

TIME MACHINE

D E L U X E

TIME MACHINE DELUXE Table User Manual



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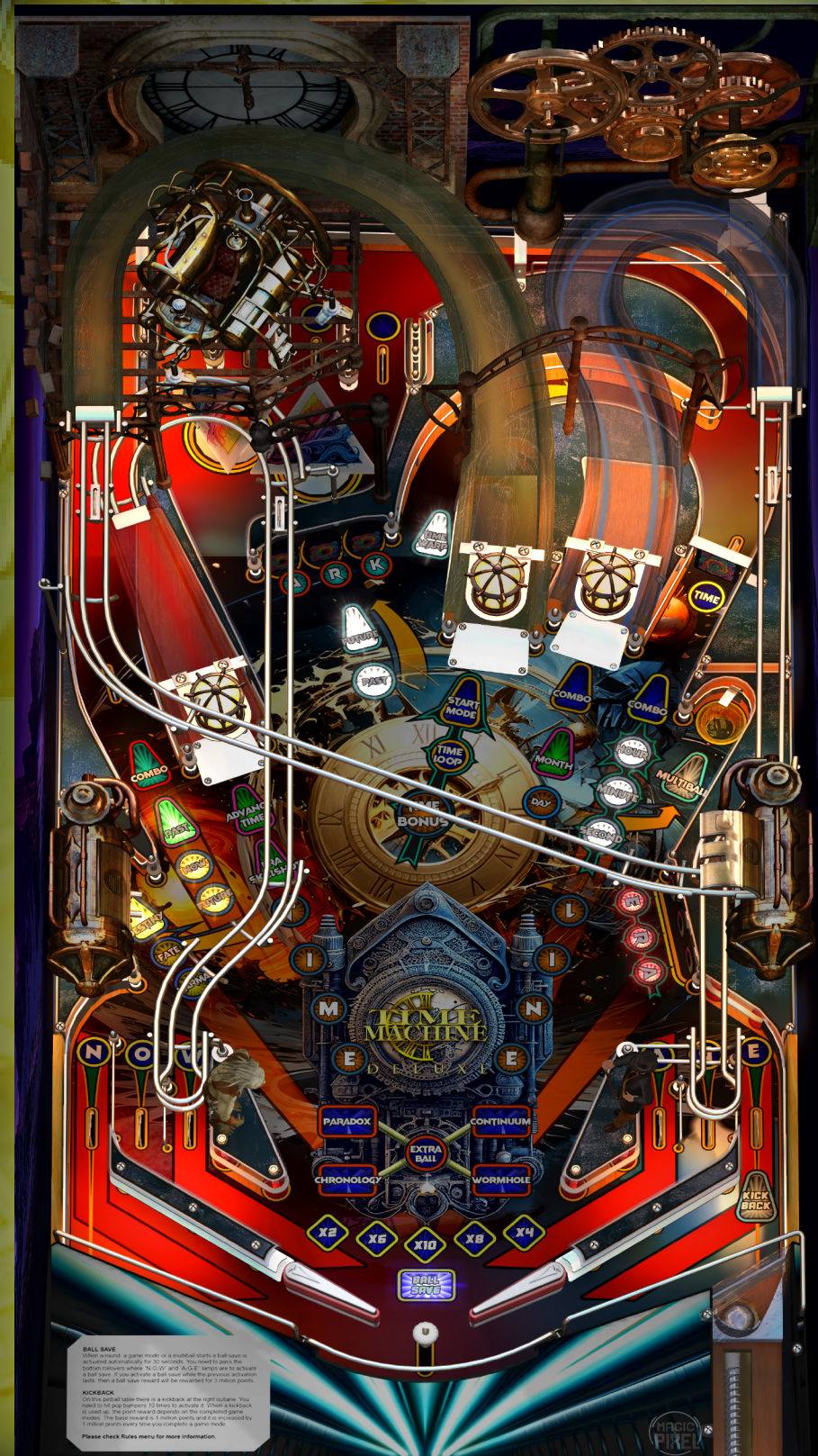
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TIME MACHINE DELUXE

This table is a modernized version of the original Time Machine table from 1983 and features a thrilling time-travel theme. Blast through history and beyond as you activate powerful modes like Past Mode, Future Boost, and Time Warp. Master skillful shots to unlock the eight "TIMELINE" modes, and dive into four exciting mini-games: Paradox, Continuum, Chronology, and Wormhole. With classic pinball mechanics like ball save, kickback, multipliers, and combo, plus unique features like Era Skillshot and Month Bonus, Time Machine Deluxe blends retro charm with fast-paced modern gameplay. Ready to rewrite history?

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).

BALL SAVE

When a round, a game mode or a multiball starts a ball save is activated automatically for 30 seconds. You need to pass the bottom rollovers where “N-O-W” and “A-G-E” lamps are to activate a ball save. If you activate a ball save while the previous activation lasts, then a ball save reward will be rewarded for 3 million points.

KICKBACK

On this pinball table there is a kickback at the right outlane. You need to hit pop bumpers 10 times to activate it. When a kickback is used up, the point reward depends on the completed game modes. The base reward is 1 million points and it is increased by 1 million points every time you complete a game mode.

MULTIPLIERS

This pinball table features multipliers with 5 different values. 2 times, 4 times, 6 times, 8 times and 10 times. You need to pass every top rollover to activate a multiplier. You can use the flippers to cycle around the lamps you already activated.

