

PRIMAL CARNAGE RETRO

Primal Carnage Retro Table User Manual
Legends Single Pack

ATGAMES M F N ZACCARIA Pinball \$7

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PRIMAL CARNAGE RETRO
LEGENDS SINGLE PACK



PRIMAL CARNAGE
RETRO

MAGIC PIXEL CIRCLE 5

FOR LEGENDS 4K™ PINBALL ONLY

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PRIMAL CARNAGE
RETRO

MAGIC PIXEL CIRCLE 5

FOR LEGENDS PINBALL HD AND
LEGENDS PINBALL MICRO HD ONLY



PRIMAL CARNAGE RETRO

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Primal Carnage Retro

Primal Carnage Retro is a classic-style pinball table inspired by the intense battles between dinosaurs and humans from the Primal Carnage universe. Designed to capture the essence of a 1960s pinball experience, this table strips the gameplay down to its purest form. Players will navigate the chaos using only traditional pop bumpers, slingshots, spot targets, and a well-placed eject hole, requiring precise aim and mastery of the game's mechanics. With its vintage aesthetics and fast-paced action, Primal Carnage Retro delivers a nostalgic yet thrilling pinball experience.

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).



OUTLANES

Passing through the outlanes awards 1,000 points.

TOP ROLLOVERS

Each time the ball passes through a top rollover, 50 points are awarded.

If the corresponding lamp is lit, the reward increases to 500 points. Hitting the top pop bumpers changes which lamp is lit.

POP BUMPERS

Hitting any pop bumper awards 20 points per bump.

SPOT TARGETS

Each time a spot target is hit, it awards 100 points. Completing an entire bank of spot targets awards an additional 1,000 points and advances the score value of the center spinner.

Each spot target hit rewards the player with 100 points. Completing an entire bank of spot targets awards an additional 1,000 points and advances the score value of the center spinner.

THE CENTER SPINNER

Each rotation of the center spinner awards 25, 50, 75, 100 or 200 points, depending on the active multiplier.

THE TOP SPINNER

Each rotation of the top spinner awards 25, 50 or 100 points. The right eject hole can be used to change which lamp is lit, affecting the point value.

THE RIGHT EJECT HOLE

Hitting the right eject hole normally awards 50 points. If the “500” lamp is lit, the value increases to 500 points. Each hit on the bottom pop bumper toggles whether the “500” lamp is lit or not.

PRIMAL CARNAGE RETRO



CIRCLE 5

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