Winter Sports Deluxe Table User Manual

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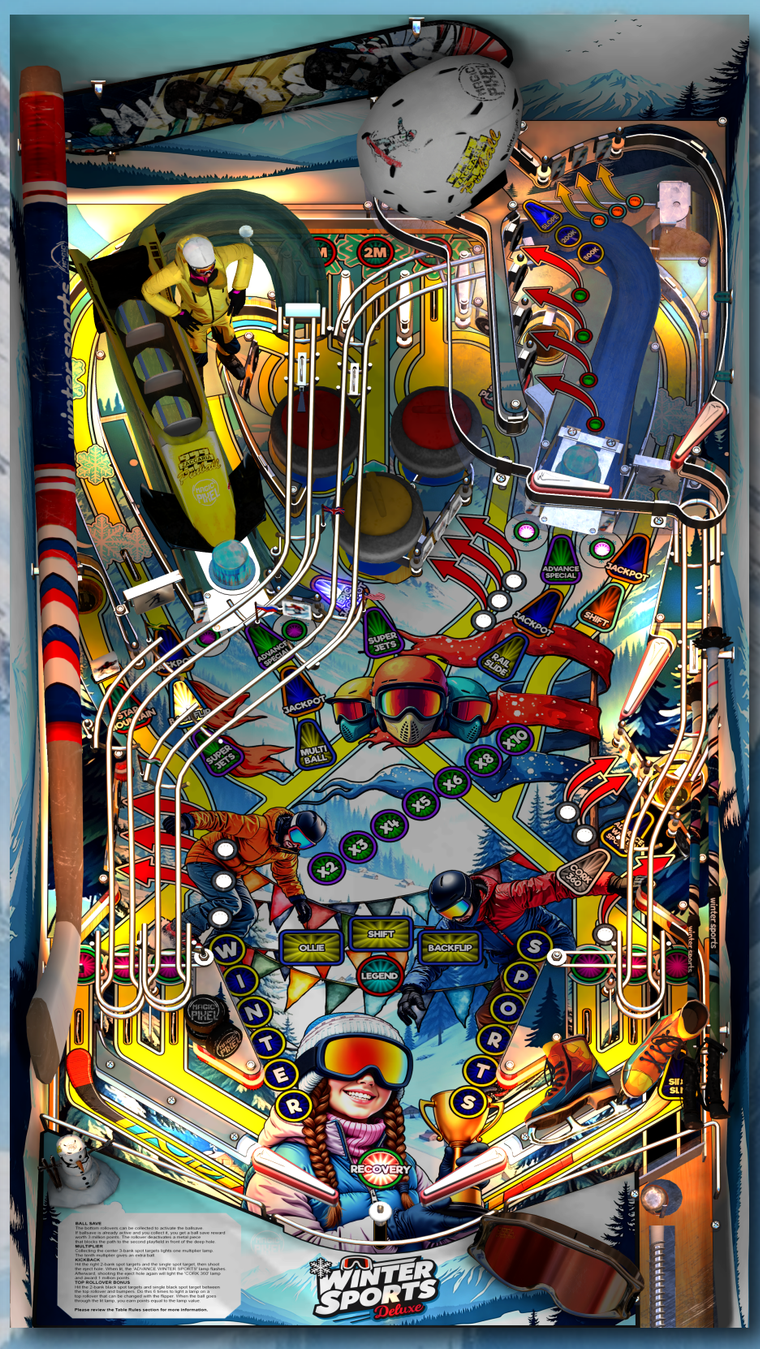
WINTER SPORTS Deluxe





WINTER SPORTS DELUXE

Winter Sports Deluxe is a modernized version of the original Winter Sports table, bringing the excitement of alpine competition and snowy adventures to life with upgraded visuals and modern pinball features. Set across two playfields and packed with dynamic game modes, multiball action, and prism lighting effects, this reimagined classic captures the energy of winter sports in a fast-paced pinball experience. Race down icy slopes, master precision shots, and build momentum through a variety of challenges inspired by speed, skill, and endurance. With ramps, spinners, multiball events, and strategic objectives spread across the table, every game feels like a championship run. Winter Sports Deluxe combines the thrill of winter competition with modern gameplay while honoring the spirit of the original classic.

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).

