

AtGAMES

NATURAL[®] HISTORY

PINBALL PACK 2 USER MANUAL

AtGAMES
LEGENDS
HD

AtGAMES
LEGENDS
4K

For AtGames Legends 4K™ and Legends HD
Family Devices

9/26/2024 Version 1.1



TABLE OF CONTENTS

Overview.....	3
Africa	4-8
Egypt.....	9-13
Deep Ocean.....	14-18
Polar Expedition.....	19-23



OVERVIEW



AtGames and Magic Pixel bring you four original arcade-quality Natural History® pinball tables developed in consultation with experts in their field.

The Natural History tables feature modern and dynamic gameplay elements with scientifically accurate themes to create unique experiences found only on the Legends Arcade Family of devices.

Tables included:



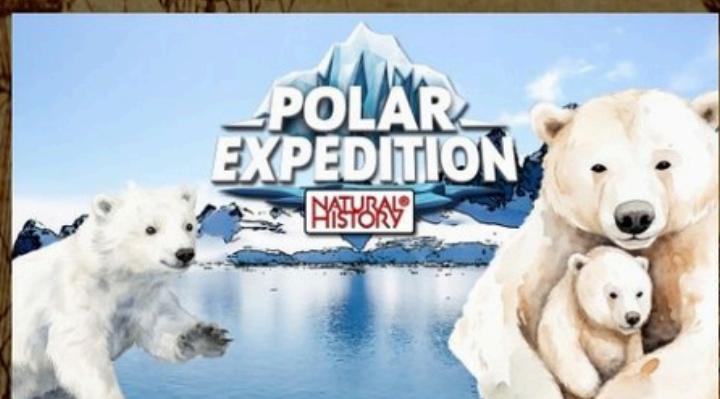
Africa



Egypt



Deep Ocean



Polar Expedition

Note:

For Legends HD machines: Tables 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: Tables can be downloaded to the internal storage or a FlashDriveX™-formatted USB drive (not included).

AFRICA



Welcome to the exhilarating world of **Africa**, the pinball table that takes you on an **unforgettable safari** through the heart of the African wilderness. As the plunger releases and the ball sets forth on its journey, you are instantly transported to a land of **majestic landscapes** and **exotic wildlife**. This adventure-themed pinball table invites you to explore the vibrant and diverse habitats of Africa, where each flip of the flipper and every hit of a bumper brings you closer to the continent's most iconic animals.

Navigate through the savanna and encounter the King of the Jungle, the mighty Lion, whose regal presence commands respect. Venture deeper into the lush forests where the powerful Elephant roams, its massive tusks and gentle demeanor a sight to behold. The swift and stealthy Jaguar lurks in the shadows, ready to pounce with its incredible agility. Be prepared to face the formidable Rhino, its sheer size and strength a true marvel of nature. The elegant Zebra dazzles with its striking stripes, while the playful Baboon adds a touch of mischief to your journey.

“Africa” is not just a game; it's an immersive experience that combines the thrill of pinball with the wonders of African wildlife. Each animal encounter is meticulously crafted, with **unique challenges** and **rewards** that bring the rich tapestry of the African continent to life. Whether you're a seasoned pinball wizard or a curious explorer, “Africa” promises an adventure like no other, filled with excitement, discovery, and the untamed beauty of the wild.

RULES

AFRICA

BALL SAVE

Hit rollovers at the bottom part of the table, to collect T-U-R-T-L-E letters and activate a ball save with 30 seconds when all letters are collected. When the ball save is activated again while the timer is still not expired, 5 million points will be rewarded.

KICKBACK

Hit the left ramp when the 'ACTIVATE KICKBACK' lamp is flashing to achieve a kickback. If a kickback was already activated previously, then 2 million points will be rewarded.

MULTIPLIERS

Hit the left ramp when the 'ADVANCE MULTIPLIER' lamp is flashing to achieve the first or the next multipliers. The multiplier values are 2 times, 3 times, 4 times, 5 times, and 6 times. After every multiplier lamp has been activated, 5 million points will be rewarded.

LOOPS

Hit the center ramp multiple times within a time limit to be rewarded higher and higher points. Hit the center ramp to activate the sequence, then the 'KUDU LOOP' lamp starts flashing for 15 seconds.

Hit the center ramp within 15 seconds to achieve KUDU LOOP for 1 million points, then the 'ORYX LOOP' lamp starts flashing for 15 seconds.

Hit the center ramp again within 15 seconds to achieve ORYX LOOP for 2 million points, then the 'HIPPO LOOP' lamp starts flashing for 15 seconds.

Hit the center ramp again within 15 seconds to achieve HIPPO LOOP for 5 million points, then the 'HIPPO LOOP' lamp starts flashing for 15 seconds again.

As long as you can hit the ramp within 15 seconds, the loop will be rewarded. If the time limit is reached at any level, the loop sequence will be reset.

SPECIAL TARGETS WITH MEERKATS

There are 3 special rotating targets on this table. Every special target has 3 sides. One of the 3 sides shows 1 meerkat, the other side shows 2 meerkats and the third side shows 3 meerkats.

When the 3 special targets show the same numbered meerkats, various bonus points will be rewarded.

- 3 million points when 1 meerkat is on the different targets.
- 6 million points when 2 meerkats are on the different targets.
- 10 million points when 3 meerkats are on the different targets.



