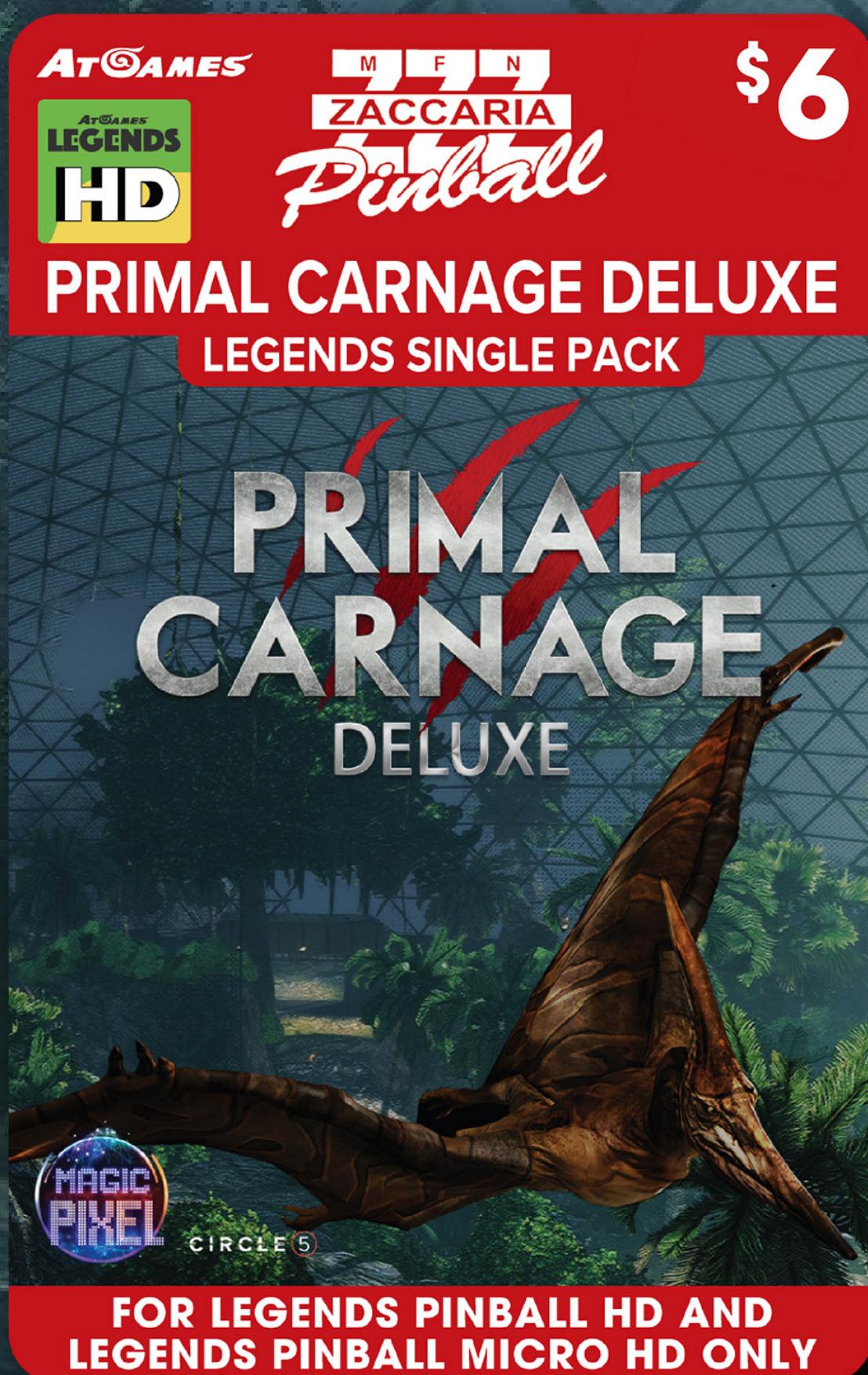
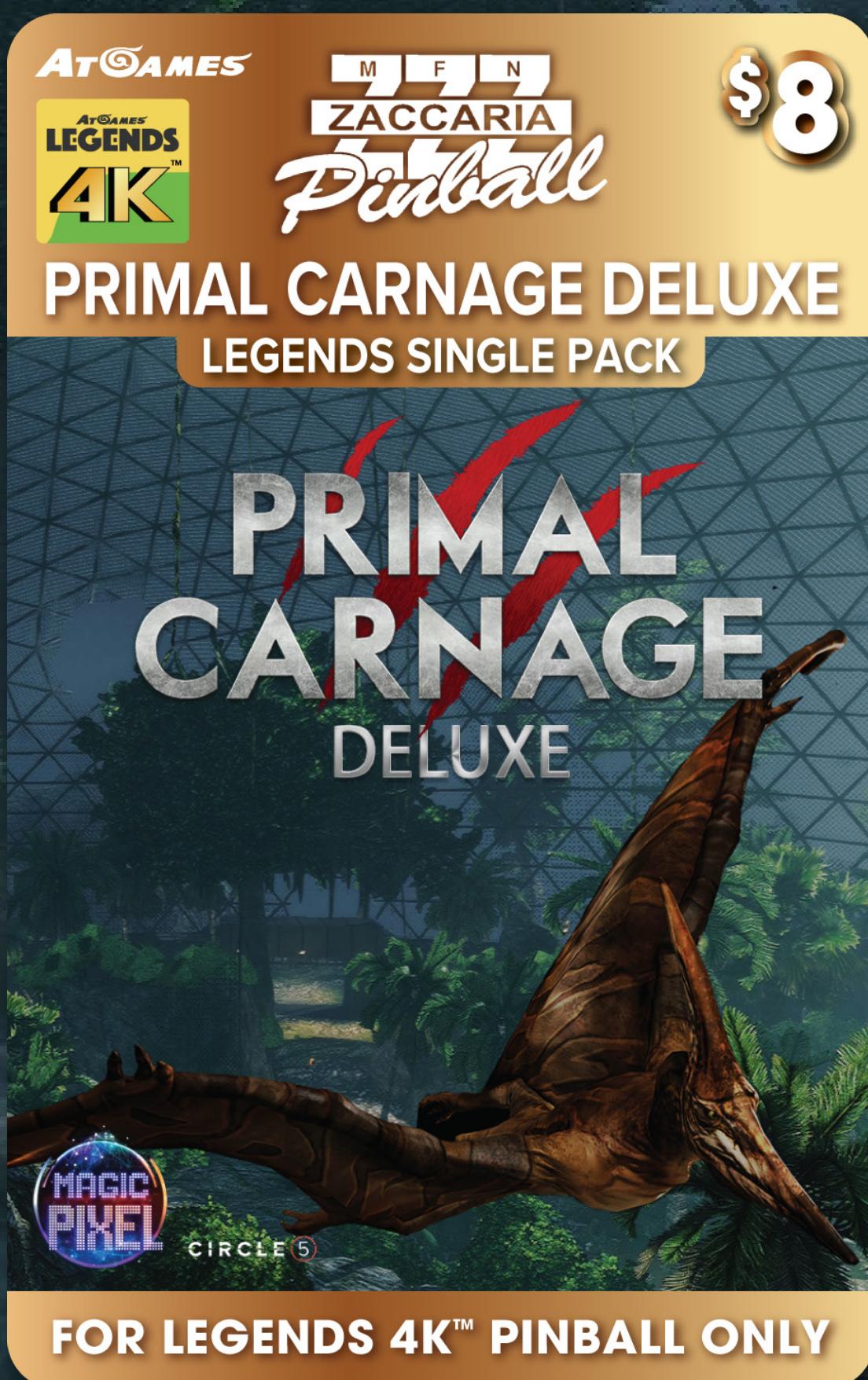


