

ZANKOR DELUXE

Zankor Deluxe Table User Manual
Legends Single Pack

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ZANKOR DELUXE



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This enhanced edition of the Zankor table brings an adventurous jungle theme to life through striking visuals and dynamic gameplay. Players are challenged on a journey through four distinct modes: Make Camp, Craft Weapon, Explore the Jungle and Defeat the Spider. Zankor Deluxe builds upon the original design with refined mechanics and new features, delivering a fast-paced, immersive pinball experience. Every shot propels players deeper into the untamed wilderness, where skill and strategy determine survival.

Note:

For Legends HD 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).

RETURN TO JUNGLE

Activate the ball save feature by passing over all 3 left-bottom rollovers, lighting their lamps. Once this is activated, any drained ball is automatically returned to play for 30 seconds.

KICKBACK

Pass over all 3 right-bottom rollovers to light their lamps and activate the kickback feature. Once this is activated, the kickback prevents the ball from draining through the right outlane.

BONUS MULTIPLIER

Hit all 5 center spot targets or pass over all 3 top lanes to light their lamps. Completing either sequence increases the bonus multiplier from 2x up to 10x. Once the maximum multiplier is reached, 10 million points are awarded.

Z-A-N-K-O-R

Alternate between hitting the center and right holes to light the Z-A-N-K-O-R lamps. Once all lamps are lit, 5 million points are awarded.

COMBO

Hit either the left or right orbit to activate the combo sequence. Hit one of these orbits again within 10 seconds to complete a combo. Combos have a base value of 1 million points. Hitting the right 4-bank spot targets lights their lamps and increases the combo value to 2 million and then 3 million points.

LOOP

Hit the left ramp to activate the loop sequence. Hit the ramp again within 15 seconds to score loop rewards. The first Loop Reward scores 1 million points. The second Loop Reward scores 2 million points. The third Loop Reward scores 3 million points.

SPIDER TREASURE

Hit the center 1-bank spot target to lower the spider for 10 seconds. While the spider is down, hit it as many times as possible to earn rewards. 5 hits scores 5 million points. 10 hits scores 10 million points. 15 hits scores 20 million points.

SPIDER MULTIBALL

Hit the left 4-bank spot targets to light their lamps and open the left ramp. Lock 3 balls into the left hole under the ramp to start Spider Multiball. During Spider Multiball, hit the left ramp and both orbits to score Spider Jackpots. The base Spider Jackpot value is 1 million points. Each hit on the spider increases the jackpot value by 200,000 points, up to a maximum of 4 million points.

MODES

Activate game modes by rotating the left spinner. The spinner must reach a specified number of rotations to start each mode. Spinner rotation progress resets after completing or failing a mode.

Mode Triggers:

- 30 rotations: Mode 1 – Make Camp
- 40 rotations: Mode 2 – Craft Weapon
- 50 rotations: Mode 3 – Explore the Jungle
- 60 rotations: Mode 4 – Defeat the Spider

MODE 1 - MAKE CAMP

Hit 10 flashing spot targets within 60 seconds to earn 10 million points.

MODE 2 - CRAFT WEAPON

Hit 5 flashing ramps within 60 seconds to earn 20 million points.

MODE 3 – EXPLORE THE JUNGLE

Hit any combination of flashing orbits, ramps, holes, and spot targets within 60 seconds to earn 30 million points.

MODE 4 - DEFEAT THE SPIDER

Hit the spider 5 times within 60 seconds to earn 50 million points. The spider lowers for limited durations when specific targets are hit:

- Flashing Ramp: 7.5 seconds
- Flashing Hole: 10 seconds
- Flashing Spot Target: 5 seconds

BRIDGE

The left lane leads to a bridge that connects to the 2nd playfield when closed. The bridge opens or closes randomly for durations of 10, 20, or 30 seconds.

2ND PLAYFIELD - QUICK SHOT

Hit the left 1-bank spot target to activate the Quick Shot sequence. Hit it again within 10 seconds to earn:

- 1 million points for the first Quick Shot
- 2 million points for the second Quick Shot
- 3 million points for the third Quick Shot

2ND PLAYFIELD - C-H-E-S-T

Complete the C-H-E-S-T sequence to earn a randomized reward of 5, 10, or 15 million points. Hit specific targets to light each lamp:

- Lamp C: Left mini orbit (left side)
- Lamp H: Right mini orbit (left side)
- Lamp E: Left mini orbit (right side)
- Lamp S: Left 1-bank spot target (right side)
- Lamp T: Right 1-bank spot target (right side)

2ND PLAYFIELD - SECRET PATH

Hit the 4-bank spot targets to light their lamps and activate the Secret Path on the left 2nd playfield. Once active, hit the ramp in either direction to earn 2 million points.

2ND PLAYFIELD - 6-BANK SPOT TARGETS

Hit the right 6-bank spot targets to light their lamps and earn increasing rewards:

- 2 million points for the first set
- 3 million points for the second set
- 5 million, 10 million, and 20 million points for subsequent sets

2ND PLAYFIELD - 4-BANK SPOT TARGETS

Hit the left and right 4-bank spot targets to increase the bonus value on the right 2nd playfield. Each target hit increases the bonus by 100,000 points, up to a maximum of 1 million points



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