

MAGIC CASTLE

DELUXE

Magic Castle Deluxe Table User Manual Legends Single Pack

AtGames MEN ZACCARIA Pinball

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MAGIC CASTLE DELUXE



Magic Castle Deluxe

This table is a revamped version of the original Magic Castle table from 1980 and features a rich fantasy theme set within an enchanted fortress of spells, secrets, and danger. Battle your way through six magical modes based on the letters of the word CASTLE, and prove your skill in four intense mini games: Shield, Sword, Kill, and Chains. With rules like ball save, skillshot, kickback, multiplier, dungeon bonus, cage bonus, and thrilling multiball action with 2 or 3 balls, Magic Castle Deluxe blends classic 1980s pinball charm with a dark fantasy twist. Dare to enter the castle, and let your quest for glory begin.

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

When a round, a mode, or a multiball starts, a ball save will be activated automatically. Later you can activate it by passing the bottom rollovers where 'P-I-T' and 'S-A-W' lamps are. A ball save remains active for 30 seconds. If you activate it this time, 3 million points will be rewarded.

SKILLSHOT

You need to hit both 1-bank spot targets where 'SHIELD' lamps are to activate one of the skillshot lanes randomly. Then hit the left or the right ramp in 10 seconds where the 'SKILLSHOT' lamp is flashing to achieve a skillshot for 3 million points.

KICKBACK

The kickback returns the ball to the playfield without losing your progression when the ball goes through the right outlane. You need to hit pop bumpers 10 times to activate the kickback.

MULTIPLIERS

This table has 5 different multiplier values: 2 times, 4 times, 6 times, 8 times and 10 times. You can activate a multiplier by hitting 3-bank spot targets where 'FAITH' lamps are. When you reach the highest multiplier value, 10 million points and an extra ball (if you have not achieved one yet) will be rewarded.

DUNGEON BONUS

The left and the right slingshot control the 2-bank drop targets where 'COFFIN' lamps are. Hitting the left slingshot raises the left drop target and lowers the right one. Hitting the right slingshot raises the right drop target and lowers the left one. You need to hit the drop target when it is a raised position. That will lock it. When both drop targets are locked, 5 million points will be rewarded.

CAGE BONUS

Hitting the two 1-bank spot targets where 'ACTIVATE GATE' lamps are to activate 'C-A-G-E' lamps for 30 seconds. The left spot target activates the 'C' and the 'A' lamps, the right spot target activates the 'G' and the 'E' lamps. You need to pass the top rollovers when their lamps are flashing. When all 'C-A-G-E' lamps are lit 3 million points will be rewarded.

MULTIBALL

Multiball on this pinball table can be played with 2 or 3 balls.

You need to take the following steps to start a multiball:

- Hit the 4-bank drop targets to activate the lock sequence, the 'LOCK1' lamp starts flashing.
- Reach and exit the second playfield and the monster will lock the ball when the ball rolls down on the metal ramp. You need to repeat this step more to lock other balls.

- When 2 balls are locked, you have a chance to start a multiball with 2 balls. You need to hit that drop target where the 'MULTIBALL' lamp is flashing.
- After 3 balls are locked, you need to hit that drop target where the 'MULTIBALL' lamp is flashing to start a multiball with 3 balls.

In the multiball mode you need to hit ramps and orbits to reward jackpots in the following order:

- 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.

REACHING THE SECOND PLAYFIELD

Hit the gate in front of the dragon where the 'PRISON' lamp is flashing. Then shoot the ball into the dragon's mouth where the 'FAITH' lamp is flashing to access the second playfield and reward 2 million points.

MINI GAME

A mini game starts instantly when you enter the second playfield. 2 million points is rewarded when you complete the first 3 mini games. 10 million points is rewarded when you complete the last mini game.

- Mini Game 1 (SHIELD): Hit the 4-bank spot targets where the 'SHIELD' lamps are flashing.
- Mini Game 2 (SWORD): Hit the 2-bank spot targets where the 'SWORD' lamps are flashing.
- Mini Game 3 (KILL): Rotate every spinner 5 times where 'KILL' lamps are flashing.
- Mini Game 4 (CHAINS): Hit the random flashing objective 3 times.

GAME MODE

You need to take the following steps to start a game mode:

1. Rotate the right spinner 30 times where the 'THE PIT' lamp is.
2. Lock a ball to the center eject hole where the 'START MODE' lamp is flashing.

The letter of the activated mode can be rotated by hitting the left and the right pop bumpers. You have 120 seconds to complete a game mode. When a game mode is completed, 10 million points will be rewarded. When all game modes are completed, 20 million points and an extra ball (if you have achieved one already) will be rewarded.

RULES

MAGIC CASTLE DELUXE

- Game Mode 1 (C) - Hit the slingshots 6 times.
- Game Mode 2 (A) - Rotate the right spinner 20 times.
- Game Mode 3 (S) - Hit the spot targets where 'SHIELD' lamps are flashing 8 times.
- Game Mode 4 (T) - Hit pop bumpers 6 times.
- Game Mode 5 (L) - Pass the top rollovers 8 times.
- Game Mode 6 (E) - Hit the eject hole one time.

MAGIC CASTLE

D E L U X E



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