

SPACE SHUTTLE DELUXE

Space Shuttle Deluxe Table User Manual Legends Single Pack

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Pinball

LEGENDS 4K \$7

SPACE SHUTTLE DELUXE
LEGENDS SINGLE PACK

FOR LEGENDS 4K™ PINBALL ONLY

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SPACE SHUTTLE DELUXE
LEGENDS SINGLE PACK

FOR LEGENDS PINBALL HD AND
LEGENDS PINBALL MICRO HD ONLY

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Pinball

LEGENDS 4K LEGENDS HD

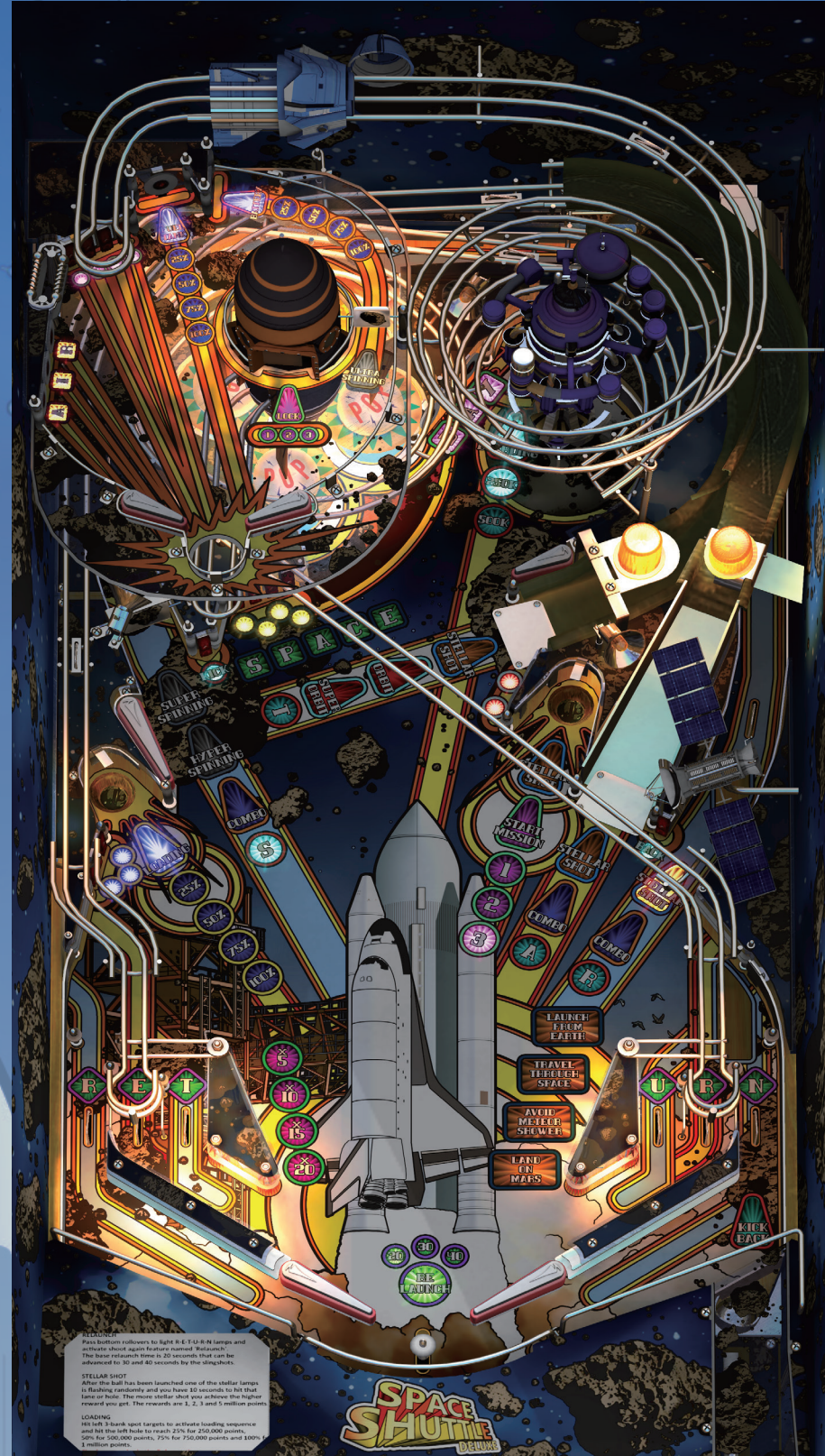


SPACE SHUTTLE DELUXE

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Space Shuttle Deluxe

The Space Shuttle Deluxe table is a modernized version of the original Space Shuttle table from 1980 and has an exciting space exploration theme. Embark on an interstellar journey with four thrilling missions: launch from Earth, travel through the vastness of space, navigate a perilous meteor storm, and make a successful landing on Mars. Modernized tables like this one combine nostalgic charm with contemporary features, offering players an enhanced pinball experience that pays homage to the golden age of pinball while embracing the thrill of space exploration.

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).



RULES



RELAUNCH

Pass the bottom rollovers to light the R-E-T-U-R-N lamps and activate the 'Relaunch' feature, which allows you to shoot again. The base Relaunch duration is 20 seconds, but it can be extended to 30 seconds and then 40 seconds by hitting the slingshots.

STELLAR SHOT

After the ball is launched, one of the Stellar lamps will flash randomly, giving you 10 seconds to hit the corresponding lane or hole. Each successful Stellar Shot increases your reward. The rewards are 1, 2, 3 and 5 million points.

LOADING

Hit the left hole to activate the loading sequence. Once activated, you have 30 seconds to repeatedly hit the left hole to progress through the loading stages and earn increasing rewards:

- 25% loaded: 500,000 points
- 50% loaded: 1 million points
- 75% loaded: 1.5 million points
- 100% loaded: 2 million points

If all lamps on the 3-bank spot targets are lit, the reward for reaching 100% is doubled to 4 million points.

COMBO

Hit any combo lane to start the combo sequence. Then, hit one of the flashing combo lanes within 20 seconds to complete a combo. Every 4th combo is a Cosmos Combo, offering even greater rewards.

- Combo value: 1 million points
- Cosmos Combo value: 5 million points

KICKBACK

Hit both 1-bank spot targets to light the 'KICK' and 'BACK' lamps and open the kickback gate at the right outlane. If the kickback gate is already opened, 500,000 points are awarded.

S-T-A-R

Complete the Star Sequence by hitting the following targets in order:

1. Left Orbit – Lights the 'S' lamp
2. Center Ramp – Lights the 'T' lamp.
3. Right Ramp – Lights the 'A' lamp.
4. Right Orbit – Lights the 'R' lamp.

The more stars you achieve, the greater your reward. The rewards are 1, 2, 3 and 5 million points.



RULES



ORBIT

Start the Orbit Sequence by hitting the center ramp to light the 'Orbit' lamp. Hit the center ramp again within 20 seconds to achieve an orbit. On your 3rd successful ramp hit, you'll achieve a Super Orbit.

Base Rewards:

- Orbit: 500,000 points
- Super Orbit: 1.5 million points

Bonus: If the 2-bank spot target lamps are lit at the entry of the center ramp, your rewards are doubled.

SPINNERS

Hit the left orbit to rotate the spinner. The more rotations you achieve, the higher the points you earn:

- 1-20 Rotations: 10,000 points per rotation
- 21-40 Rotations (Super Spinning): 50,000 points per rotation
- 41+ Rotations (Hyper Spinning): 100,000 points per rotation

MULTIPLIERS

Hit the top 3-bank spot targets to light the B-A-Y lamps and advance the multiplier. The multiplier advances as follows:

- 5x, 10x, 15x, and 20x.

Once the 20x multiplier is reached, you will be awarded either an extra ball or 10 million points.

SPACE MULTIBALL

Hit the center 4-bank spot targets to light the S-P-A-C-E lamps and start a 2-ball multiball. The more multiplier lamps you light, the more letters you'll light.

During multiball, you can collect Space Jackpots, starting at a base value of 1 million points. Each time you hit the flashing 3-bank spot targets, the value increases by 1 million points, up to a maximum of 5 million points.

BOARDING

Hit the top hole to get to the 2nd playfield. The base reward for the top hole starts at 100,000 points. It can be increased to 250,000 points and 500,000 points by hitting the pop bumpers.

2ND PLAYFIELD - A-I-R

Hit the left 3-bank spot targets to light the A-I-R lamps and earn bonus points. The more times you light all the lamps, the higher your reward. The bonus values are 1, 2, 3 and 5 million points. These bonuses reset when the ball exits the 2nd playfield.