COMBOS

There are 3 combo lanes on this pinball table. The left loop, the right loop and the right ramp. You need to hit one of them to activate the combo sequence. Now you have 8 seconds to hit one of the flashing combo lanes to achieve a combo. As long as you are able to hit the flashing combo lanes, the combos with higher and higher points will be rewarded. When the time limit passes, the combo sequence resets. You need to start it over. The following combos can be rewarded:

- Combo for 1 million points
- Double Combo for 2 million points
- Triple Combo for 3 million points
- Super Combo for 5 million points

FUTURE BOOST

When the future boost is activated, the activated lamp(s) of the bottom rollovers will be carried over to the next round. You need to hit all 3 rotator targets where the “A-R-K” lamps are 2 times to activate the “PAST” lamp first and another 2 times to activate the “FUTURE” lamp. When both lamps are lit, the future boost will be activated.

DESTINY

To activate the destiny you need to hit the left sink hole where the “DESTINY” lamp is flashing. In this case the “FATE” or the “KARMA” lamp will be lit randomly.

When the “FATE” lamp is lit, the ball goes into the left time machine and will be released from there. In this case the reward depends on the activated value of the multipliers. The base reward is 1 million points. The base reward is multiplied by the activated multiplier. For example the reward is 4 million points when a 4 times multiplier was activated.

When the “KARMA” lamp is lit, the ball will be launched from the launcher and the reward is 200,000 points.

PAST MODE

To activate the past mode, you need to hit the left loop 3 times where the “PAST”, the “NOW” and the “FUTURE” lamps are flashing. The first hit lights the “FUTURE” lamp, the second hit lights the “NOW” lamp and the third hit lights the “PAST” lamp. When all 3 lamps are lit, the past mode will be started.

In the mode you need to hit the left ramp where the “ADVANCE TIME” lamp is flashing 5 times to complete this mode and will be rewarded 3 million points.

ERA SKILLSHOT

To activate the era skillshot, you need to hit the left 3-bank spot targets where the “E-R-A” lamps are flashing. When all 3 lamps are hit, the era skillshot will be activated. Now you have 30 seconds to hit the left ramp where the “ERA SKILLSHOT” lamp is flashing. If you manage to hit the left ramp within the time limit, you will be rewarded 3 million points.

MONTH BONUS

To activate the month bonus, you need to hit the right ramp 4 times. The first hit starts flashing and the second hit lights the “DAY” lamp. The third hit starts flashing and the fourth hit lights the “MONTH” lamp.

When both lamps are lit, the month bonus will be activated. The pop bumpers and the slingshots start flashing for 60 seconds. In this time every hit by a pop bumper or a slingshot will reward 1 million points.

MULTIBALL

To activate the multiball, you need to hit the spinner at the right loop to rotate 120 times. When you reach the required rotations, the “MULTIBALL” lamp starts flashing at the right eject hole. Now you have to lock a ball to that eject hole to start the multiball mode.

In the multiball mode 2 additional balls will be released. You need to hit the left loop, the right loop and the sink hole under the center ramp to achieve jackpots. The following jackpots can be achieved:

- Jackpot for 1 million points
- Double Jackpot for 2 million points
- Triple Jackpot for 3 million points
- Super Jackpot for 5 million points

When you reach the super jackpot, the activation sequence will be started over from the jackpot.

The multiball mode lasts as long as there are at least 2 balls on the playfield.

SIDE QUESTS

The side quests are available to complete from the moment a ball is launched. The side quests have different tasks to complete. When you complete a side quest you will be rewarded 5 million points. When all side quests are complete you will be rewarded 10 million points and an extra ball (if you have not achieved one yet in this round). In this case all side quests will be reset, you can start over their completion. The following side quests can be completed:

- PARADOX - Hit the slingshots 30 times
- CONTINUUM - Hit the spot and rotator targets 40 times
- CHRONOLOGY - Hit the center loop 15 times where the “TIME WARP” lamp is
- WORMHOLE - Hit the center ramp to travel to the left time machine 8 times

TIME WARP

To achieve a reward for the time warp you need to hit the center loop where the “TIME WARP” lamp is flashing. The reward of the time warp depends on how many side quests have been completed.

- When there is no completed side quest, the reward is 500,000 points
- When there is 1 completed side quest, the reward is 1 million points
- When there are 2 completed side quests, the reward is 2 million points
- When there are 3 completed side quests, the reward is 3 million points

RULES



D E L U X E

GAME MODES

To activate a game mode, you need to hit the center ramp 4 times where the “TIME BONUS”, the “TIME LOOP” and the “START MODE” lamps are. The first hit starts flashing and the second hit lights the “TIME BONUS” lamp. The third hit starts flashing and the fourth hit lights the “TIME LOOP” lamp. Now the “START MODE” lamp starts flashing and the center ramp opens up. Here you have a chance to cycle through the game mode you have not completed yet by using the flippers. Then you have to lock a ball into the sink hole under the center ramp to start a game mode. The following game modes can be activated:

- Game Mode 1 (T) - Pass the bottom left rollovers 3 times
- Game Mode 2 (I) - Hit the left sink hole 2 times
- Game Mode 3 (M) - Hit the left loop 4 times
- Game Mode 4 (E) - Hit the left ramp 3 times
- Game Mode 5 (L) - Pass the bottom right rollovers 3 times
- Game Mode 6 (I) - Hit the right eject hole 2 times
- Game Mode 7 (N) - Hit the right loop 4 times
- Game Mode 8 (E) - Hit the right ramp 3 times

When a game mode is completed you will be rewarded 10 million points. When all game modes are completed you will be rewarded 20 million points.





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