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PRIMAL CARNAGE
REMAKE

Primal Carnage Remake Table User Manual



MFN ZACCARIA Pinball

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PRIMAL CARNAGE REMAKE





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Inspired by the intense battles of Primal Carnage, this pinball table brings the clash between humans and dinosaurs to life. Featuring classic elements like pop bumpers, slingshots, spot targets, drop targets, spinners, eject holes and ramps, the game offers dynamic and fast-paced action. Engage in thrilling modes with pinball staples such as combos, loops, multiball and multipliers, ensuring an immersive and high-energy experience. Will you dominate the battlefield, or fall prey to the prehistoric predators? The fight for survival awaits you!

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).

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HEADSHOT

When the ball is launched for the first time in each round, excluding instances where it is saved by ball save or other features, the “HEADSHOT” lamps will flash for 15 seconds. During this time, hitting any ramp awards 1 million points.

CRACK ON

At the start of each round, the ball save function automatically activates for 30 seconds. If a ball exits through the outlanes or between the flippers while this is active, it will be returned to play.

To reactivate the ball save, pass through each of the bottom rollovers. When a rollover is triggered, its corresponding lamp lights up. Players can use the flippers to shift the lit lamps, making it easier to complete the requirement.

If the ball save is reactivated while still active, 3 million points are awarded.

ORBIT COMBO

To achieve an orbit combo, hit the left and right orbit consecutively within 10 seconds. The first orbit shot initiates the sequence. The second shot must be to the opposite orbit within the time limit to complete a successful combo.

As long as the player continues hitting alternating orbit lanes within 10 seconds, additional orbit combos will be awarded with progressively higher points. If the time limit expires, the sequence resets, but the points earned remain intact.

There are 10 levels of orbit combos, with each level increasing the reward by 100,000 points. The sequence starts at 100,000 points for the first combo and maxes out at 1 million points upon reaching level 10.

RAMP COMBO

To achieve a ramp combo, hit the left and right ramp consecutively within 10 seconds. The first ramp shot initiates the sequence. The second shot must be to the opposite ramp within the time limit to complete a successful combo.

As long as the player continues hitting alternating ramps within 10 seconds, additional ramp combos will be awarded with progressively higher points. If the time limit expires, the sequence and point values reset.

There are 5 levels of ramp combos, with each level increasing the reward by 100,000 points. The sequence starts at 100,000 points for the first combo and maxes out at 500,000 points upon reaching level 5.

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RULES

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RAPTOR LOOPS

The Raptor Loop feature requires repeatedly hitting the center ramp for increasing rewards. The base value of the raptor loop is 100,000 points, with each subsequent loop increasing the reward by an additional 100,000 points. For example, the second loop awards 200,000 points, the fifth loop awards 500,000 points and so on.

Upon reaching the 10th successful loop, an additional 500,000 points are awarded, bringing the total reward to 1.5 million points. After hitting this milestone, the loop value resets.

DNA

The table features three DNA spot targets positioned around the center and right ramps. Hitting these targets accumulates DNA points. Once 5 DNA points are collected, the DNA STRING lamp at the right top eject hole begins flashing. Shooting the eject hole collects one DNA string.

Collecting two DNA strings activates Breakout Multiball. Each DNA point is worth 250,000 points, while each DNA string awards 500,000 points.

STEAL EGGS

When no other mode is active, players can steal eggs for extra points by hitting egg ramps or egg spot targets.

- If all 3 “EGG” ramps are lit, the “STEAL EGG” lamp at the left bottom eject hole begins flashing. Shooting this eject hole steals 3 eggs and awards additional points.
- Likewise, if all 3 “EGG” spot targets are lit, the “STEAL EGG” lamp at the top right eject hole flashes. Hitting it also steals 3 eggs for additional points.

Each stolen egg is worth 150,000 points, while stealing 3 at once awards 400,000 points. The final score is influenced by the active multiplier. For example, with a 5 times multiplier, a single egg would be worth 750,000 points, and the eject hole reward would increase accordingly.

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THE RAPTOR EGG

To activate this mode, players must first make the pop bumpers flash by completing the top 4-bank spot targets. Once all targets are hit, the “RAPTOR EGG” lamp at the top right eject hole will begin flashing. Shooting this eject hole makes the pop bumpers flash.

After accumulating 15 hits on the flashing pop bumpers, the mode starts automatically. The goal now is to shoot the center ramp 10 times to earn 10 million points.

ROLLOVER REWARD

At the start of a turn, or whenever a flashing top rollover is hit, one of the top rollovers is randomly selected to flash. Each time the flashing rollover is successfully hit, the reward value increases:

- 1st hit: 100,000 points
- 2nd hit: 200,000 points
- 3rd hit: 300,000 points
- 4th and subsequent hits: 500,000 points each

The rollover reward resets when the ball drains

MULTIPLIERS

The table features three multiplier values: 2 times, 3 times and 5 times. To advance the multiplier, the player must hit all 3-bank drop targets on the right side of the table, located under the right center flipper. Once the highest multiplier of 5 times is achieved, 3 million points are awarded.

BREAKOUT MULTIBALL

Breakout Multiball mode begins with 3 balls in play, as 2 additional balls are released when the mode is activated. During this mode, the player must accumulate 200 breakout power by hitting egg ramps and egg spot targets, with each successful hit adding 10 breakout power.

Once 200 Breakout Power is reached, a Breakout Jackpot worth 10 million points is awarded, and the multiball mode ends.

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HATCHING MODES

Hatching Mode is automatically activated after completing 3 Raptor Loops. The table features 3 Hatching Modes, each with different objectives. There is no time limit for completion. Successfully completing all 3 Hatching Modes awards an extra ball.

HATCHING SEASON 1

In this mode, the player must collect 5 eggs by shooting the egg ramps or hitting the egg spot targets. Each egg collected is worth 1 million points. Once 5 eggs are collected, an additional 5 million points are awarded.

HATCHING SEASON 2

In this mode, the player must collect 8 eggs by shooting the egg ramps or hitting the egg spot targets. Each egg collected is worth 2 million points. Once 8 eggs are collected, an additional 8 million points are awarded.

HATCHING SEASON 3

In this mode, the player must collect 10 eggs by shooting the egg ramps or hitting the egg spot targets. Each egg collected is worth 3 million points. Once 10 eggs are collected, an additional 10 million points are awarded.

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