

# SOCCER KINGS

DELUXE



## Soccer Kings Deluxe Table User Manual Legends Single Pack

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## Soccer Kings Deluxe

This table is a modernized version of the original Soccer Kings table from 1982 and brings the excitement of world-class football to the digital pinball arena. Soccer Kings Deluxe features fast-paced gameplay with multiball action, thrilling combos, and dynamic rules like Kick Off, Counter Attack, and Long Kick. Score big with goals, earn corners, and push your way to victory across five exciting modes: Control, Balance, Match, Flank, and Penalty. With its upgraded visuals and smooth mechanics, this table captures the competitive spirit of soccer while paying tribute to the original classic.

### 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



## BALL SAVE

Hit the rollovers at the bottom part of the table, where the “R-U-N-C-U-T” lamps are located. The ball save remains active for 30 seconds. When you hit it again while the ball save is still active, you will be awarded 3 million points.

## KICKBACK

Hit the left ramp 3 times to activate the kickback.  
The kickback function returns the ball once.

## MULTIPLIER

Pass the "G-O" top rollovers to earn a multiplier lamp.  
Multipliers increase your score by 2 times, 4 times, 6 times, 8 times and 10 times.  
Every 10 times the multiplier gives 10 million points.

## POP BUMPER BONUS

Hit the pop bumpers 10 times to earn 1 million points.  
Hit them 30 times to earn an additional 3 million points.

## COUNTER ATTACK

Hit the slingshots 10 times to activate a "COUNTER ATTACK" lamp. Where the left loop is located.  
Then hit the spinner 30 times to reward 5 million points.

## LONG KICK

Long Kick is a random feature that may activate after the ball is launched.  
When active, you have 6 seconds to shoot the left or right lane to score 3 million points.

## SAVE BONUS

Hit the 3-bank spot targets at the middle part of the table, where the “LINE”, “CUP” and “LINE” lamps are located. Hit the spot targets 3 times to activate a "SAVE" lamp for 30 seconds. When the "SAVE" lamp is active, the pop bumpers reward 1 million points per bump for 30 seconds.

## DRIBBLE

Hit the captive ball to increase a score. The base value is 200,000 points. The max value is 1 million points. Your points will increase by 200,000 points.

## COMBO

This table features 4 combination lanes, where the “COMBO” lamps are located. These lanes include the left loop, middle ramp, right lane and right loop.  
To start the combo sequence, hit any of the 4 combo lanes. Then, hit one of the 3 remaining combo lanes with the flashing “COMBO” lamp within 8 seconds to earn a combo.  
Keep repeating this to score more combos. Once the time limit expires, the combo sequence ends and must be restarted.



# RULES



The combos and their values are:

Combo for 1 million points.

Double combo for 2 million points.

Triple combo for 3 million points.

Super combo for 5 million points.

## TO ENTER THE 2ND PLAYFIELD

Hit the 3 1-bank drop targets in front of the eject hole, then shoot the ball into the eject hole to reach the second playfield.

## 2ND PLAYFIELD MATCH

Score goals to get higher and higher scores. The first goal rewards 3 million points. The second goal rewards 5 million points. The third, which is the last, rewards 10 million points. After a goal the 2nd playfield's flippers get disabled and you have to reach the second playfield again to score more goals. If you hit each "CORNER" spot targets once, the goalkeeper gets disabled for 10 seconds.

## MULTIBALL

Hit the 3 1-bank drop targets in front of the eject hole, then lock the ball into it to lit up the

"LOCK1" lamp. Repeat the process again for "LOCK2". After 2 locks the

"MULTIBALL" lamp starts flashing in front of the right ramp, then pass the right ramp to start multiball.

During multiball, pass any ramps and lanes to earn jackpots.

Jackpot for 1 million points.

Double jackpot for 2 million points.

Triple jackpot for 3 million points.

Super jackpot for 5 million points.

## GAME MODES

To start a game mode, hit the 5-bank drop targets, where the "A-N-G-L-E" lamps are located. Then hit once the eject hole, when the "START MODE" lamp is flashing to start a mode. Rotate the spinner to toggle between game modes, so you can start a different one.

The time limit to complete the mode is 120 seconds.

Completing a game mode rewards 10 million points.

Completing all game mode rewards 20 million points and an extra ball.

CONTROL - Hit the slingshots 6 times.

BALANCE - Rotate the left spinner 30 times.

MATCH - Hit the ramps 8 times.

FLANK - Hit the pop bumpers 10 times.

PENALTY - Hit the eject hole 4 times.





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