

WILD GAMES

Wild Games Table User Manual



M F N
ZACCARIA
Pinball

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WILD GAMES



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Wild Games is a special award table that brings together the raw energy of extreme sports in a fast-paced, chaotic pinball experience. Originally launched on mobile in 2012, this modernized version returns with enhanced visuals and updated gameplay while preserving its wild spirit. Featuring a mix of skateboarding, cycling, snowboarding, surfing, and quad riding, the table throws players into a nonstop flow of ramps, loops, and combo-driven action. Every shot builds momentum as you chain tricks, hit high-risk targets, and keep the energy alive across unpredictable sequences. With its simple, arcade-style design and focus on speed, flow, and freedom, Wild Games captures the feeling of pure adrenaline and endless action in classic pinball form.

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



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BALL SAVE

Hit the rollovers at the bottom part of the table, where the "R.A.M.P" lamps are located. The ball save remains active for 30 seconds. When you hit it again while the ball save is still active, you will be awarded 3 million points.

SKILLSHOT FRENZY

When you launch a ball, the "FRENZY" lamp will be flashing for 30 seconds and award 1 million points. Hit as many times as possible while the lamps are flashing.

LEFT SPINNER

Rotate the left spinner 50 times to activate a slingshot bonus for 30 seconds. During this 30 second period, hitting the slingshots as many times as possible will award you 10 times the normal score for each hit.

TOP SPINNER

When you hit the 2 1-bank spot targets, the "180" lamp activates and the base reward increases by 1,000 points per spin. Hit again, "360" lamp activates and the base reward increases by 1,000 points per spin. Hit again, "720" lamp activates and the base reward increases by 1,000 points per spin.

POP BUMPERS

Hit the 1-bank spot target before the pop bumper. Every hit increases the pop bumpers score. The base award is 500 points. Each hit increases by 500 points. The 1-bank spot target only increases the score of the pop bumper behind it.

FLAIR

When the top left eject hole, located in front of the "1M" lamp, is active, the "FLAIR" lamp will also be lit. If the ball exits from the second floor while the "FLAIR" lamp is active, the player will receive a reward of 5 million points.

LEFT TOP EJECT HOLE

Hit as many times as you can for higher and higher scores. The first hit awards 250,000 points, then 500,000 points, and finally, 1 million points as a progressive reward. After the last hit the progress resets and you can start earning these points again.



RULES



THE 2ND PLAYFIELD

Hit where the "MINI RAMP" lamp is located to access the second playfield. The left 1-bank spot target awards 500,000 points, then 1 million points, and finally 2 million points as a progressive reward. The right 1-bank spot target gives 10,000 points for each hit. The 2-bank spot target gives 250,000 points for each hit. The spinner gives 1,000 points for each spin.

LOOP

Hit the right loop to activate the "LOOP" lamp for 60 seconds. Hit as many times as you can under 60 seconds and every 5th hit rewards 5 million points.

COMBO

Rotate the left spinner 50 times to activate a slingshot bonus for 30 seconds. During this 30 second period, hitting the slingshots as many times as possible will award you 10 times the normal score for each hit.

This table features 3 combination lanes, where the "COMBO" lamps are located. These lanes include the left lane, right lane and center ramp.

To start the combo sequence, hit any of the 3 combo lanes. Then, hit one of the 2 remaining combo lanes with the flashing "COMBO" lamp within 15 seconds to earn a combo.

Keep repeating this to score more combos. Once the time limit expires, the combo sequence ends and must be restarted.

The combos and their values are:

- Combo: 100,000 points
- Double Combo: 200,000 points
- Triple Combo: 300,000 points
- Mega-Combo: 500,000 points

MULTIPLIER

Hit the 4-bank spot target then hit the eject hole. Multipliers increase your score by 2 times, 4 times, 6 times, 8 times and 10 times.

Once the 10 times multiplier is reached, an extra ball will be awarded along with the multiplier.

RULES



MULTIBALL

Hit the 4-bank spot targets where the "JUMP" lamps are located to activate the "MULTIBALL" lamp.

Hit the right eject hole where the "MULTIBALL" lamp is located to start a multiball mode. The multiball mode lasts as long as there are at least 1 ball on the playfield. The multiball mode with 3 balls will be started. The multiball mode lasts as long as there is at least 1 ball on the playfield.

Hit the "JACKPOT" lamps to earn a jackpot.

