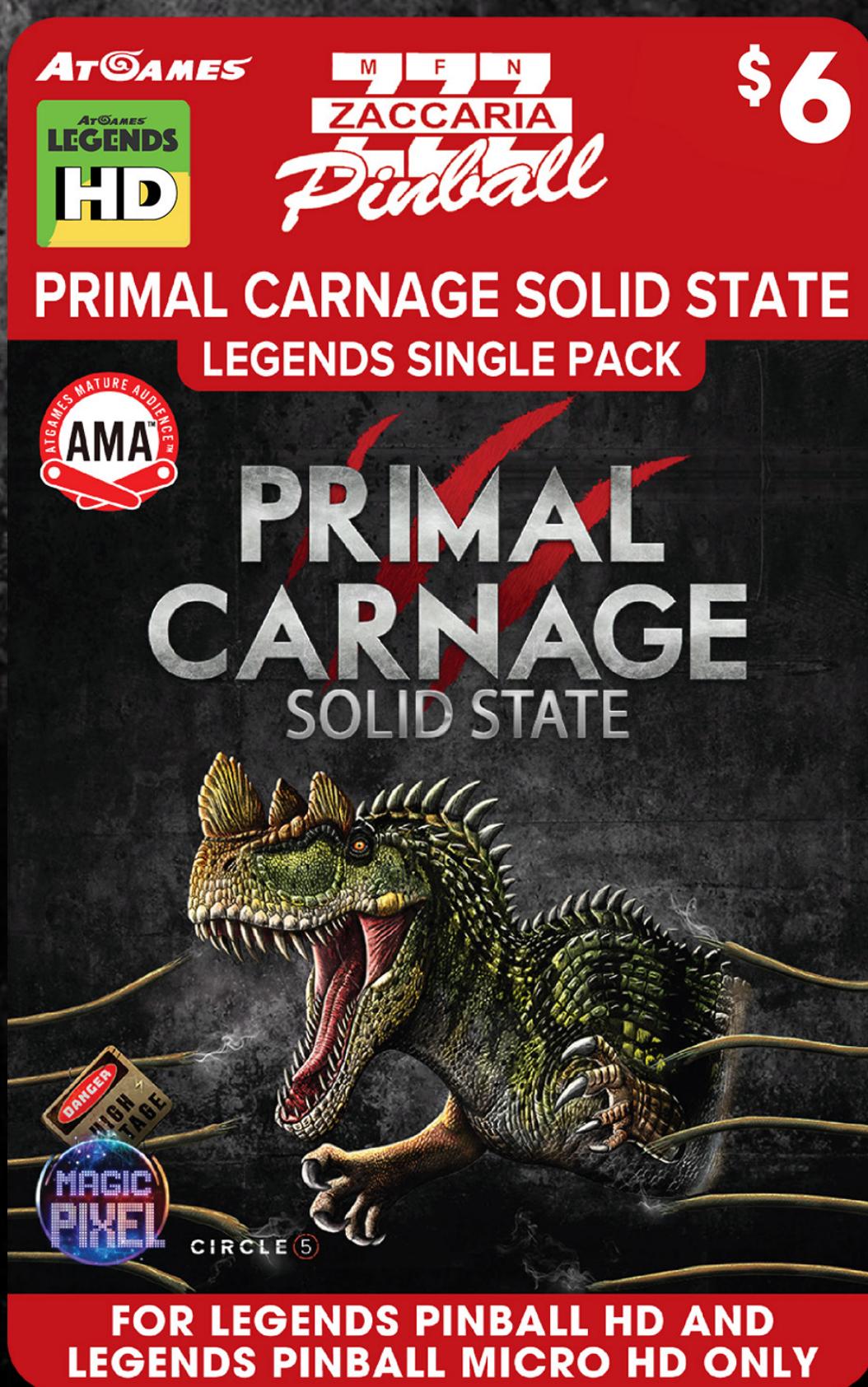
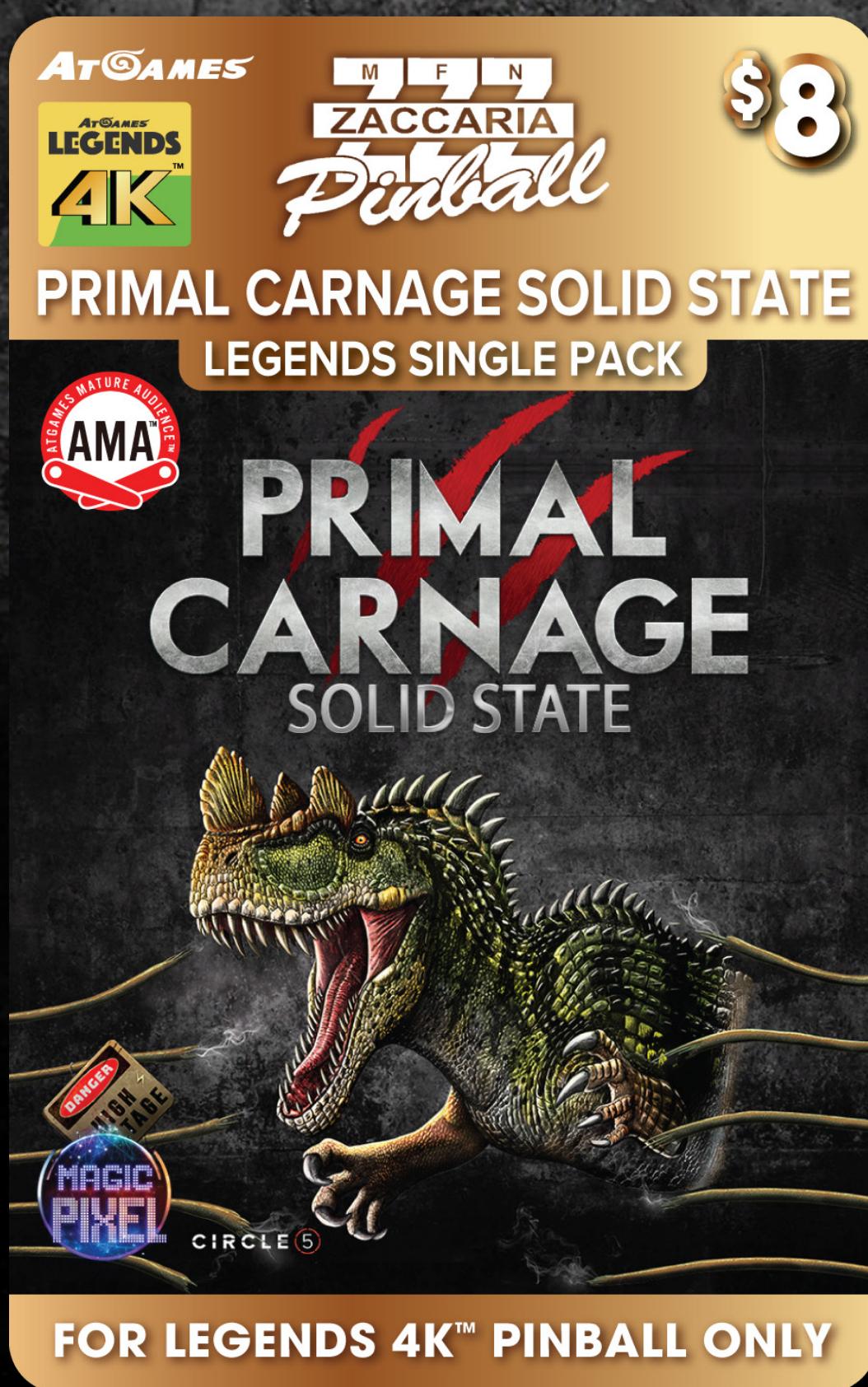


