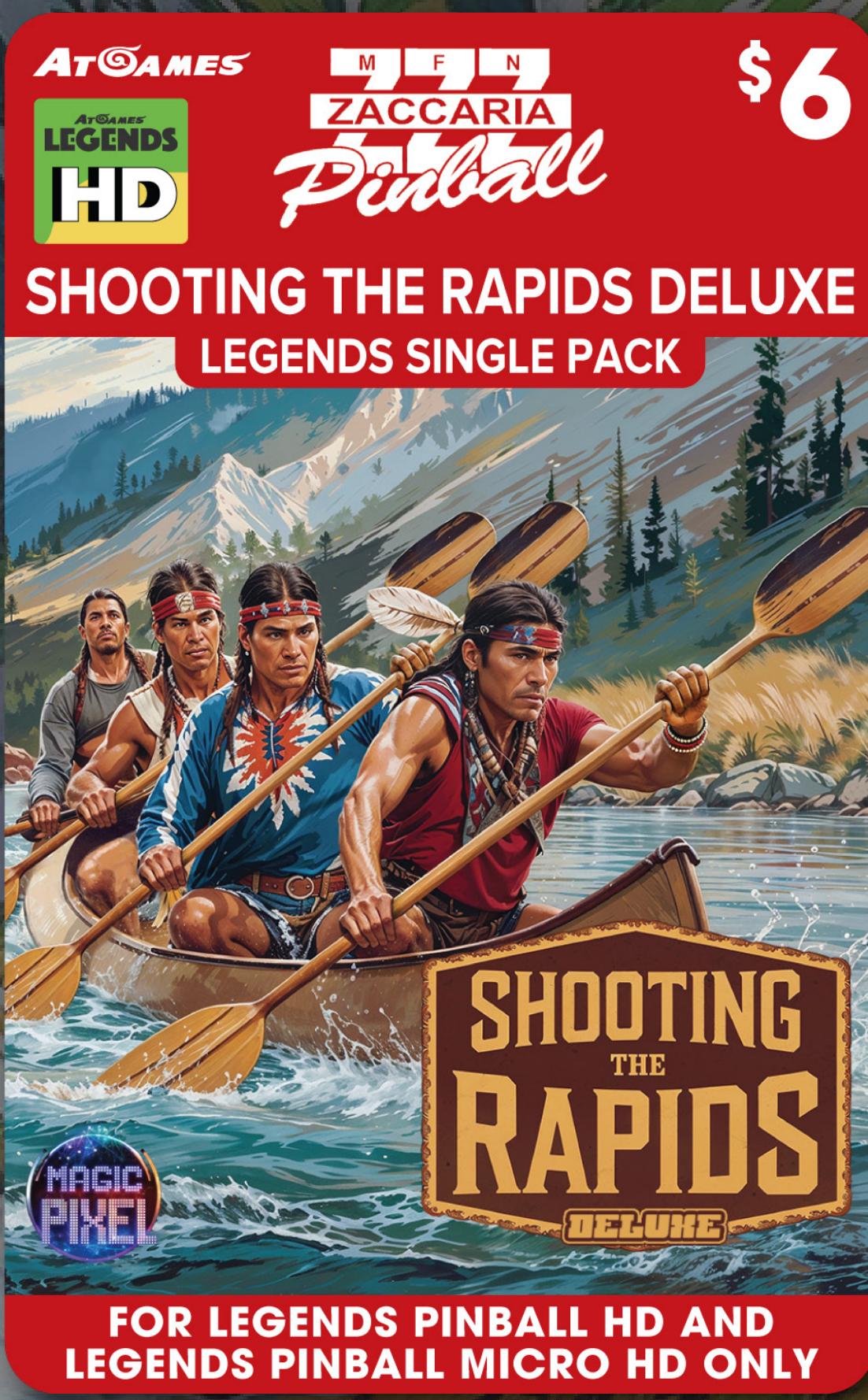
