



Mexico Deluxe Table User Manual





MEXICO DELUXE

This table is a modernized version of the original Mexico table from 1986 and celebrates the vibrant culture and traditions of Mexico. From lively festivals to colorful skulls and candles, Mexico Deluxe brings a fresh visual upgrade and deeper gameplay to a nostalgic favorite. Light up the night with Mexico Mode, unleash Multiball, and chase high scores through exciting features like Combo, Kickback, and Multiplier. The table includes six unique modes—Yellow, Red, Spirit, Celebrate, Fiesta, and Festival—as well as three fun mini-games: Nut, Sombrero, and Way. Whether you're aiming for the Fest Bonus or diving into Carnival Mode, Mexico Deluxe delivers nonstop pinball action with a bold cultural flair.

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



BALL SAVE

Passing bottom rollovers light 'M-E-X-I-C-O' lamps. When all lamps are lit, a ball save is rewarded that lasts for 30 seconds. If you reward another ball save while the previous one is still active, you will receive a ball save reward worth 3 million points.

MULTIPLIER

Hitting the slingshots 8 times advances the multiplier value to the next level. The multiplier levels are 2 times, 4 times, 6 times 8 times, and 10 times. When you reach the highest multiplier level, 10 million points will be rewarded too.

COMBO

Hitting the combo lanes activates and advances combo rewards. The combo lanes are the left orbit, the left center ramp, the right center ramp and the right orbit. Hitting one of the combo lanes activates the combo sequence. When it is activated you have 6 seconds to hit one of the flashing combo lanes to reward a combo. As long as you are able to hit one of the flashing combo lanes in 6 seconds, the higher and higher combo will be rewarded. When you reach the highest combo, the sequence starts over. If the time limit with 6 seconds passed, the combo sequence will be reset. The following combos can be rewarded:

- Combo for 500.000 points
- Double Combo for 1 million points
- Triple Combo for 1.5 million points
- Super Combo for 2 million points.

KICKBACK

As soon as you reward a super combo, the kickback at the right outlane will be activated.

MEXICO MODE

Hitting the right orbit 4 times activates this mode. You need to hit the right center ramp 4 times in 60 seconds to complete this mode and reward 5 million points.

SKULLS MODE

Hitting the left orbit 4 times activates this mode. You have to hit the left center ramp 4 times in 60 seconds to complete this mode and reward 5 million points.

CARNIVAL MODE

Hitting the 5-bank drop targets where 'P-A-R-T-Y' lamps are, then hitting the 5-bank spot targets where 'F-E-V-E-R' lamps are to activate this mode. You need to hit pop bumpers 15 times in 60 seconds to complete this mode and reward 5 million points.

When all 3 above-mentioned modes (Mexico, Skulls and Carnival) are completed, 10 million points and an extra ball (if you have not achieved one yet) will be rewarded too.



RULES



FEST BONUS

Passing the top rollovers light the 'F-E-S-T' lamps. When all lamps are lit, the slingshots will reward 1 million points per hit for 60 seconds.

CANDLES BONUS

When you reach the secondary playfield 3 times, a bonus round will be activated for 30 seconds. In this time every point that you score on the secondary playfield will be 5 times much.

MULTIBALL

The multiball can be activated on the left secondary playfield. You need to take the following steps there to activate the multiball mode:

1. Hit the 3-bank spot targets where 'I-C-O' lamps are.
2. Hit the 3-bank drop targets where 'M-E-X' lamps are.
3. Lock 3 balls to the eject hole behind the drop targets.

In the multiball mode you need to hit the left orbit, the left center ramp, the right center ramp and the right orbit to reward a jackpot. The following jackpots can be rewarded:

- Jackpot for 500.000 points
- Double Jackpot for 1 million points
- Triple Jackpot for 1.5 million points
- Super Jackpot for 2 million points

When you reward the highest jackpot, the collecting sequence starts over. The multiball mode lasts as long as there are at least 2 balls on the playfield.

MINI GAMES

When you hit the left ramp to reach the right secondary playfield, a mini game will be started automatically. The mini games need to be completed one after another.

- Mini Game 1 (NUT) - Hit the left 3-bank spot targets where 'N-U-T' lamps are.
- Mini Game 2 (SOMBRERO) - Hit the center U-shaped metal ramp to enter the left secondary playfield 2 times.
- Mini Game 3 (WAY) - Hit the right 3-bank spot targets where 'W-A-Y' lamps are.

Every time you complete a mini game, 2 million points will be rewarded. When you complete all 3 mini games, 5 million points also will be rewarded.



RULES



GAME MODES

You need to take the following steps to be able to activate a game mode:

1. Rotate the spinner at the right orbit 20 times.
2. Lock a ball to the eject hole where the 'START MODE' lamp is flashing. The mode that the lamp is flashing will start.

Hitting the pop bumpers rotates which uncompleted game mode will be started.

There are 6 game modes:

- Mode 1 (YELLOW) - Rotate the spinner at the right orbit 30 times.
- Mode 2 (RED) - Reach the right secondary playfield 3 times.
- Mode 3 (SPIRIT) - Hit the pop bumpers 15 times.
- Mode 4 (CELEBRATE) - Hit the flashing spot and drop targets 20 times.
- Mode 5 (FIESTA) - Reach the left secondary playfield one time.
- Mode 6 (FESTIVAL) - Hit the eject hole 4 times.

When you complete a mode, 20 million points will be rewarded. When all modes are completed, 20 million points and an extra ball (if you have not achieved one already) will be rewarded too.



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