AtGAMES

PRIMAL CARNAGE SOLID STATE

Primal Carnage Solid State Table User Manual Legends Single Pack



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PRIMAL CARNAGE SOLID STATE



PRIMAL CARNAGE
SOLID STATE



Primal Carnage Solid State

Step into the prehistoric battleground of Primal Carnage Solid State with this exciting '80s-style pinball table that lets players choose their allegiance. Fight for survival as a human or dominate the battlefield as a ferocious dinosaur! Designed with classic arcade pinball elements, this table delivers non-stop action and intense gameplay with every flip. A standout feature is the unpredictable waving spot targets, adding an extra layer of challenge as you fight for supremacy. The battle begins now in Primal Carnage Solid State Pinball!

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).



CIRCLE 5

RULES

PRIMAL CARNAGE

SOLID STATE

DINO OR HUMAN

At the start of the game, players use the flippers to choose whether they will fight for the dinosaurs or the humans. Their selection is indicated by the illuminated “DINO” and “HUMAN” lamps. If playing as a dinosaur, the goal is to eliminate 100 humans. If playing as a human, the objective is to defeat a dinosaur with 10,000 hit points.

The numeric display on the table apron dynamically tracks your progress, showing either the dinosaur’s remaining hit points or the number of humans left to eliminate, depending on which side you’ve chosen to fight for.

Once you eliminate all humans or defeat the dinosaur, your allegiance automatically switches to the opposite side. Successfully completing both challenges rewards you with either an extra ball or 50,000 points. Afterward, a side is randomly selected, and the battle starts over.

INLANES / OUTLANES

Passing through a lit inlane or outlane reduces the dinosaur’s health by 100 hit points or eliminates 1 human. Slingshots can be used to change which lamp is active.

SPOT TARGETS

Hitting any spot target reduces the dinosaur’s health by 100 hit points or eliminates 1 human. The value of a spot target hit is increased by the current multiplier.

THE LEFT RAMP

Hitting the left ramp reduces the dinosaur’s health by 100, 200 or 300 hit points, or eliminates 1, 2 or 3 humans, respectively. Once the ramp is hit, players have 20 seconds to hit the ramp again to maintain progress, otherwise, it will reset.

THE RIGHT SPINNER

Each rotation of the right spinner reduces the dinosaur’s health by 10 hit points, or eliminates 1 human for every 10 rotations.

DROP TARGETS WITH AN EJECT HOLE

Hitting any drop target reduces the dinosaur’s health by 200 hit points or eliminates 2 humans. Hitting the topmost eject hole reduces the dinosaur’s health by 1,000 hit points or eliminates 10 humans.

THE TOP EJECT HOLE

Hitting this eject hole reduces the dinosaur’s health by 100 hit points or eliminates 1 human. Hitting it again further reduces the dinosaur’s health by 300 hit points or eliminates 3 humans.



RULES

PRIMAL CARNAGE SOLID STATE

TOP ROLLOVERS

Hitting a top rollover while its lamp is lit reduces the dinosaur's health by 100 hit points or eliminates 1 human. Pop bumpers can be used to change which lamp is active.

MULTIPLIERS

The game features three multipliers: 2 times, 3 times and 4 times. To advance the multiplier:

- As a human, the player must reduce the dinosaur's health by 2,500 hit points.
- As a dino, the player must eliminate 25 humans.

The activated value of the multipliers define the value for the left, right and center 3-bank spot targets.

- 100 hit points or 1 human when there is no activated multiplier.
- 200 hit points or 2 humans when the 2 times multiplier is activated.
- 300 hit points or 3 humans when the 3 times multiplier is activated.
- 400 hit points or 4 humans when the 4 times multiplier is activated.



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