RULES AFRICA

RAMP SPECIAL

The left ramp has multiple functions. One of its functions is to reward different rewards, the other one is to lead the ball to the secondary playfield. There are 3 available rewards here, depending which lamp is flashing when you hit this ramp:

- 1 million points.
- Activate a kickback, or 2 million points.
- Advance multiplier, or 5 million points.

ROLLOVER MILLIONS

Every time when you hit the left or the right orbit, one of the lamps of the top rollovers will be flashing. You can change which lamp is flashing by the flippers. If the ball hits that rollover where the lamp is flashing 1 or 2 million points will be rewarded.

THE SECONDARY PLAYFIELD

In order to reach the secondary playfield, first you have to hit both spot targets where 'BUFFALO' lamps are flashing. Then you have to hit the left ramp to send the ball to the secondary playfield.

MONKEY REWARD

On the secondary playfield you can activate the Lion named game mode or collect the monkey reward. For the monkey reward, hit the 3-bank spot targets to light their lamps and flash the '1 MILL' lamp of the special spinner. Hit the special spinner as many times as possible in 20 seconds to reward 1 million points for every spin.

MULTIBALL

This table has a special object that features an eject hole and 3 spot targets. In order to activate multiball mode, you need to do the following steps:

1. Hit 3 spot targets to open a lane to the eject hole.
2. Lock a ball to the eject hole to start the multiball.

The ball number depends on how many times the multiball has been activated. On the first activation, a multiball with 2 balls will be launched. On the second or additional activation, a multiball with 3 balls will be launched.

In the multiball mode, you need to hit orbits and ramps to be able to reward jackpots. After 5 jackpots have been achieved, a super jackpot will be rewarded. A jackpot gives 1 million points. A super jackpot worth 5 million points.

This mode lasts as long as there are 2 balls on the playfield.



RULES AFRICA

GAME MODES

This table includes 6 game modes. Every game mode has a unique activation method. A game mode can be completed multiple times for higher and higher reward. When all game modes are completed once, an extra ball will be rewarded. When a game mode is completed in 30 seconds, an additional 10 million points will be rewarded.

LION

THE ACTIVATION:

1. On the secondary playfield, hit the 4-bankspot targets to light their lamps and to flash the 'LION' lamp of the eject hole.
2. Hit the eject hole to start this mode.



THE GOAL(S):

Hit the 3 spot targets around the special eject hole 3 times to open that special eject hole.

Hit a ball to that special eject hole to complete this mode and 10 million points will be rewarded.

THE SIDE GOAL(S):

Hit a rollover on the top to increase the reward for the spot targets. The base reward is 1 million points. A rollover hit increases it by 1 million points. The maximum value can be 5 million points.

JAGUAR

THE ACTIVATION:

Hit the left and the right orbit to light 'J-A-G-U-A-R' lamps and start this mode.

THE GOAL(S):

Hit the left and the center ramp 10 times to complete this mode and 20 million points will be rewarded.

When you hit a ramp, 1 million points will be rewarded.

THE SIDE GOAL(S):

Hit the left and the center ramp in 10 seconds and 5 million points will be rewarded.

ELEPHANT

THE ACTIVATION:

1. Hit the 2-rowed 8-bank spot targets to collect E-L-E-P-H-A-N-T letters, and to flash the 'ELEPHANT' lamp of the eject hole.
2. Hit the eject hole to start this mode.



THE GOAL(S):

Hit the left and the right orbit 5 times to complete this mode and 30 million points will be rewarded.

THE SIDE GOAL(S):

One of the ramps will be flashing randomly. Hit that flashing ramp to increase orbit value by 1 million points. The maximum value is 5 million points.

RULES

AFRICA

RHINO

THE ACTIVATION:

Hit the left eject hole 4 times to start this mode.



THE GOAL(S):

Hit every special spot target with meerkats 3 times to complete this mode and 40 million points will be rewarded.

THE SIDE GOAL(S):

Hit pop bumper or slingshot to increase the reward value of the special spot target. The base value is 1 million points and this value can be increased by 100,000 points with every hit on a pop bumper or a slingshot.

ZEBRA

THE ACTIVATION:

Hit pop bumpers and slingshots to collect Z-E-B-R-A letters. When all letters are collected, this mode will be started.

THE GOAL(S):

Hit every flashing(standard) eject hole 2 times to complete this mode and 50 million points will be rewarded. When you hit an eject hole, 1 million points will be rewarded.

THE SIDE GOAL(S):

Hit the same eject hole within 10 seconds to reward 5 million points.

BABOON

THE ACTIVATION:

Hit the right 3-bankspot targets 6 times to collect B-A-B-O-O-N letters and start this mode.

THE GOAL(S):

Hit every pop bumper and slingshot one time to complete this mode and 60 million points will be rewarded.

THE SIDE GOAL(S):

Hit the center ramp to increase reward for bumper or slingshot hits. The base value is 1 million points. Every time you hit the center ramp, the value will be increased by 500,000 points, so the maximum value would be 2.5 million points.



EGYPT



Embark on an epic journey through the land of pharaohs and gods with the **Egypt** pinball table. This mesmerizing table invites players to sail down the legendary Nile River, visiting some of the most **iconic** and **mystical sites** of ancient Egypt. As you navigate the waterways, you will encounter the awe-inspiring Great Pyramid, the enigmatic Great Sphinx, the majestic Luxor Temple, the sacred Valley of the Kings, and the historic Temple of Kom Ombo. Each location presents **unique challenges**.

But your voyage is not just a tour of ancient wonders. Along the way, you will engage with the powerful gods of Egyptian mythology. Face the Sun God Ra, who lights your path with divine power. