

Star's Phoenix

EM+

STAR'S PHOENIX EM+ Table User Manual

CASINO



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ZACCARIA
Pinball



Star's Phoenix EM+



STAR'S PHOENIX EM+

Star's Phoenix EM+ is a dazzling digital pinball table with a high-stakes casino theme, envisioned as a hybrid between classic electro-mechanical machines and early solid-state pinball. Inspired by the golden era of pinball from the late 1960s and 1970s, this table combines fast, approachable shots with the excitement of high-risk, high-reward action. Players can take advantage of ball save, rollover buttons, and a variety of bonuses including Lucky Star, Win, Coin Drop, Deal, Multiplier, and Ace-Hot. Chase the five main objectives (All In, Double Up, Jackpot, Gamble, and Hot Streak) as you test your luck under the neon lights. Star's Phoenix EM+ captures the charm of retro pinball while delivering the thrill of the casino floor.

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).

RULES

Star's Phoenix EM+

ATGAMES



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POP BUMPERS

Pop bumpers reward 500 points when hit.

SLINGSHOTS

Slingshots reward 10 points when hit.

DROP TARGETS

Spot targets reward 1,000 points when hit.

SPOT TARGETS

Spot targets reward 1,000 points when hit.

TOP ROLLOVERS

Top rollovers reward 1,000 points when passed.

SPINNERS

Spinners reward 100 points per rotation.

INLANES

Inlanes reward 1,000 points when passed.

OUTLANES

Outlanes reward 3,000 points when passed.

EJECT HOLE

The eject hole rewards 1,500 points when hit.

BALL SAVE

Each time you launch a new ball, you will receive a 10 seconds long ball save.

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.

LUCKY STAR BONUS

Collect the "P-L-A-Y-C-H-I-P" lamps by hitting the 8-bank spot targets, so you earn "LUCKY STAR" bonus. The base value of this bonus is 5,000 and each time you complete it, it will add 1,000 points to the current value. The maximum is 10,000 points. After reaching 10,000, each completion will reward 10,000 points until the ball drains.



WIN BONUS

Collect the "W-I-N" lamps by passing the top rollovers, so the bumpers will be flashing and reward 3,000 points when hit for 10 seconds.

COIN DROP BONUS

When you hit the eject hole, one of the spinner lamps will be flashing randomly and reward 1,000 points per rotation for 15 seconds.

DEAL BONUS

Collect the "D-E-A-L" lamps by hitting the 4-bank spot targets, so the slingshots will be flashing and reward 2,000 when hit for 10 seconds.

MULTIPLIER

Collect the "L-U-C-K" lamps by passing the bottom rollovers, so a multiplier lamp will be lit on. If you reach the maximum multiplier and collect the "L-U-C-K" lamps again, you will be rewarded with a bonus 5,000 points.

ACE-HIT BONUS

Collect the "S-L-O-T" lamps by knocking down the 4-bank drop targets or collect the "B-E-T" lamps by knocking down the 3-bank drop targets, so a bonus "A-C-E" and "H-I-T" lamp will be lit on. These are the rewards of each collected letters:

- A - 10,000 points
- C - 20,000 points
- E - 30,000 points

- H - 10,000 points
- I - 20,000 points
- T - 30,000 points

MAIN OBJECTIVES

Each completed main objective rewards 30,000 points. Completing all main objectives rewards bonus 30,000 points and ball save.

- ALL IN - Hit slingshots 12 times.
- DOUBLE UP - Rotate spinners 40 times.
- JACKPOT - Hit spot targets 20 times.
- GAMBLE - Hit drop targets 14 times.
- HOT STREAK - Hit pop bumpers 25 times.

CASINO



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