RULES

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2ND PLAYFIELD - FUEL TANK

Hit the center 1-bank spot target to activate the sequence. Each time you hit the center 1-bank spot target, it progresses through the following values:

- 25% for 250,000 points
- 50% for 500,000 points
- 75% for 750,000 points
- 100% for 1 million points

The sequence resets when the ball exits the 2nd playfield.

2ND PLAYFIELD - BATTERY

Hit the left orbit to rotate the spinner. The more rotations you achieve, the higher the points you earn:

- 25% for 250,000 points
- 50% for 500,000 points
- 75% for 750,000 points
- 100% for 1 million points

The sequence resets when the ball exits the 2nd playfield.

2ND PLAYFIELD - SPINNER

Hit the right spinner on the 2nd playfield. The more rotations you achieve, the higher the points you earn:

- 1-30 Rotations: 10,000 points per rotation
- 31+ Rotations (Ultra Spinning): 100,000 points per rotation

2ND PLAYFIELD - LOCK/ASTEROID MULTIBALL

Hit the 4-bank spot targets to start the lock sequence. Lock a ball in the rocket 3 times to activate the 3-ball multiball. During multiball, you can score Jackpots, Super Jackpots and Hyper Jackpots by hitting the left orbit, right orbit, center ramp and right ramp.

- The Jackpot value is 1 million points.
- Every 5th Jackpot scores a Super Jackpot value worth 5 million points.
- Every 10 Jackpot scores a Hyper Jackpot value worth 10 million points.

START MISSION

Hit the right eject hole 4 times to light the 'Start Mission' lamp and start the first (or next) mission. You can complete missions consecutively, one after another.

MISSION 1 - LAUNCH FROM EARTH

In this mission, you have 60 seconds to lock a ball in both the left and right eject holes, then lock a ball in the center hole. Completing this mission awards 10 million points.



RULES

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MISSION 2 - TRAVEL THROUGH SPACE

In this mission, you have 60 seconds to hit the left or right orbit 4 times. Completing this mission awards 20 million points.

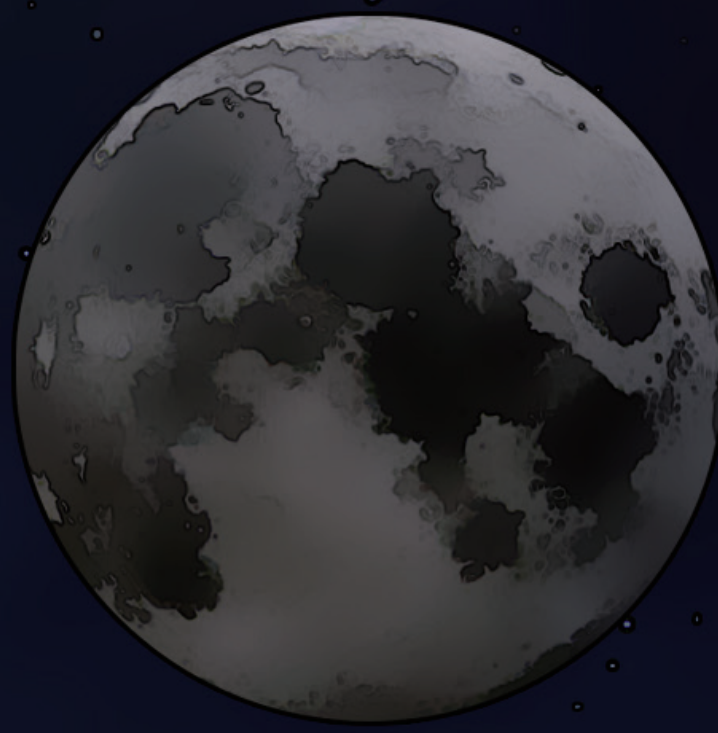
MISSION 3 - AVOID METEOR STORM

In this mission, you have 60 seconds to hit the right spinner and achieve 50 rotations. Completing this mission awards 30 million points.

MISSION 4 - LAND ON MARS

This is the last mission where you have 60 seconds to hit the right ramp 5 times. Completing this mission awards 50 million points. An extra ball is awarded for completion of all the missions.





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