

LOCOMOTION

DELUXE

LOCOMOTION DELUXE Table User Manual



M F N
ZACCARIA
Pinball

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DELUXE

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LOCOMOTION DELUXE

Locomotion Deluxe is a modernized version of the original Locomotion table, now roaring into action with the thunder of steam and gunfire as a rugged locomotive tears through forests and dusty clearings in the heart of the Wild West. A ruthless bandit ambush erupts along the tracks, turning the journey into a high-stakes battlefield where bullets fly and danger lurks around every bend. Face off against legendary villains such as Billy Big Belly, Toothless Tim, and other infamous desperados in a series of action-packed main modes. Every shot pushes the train forward through chaos, where jackpots feel earned, and only the fastest gunslinger can restore order on the rails. Locomotion Deluxe blends classic rail adventure energy with fast-paced pinball action in a full-throttle Wild West chase.

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).

BARRIERS

The barriers in front of the left and the right ramp can be opened when you hit both spot targets located at the entrance of those ramps. The barriers remain open until the current round ends. You can also open them by activating the Target Practice multiball mode.

HEADSHOT

When a round starts the left 'HEADSHOT' lamp starts flashing in front of the left top ramp. You need to hit it to achieve a headshot for 100.000 points. Then the right 'HEADSHOT' lamp in front of the right ramp starts flashing. Now you have to hit the right ramp to achieve a headshot for 100.000 points. Now the whole sequence starts over.

CASH REWARD

Cash Reward is a randomized bonus. You can trigger it by activating the followings:

- Hit the left 3-bank spot targets.
- Hit the right 5-bank spot targets.
- Pass every bottom rollover.
- Pass every top rollover.

When it is triggered one of the following bonuses are achieved randomly:

- A ball save that lasts 30 seconds or 3 million points when a ball save is still active.
- A kickback located at the right outlane or 3 million points when the kickback is still active.
- A 5 times, 10 times or 15 times multiplier or 3 million points when all multipliers are already achieved.
- A cash bag worth 5 million points.
- Activating the revolver multiball.

REVOLVER MULTIBALL

When this multiball mode starts 5 additional balls will be launched to the playfield. You need to hit the left top and the right ramp to collect jackpots. The base jackpot value is 500.000 points. Every time you achieve a jackpot, the value is increased by 500.000 points. The maximum jackpot value is 3 million points. When you reach the highest valued jackpot, you need to hit the left bottom ramp in 10 seconds to achieve a badass revolver jackpot for 6 million points. If you manage to hit the ramp within the time limit or the time limit passes, the jackpot collecting sequence starts over.

The multiball mode lasts as long as you have at least 2 balls on the playfield.

PAWN SHOP GOODIES

You need to hit the right ramp at specific times when the 'GOODIES' lamp is flashing to collect different valued items. You can collect 3 different types of goodies: boots, revolver and action rifle. When an item is collected you need to hit the sink hole where the 'PAWN SHOP' lamp is flashing to sell that item for points. You can collect and sell the following goodies:

- The Crappy Boots needs 2 ramp hits and worth 500.000 points.
- The Leather Boots needs 2 ramp hits and worth 750.000 points.
- The Basic Revolver needs 3 ramp hits and worth 1 million points.
- The Silver Revolver needs 3 ramp hits and worth 2 million points.
- The Basic Action Rifle needs 4 ramp hits and worth 3 million points.
- The Silver Action Rifle needs 5 ramp hits and worth 4 million points.
- The Golden Action Rifle needs 6 ramp hits and worth 5 million points.

The progression of the goodies is saved for the next round. When all goodies are pawned, the pawn shop resets and you can start over the collecting.

TARGET PRACTICE

The target practice is a multiball mode with 2 balls. You need to hit the left bottom ramp 3 times where the 'TARGET PRACTICE' lamp is flashing to activate this multiball mode.

In this multiball mode you need to hit the left top ramp and the right ramp to reward the following jackpots in this order:

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

When you achieve the highest valued jackpot the collection resets and stars over from the lowest valued one.

This multiball mode ends when the timer is up or you lose one of the balls. You can keep playing with 2 balls after the timer is up.

