



SUPERSONIC

EM+

SUPERSONIC EM+ Table User Manual



M F N
ZACCARIA
Pinball



SUPERSONIC EM+



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Supersonic EM+ is a high-flying digital pinball table with a jet fighter theme, imagined as a hybrid between classic electro-mechanical machines and early solid-state pinball. Inspired by the fast-paced and straightforward designs of 1960s and 1970s pinball tables, this table combines clear shots with thrilling bonus features. Players can trigger ball save, rollover buttons, multipliers, and airborne rewards such as Thrust Loop, Left and Right Slingshot Bonus, Nose Dive Bonus, Jet Bonus, and Wing Bonus. Take on five main objectives: Jet Stream, Aero Blast, Sky Hunter, Sonic Boom, and Thrust Vector, while pursuing side missions like Low Wing, Turbine Shaft, and Jet Engine. Supersonic EM+ blends retro pinball spirit with the adrenaline rush of an aerial combat 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).

RULES



BOTTOM ROLLOVERS

The bottom rollovers reward 1,000 points when passed.

ORBITS

Orbits reward 500 points when passed.

LOOP

The loop rewards 500 points when passed.

SPINNER

The spinner rewards 200 points per rotation.

RAMPS

The ramp rewards 800 points when passed.

EJECT HOLES

Eject holes reward 1,000 points when hit.

SLINGSHOTS

Slingshots reward 10 points when hit.

POP BUMPERS

Pop bumpers reward 500 points when hit.

SPOT TARGETS

Spot targets reward 500 points when hit.

DROP TARGETS

Drop targets reward 1,000 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.



THRUST LOOP

Pass the loop to start the "THRUST LOOP" process. You have 10 seconds to pass the loop again. You can do it 4 times with the following rewards:

- First pass - 1,000 points.
- Second pass - 2,000 points.
- Third pass - 3,000 points.
- Fourth pass - 5,000 points.
- After the last pass it resets.

MULTIPLIER

Every 30th rotation on the spinner makes a multiplier lamp flashing, then pass the left orbit to achieve that multiplier lamp. If you reach the maximum multiplier, the "JET PILOT" lamp will be lit on and the spinner will reward 600 points per rotation.

LEFT SLINGSHOT BONUS

Collect the "A-I-R" lamps by hitting the left 3-bank drop targets, so they will go down and then pass the left ramp, so the left slingshot will be flashing and reward 10,000 points for one hit, then the whole process reset.

RIGHT SLINGSHOT BONUS

Collect the "F-L-Y" lamps by hitting the right 3-bank drop targets, so they will go down and then pass the right ramp, so the right slingshot will be flashing and reward 10,000 points for one hit, then the whole process reset.

NOSE DIVE BONUS

Collect the "N-O-S-E" lamps by passing the bottom rollovers, so one of the "D-I-V-E" lamps will be flashing. You can toggle the "-D-I-V-E" lamps by using the flippers. Pass the right orbit to achieve the "NOSE DIVE" bonus. The value of the bonus depends on the "D-I-V-E" lamp which is lit while you pass the right orbit.

- D - 2,000 points.
- I - 4,000 points.
- V - 6,000 points.
- E - 8,000 points.

JET BONUS

Collect the "T-U-R-B-O-J-E-T" lamps by hitting the 8-bank spot targets, so a "J-E-T" lamp will be lit on. Hit the eject hole while one of the "J-E-T" lamps are flashing to achieve bonus points.

- J - 10,000 points.
- E - 15,000 points.
- T - 20,000 points.

RULES



WING BONUS

Hit all the bumpers so a "W-I-N-G" lamp will be lit on and reward bonus points.

- W - 1,000 points.
- I - 2,000 points.
- N - 3,000 points.
- G - 4,000 points.

SIDE OBJECTIVES

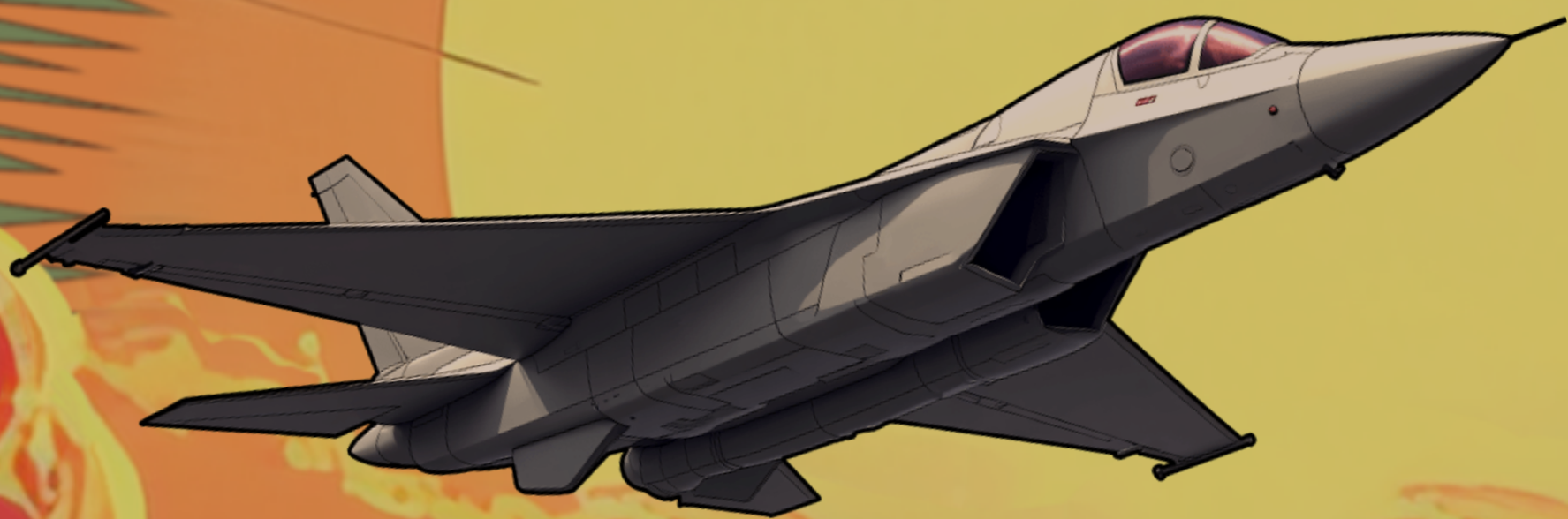
Each completed side objective rewards 5,000 points. Completing all side objectives reward a bonus 10,000 points.

- Low Wing - Hit pop bumpers 10 times.
- Turbine Shaft - Hit "T-U-R-B-O-J-E-T" spot targets 15 times.
- Jet Engine - Hit the eject hole 5 times.

MAIN OBJECTIVES

Each completed main objective rewards 30,000 points. Completing all main objectives reward a bonus 50,000 points and a ball save.

- Jet Stream - Pass bottom rollovers 6 times.
- Aero Blast - Hit slingshots 12 times.
- Sky Hunter - Pass loop 8 times.
- Sonic Boom - Rotate spinner 30 times.
- Thrust Vector - Hit drop targets 10 times.



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