

AtGAMES

# SUPERSONIC

Deluxe

## Supersonic Deluxe Table User Manual Legends Single Pack



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Pinball



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# SUPersonic Deluxe



## Supersonic Deluxe

This table is a modernized version of the original Supersonic table from 1977 and has an aircraft theme with fast-paced aerial action and precision shots. Take to the skies with high-speed combos, multiball missions, and daring skillshots as you engage features like the Super Sonic mode, Mayday Loop, and Jetflies. Fly through five thrilling modes—Top Gun, Airplane, Superjet, Control, and Airlock—as you navigate your way to pinball air superiority. Supersonic Deluxe blends the spirit of classic aviation with modern pinball mechanics for a high-altitude experience.

### 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

Hit the rollovers at the bottom part of the table, where the “A-I-R-A-I-R” lamps are located. The ball save will remain active for 30 seconds. If you hit the rollovers again while the ball save is still active, you will be awarded 3 million points.

## SKILLSHOT

Every time a new ball is launched, the "SKILLSHOT" lamps start flashing for 15 seconds. In this time, hit the right loop to reward a skillshot for 2 million points.

## KICKBACK

Hit the slingshots 15 times to activate the kickback. The kickback function returns the ball once. If kickback is activated again while the previous one is still unused, you will be awarded points based on the current multiplier. Without an active multiplier, the base reward is 1 million points.

## MULTIPLIER

Pass the rollovers at the top part of the table, where the “J-E-T” lamps are located. Multipliers increase your score by 2 times, 4 times, 6 times, 8 times and 10 times. Once the 10 times multiplier is reached, 20 million points will be awarded along with the multiplier. Every 10 times multiplier gives an extra ball.

## MAYDAY LOOP

When the ball is launched on the right ramp, the “MAYDAY LOOP” lamp will start flashing for 15 seconds. Hitting the right ramp again awards a “MAYDAY LOOP”. Continue hitting the ramp within the 15 second window to earn points. The base reward is 1 million points.

The points depend on the multiplier activated:  
2 million points, 4 million points and so on.

## ACCESS TO SECOND PLAYFIELD

Hit the pop bumpers 10 times to reach the second playfield. The “FLY HERE” ramp will gently slope down, connecting the main level to the secondary playfield.

## THE SECOND PLAYFIELD

Goal: collect all drop and spot targets. Upon completion, the “ENGINE” lamp turns on, activating the plunger for extra points. The first collection awards 5 million points.

Each subsequent completion increases by 5 million points, up to 5 collections. After the fifth, each collection is worth 25 million.

## JET BONUS

Hit the 4-bank drop targets, where the “TARGET” lamps are located, to activate the pop bumpers. The pop bumpers’ lamp will flash for 30 seconds, and each hit during this time awards 1 million points. When the timer runs out, everything resets.

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## JETFLYS MISSION

Hit the 7-bank spot targets at the top part of the table, where the "J-E-T-F-L-Y-S" lamps are located. Then "FLY BY WIRE" and "SUPersonic" are activated. Rotate the left "FLY BY WIRE" spinner 30 times and the right "SUPersonic" spinner 30 times. You have 1 minute to spin the spinners 30 times each. If successful, you earn 5 million points.

## COMBO

This special table features a single combo bar. To start a combo sequence, hit the left lane. Hit it again within 15 seconds to earn a combo. Continue repeating this within the time limit to chain additional combos. When the 15 second timer runs out, the combo sequence ends and must be restarted. Combos start at 1 million points and increase by 1 million per combo, up to a maximum of 10 million.

## JET MULTIBALL

Hit the 3-bank spot targets at the center right part of the table, where the "J-E-T" lamps are located. When the ramp rises, the "LOCK" lamp will start flashing. Lock the ball 3 times to start Jet Multiball. Jet Multiball adds 2 extra balls to the playfield. During Multiball, hit loops and ramps to score jackpots. Each jackpot is worth 1 million points. After 10 jackpots, each one is worth 10 million points. Multiball continues until only one ball remains on the playfield.

## GAME MODE

Hit the 1-bank spot target where the "HIDDEN CONTROL" lamps are located 3 times. Then lock the ball below the ramp, where the "START MODE" lamp is located.

The time limit to complete the mode is 120 seconds.

By moving the flippers, you can choose which mode you want to start:

TOPGUN - Rotate spinner 50 times. 5 million points.

CONTROL - Hit all drop targets. 10 million points.

AIRPLANE - Hit the pop bumpers 15 times. 15 million points.

AIRLOCK - Pass the ramps 6 times. 20 million points.

SUPERJET - Hit the eject hole 5 times. 25 million points..



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