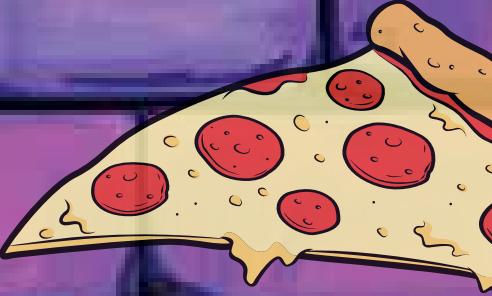


TEENAGE MUTANT NINJA TURTLES®

Teenage Mutant Ninja Turtles
Legends Pinball Table User Manual



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TEENAGE MUTANT NINJA

TURTLES®

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Teenage Mutant Ninja Turtles

Join Leonardo, Donatello, Michelangelo, and Raphael as they fight through the sewers and streets of New York City to stop Shredder and the Foot Clan from unleashing total chaos. Featuring fast-flowing ramps, multiball mayhem, and an interactive Shredder Bash Toy, players will complete missions, battle iconic villains, and experience nonstop action. Packed with the humor, attitude, and teamwork that define the Teenage Mutant Ninja Turtles, this table also delivers dynamic voiceovers, radical sound effects, and a rocking soundtrack. So grab a slice of pizza and get ready to flip your way to victory, because the city needs heroes, and the Turtles are on the case!

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).

Teenage Mutant Ninja Turtle Pinball Table comes with the currently released Legends Pinball TMNT Machine. This pack will be compatible with future AtGames Legends devices.

RULES



SHELL SHIELD BALL SAVE

The Shell Shield Save is activated for 30 seconds at the start of the game and each time a mode is activated. It can also be reactivated by achieving 20 rotations of the spinner. While it's active, a ball that drains is automatically re-launched onto the playfield.

KICKBACKS

The Kickback is activated in the right outlane at the start of the game and each time a mode is activated. It can also be reactivated by hitting the 3-bank of Spot Targets. Once lit, 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, hit the Bebop and Rocksteady captive balls. Every two hits advances the multiplier by 2 times, up to a maximum of 10 times. After achieving the 10 times multiplier, hitting the Bebop or Rocksteady captive balls two times awards 3 million points.

SKILL SHOT

When a new ball is launched to start a round, it travels around the outer loop and feeds to the flippers. This lights the Shredder bash toy for 10 seconds. Hitting it within that window awards the skill shot, worth 1,000,000 points. the higher the points awarded.

EXTRA BALLS

There are two ways to earn extra balls:

- An extra ball is automatically awarded at 100 million points.
- An extra ball is awarded by completing the Shredder Battle Wizard mode.

NINJA WEAPON COMBOS

If no gameplay mode is active, shooting any ramp or loop lights remaining ramps and loops for 10 seconds. Hitting any of the lit shots, within this window, awards a Katana Combo worth 500,000 points and resets the timer. Each additional combo completed within the time limit increases in value as follows:

- **Katana Combo:** 500,000 points
- **Twin Sai Combo:** 1 million points
- **Bo Staff Combo:** 1.5 million points
- **Nunchaku Combo:** 2 million points
- **Super Shredder Combo:** 5 million points

After four Weapon Combos are completed, all combo shots are turned off and the Shredder bash toy lights for a Super Shredder Combo opportunity.

RULES



GAME MODES

There are six game modes that must be completed to unlock the Shredder Battle Wizard Mode. Most modes are activated by hitting the Shredder Bash Toy a number of times. Hitting the slingshots cycles the next mode that will be activated. The activation methods for Pizza Time and Turtle Power Multiball are described separately in their own sections.

Mode Activation Requirements:

- **First Mode:** Hit Shredder 5 times
- **Second Mode:** Hit Shredder 10 times
- **Third Mode:** Hit Shredder 15 times
- **Fourth Mode:** Hit Shredder 20 times

NINJA TRAINING MODE

This mode has two stages:

- **Stage 1: Ninja Training**
- **Stage 2: Splinter's Challenge**

Stage 1: Ninja Training

In this stage, each of the major playfield shots must be hit once, awarding 1 million points per shot:

- Left Loop
- Left Ramp
- Shredder Bash Toy
- Middle Loop (either side counts)
- Inner Right Ramp
- Outer Right Ramp
- Right Loop

Stage 2: Splinter's Challenge

In this stage, one of the major playfield shots lights at random and a 30-second timer begins. Hitting the lit shot within the time limit completes the challenge and awards 10 million points.

BREAKING NEWS MODE

This mode has two stages. Both must be completed in order to unlock the Shredder Battle Wizard Mode.

