

# STAR GOD EM+

STAR GOD EM+ Table User Manual



M F N  
ZACCARIA

*Pinball*



# STAR GOD EM+



## STAR GOD EM+

Star God EM+ is a mystical digital pinball table that transports players to a celestial realm, imagined as a hybrid between classic electro-mechanical machines and early solid-state pinball. Evoking the elegant simplicity of 1960s and 1970s pinball, the table challenges players to harness ball save, rollover buttons, and multipliers as they chase ten powerful objectives: capturing the Sun, the Moon, and collecting every letter of the word Serpents. With each shot, the stars align and the cosmic magic of the table comes alive. Star God EM+ blends retro pinball spirit with an epic fantasy adventure.

### 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).

## POP BUMPERS

Pop bumpers reward 500 points when hit.

## SLINGSHOTS

Slingshots reward 10 points when hit.

## DROP TARGETS

Drop targets reward 500 points when hit.

## SPOT TARGET

Spot targets reward 500 points when hit.

## ELEVATOR

The elevator rewards 3,000 points when hit. Hit again to multiply the reward by 2, 3, 4, and 5.

## EJECT HOLE

The eject hole rewards 1500 points when hit.

## TOP ROLLOVERS

Top rollovers reward 1000 points when passed.

## INLANES

Inlanes reward 1000 points when passed.

## OUTLANES

Outlanes reward 5000 points when passed.

## SPINNERS

Spinners reward 100 points per rotation.

## LEFT LANE

The left lane rewards 500 points when passed.

## BALL SAVE

Rotate the left "SHADOW" spinner and the right "LIGHT" spinner 40 times each to achieve the ball save. The ball save remains active until the ball drains.

## ROLLOVER BUTTONS

Activate all rollover buttons to earn special rewards. The first completion grants 8,000 points. If you complete them again with the same ball, you receive a bonus ball. While both balls remain in play, completing all rollovers again awards another bonus ball.

If all three balls are active and you complete the rollovers, you'll gain 15,000 points each time. Losing a ball while two are in play resets the cycle. If a ball is lost during three-ball play, then all rollovers are completed again, a bonus ball will be added as before.

## MULTIPLIER

Collect the "A-U-R-A" lamps by passing the bottom rollovers, so a multiplier lamp will be lit on. When all multiplier lamps are lit, collecting the "A-U-R-A" lamps again will reward 3,000 points and open the gate next to the right bottom rollovers.

## MAIN OBJECTIVE

Collect the "SUN", "MOON" and "S-E-R-P-E-N-T-S" lamps by completing objectives. If all bonus lamps are lit on, the "PLANET" lamp will be lit for a moment and it will reward 100000 points.

- SUN - Hit the pop bumpers
- MOON - Hit slingshots 12 times.
- S - Collect the "S-T-A-R" lamps by knocking down the 4-bank drop targets.
- E - Collect the "F-A-N-G" lamps by hitting the top 4-bank spot targets
- R - Collect the "G-O-D" lamps by hitting the right 3-bank spot targets.
- P - Hit the eject hole 5 times.
- E - Collect the "W-A-R" lamps by passing the top rollovers.
- N - Pass the right inlane 3 times.
- T - Pass the left inlane 3 times.
- S - Pass the left lane 4 times.



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