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CLOWN DELUXE

Clown Deluxe Table User Manual



M F N
ZACCARIA
Pinball

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DELUXE



CLOWN DELUXE

This table is a modernized version of the original Clown table from 1985 and features a colorful clown theme packed with chaotic fun and whimsical surprises. Light up the stage as you complete C-L-O-W-N letter modes and master four zany mini games: Dance, Present, Hat, and Juggler. With rules like ball save, combo, kickback, multiplier, multiball, and skillshot, Clown Deluxe brings classic amusement park energy into the digital era. Inspired by the quirky charm of '80s pinball, this table combines nostalgic gameplay with modern twists for a funhouse experience like no other.

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

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BALL SAVE

When you start a round, a ball save will be activated automatically. You need to pass the bottom rollovers to light 'H-A-T' and 'C-A-T' lamps that activate a ball save. An activated ball save lasts 30 seconds. If you activate it this time 3 million points will be rewarded.

COMBO

The combo is a rapid shot sequence with higher and higher reward. You need to hit one of the combo lanes to activate the combo sequence. At this time you have 8 seconds to hit one of the flashing combo lanes to achieve a combo. As long as you are able to hit one of the flashing combo lanes within the time limit, higher and higher valued combos will be rewarded. If the time limit passes, the combo sequence resets. You can reward 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

KICKBACK

When the kickback is active at the right outlane, the ball returns to the playfield without losing your progress. You need to hit slingshots 6 times to activate the kickback.

MULTIPLIERS

This table features 5 different valued multipliers which are 2 times, 4 times, 6 times, 8 times and 10 times. You need to hit every pop bumper 2 times to advance the multiplier level to the next one. When you reach the highest multiplier value, an extra ball also will be rewarded if you have not achieved one already.

MULTIBALL

The multiball is a mode with 2 or 3 balls where you can achieve jackpots with different point values. You need to take the following step to be able to start a multiball:

1. Rotate the right spinner 20 times to activate the ramp of the clown's head at the center.
2. Hit the left rotation target one time where the 'COMIC' lamp is to activate the 'LOCK1' lamp. If you hit this target again that will deactivate the 'LOCK1' lamp. In this case you need to hit one more time.
3. Hit the ramp of the clown's head at the center to lock a ball.
4. At this time you can start a multiball with 2 balls if you lock the ball to the right eject hole where the 'MULTIBALL' lamp is flashing.
5. Hit the ramp of the clown's head again at the center to lock another ball.
6. Lock the ball to the right eject hole where the 'MULTIBALL' lamp is flashing to start a multiball with 3 balls.

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When a multiball is started, an extra ball will be rewarded automatically if you have not achieved one already. In the multiball you need to hit the left orbit, the right orbit and the 4 inlanes to reward jackpots. 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 reach the highest valued jackpot, the counting starts over from the lowest one. The multiball mode lasts as long as you have at least 2 balls on the playfield.

THE 2ND PLAYFIELD

You need to rotate the right spinner 20 times to activate the ramp of the clown's head at the center. This ramp can lead the ball to 2 different places depending on the statues of the 'COMIC' lamp. If it is deactivated, the ball goes to the second playfield. If it is activated, the ball goes to the left ramp.

SKILLSHOT KICKBACK

When you reach the second playfield you have 6 seconds to lock the ball to the center eject hole where the 'SKILLSHOT KICKBACK' lamp is flashing. If you manage to do it, you will reward 3 million points and activate the kickback at the right outlane.

MINI GAMES

When you reach the second playfield all mini games will be started simultaneously. You need to complete different tasks to complete a mini game.

- Mini Game 1 (DANCE) - Hit 2-bank spot targets where 'H-O' lamps are 2 times.
- Mini Game 2 (PRESENT) - Hit the left orbit where the 'PRESENT' lamp is 4 times.
- Mini Game 3 (HAT) - Rotate the spinner where 'H-A-T' lamps are 30 times.
- Mini Game 4 (JUGGLER) - Hit the 7-bank spot target where 'J-U-G-G-L-E-R' lamps are.

When you complete a mini game 5 million points will be rewarded. When all mini games are completed, extra 10 million points will be rewarded.

GAME MODES

You need to rotate the right spinner 20 times to activate all game modes. Every game mode has a different activation method. The activation method defines which game mode will be started.

RULES

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- Game Mode 1 (C) - Hit the left orbit 3 times where the 'C' lamp is.
- Game Mode 2 (L) - Hit the center spinner 30 times where the 'L' lamp is.
- Game Mode 3 (O) - Hit pop bumpers 10 times where the 'O' lamp is.
- Game Mode 4 (W) - Hit the right ramp 4 times where the 'W' lamp is.
- Game Mode 5 (N) - Hit the 2-bank spot targets 2 times where the 'N' lamp is.

When a game mode starts you need to accomplish different tasks to complete it.

- Game Mode 1 (C) - Hit the slingshots 10 times.
- Game Mode 2 (L) - Hit the flashing drop target 6 times where 'L-I-O-N' lamps are.
- Game Mode 3 (O) - Hit the ramp of the clown's head at the center 5 times.
- Game Mode 4 (W) - Hit the center and the right spinners 30-30 times.
- Game Mode 5 (N) - Pass every bottom rollover where 'H-A-T' and 'C-A-T' lamps are flashing.

When a game mode is completed you will be rewarded 10 million points. When all game modes completed 20 million points and an extra ball (if you have not achieved one already) will be rewarded.



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