

# WOOD'S QUEEN EM+

## WOOD'S QUEEN EM+ Table User Manual



M F N  
ZACCARIA  
Pinball



# WOOD'S QUEEN

## EM+

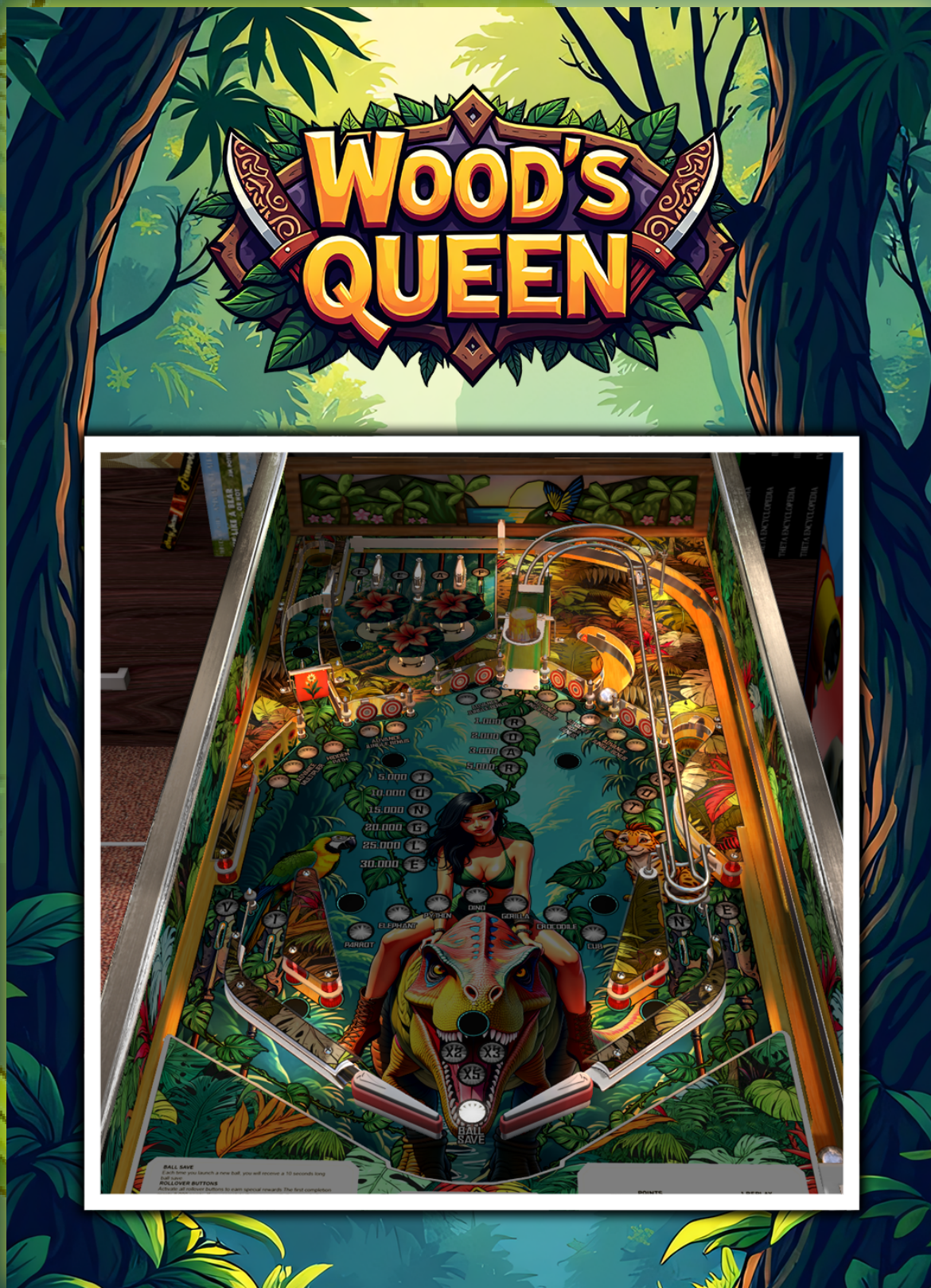
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## WOOD'S QUEEN EM+

Wood's Queen EM+ is a lush digital pinball table with a vibrant jungle theme, imagined as a hybrid between classic electro-mechanical machines and early solid-state pinball. Inspired by the adventurous spirit of pinball tables from the 1960s and 1970s, this table features straightforward shots paired with layered bonus play. Players can trigger jungle-themed bonuses like Vine, Root, Leaf, Hidden Path, Roar, and Jungle as they navigate the table's wild terrain and rack up points. Explore seven main objectives: Parrot, Elephant, Python, Dino, Gorilla, Crocodile, and Cub, as you venture deep into the heart of the jungle. Wood's Queen EM+ blends retro pinball spirit with an immersive wild 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



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## **BOTTOM ROLLOVERS**

The bottom rollovers reward 1,000 points when passed.

## **TOP ROLLOVERS**

The bottom rollovers reward 500 points when passed.

## **SPINNER**

The spinner rewards 200 points per rotation.

## **RAMP**

The ramp rewards 800 points when passed.

## **EJECT HOLE**

The eject hole rewards 1,500 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.



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## MULTIPLIER

Knock down the 3-bank drop targets, so a multiplier lamp will be lit on. If you reach the maximum multiplier and knock down the 3-bank drop targets, it will reward a bonus 3,000 points.

## VINE BONUS

Collect the "V-I-N-E" lamps by passing the bottom rollovers, so it will reward 5,000 points.

## ROOT BONUS

Collect the "R-O-O-T" lamps by hitting the eject hole, so the slingshots will be flashing and reward 3,000 when hit for 12 seconds.

## LEAF BONUS

Collect the "L-E-A-F" lamps by passing the top rollovers, so the bumpers will be flashing and reward 2,000 points when hit for 10 seconds.

## HIDDEN PATH BONUS

Every 30th rotation on the spinner unlocks a way to the hidden path which is the deep hole. Shoot the deep hole to receive a bonus 8,000 points. Each time you repeat the process it will always add 1,000 points to the current value until you reach 12,000 points.

## ROAR BONUS

Hit the single spot target with the captive ball to advance the "R-O-A-R" lamps, so when you pass the ramp it will reward more points.

- R - 1,000 points.
- O - 2,000 points.
- A - 3,000 points.
- R - 5,000 points.

## JUNGLE BONUS

Hit all 2-bank spot targets, so a "J-U-N-G-L-E" lamp will be lit on and reward bonus points.

- J - 5,000 points.
- U - 10,000 points.
- N - 15,000 points.
- G - 20,000 points.
- L - 25,000 points.
- E - 30,000 points.



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## MAIN OBJECTIVES

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

- Parrot - Pass bottom rollovers 4 times.
- Elephant - Hit drop targets 6 times.
- Python - Pass ramp 6 times.
- Dino - Hit pop bumpers 20 times.
- Gorilla - Hit slingshot 12 times.
- Crocodile - Hit spot targets 15 times.
- Cub - Rotate spinner 30 times.





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