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Tropical

TROPICAL EM+ Table User Manual



M F N
ZACCARIA
Pinball

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TROPICAL EM+

Tropical EM+ is a vibrant digital pinball table with a sun-soaked tropical theme, imagined as a hybrid between classic electro-mechanical machines and early solid-state pinball. Drawing inspiration from the simple yet addictive design philosophy of the 1960s and 1970s, this table features approachable rules like ball save, rollover buttons, and layered Sun, Sand, and Tropical bonuses. Explore three side objectives: Surf King, Blue Lagoon, and Palm Paradise.

While progressing through five main goals: Wave Rider, Dream Coast, Sunset Bay, Sea Adventure, and Coconut Cocktail. With its retro roots and relaxed island atmosphere, Tropical EM+ captures the charm of early pinball.

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

Tropical



ROLLOVERS

The rollovers reward 500 points when passed.

SPINNERS

Spinners reward 100 points per rotation.

RAMP

The ramp rewards 800 points when passed.

EJECT HOLE

The eject hole rewards 1,000 points when hit.

SLINGSHOTS

Slingshots reward 10 points when hit.

POP BUMPERS

Pop bumpers reward 500 points when hit.

SPOT TARGETS

Spot targets reward 1,000 points when hit.

SPECIAL SPOT TARGETS

The special spot targets rewards 3,000 points when hit.

DROP TARGETS

Drop targets reward 500 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.

SUN BONUS

Collect the "S-U-N" lamps by hitting the captive ball. If you pass the ramp while a "S-U-N" lamp is lit, it will reward bonus points depending on the lamp you've collected. Passing the ramp resets the "S-U-N" lamps.

RULES

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- S - 2,000 points.
- U - 3,000 points.
- N - 5,000 points.

SAND BONUS

Collect the "B-E-A-C-H" drop targets, so one of the "S-A-N-D" lamps will be flashing, then hit the eject hole to receive sand bonus. Each collected "S-A-N-D" lamp rewards bonus points.

- S - 5,000 points.
- A - 6,000 points.
- N - 7,000 points.
- D - 8,000 points.

TROPICAL BONUS

Every 25th rotation on the right spinner rewards a "T-R-O-P-I-C-A-L" lamp. Each collected "T-R-O-P-I-C-A-L" lamp rewards bonus points.

- T - 5,000 points.
- R - 6,000 points.
- O - 7,000 points.
- P - 8,000 points.
- I - 9,000 points.
- C - 10,000 points.
- A - 11,000 points.
- L - 12,000 points.

SIDE OBJECTIVES

Each completed side objective rewards 4,000 points. Completing all side objectives reward a bonus 2,000 points.

- Surf King - Collect the "S-U-R-F" lamps by hitting the 4-bank drop targets.
- Blue Lagoon - Rotate the top left spinner 25 times.
- Palm Paradise - Collect the "P-A-L-M" lamps by hitting the 4-bank spot targets.

MAIN OBJECTIVES

Each completed main objective rewards 20,000 points. Completing all main objectives reward a bonus 50,000 points and a ball save. Some of these objectives can be repeated even after completing it but with different rewards.

Wave Rider - Collect the "W-A-V-E" lamps by passing the bottom rollovers. If you complete this objective and collect the "W-A-V-E" lamps again, the slingshots will be flashing and reward 3,000 points when hit for 12 seconds. You can't collect the "W-A-V-E" lamps while the slingshots are flashing.

RULES

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Dream Coast - Pass the left orbit 4 times. If you complete this objective, passing the left orbit will reward 1,500 points.

Sunset Bay - Collect the "B-A-Y" lamps by passing the top rollovers. If you complete this objective and collect the "B-A-Y" lamps again, the pop bumpers will be flashing and reward 2,000 points when hit for 10 seconds. You can't collect the "B-A-Y" lamps while the bumpers are flashing.

Sea Adventure - Collect the "S-E-A" lamps by hitting the 3-bank spot targets. Collecting the "S-E-A" lamps also rewards a multiplier lamp. If you reach the maximum multiplier and collect the "S-E-A" lamps again, it will reward 3,000 points.

Coconut Cocktail - Hit the slingshots 12 times. You can't repeat this objective.



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