STOLEN GOODS HURRY UP

After you complete the target practice multiball mode, hitting the left bottom ramp 5 times activates the stolen goods hurry up named mode. In this mode you have to complete only 1 task that is hitting the left bottom ramp once. For this you can use maximum 10 flipper presses otherwise the mode will fail. When the task is complete you will be rewarded 5 million points.

UPPER PLAYFIELD

You can reach the upper playfield through the center sink hole when the '2ND PLAYFIELD' lamp is flashing.

TICKETS

You need to hit spot targets behind the flyaway targets to reward bonus score for the tickets. The base bonus score is 100.000 points. You can increase the bonus score with 100.000 points by hitting the spot target where the 'T-I-C-K-E-T' lamp is flashing. The maximum bonus score is 600.000 points. This bonus score is reset when the ball leaves the upper playfield.

LOOP

The loop function on the upper playfield works like the combo function. You need to hit one of the loop lanes to activate the loop sequence. Then you have 10 seconds to hit one of the other 3 lanes where the 'LOOP' lamps are flashing to achieve a loop. As long as you are able to hit one of the flashing loop lanes, the loops will be rewarded. The base loop reward is 50.000 points. You can increase the loop reward with 50.000 points by hitting any 4-bank spot targets. The maximum loop reward is 300.000 points. The loop reward is reset when the ball leaves the upper playfield.

SPINNERS

Hit the spinners 100 times to reward 1 million points. The counter of the spinners is reset when the ball leaves the upper playfield.

BOSSES AND BATTLES

The main goal of this pinball table is defeating the 3 bosses and the final boss. Every boss needs to be defeated 3 times to be able to defeat the final boss. Every battle rewards a different amount of bonus points.

- The first battle rewards 3 million points.
- The second battle rewards 6 million points.
- The third battle rewards 9 million points.
- The final battle rewards 50 million points and an extra ball.

You have 90 seconds for a battle and 120 seconds for the final battle.

BILLY BIG BELLY

You need to hit the right eject hole where the 'BILLY BIG BELLY' lamp is flashing 2 times for the first battle, 3 times for the second battle and 4 times for the third battle. When a battle starts you need to hit the right eject hole where the 'LOAD BULLET' lamp is flashing to load a bullet. Then you have to hit the right orbit to shoot at Billy Big Belly. In the first battle you need 1 shot, in the second battle you need 2 shots and in the third battle you need 3 shots to defeat this boss.

PUMP ACTION PETE

You need to hit the left orbit where the 'PUMP ACTION PETE' lamp is flashing 2 times for the first battle, 3 times for the second battle and 4 times for the third battle. When a battle starts you need to hit the left orbit where the 'LOAD BULLET' lamp is flashing to load a bullet. Then you have to hit the right orbit to shoot at Pump Action Pete. In the first battle you need 1 shot, in the second battle you need 2 shots and in the third battle you need 3 shots to defeat this boss.

TOOTHLESS TIM

You need to hit the left top ramp where the 'TOOTHLESS TIM' lamp is flashing 2 times for the first battle, 3 times for the second battle and 4 times for the third battle. When a battle starts you need to hit the left orbit where the 'LOAD BULLET' lamp is flashing to load a bullet. Then you have to hit the right ramp to shoot at Toothless Tim. In the first battle you need 1 shot, in the second battle you need 2 shots and in the third battle you need 3 shots to defeat this boss.

COLT PYTHON (THE FINAL BOSS)

You need to hit slingshots 6 times after the 3 bosses have been defeated to start the battle. You need to hit the left top and the right ramp where the 'LOAD BULLET' lamps are flashing to load a bullet. Then you have to hit the left and the right orbit to shoot at Colt Python. You need 10 shots to defeat the final boss.

BOSSSES' GOODIES

After defeating a boss you can collect and cash in his favorite item.

- Billy's Donut: hit the right eject hole 2 times to collect it and hit the left pop bumper 10 times to cash in for 4 million points.
- Pete's Rifle: hit any orbit 2 times to collect it and hit the right pop bumper 10 times to cash in for 4 million points.
- Tim's Tooth: hit left top ramp 2 times to collect it and hit the middle pop bumper 10 times to cash in for 4 million points.

After you defeat the final boss you can't collect these items anymore.



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