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RULES

WINTER SPORTS Deluxe

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BALL SAVE
The bottom rollovers can be collected to activate the ballsave. If ballsave is already active and you collect it, you get a ball save reward worth 3 million points. The rollover deactivates a metal piece that blocks the path to the second playfield in front of the deep hole.

MULTIPLIER
Collecting the center 3-bank spot targets lights one multiplier lamp. The tenth multiplier gives an extra ball.

KICKBACK
Hit the right 2-bank spot targets and the single spot target, then shoot the eject hole. When lit, the 'ADVANCE WINTER SPORTS' lamp flashes. Afterward, shooting the eject hole again will light the 'CORK 360' lamp and award 1 million points.

TOP ROLLOVER BONUS
Hit the 2-bank black spot targets and single black spot target between the top rollover and bumpers. Do this 6 times to light a lamp on a top rollover that can be changed with the flipper. When the ball goes through the lit lamp, you earn points equal to the lamp value.

JACKPOT
The 'JACKPOT' lamps light randomly. Hitting a lit lamp awards 1 million points, while the 'EPIC JACKPOT' gives 3 million points.

SUPER JETS BONUS
After passing through each 'SUPER JETS' lane twice, the slingshots give 1 million points for 30 seconds.

BACKFLIP-OLLIE-SHIFT BONUS
If the 'BACKFLIP' lamp flashes, the left spinner awards 5,000 points per spin.
If the 'OLLIE' lamp flashes between the bumpers, the bumpers award 500K points.
If the 'SHIFT' lamp flashes, the right spinner awards 5,000 points per spin.
The three lamps alternate every 45 seconds.

SECONDARY PLAYFIELD
On the second playfield, hit the 4 left-side spot targets, followed by the upper 3-bank targets. Then, the 'SLOPE' lamp lights and awards 3 million points. The spinner gives a 200,000 bonus after 20 spins, and then 800K after another 20 spins.

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MULTIBALL

Hit the right ramp's 2 spot targets, then pass the right ramp. This activates the 'ADVANCE SPECIAL' lamp; passing it again lights the 'RAIL SLIDE' lamp. Repeat on the left side, then shoot the left ramp when the 'MULTIBALL' lamp flashes. After locking 3 balls, a 3-ball multiball starts with an infinite ball save that lasts for 10 seconds. You have to aim for the jackpot lanes to earn jackpots worth 1, 2, 3 and 5 million points.

RAIL SLIDE BONUS

When the 'RAIL SLIDE' lamp is flashing, pass the right ramp to earn 100,000 points. Each time you pass the ramp, you will achieve 100,000 more points with each shot, until you reach 500,000 points. After that, you will achieve 500,000 points with each right ramp shot.

MINI GAME

Mini games can be collected after starting the game. Completing a mini game awards 5 million points. There are 3 mini games on this table. These are the mini games with the following objectives:

- OLLIE - Hit any spot targets 40 times.
- SHIFT - Hit right eject holes 4 times.
- BACKFLIP - Achieve a multiplier.

After completing all mini games, you get an additional 10 million points and unlock the 'LEGEND' mode. Flashing objects in 'LEGEND' mode give 1 million points, and the spinner gives 10K points per spin for 30 seconds. When the legend mode ends, you will receive a ball save that lasts 40 seconds.

RAIL SLIDE BONUS

Hit the left 3-bank spot targets 3 times to light the 'STAR MOUNTAIN' lamp. Then hit the left drop target before the eject hole and shoot it to start the first mode. Modes can be switched by bumpers and slingshots. You have 90 seconds to complete a mode. Completing all modes awards an extra ball and 20 million bonus points. The progress of starting a mode remains when the ball drains, but if you run out of time or the ball drains during mode, the progress resets.

WINTER

- W - Pass bottom left rollovers 2 times.
- I - Hit left 4-bank spot targets 3 times.

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- N - Hit the left hole 2 times.
- T - Rotate left spinner 20 times.
- E - Hit left ramp spot targets, then pass left ramp.
- R - Pass top rollover 2 times.

SPORTS

- S - Pass bottom right rollovers 2 times.
- P - Hit the right hole once.
- O - Hit right 2-bank spot targets 2 times.
- R - Rotate right spinner 20 times.
- T - Hit right ramp spot targets, then right pass ramp.
- S - Hit pop bumpers 10 times.

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