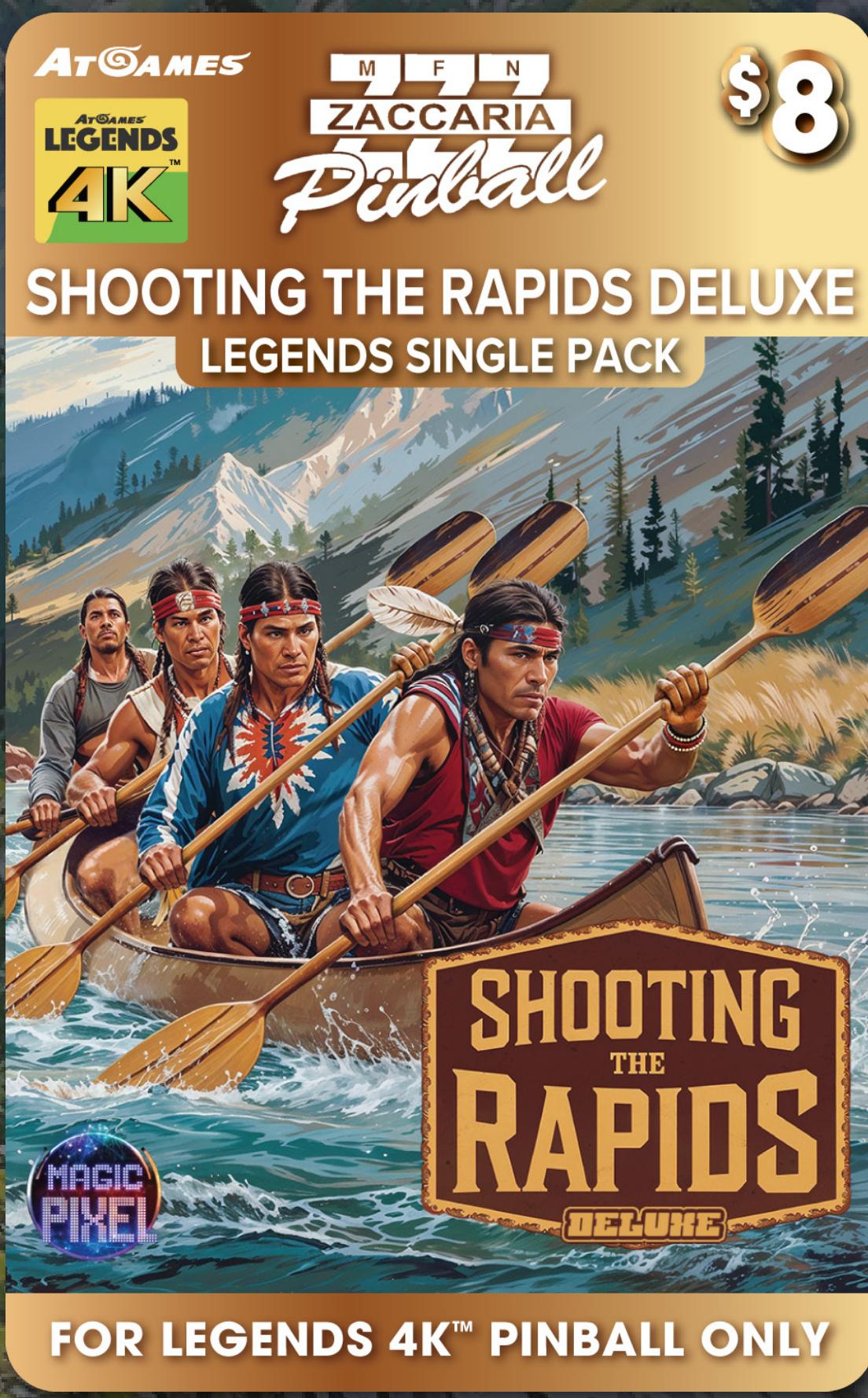


