



# Stargod Deluxe Table User Manual Legends Single Pack

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**STARGOD DELUXE**  
LEGENDS SINGLE PACK



**STARGOD**  
DELUXE

MAGIC PIXEL

FOR LEGENDS 4K™ PINBALL ONLY

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**STARGOD DELUXE**  
LEGENDS SINGLE PACK



**STARGOD**  
DELUXE

MAGIC PIXEL

FOR LEGENDS PINBALL HD AND  
LEGENDS PINBALL MICRO HD ONLY



# STAR GOD

## DELUXE



## Stargod Deluxe

This table is a reimagined version of the original Star God table from 1980 and has a fantasy theme filled with ancient powers, mystical symbols, and celestial forces. Face legendary challenges as you progress through ten epic modes based on the words SWORD and ARMOR, and unlock six magical mini games hidden within the HELMET. With gameplay features like ball save, kickback, multiplier, bumper bonus, and powerful rewards such as the Sunrise Mode, Snake Combo, God of Stars Bonus, Multiball, and The Big Blue Bonus, Star God Deluxe combines the wonder of 1980s fantasy with the excitement of modern pinball action. Prepare to enter a realm where stars guide your destiny and skill unlocks glory.

### 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).

## **BALL SAVE**

A ball save with a different time value is activated automatically when a new ball is launched (30 seconds), when a mode (20 seconds) or a multiball mode (25 seconds) is started. You can activate a ball save manually if you pass the bottom rollovers where the “G-O-D” and “E-Y-E” lamps are. If they are passed again while ball save is still active, you receive a ball save reward worth 3 million points.

## **KICKBACK**

The kickback is located at the right outlane. You need to hit the right lane 4 times to activate the kickback and the “KICKBACK” lamp starts flashing. As long as the “KICKBACK” lamp is flashing, the ball will be returned to the playfield once.

## **MULTIPLIER**

This table features a multiplier with 2 times, 4 times, 6 times, 8 times and 10 times. You need to hit the right side 4-bank spot targets where “B-A-I-T” lamps are to activate a multiplier. When you reward 10 times bonus multiplier, you will also reward an extra ball.

## **BUMPER BONUS**

You can activate the bumper bonus if you pass the top rollovers where “I-N” lamps are. The activated bumper bonus lasts 30 seconds. In this time hitting a bumper rewards 10 times more points.

## **SUNRISE MODE**

You can start the sunrise mode if you hit the left upper 3-bank spot targets where the “S-U-N” lamps are. Then the sunrise mode will be activated for 30 seconds. You need to hit pop bumpers 10 times to reward 5 million points.

## **SNAKE COMBO**

The snake combo is not a traditional combo feature. It is a feature where the slingshots give extra points in a limited time. You need to hit the 2-bank spot targets where “RELIC” lamps are. The first completion lights the “EGG” lamp. The second completion activates the snake combo for 60 seconds. In this time every slingshot hit rewards 1 million points.

## **GOD OF STARS BONUS**

Hit any of the right 3-bank spot targets to advance the god of stars to the next level and reward higher and higher points. The first hit lights the “MARS” lamp and gives 200,000 points. The second hit lights the “VENUS” lamp and gives 500,000 points. The third hit lights the “GOD OF STARS” lamp and awards 1 million points. After this the activation sequence starts over.

## **MULTIBALL**

The multiball is a mode with 2 balls. You can activate it by taking the following steps:

- Hit both center ramps 2 times to light both “SNAKE MULTIBALL” lamps.
- Hit the 4-bank drop targets where the “MULTIBALL” lamp is flashing.
- Lock a ball to the eject hole behind the 4-bank drop targets.

In the multiball mode you need to hit center ramps and orbits to reward a jackpot. The more you hit the higher the jackpot reward is. When you reach the highest jackpot, the sequence starts over. The following jackpots can be rewarded:

- 1 million points for a jackpot.
- 2 million points for a double jackpot.
- 3 million points for a triple jackpot.
- 5 million points for a super jackpot.

## TO THE 2ND PLAYFIELD

You need to take the following steps to reach the second playfield:

1. Hit the left lane 4 times.
2. Hit the left ramp.
3. The snake god will catch the ball on the ramp and put it on the second playfield.

## THE BIG BLUE BONUS (2ND PLAYFIELD)

On the second playfield you need to hit the pop bumper 5 times to achieve a big blue bonus and reward 2 million points.

## MINI GAMES (2ND PLAYFIELD)

When you reach the second playfield at the first time, the first mini game will be activated automatically. If you complete it, the next one will start right away. When the ball leaves the second playfield, the actual mini game will fail. The same mini game will start next time you reach the second playfield. When you complete a mini game, 2 million points will be awarded. When you complete all mini games, 4 million points will be awarded.

- Mode 1 (H): Pass ramp 3 times.
- Mode 2 (E): Pass left lane 4 times.
- Mode 3 (L): Hit left spot targets.
- Mode 4 (M): Hit right spot targets.
- Mode 5 (E): Rotate spinner 20 times.
- Mode 6 (T): Hit left spot target 3 times.

## GAME MODES

This table features 10 game modes. You need to take the following steps to activate a game mode:

1. Hit the three 1-bank drop targets where the “START MODE” lamp is.
2. Lock a ball to the eject hole behind the 1-bank drop targets to start a mode.

The available game modes can be cycled through by hitting slingshots. When you complete all game modes, 20 million points will be rewarded and an extra ball if you have not received one already. You have 120 seconds to complete a mode.

- Mode 1 (S): Hit left slingshot 2 times for 10 million points.
- Mode 2 (W): Hit left spot target 2 times for 10 million points.
- Mode 3 (O): Pass left lane 2 times for 10 million points.
- Mode 4 (R): Hit drop target once for 11 million points.
- Mode 5 (D): Pass left ramp 2 times for 12 million points.
- Mode 6 (A): Pass right ramp 2 times for 12 million points.
- Mode 7 (R): Hit the inner right spot target 2 times for 12 million points.
- Mode 8 (M): Pass right lane 2 times for 12 million points.
- Mode 9 (O): Hit the right spot target 3 times for 12 million points.
- Mode 10 (R): Hit right slingshot 2 times for 12 million points.



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