Stage 1:

Use Donatello's tracking device to pinpoint April's location by achieving 30 spinner rotations. Each spinner rotation scores 250,000 points.

RULES



Stage 2:

Once April is located, her position is revealed at one of the major playfield shots. Hit the lit shot to rescue April and score 10 million points.

MUTANT MAYHEM MODE

In this mode, both Bebop and Rocksteady must be defeated by hitting their captive balls.

- Each captive ball must be hit three times.
- Every captive ball hit scores 1 million points.

Completing this mode and defeating both villains awards a bonus of 15 million points.

This mode must be completed in order to unlock the Shredder Battle Wizard Mode.

FOOT SOLDIER FRENZY MODE

This mode is completed by hitting five total Foot Soldier targets. There are five Foot Soldier spot targets on the main playfield and six Foot Soldier drop targets in the Sewer. Each hit on a Foot Soldier target scores 2 million points. Completing the mode awards a bonus of 20 million points.

This mode must be completed in order to unlock the Shredder Battle Wizard Mode.

TURTLE POWER MULTIBALL

To activate Turtle Power Multiball, three balls must be locked under the Shredder Bash Toy. Each time the bottom rollovers (marked with the TURTLE lamps) are completed, Shredder rises to reveal the lock hole. Lit rollovers can be rotated using the flippers.

Once all three balls are locked, Turtle Power Multiball begins. Three balls are launched onto the playfield for 3-ball multiball. During Multiball:

- All ramps and loops light for Jackpots worth 1 million points each.
- After scoring five Jackpots, the Shredder Bash Toy lights for a Super Shredder Jackpot worth 5 million points.
- Scoring the Super Shredder Jackpot resets the cycle, relighting all ramps and loops for standard Jackpots.

Multiball ends when only one ball remains in play. Scoring at least one Jackpot is required to unlock the Shredder Battle Wizard Mode.

RULES



PIZZA TIME

Hit the bank of drop targets where the “PIZZA” lamps are located five times to activate the mode.

- A 1-minute timer begins when the mode starts.
- All ramps and loops light to collect toppings.
- Collect as many toppings as possible before time runs out.
- Each topping collected adds 1 million points to the Pizza Time value.
- The timer can be reset by hitting the “PIZZA” drop targets five times during the mode.

At least three toppings must be collected to unlock the Shredder Battle Wizard Mode.

SHREDDER BATTLE WIZARD MODE

Once all six game modes are completed, hit the Shredder Bash Toy to activate this mode. Two balls are launched onto the playfield for this 3-ball multiball mode.

The goal during this mode is to hit Shredder 50 total times. Each hit awards 1 million points. Completing the mode awards a bonus of 50 million points.

HOT PURSUIT BONUS MODE

After completing any main mode, the Hot Pursuit Bonus mode automatically begins as the Turtles scramble to avoid police detection. This mode is optional, but provides an opportunity to rack up bonus points. When the mode begins:

- A Hurry-Up value begins at 5 million points and counts down over 30 seconds.
- Hitting the Sewer Hole within that time locks in the current value as the base Hot Pursuit Bonus.
- Once inside the sewer, each target and loop hit adds 100,000 points to the bonus.
- The accumulated value is awarded when the ball exits the sewer back to the main playfield.

STREET JUSTICE MISSIONS

Street Justice Missions are optional mini-modes that players may choose to take on. If no primary game mode has been started for 45 seconds, there is a 50% chance that a Street Justice Mission will begin automatically.

Mugging in Progress

Hit the 3-bank spot targets a total of three times within 45 seconds.

- Each spot target hit, scores 250,000 points.
- Completing the mode awards 1 million points.

RULES



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Jewelry Heist

Hit the Center Loop a total of three times within 45 seconds.

- Each Center Loop hit scores 250,000 points.
- Completing the mode awards 1 million points.

Sewer Showdown

Hit the ball into the Sewer Hole and then hit three Foot Soldier drop targets within one minute.

- Each Foot Soldier drop target hit, scores 250,000 points.
- Completing the mode awards 1 million points.

Bank Robbery

Hit the Left Ramp, Inner Right Ramp, and Outer Right Ramp within 45 seconds.

- Each ramp hit scores 250,000 points.
- Completing the mode awards 1 million points.

Pizza Delivery Intercept

Hit the "PIZZA" drop targets five times within 45 seconds.

- Each drop target hit, scores 250,000 points.
- Completing the mode awards 1 million points.

Completing all five Street Justice Missions awards the City Cleanup Bonus worth 20 million points.



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