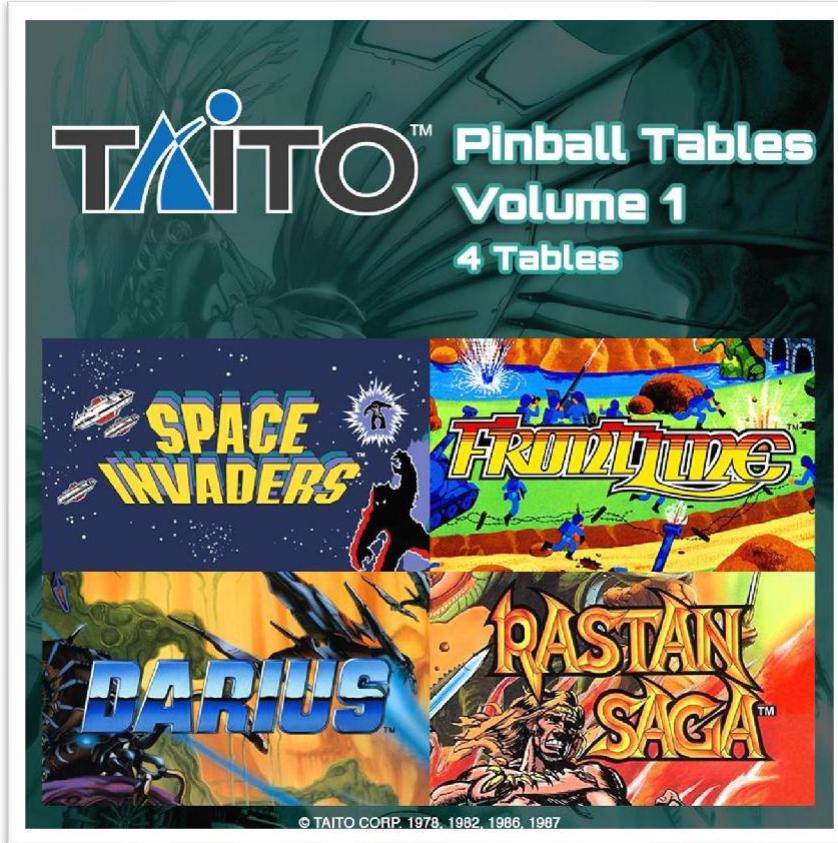




TAITO PINBALL TABLES VOLUME 1 USER MANUAL

For all Legends Arcade Family Devices



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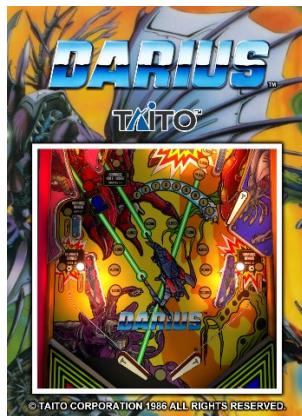
Overview

AtGames and Magic Pixel bring to life your favorite classic TAITO arcade games in stunning 1080p! Experience these all-time arcade classics in a whole new way with specially designed themed pinball tables. Fend off the Belser invader attack in *DARIUS™*, occupy the enemy camp in *Front Line™*, defeat the dragon and obtain its treasure in *RASTAN SAGA™*, and stop invaders from attacking the Earth in *SPACE INVADERS™*. Authentic sights and sounds paired with market-leading physics perfectly translate the legendary arcade experiences to virtual pinball nirvana. Regardless of your preference, there's a table for everyone in this impressive arcade-themed pinball collection!

Tables included in **TAITO Pinball Tables Volume 1:**

- **DARIUS™**
- **FRONT LINE™**
- **RASTAN SAGA™**
- **SPACE INVADERS™**

DARIUS™



Description

The Belser invaders have launched a sudden attack on the planet Darius, which has advanced scientific power and a unique culture. Repel the attack! This pinball table features spot targets, an eject hole, pop bumpers, and three flippers.

Rollovers

Pass bottom rollovers when the lamp is lit to advance bonus score. Pass top rollovers when the lamp is lit to advance bonus score, hole score, or extra ball.

Specials

Hit the left lane when the red or blue special is lit for 10,000 points. When both specials are lit the reward is 50,000 points.

Standup Targets

Completing the 3-bank standup target advances the hole score and lights blue special. Completing the 4-bank standup target advances extra ball and lights red special.

Extra Ball

Light all extra ball lamps to receive a bonus ball reward.

Hole Score

Hit the eject hole to receive the score award when the lamp is lit. Hit the eject hole 3 times to advance bonus score and extra ball.

