



EM+

MAGIC CASTLE EM+ Table User Manual



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Pinball

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HD

Magic Castle

EM+



MAGIC CASTLE EM+

Magic Castle EM+ is a bewitching digital pinball table set in a shadowy, enchanted castle, designed as a hybrid between classic electro-mechanical machines and early solid-state pinball. With a focus on clear shots and thrilling bonuses, players navigate the table using ball save and rollover buttons while unlocking mystical bonuses like Curse-Thunder, Bat, Dark, and Trapdoor. Take on six spine-chilling objectives: Bat Swarm, Crypt Door, Doom Bell, Snake Eye, Coffin Dust, and Blood Moon, as you explore the castle's spooky halls and uncover its secrets. Magic Castle EM+ captures the charm of retro pinball while immersing players in a spellbinding fantasy world.

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).



RULES



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BOTTOM ROLLOVER

Bottom rollovers reward 1,000 points when passed.

DROP TARGET

Drop targets reward 1,000 points when hit.

SPOT TARGET

Spot targets reward 1,000 points when hit.

POP BUMPER

Pop bumpers reward 500 points when hit.

EJECT HOLE

Eject hole rewards 1,500 points when hit.

SLINGSHOT

Slingshots reward 10 points when hit.

SPINNER

The spinner rewards 100 points per rotation.

BALL SAVE

Each time you launch a new ball, you will receive a 10 seconds long ball save.

ROLLOVER BUTTONS

Activate all rollover buttons to earn special rewards. The first completion grants 8,000 points. If you complete them again with the same ball, you receive a bonus ball. While both balls remain in play, completing all rollovers again awards another bonus ball. If all three balls are active and you complete the rollovers, you'll gain 15,000 points each time. Losing a ball while two are in play resets the cycle. If a ball is lost during three-ball play, then all rollovers are completed again, a bonus ball will be added as before.

MULTIPLIER

Collect the P-I-T lamps by hitting the right 3-bank spot targets to achieve multiplier lamps. If you collect the "P-I-T" lamps again after reaching the maximum multiplier, you will receive a bonus 2,000 points.

CURSE - THUNDER BONUS

The pop bumpers toggle between the CURSE and THUNDER lamps. If you pass the additional lane with its lamp lit on, it will reward 1,000 points instead of 500.



RULES



BAT BONUS

Collect the B-A-T lamps to reward 1,000 points. The more multiplier lamps you have, the more points you earn by collecting the B-A-T lamps.

2X - 2,000 points.

3X - 3,000 points.

5X - 5,000 points.

DARK BONUS

Collect the D-A-R-K lamps by passing the bottom rollovers, so you will be rewarded with a bonus 1,000 points. Every time you collect the D-A-R-K lamps, it will add 1,000 points to the current value.

TRAPDOOR BONUS

Collect the "T-R-A-P-D-O-O-R" lamps by knocking down the 3-bank "F-O-G" drop targets. If all "T-R-A-P-D-O-O-R" lamps are lit on, everything will reward 5 times more points for 20 seconds, except the "THUNDER" and "CURSE" lanes.

The progress remain when the ball drains, but losing the ball when the "T-R-A-P-D-O-O-R" lamps are flashing will reset the progress.

MAIN OBJECTIVE

Each completed objective rewards 20,000 points. Completing all objectives reward a bonus 30,000 points and a ball save.

- BAT SWARM - Hit the B-A-T spot targets 12 times.
- CRYPT DOOR - Hit the P-I-T spot targets 12 times.
- DOOM BELL - Hit the eject hole 4 times.
- SNAKE EYE - Rotate the spinner 30 times.
- COFFIN DUST - Hit the pop bumpers 20 times.
- BLOOD MOON - Hit the slingshots 15 times.





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