PRIMAL CARNAGE DELUXE

Primal Carnage Deluxe Table User Manual
Legends Single Pack



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PRIMAL CARNAGE DELUXE



Primal Carnage Deluxe

Step into the savage world of Primal Carnage Deluxe, where humans and dinosaurs clash for supremacy! This table features a full array of classic pinball elements, including pop bumpers, slingshots, spot targets, drop targets, spinners, eject holes and ramps. Engage in epic game modes packed with combos, loops, multiball and multipliers, pushing your skills to the limit to achieve high scores. Bringing the prehistoric battlefield to life, the table is enhanced with dynamic and static decorative objects, delivering an intense, immersive and visually stunning adventure!

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

To activate a ball save, you must hit all bottom rollovers within 30 seconds. If you hit them again while the “BALL SAVE” lamp is still flashing, an extra 10 seconds will be added to your ball save time. Use the left and right flippers to control which rollovers have an active lamp, making it easier to activate the ball save function.

TRAPPER SKILLSHOT

When you launch a ball, the “NET SHOT” lamps will flash for 15 seconds. During this time, you must hit the 1-bank spot targets while the lamps are still active.

- Hitting a single Net Shot target awards 2 million points.
- Successfully hitting both targets within the time limit doubles the reward to 4 million points.

KICKBACK

To activate the kickback at the right outlane, you first need to hit the left eject hole while the “KICK” lamp is flashing, followed by hitting the right eject hole while the “BACK” lamp is flashing.

GATE DROP TARGETS

Each ramp entrance features a drop target gate that must be hit to gain access. Hitting these targets opens the path to the left ramp, right ramp and left mini-play-field.

- Each drop target hit awards 250,000 points.
- Targets only need to be hit once per ball, as they reset at the start of the next round.

DOME COMBOS

To achieve Dome Combos, alternate hitting the left and right ramps in succession. The more combos you complete, the higher the points you earn.

The Dome Combo values are as follows:

- Level 1: 100,000 points
- Level 2: 200,000 points
- Level 3: 300,000 points
- Level 4: 400,000 points
- Level 5: 500,000 points

RULES

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Additionally, hitting the bumpers increases the value of all Dome Combos by 10,000 points per level. The maximum bonus is 500,000 points, so at full value, Level 1 will be worth 600,000 points, and Level 5 will be worth 1 million points. This value carries over into the next round, but resets to the default at the end of the game.