FRONT LINE™



Description

The sergeant is heading to the battlefield to occupy the enemy's camp. To assist, he has two friends, a handgun, and grenades. This pinball table features spot and drop targets, spinners, and four flippers.

50,000 Points Reward

Pass rollovers when the lamp is lit to advance the bonus score and receive 50,000 points.

O-R-B-I-T Lamps

Hit all blue or yellow drop targets, or orbit lane, to light the next O-R-B-I-T lamp. Complete all lamps to light specials.

Specials

Hit slingshots to change which special lamp is lit. The special rewards a bonus ball or 500,000 points.

Bonus Score

Light all bonus scores to achieve a double bonus.

RASTAN SAGA™



Description

A monster dragon rampages within the peaceful country of Siam. Rastan sets out to defeat the dragon and obtain its treasure. This pinball table features drop targets, an eject hole, pop bumpers, and three flippers.

Drop Specials

Hit every drop target in a bank to light its special lamp. Receive a bonus ball reward or 500,000 points when all special lamps are lit.

Spinner Score

The spinner rewards 100 or 1,000 points when its lamp is lit. Hit slingshots to change the lamp state to on or off.

Hole Score

Hit the hole to reward 500, 5,000, 50,000, or 400,000 points. Pass inlanes and middle top rollover to advance hole score.

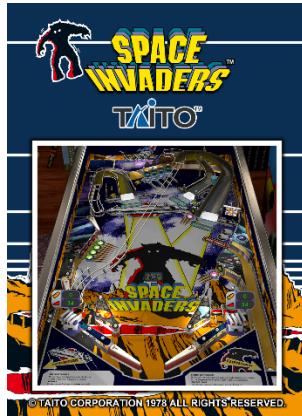
Bumper Score

Hit pop bumpers to receive a reward of 1,000 or 10,000 points when they are flashing. Hit single drop targets to flash its bumper.

Bonus Score

Pass top left or right rollover, or outlanes, to advance bonus score. Hit every drop target in a bank to advance bonus score.

SPACE INVADERS™



Description

Invaders are attacking the Earth. Protect our planet and all humankind before it's too late. This pinball table features spot targets, an eject hole, a spinner, pop bumpers, and four flippers. Use your pinball and special weapons to stop the invaders!

Gameplay Overview

This table features a survivor game mode where you have to defend your lamps on the playfield for as long as you can. The gameplay is divided into waves. Each wave lasts 40 seconds and the time is increased by 1 second after every survived wave. If the time is up and you have defeated all the remaining invaders, then the next wave will start. You have to fight with more and more invaders who are faster and stronger as each wave progresses. Sometimes, a much stronger invader will come, so prepare for it!

You will start with 5 lives. You lose a life when the ball leaves the playfield. If you are able to defend your lamps until the end of a wave, you will be rewarded with 1 life. The lamps are placed on different locations on the playfield. After each wave, the lamps are completely healed as the new wave starts. The faster your lamp is flashing, the less health your lamp has. When a lamp is lost, it is turned off. If you lose all of your lamps, the game ends.

After every action you will be rewarded points. The more invaders you defeat and the more aids you used, the more points you get. You can compete against other online scores on the leaderboard.

You have the following assists that will help in your fight against the invaders:

Rockets (Top Spot Targets)

Hit spot targets once to launch rockets. Hit all spot targets to get more hit points next time. All the rockets are re-activated at the start of every wave or when all of them are used.



Multiball (Spinner)

Rotate the spinner 50 times to activate multiball.

Freeze (Ramps)

Hit ramps to freeze invaders on the playfield. The more you hit the ramp the more time invaders are frozen.

Thunderstrike (U-Lane)

Hit the u-lane to activate a Thunderstrike. The more times you pass through the u-lane, the stronger the Thunderstrike you activate.

Turrets (Center Spot Targets)

Hit bottom left and right spot targets to add bullets to your turrets on the slingshots. Hit all spot targets to get stronger bullets.

Wave Time Reduction (Top Rollover)

Pass the top rollover to decrease the time of the wave by 5 seconds.

Invaders Life Reduction (Hole)

Lock the eject hole to decrease life of the invaders on the playfield by 50%.

Fireball (Left Slingshot)

Hit the left slingshot 15 times to activate a fireball that lasts for 10 seconds. For the next fireball, you have to hit the left slingshot 5 more times and it will last an additional 2 seconds.

Tornado (Right Slingshot)

Hit the right slingshot 25 times to activate a tornado that lasts for 7 seconds.