”, “APPLE”, “WINE” and “BULL” lamps are, activates the mode. For the second and additional times passing the bottom rollovers, where the “T-E-A” and “S-P-A” lamps are, activates the mode.

You need to hit the slingshots 8 times in 60 seconds to reward 5 million points.

BULL MODE

Hitting the 4-bank spot targets, where the “B-U-L-L” lamps are, activates this mode.

You need to hit 6 times the right 2 pop bumpers under the left ramp in 60 seconds to reward 5 million points.

WAY MODE

Hitting the 3-bank spot targets, where the “W-A-Y” lamps are, activates this mode.

You need to hit 10 times the center pop bumpers in 60 seconds to reward 5 million points.

FOUNTAIN BONUS

Spinning the center spinner 20 times advances the fountain bonus to the next level. The following levels can be reached:

- Level 1 for 100.000 points
- Level 2 for 200.000 points
- Level 3 for 300.000 points
- Level 4 for 500.000 points
- Level 5 for 1 million points
- Level 6 for 3 million points

When you reach level 6 every spin will reward 10.000 points for 60 seconds.

STREET BONUS

The street bonus defines the value of the left ramp. Depending on which lamp is lit, shooting the left ramp will reward that point. The following situations might be happened:

- 100.000 points is rewarded when none of the street bonus lamp is lit
- 200.000 points is rewarded when the “SQUARE” lamp is lit
- 300.000 points is rewarded when the “MUSEUM” lamp is lit too
- 500.000 points is rewarded when the “STREET” lamp is lit too

MULTIBALL

Passing the top rollovers lights the “S-E-T” lamps. When all lamps are lit, the “LOCK1” lamp starts flashing in front of the right eject hole. Shooting a ball into that eject hole locks the first ball. You need to repeat this shooting 3 more times to lock the second and the third ball, then to start the multiball. When the multiball mode starts, you will reward an extra ball if you have achieved one yet in this round.

During the multiball mode shooting both lanes and the right ramp rewards jackpots. The more the jackpots reward, the higher the points achieved. When you reach the highest jackpot, the jackpot sequence starts over. You can achieve the following jackpots:

- Jackpot for 1 million points
- Double Jackpot for 2 million points
- Triple Jackpot for 3 million points
- Super Jackpot for 5 million points

The multiball mode lasts as long as there are at least 2 balls on the playfield.

MINI GAME

Shooting the left ramp reaches the second playfield. When you reach the left second playfield, the SEWERS and TOWNS named mini games will be activated automatically.

- Mini Game 1 (SEWERS) - Hit the eject hole 2 times where the “SEWERS” lamp is flashing to complete this mini game.
- Mini Game 2 (TOWNS) - Hit the spot targets where the “T-O-W-N-S” lamps are lit to complete this game and activate the VALLEY named mini game. After this mini game, the center rotator spot target will reward 500.000 points.
- Mini Game 3 (VALLEY) - Hit the center rotator target 4 times where the “W” lamp is flashing to complete this mini game and activate the CITADEL named mini game.
- Mini Game 4 (CITADEL) - Hit the spot target where one of the “T-O-W-N-S” lamps is flashing to complete this mini game.

Shooting the right lane on the left second playfield reaches the right second playfield. When you reach the right second playfield, the LAKE and UP named mini games will be activated automatically.

- Mini Game 5 (LAKE) - Hit the spot targets where the “L-A-K-E” lamps are lit to complete this mini game.
- Mini Game 6 (UP) - Hit the spot targets where the “U-P” lamps are lit to complete this mini game.

When the LAKE and UP mini games are completed, shooting the randomly flashing spot target rewards 500.000 points.

When a mini game is completed, 5 million points will be rewarded. When all mini games are completed, 10 million points will be rewarded.

PATH BONUS

When you reach the right second playfield, 300.000 points will be rewarded the first time and 500.000 points the second time. Then the sequence resets and collecting starts over.

ROAD BONUS

When you leave the right second playing, 300.000 points will be rewarded the first time and 500.000 points the second time. Then the sequence resets and collecting starts over.

GAME MODE

Shooting the 3-bank drop targets where the “R-E-D” lamps are and the 4-bank drop targets where the “MANTLE”, “APPLE”, “WINE” and “BULL” lamps are starts flashing the “START MODE” lamp at the upper eject hole. Locking a ball to that eject hole starts a game mode. Hitting pop bumpers cycle through the game modes which have not been completed yet.

You have 120 seconds to complete a game mode. Every completed mode rewards 20 million points. When all modes are completed, 20 million points and an extra ball (if you have not achieved one yet in this round) will be rewarded.

- Mode 1 (SOUP) - Shoot the right ramp 4 times.
- Mode 2 (BEEF) - Spin the center spinner 40 times.
- Mode 3 (SPICES) - Shoot the bottom and top rollovers 8 times.
- Mode 4 (SPICY CAKE) - Reach the left second playfield 3 times.
- Mode 5 (FISH) - Shoot the eject hole on the second playfield once.
- Mode 6 (COCONUT MILK) - Shoot the spot targets 15 times.



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