DOME HURRY UP

After accumulating 5 million points through Dome Combos, a Hurry-Up Mode will begin.

- The mode starts with a 10 million-point countdown and lasts for 30 seconds.
- During this time, hit the left and right ramps to collect the remaining points displayed on the countdown.
- Gate drop targets will raise and lower randomly, requiring precise timing for successful shots.

THE LEFT MINI-PLAYFIELD

To access the left mini-playfield, hit the center ramp. On this playfield, spinners award 5,000 points per spin. If you hit the same spinner again within 3 seconds while the "DOUBLE VALUE" lamp is flashing, the reward increases to 10,000 points per spin. Hitting all spot targets boosts the base spinner score to 10,000 points, with the double value increasing it to 20,000 points per spin.

THE RIGHT MINI-PLAYFIELD

To access the right mini-playfield, shoot the ball into the hole where the "SHOP" lamp is flashing. On this playfield, spinners award 20,000 points per spin when the "SHOOT HERE" lamp is not flashing and 60,000 points per spin when it is. When the ball enters, one of the "SHOOT HERE" lamps will begin flashing, alternating every 15 seconds. Completing the 4-bank spot targets scores 150,000 points.

THE SHOP

The shop lets you exchange your collected coins for a variety of rewards. You can earn coins by completing modes and by hitting the top rollovers, the center 4-bank spot targets and the 1-bank spot targets located next to the shop hole. To enter the shop, you must hit the top hole while the "SHOP" lamp is flashing. Certain rewards become available when you collect enough coins.

- 10 coins: You can start Scientist Multiball.
- 20 coins: Disables the Catastrophic Event.
- 30 coins: Awards an extra ball.



CIRCLE 5

RULES

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SCIENTIST MULTIBALL

Scientist Multiball is a 2-ball mode available for purchase in the shop. During this mode, you must hit the Ptera spinners, collecting 10 rotations to defeat a Pteranodon. Each defeated Pteranodon awards 1 million points. Scientist Multiball continues until one of the balls is lost, as there is no time limit.

REX RAMPAGE MULTIBALL

Rex Rampage Multiball is a 3-ball mode. Each time you collect 5 million points, the "LOCK" lamp at the center ramp will begin flashing. Hitting the center ramp at this moment causes the dinosaur on the ramp to eat the ball. Locking 3 balls will activate Rex Rampage Multiball. Once activated, two additional balls are launched, and a 30-second ball save function is enabled.

During this mode, you can collect jackpots by hitting the left and right ramps or the left and right eject holes, where the "REX JACKPOT" lamps are flashing. The jackpot follows a progression system, increasing every 5 jackpots:

- Rex Jackpot: 1 million points
- Super Rex Jackpot: 3 million points
- Ultra Rex Jackpot: 4 million points
- Monster Rex Jackpot: 5 million points

After achieving a Monster Rex Jackpot, the jackpot sequence resets. The mode continues as long as at least two balls remain in play.

CATASTROPHIC EVENT

The Catastrophic Event begins as soon as the 2nd ball is launched. To stop the event, you must hit either the left or right ramp within 45 seconds. If you fail to do so, the round will be lost. Alternatively, this event can be disabled through the shop.

DOME EVENTS

The table features 3 different modes, each activated by hitting the center eject holes 3 times. If you fail to complete a mode, you'll need to hit the eject holes 3 more times to try again.

However, if you successfully complete a mode, hitting any center eject hole once will activate the next mode. Completing all 3 modes will automatically start the wizard mode, Primal Carnage.

RULES

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MODE 1 - GET LOADED

In the first mode, collect weapons and guns by hitting 2 eject holes and 2 ramps where the "G-U-N-S" lamps are flashing. Each successful hit awards 500,000 points. Completing this mode awards 5 million points and 10 coins.

MODE 2 - PTERANODON ATTACK

The second mode involves battling a Pteranodon by hitting the spinner to collect spins. The flippers have a special function: holding them up longer results in stronger shots.

- A Body shot deals 1 damage per spin.
- A Critical shot deals 2 damage per spin when the flipper is held up for 2 seconds.
- A Headshot deals 4 damage per spin when the flipper is held up for 4 seconds.

The Pteranodon starts with 200 health points and regenerates 1 health per second. You must reduce its health to zero within 60 seconds to complete the mode, earning 5 million points and 20 coins as a reward.

MODE 3 - DEFEAT THE TYRANT

In the final mode, you must defeat the Tyrant, who has 2,000 health points. Hitting the left or right ramp decreases its health by 200 points, while hitting the left or right eject holes reduces it by 400 points.

Ramp shots award 500,000 points, and eject hole shots award 1 million points.

You must reduce the Tyrant's health to zero within 60 seconds to complete the mode, earning 5 million points and 30 coins as a reward.

PRIMAL CARNAGE (WIZARD MODE)

The wizard mode is activated once all modes are completed. This 2-ball multiball mode lasts for 60 seconds, with unlimited ball save for the duration.

To earn increasing rewards, hit the left and right ramps:

- 5 ramp shots awards 15 million points
- 10 ramp shots awards 20 million points
- 15 ramp shots awards 25 million points.

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