# SHOOTING THE **RAPIDS**

**DELUXE**

## Shooting the Rapids Deluxe Table User Manual Legends Single Pack



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# SHOOTING THE RAPIDS DELUXE



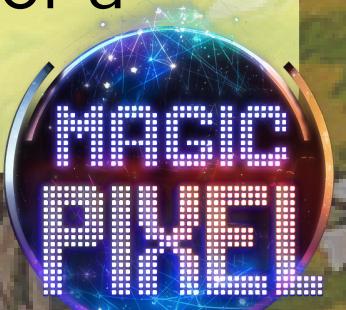
## Shooting the Rapids Deluxe

Shooting the Rapids Deluxe takes the classic Shooting the Rapids table from 1979 to thrilling new heights, combining the nostalgic spirit of the original with modern enhancements and cutting-edge pinball action. Themed around Native American culture and canoeing adventures, paddle through roaring waters guided by the spirits of nature as you explore sacred rivers and hidden trails. Conquer unique challenges like Rapid Combo, Spirit Rapids and the mighty Echo of the Totem. Test your skill in exhilarating modes such as Arrow, Axe, Bear, Hawk and Wolf, and unlock three mystical mini-games: Sun, Wind and Moon. Native legends spring to life with features like Tomahawk Spin, Net Bonus and the adrenaline-charged Indian Multiball. This table fuses rich cultural motifs with fast-paced gameplay for an unforgettable ride down the rapids!

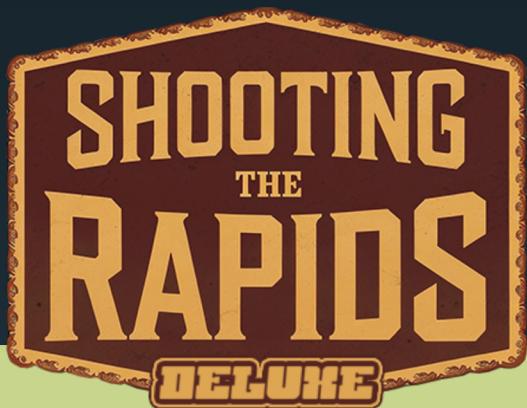
### Note:

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



## BALL SAVE

Passing the bottom rollovers where the “R-E-T-U-R-N” 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.

## KICKBACK

Hit the "C-A-N-O-E" lane five times to activate the kickback. Once active, the kickback will return the ball the next time it enters the right outlane.

## MULTIPLIER

The multiplier increases the value of the End-of-Ball Bonus. To advance the multiplier, collect the letters in “B-O-W” by completing the 3-bank spot targets. Each completion advances the multiplier by 2 times, up to a maximum of 10 times. Reaching the 10 times multiplier awards an extra ball.

## RAPID COMBO

This table features six combination lanes marked with “RAPID COMBO” lamps: the left loop, left ramp, center ramp, right lane, right ramp and right loop.

To begin a combo sequence, shoot any of these lanes.

Then, within 8 seconds, hit another flashing “RAPID COMBO” lane to earn a combo. Continue chaining shots to build higher-value combos. If the timer runs out, the sequence ends and must be restarted.

Combo rewards:

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

## SPIRIT RAPIDS

The pop bumpers normally award 20,000 points per hit. Shoot the center ramp, marked by the flashing “R-O-C-K” lamps, four times to increase their value to 200,000 points per hit for the next 60 seconds

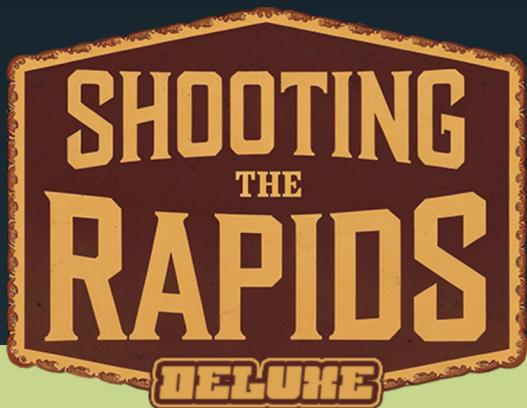
## ECHO OF THE TOTEM

Hit each “F-L-O-W” lane twice to activate the totems. Each totem is worth 1 million points. Hitting all of the totems awards 5 million points.

