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Tropical deluxe

Tropical Deluxe Table User Manual
Legends Single Pack



M F N
ZACCARIA
Pinball

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TROPICAL DELUXE

This table is a modernized version of the original Tropical table from 1974 and brings a vibrant beach theme to life with updated visuals and dynamic gameplay. Catch waves, soak up the sun, and rack up points with features like ball save, kickback, sunshine bonus, and the thrilling multiball mode. Tropical Deluxe offers four exciting modes—Beach, Surf, Bar, and Sea—plus four mini games including Pool, Slip, Seaside, and Beach. With combos, crab bonuses, multipliers, and special modes like Tropical Mode and Bay Bonus, this table captures the carefree spirit of a summer getaway while honoring the charm of its retro roots.

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).

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BALL SAVE

The ball save function returns the ball once while the "BALL SAVE" lamp is flashing. Hit the rollovers at the bottom of the table to light up the "W-A-T-E-R" lamps and activate a ball save for 30 seconds. While ball save is active, you will be awarded 3 million points.

KICKBACK

When you collect the "W-A-T-E-R" lamps the reward is not only a ballsave but also a kickback if the kickback is not active.

SUNSHINE BONUS

Collect all the fruits that have the special spot target to earn 10 million points.

COMBO

Hit through the lanes and orbits marked with the "COMBO" lamp within 8 seconds. There are 4 combo lanes on this table: the left lane, left ramp, center lane, and right lane. To activate the combo sequence, hit one of the combo lanes. Then hit another combo lane within 8 seconds where the "COMBO" lamp is flashing to achieve a combo. You can continue to hit other flashing combo lanes within 8 seconds to achieve additional combos. The more combos you achieve, the higher the points awarded.

You can achieve the following combos:

- Combo for 1 million points
- Double Combo for 2 million points
- Triple Combo for 3 million points
- Super Combo for 5 million points

CRAB BONUS

The base reward begins at 1,000 points per rotation of the left spinner. After rotating the left spinner 20 times, the "DIVE" lamp will turn on, doubling the base reward to 2,000 points per rotation. After 40 rotations, the "SAND" lamp will light up, increasing the base reward to 5,000 points per rotation. Finally, after rotating the spinner 60 times, the "CRAB" lamp activates, bringing the base reward up to 10,000 points per rotation.

The crab bonus lasts until the ball leaves the playfield.

MULTIPLIER

When the "START MODE" lamp is lit, it is possible to activate the tropical mode. Hit the 5-bank drop target where "B-E-A-C-H" lamps are 20 times to start the tropical mode. In this mode you have to complete consecutive tasks.

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- The 1st task is to hit the 3-bank spot target where “B-A-Y” lamps are.
- The 2nd task is to hit the 3-bank spot target where “H-A-T” lamps are.
- The 3rd task is to hit the right bottom 1-bank drop target .
- The final task is to hit a randomly selected 5-bank drop target 5 times where one of the “B-E-A-C-H” lamps are flashing.

The time limit to complete a mode is 120 seconds. If you complete every task, you will be rewarded with 50 million points. After that the drop targets will reward you with double points until the next round.

BAY BONUS

Bay Mode is a special feature with 3 levels, each offering progressively higher score rewards. When the "B-A-Y" lamps are flashing, hitting the 3-bank spot targets will grant increasing scores, determined by hitting the slingshots a certain number of times.

The base rewards are as follows:

- 1 million points for the first level.
- 2 million points for the second level.
- 3 million points for the third level.

Hitting the slingshot 10 times will raise the spot target score to 2 million points. Hitting the slingshot 10 more times will increase the score to 3 million points.

Once you reach this level, you will continue earning 3 million points for each hit until the ball leaves the playfield.

POOL MODE

Activation of this mode needs to hit center 3-bank spot targets where “H-A-T” lamps are. Hitting them the first time activates the “EXTRA SCORE” lamp, the second time activates the “POOL” lamp and the pool mode will be started.

In this mode you need to hit the right orbit 3 times where the “SLIPPER”, the “TOY” and the “DUCK” lamps are flashing. When you complete the task 5 million points will be rewarded.

MULTIBALL

The multiball is a mode featuring 3 balls.

You need to take the following steps to activate a multiball:

1. Hit pop bumpers 5 times to light the “SEA” lamp.
2. Hit pop bumpers another 5 times to light the “BEACH” lamp.
3. Hit pop bumpers another 10 times to light the “ROCKS” lamp.

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4. Hit the drop target at the entrance of the right eject hole and lock a ball to the right eject hole where the "LOCK1" lamp is flashing.
5. Repeat the previous step 2 more times to lock 3 balls and start the multiball.

When the multiball starts, an extra ball will be rewarded if you have not achieved one yet. In the multiball mode you need to hit the center ramp, the left and the right orbits to reward a jackpot.

You can achieve the following jackpots:

- Jackpot for 1 million points
- Double Jackpot for 2 million points
- Triple Jackpot for 3 million points
- Super Jackpot for 5 million points

When you reward the super jackpot, the sequence starts over from the jackpot. The multiball mode lasts as long as there are 2 balls on the playfield.

THE 2ND PLAYFIELD AND THE BASEMENT

The spinner awards higher and higher scores. After every 30 rotations you will be rewarded 1 million, 2 million and 3 million points. When you reach the highest score, the sequence will be started over.

Hitting all the spot targets where "CUP" lamps are, raises a barrier on the ramp, allowing the ball to return directly to the second playfield and rewards you with 5 million points.

When all the spot targets are hit where the "ORANGE", the "APPLE", the "PEAR" and the "BEACH" lamps are, the "COCKTAIL" lamp starts flashing and you are rewarded with 5 times the base score.

- The spinner rewards 25.000 points instead of 5.000 points.
- The spot targets reward 1 million points instead of 200.000 points.

When the ball leaves the second playfield for any reason, the "COCKTAIL" lamp will be reset. You need to activate it again.

BASEMENT LEVEL MINI GAME

When you reach the basement level the first time, the first mini game will be activated automatically. You need to complete mini games in a fixed order. When you complete the first 3 mini games, 5 million points will be rewarded. When you complete the final mini game, 10 million points will be rewarded.

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- Mini Game 1 (POOL) - Hit the eject hole 2 times.
- Mini Game 2 (SLIP) - Rotate spinner 20 times.
- Mini Game 3 (SEASIDE) - Hit the 7-bank drop targets.
- Mini Game 4 (BEACH) - Hit the 6-bank spot targets

When the ball leaves the basement level, the progression of the activated mini game will not be reset. You can continue it next time you reach the basement level.

GAME MODE

The game mode can be activated by hitting the 5-bank drop targets when the „B-E-A-C-H” lamps are flashing on the top of the playfield. To start the mode, hit the left eject hole at the bottom of the table when the "START MODE" lamp is flashing. Modes are initiated in no particular order, but you can change their starting sequence by hitting the 3-bank spot targets where "B-A-Y" lamps are.

The game mode requires you to accomplish various tasks to complete the modes. The time limit to complete the mode is 120 seconds. Completing a mode rewards 10 million points. Completing every mode rewards 20 million points and an extra ball (if you have not achieved one already).

- BEACH - Rotate spinner 30 times.
- SURF - Hit the flashing spot targets 6 times.
- BAR - Hit the pop bumpers 8 times.
- SEA - Pass the bottom rollovers 10 times.



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