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

MODE

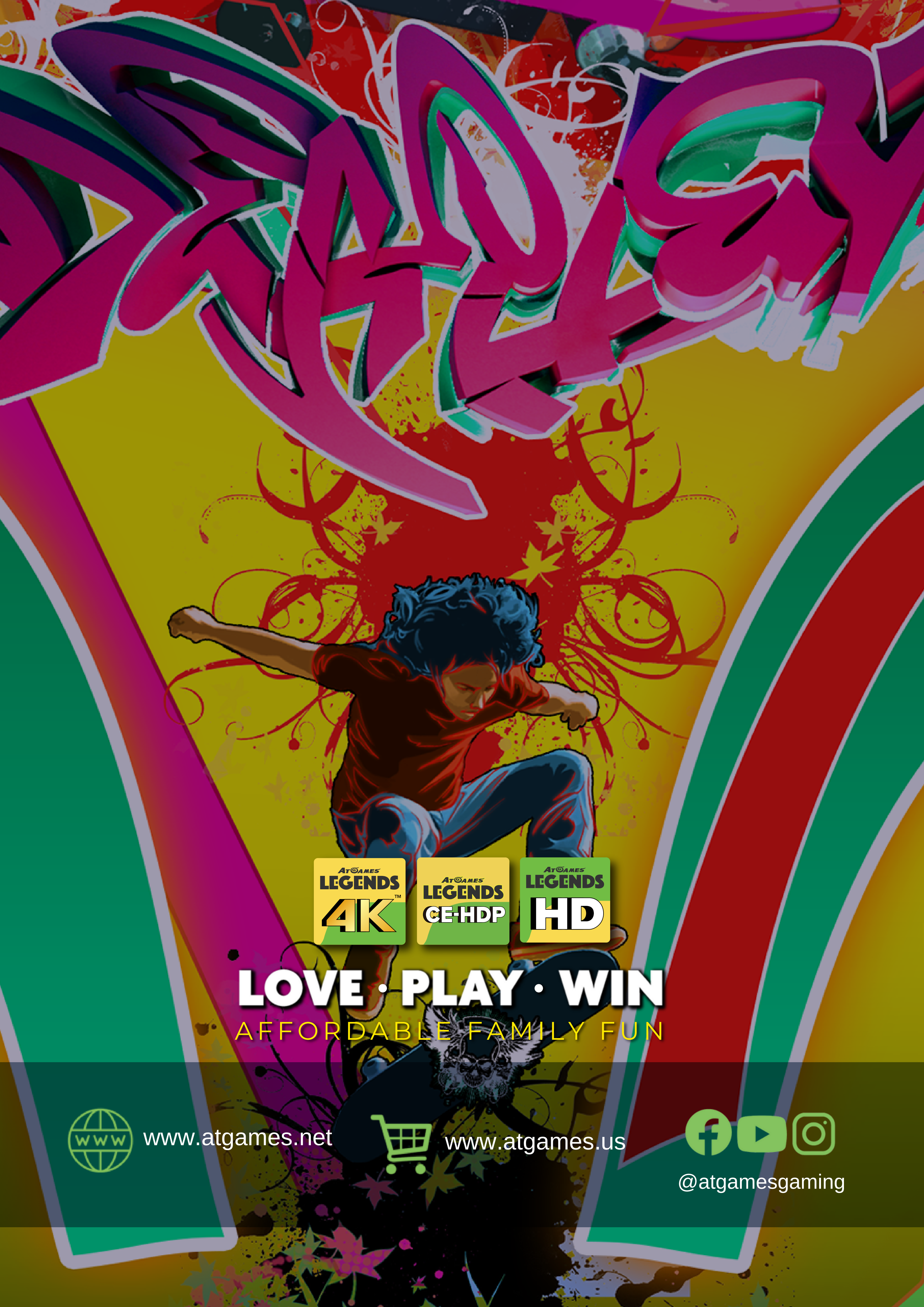
Hit the left lane, top right eject hole, center ramp and right loop where the "BACKSPIN", "BARSPIN", "KICKFLIP" and "HEELFLIP" lamps are located.

Then hit the top right eject hole where the "START MODE" lamp is located.

The time limit to complete the mode is 120 seconds. This is a special table, the modes will be started randomly.

Points increase by 1 million with each completed mode. The first completed mode rewards 1 million points and the fifth which is the last rewards 5 million points.

- BMX - Rotate the top spinner 15 times.
- QUAD - Hit the center ramp 5 times.
- SKATE - Hit the pop bumpers 5 times.
- SNOW - Hit the right loop 5 times.
- SURF - Hit the slingshots 5 times.



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