

EM+

Nautilus

NAUTILUS EM+ Table User Manual



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Nautilus EM+



NAUTILUS EM+

Nautilus EM+ is a captivating digital pinball table with a deep-sea nautilus theme, imagined as a hybrid between classic electro-mechanical machines and early solid-state pinball. Inspired by the exploratory spirit of pinball tables from the 1960s and 1970s, this table emphasizes clear shots and layered bonus play. Players can activate ball save and rollover buttons while building multipliers and triggering ocean-driven bonuses like Shark Combo, Bumper Bonus, Dive Bonus, Fish Bonus, Anchor Down Bonus, and Octopus Bonus. Journey through five main objectives: Blue Wave, Coral Reef, Ocean Current, Treasure Map, and Submarine Bay as you descend into the depths and uncover underwater secrets. Nautilus EM+ blends retro pinball spirit with an immersive undersea 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).

INLANES

The inlanes reward 500 points when passed.

OUTLANES

The outlanes reward 5,000 points when passed.

ROLLOVERS

The rollovers reward 500 points when passed.

SPINNER

The spinner rewards 200 points per rotation.

RAMPS

Ramps 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.

PIN

The pin on the top left side of the playfield stays up for 20 seconds, then it goes down and stays down for 20 seconds, then it goes up and it repeats this cycle.

MULTIPLIER

Collect the "S-E-A" lamps by passing the top rollovers, so a multiplier lamp will be lit on. If you reach the maximum multiplier and collect the "S-E-A" lamps again, it will reward 3,000 points.

SHARK COMBO

Hit one of the ramps to start the shark combo, then you have 8 seconds to hit the flashing ramp to advance the combo. If you reach super combo it will reset back to the basic combo. These are the combos with the following points:

- Combo - 1,000 points.
- Double Combo - 2,000 points.
- Triple Combo - 3,000 points.
- Super Combo - 5,000 points.

BUMPER BONUS

Pass the ramps to toggle between the bumpers. The lit bumper rewards 2,000 points.

DIVE BONUS

Collect the "D-I-V-E" lamps by passing the bottom rollovers, so the slingshots will be flashing and reward 3,000 points when hit for 12 seconds.

FISH BONUS

Every second hit on the eject hole rewards a "F-I-S-H" lamp. Each "F-I-S-H" lamp rewards more and more points.

- F - 2,000 points.
- I - 3,000 points.
- S - 4,000 points.
- H - 5,000 points.

ANCHOR DOWN BONUS

Collect the "S-H-I-P" lamps by knocking down the 4-bank drop targets, so the "ANCHOR DOWN" lamp will be flashing and the spinner will reward 1,000 points per rotation for one hit. If you collect the "S-H-I-P" lamps again while the "ANCHOR DOWN" is flashing, it will reward 2,000 points.

OCTOPUS BONUS

Collect the "R-A-Y" lamps by hitting the left 3-banks spot targets or collect the "F-I-N" lamps by hitting the center 3-bank spot targets, so an "O-C-T-O-P-U-S" lamp will be lit on. Each collected "O-C-T-O-P-U-S" lamp rewards more and more points.

- O - 2,000 points.
- C - 4,000 points.
- T - 6,000 points.
- O - 8,000 points.
- P - 10,000 points.
- U - 12,000 points.
- S - 14,000 points.

MAIN OBJECTIVES

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

- Blue Wave - Hit the slingshots 12 times.
- Coral Reef - Hit the pop bumpers 6 times.
- Ocean Current - Pass ramps 8 times.
- Treasure Map - Pass top rollovers 8 times.
- Submarine Bay - Rotate spinner 30 times.



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