

M O O N F L I G H T D E L U X E

**Moon Flight Deluxe Table User Manual
Legends Single Pack**



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MOON FLIGHT

DELUXE



Moon Flight Deluxe

Moon Flight Deluxe is an inspired evolution of the original Moon Flight table from 1976 and features an extraordinary space travel theme with high-tech features and a dynamic mission system. Take off into orbit and complete five unique modes: Mission, Overload, Water System, Pressure and Engine Check. The playfield is filled with cosmic challenges like the repair dock, zone A–D, and a high-stakes launch ramp. With elements like combo shots, multiball, rotating targets and multiple playfield levels, Moon Flight Deluxe brings a fresh twist to a classic journey through the stars.

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).



RULES

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BALL SAVE

Passing the bottom rollovers where the “R-O-C-K-E-T” lamps are located activates the ball save for 30 seconds. If the ball save is activated again while the lamp is still flashing, 3 million points are awarded.

ZONE SKILLSHOT

Hit the 1-bank spot target two times to light the “ZONE A” lamp. Hit the captive ball two times to light the “ZONE B” lamp. Hit the dial four times to light both the “ZONE C” and “ZONE D” lamps. Once all zones are active, hit the center ramp, marked “ZONE SKILLSHOT” within 45 seconds to score 3 million points.

KICKBACK

Hit the slingshots 10 times to activate the kickback in the right outlane. The kickback function returns the ball once.

MULTIPLIER

This table features two special rotating targets, each with three colored sides, which are red, blue and green. Spin these special targets three times to light a multiplier lamp. Multipliers increase your score by 2 times, 4 times, 6 times, 8 times and 10 times. Once the 10 times multiplier is achieved, an extra ball is awarded.

REPAIR DOCK BONUS

Hit the left lane three times and the inner left lane twice to activate the “REPAIR DOCK” lamp in the center of the playfield. To claim the reward, hit the top right eject hole marked by the “BASEMENT” lamp to descend into the basement. Then, escape through the launch trap door at the top of the basement to return to the main playfield and score 3 million points.

SOL BONUS

Hit the top rollovers to collect the letters “S-O-L.” The first collection lights the “SYSTEM OK” lamp and upgrades the right spinner to award 5,000 points per rotation. Complete the sequence a second time to light the “ONLINE” lamp, increasing the right spinner reward to 10,000 points per rotation. On the third completion, the reward is determined by the current multiplier level. If no multiplier is active, the base reward is 1 million points.

BASEMENT OR 2ND PLAYFIELD

The top right eject hole controls the ball’s destination, either the basement level or the second playfield. Each hit on the pop bumpers toggles between these two levels.

COMBO

This table features combo lanes at the left and right orbits, and the left and right ramps. Hitting any of these lanes starts a combo sequence. From there, hit one of the other flashing combo lanes within 10 seconds to score a combo.



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Keep the sequence going by chaining shots before the timer runs out. Once the timer expires, the combo sequence resets and must be started again.

Combo rewards increase with each successful chain:

- **Combo:** 1 million points
- **Double Combo:** 2 million points
- **Triple Combo:** 3 million points
- **Super Combo:** 5 million points

BASEMENT MINI GAME

The mini-game begins when the ball enters the basement level, triggering a series of tasks that must be completed in order:

- **SYSTEM CHECK:** Rotate the spinner 20 times. Reward: 5 million points.
- **REPAIR:** Hit the eject hole three times. Reward: 5 million points.
- **POWER:** Hit all 6-bank drop targets. Reward: 5 million points.
- **LAUNCH:** Hit all 6-bank drop targets again and then escape through the launch trap door at the top of the basement to return to the main playfield. Reward: 10 million points.

MULTIBALL

To activate multiball, begin by hitting the 5-bank “ZONES” spot targets on the second playfield to light “LOCK 1” and “LOCK HERE.” Shoot the top-right eject hole where “LOCK HERE” is lit to lock the first ball. Repeat this process to lock a second and optionally a third ball. Once two balls are locked, the right eject hole will flash “MULTIBALL.” Hit it to activate a 2-ball or 3-ball multiball.

During multiball, hit the left and right orbits to score escalating jackpots:

- Jackpot = 1 Million points
- Double Jackpot = 2 Million points
- Triple Jackpot = 3 Million points
- Super Jackpot = 5 Million points

After scoring a Super Jackpot, the sequence resets and begins again at the 1 million point Jackpot.

Multiball ends when only one ball remains on the playfield.

GAME MODES

To activate a mode, first hit the 4-bank “M-O-O-N” spot targets. Once the “START MODE” lamp is flashing, shoot the top eject hole to begin. Each mode has a 120-second time limit.

Completing a mode awards 10 million points. Successfully completing all modes awards 20 million points and an extra ball. If you've already earned an extra ball, completing all the modes only awards 20 million points.



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Modes:

- **MISSION:** Hit the pop bumpers 4 times
- **OVERLOAD:** Pass through all rollovers 6 times
- **WATER SYSTEM:** Rotate the right spinner 30 times
- **PRESSURE:** Hit all spot targets 12 times
- **ENGINE CHECK:** Hit the slingshots 10 times





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