

PRIMAL CARNAGE SOLID STATE

Primal Carnage Solid State Table User Manual Legends Single Pack

AtGames MEN ZACCARIA \$7
LEGENDS 4K Pinball

PRIMAL CARNAGE SOLID STATE
LEGENDS SINGLE PACK

AMA
PRIMAL CARNAGE
SOLID STATE

MAGIC PIXEL CIRCLE 5

FOR LEGENDS 4K™ PINBALL ONLY

AtGames MEN ZACCARIA \$5
LEGENDS HD Pinball

PRIMAL CARNAGE SOLID STATE
LEGENDS SINGLE PACK

AMA
PRIMAL CARNAGE
SOLID STATE

MAGIC PIXEL CIRCLE 5

FOR LEGENDS PINBALL HD AND
LEGENDS PINBALL MICRO HD ONLY



Content and images are for reference only and subject to change.
The trademarks and images are the properties of their respective owners. ©2025 AtGames.



PRIMAL CARNAGE

SOLID STATE



Primal Carnage Solid State

Step into the prehistoric battleground of Primal Carnage Solid State with this exciting '80s-style pinball table that lets players choose their allegiance. Fight for survival as a human or dominate the battlefield as a ferocious dinosaur! Designed with classic arcade pinball elements, this table delivers non-stop action and intense gameplay with every flip. A standout feature is the unpredictable waving spot targets, adding an extra layer of challenge as you fight for supremacy. The battle begins now in Primal Carnage Solid State Pinball!

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).

DINO OR HUMAN

At the start of the game, players use the flippers to choose whether they will fight for the dinosaurs or the humans. Their selection is indicated by the illuminated “DINO” and “HUMAN” lamps. If playing as a dinosaur, the goal is to eliminate 100 humans. If playing as a human, the objective is to defeat a dinosaur with 10,000 hit points.

INLANES / OUTLANES

Passing through a lit inlane or outlane reduces the dinosaur's health by 100 hit points or eliminates 1 human. Slingshots can be used to change which lamp is active.

SPOT TARGETS

Hitting any spot target reduces the dinosaur's health by 100 hit points or eliminates 1 human. The value of a spot target hit is increased by the current multiplier.

THE LEFT RAMP

Hitting the left ramp reduces the dinosaur's health by 100, 200 or 300 hit points, or eliminates 1, 2 or 3 humans, respectively. Once the ramp is hit, players have 20 seconds to hit the ramp again to maintain progress, otherwise, it will reset.

THE RIGHT SPINNER

Each rotation of the right spinner reduces the dinosaur's health by 10 hit points, or eliminates 1 human for every 10 rotations.

DROP TARGETS WITH AN EJECT HOLE

Hitting any drop target reduces the dinosaur's health by 200 hit points or eliminates 2 humans. Hitting the topmost eject hole reduces the dinosaur's health by 1,000 hit points or eliminates 10 humans.

THE TOP EJECT HOLE

Hitting this eject hole reduces the dinosaur's health by 100 hit points or eliminates 1 human. Hitting it again further reduces the dinosaur's health by 300 hit points or eliminates 3 humans.

TOP ROLLOVERS

Hitting a top rollover while its lamp is lit reduces the dinosaur's health by 100 hit points or eliminates 1 human. Pop bumpers can be used to change which lamp is active.

MULTIPLIERS

The game features three multipliers: 2 times, 3 times and 4 times. To advance the multiplier, players must reduce the dinosaur's health by 2,500 hit points or eliminate 25 humans.



PRIMAL CARNAGE

SOLID STATE



CIRCLE 5

LOVE · PLAY · WIN
AFFORDABLE FAMILY FUN



www.atgames.net



www.atgames.us



@atgamesgaming