## TOMAHAWK SPIN

Rotate the left spinner 30 times to activate the left slingshot bonus. Once activated, hit the left slingshot to earn 100,000 points within 40 seconds. The same sequence applies to the right spinner and right slingshot.

# RULES



## ENTERING THE 2ND PLAYFIELD

Lock the ball into the top "THUNDER" eject hole to access the 2nd playfield.

## NET BONUS

Hit both NET spot targets twice to light a "CAPSIZE REWARD" lamp. Then, hit the hole with the lit lamp to collect 1 million points.

On the third time you complete both NET spot targets twice, the "WATER COMBO" lamp and the third "CAPSIZE REWARD" lamp light. Shoot the lane with the lit "WATER COMBO" lamp to collect 3 million points.

## MINI GAME

Hit the "LOOP" ramp twice to start a mini-game. Each completed mini-game awards 5 million points. Completing all mini-games awards 10 million points.

## Mini-Games:

- **SUN:** Hit all "S-U-N" 3-bank spot targets
- **WIND:** Pass the "WIND" ramp 5 times
- **MOON:** Rotate the "MOON" spinner 20 times

## INDIAN MULTIBALL

Hit the slingshots 10 times to light the "LOCK1" lamp in front of the Bear Cave on the second playfield. Then, shoot the Bear Cave twice to light the "MULTIBALL" lamp.

To start multiball, hit the center eject hole on the main playfield when the "MULTIBALL" lamp is lit. This will launch a 3-ball multiball mode, which continues as long as at least two balls remain in play. Alternatively, you can trigger a 2-ball multiball by locking just one ball before hitting the center eject hole.

When multiball begins, an extra ball is awarded (once per round). During multiball, hit the flashing ramps and lanes to score escalating jackpots:

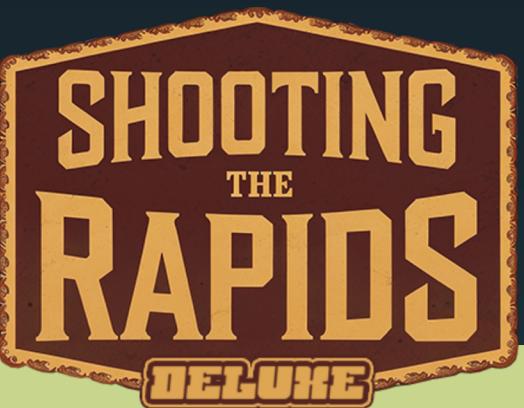
- Jackpot = 1 Million points
- Double Jackpot = 2 Million points
- Triple Jackpot = 3 Million points
- Super Jackpot = 5 Million points

## GAME MODES

Hit the 5-bank spot targets where the "RIVER" lamps are located to activate the mode start sequence. When the "START MODE" lamps are flashing, hit both 1-bank spot targets once to begin a mode.

- The flippers rotate the lit "R-I-V-E-R" lamps.
- Hitting the pop bumpers cycles through the available game modes.
- Each mode has a 120-second time limit to complete.
- Successfully completing a mode awards 10 million points.
- Completing all five modes awards 20 million points.

# RULES



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## Game Modes:

- **ARROW:** Roll through the bottom rollover lane 6 times.
- **AXE:** Rotate the left and right spinners a combined 40 times.
- **BEAR:** Hit the pop bumpers 10 times.
- **HAWK:** Shoot the left and right ramps 5 times
- **WOLF:** Hit the center eject hole 4 times.





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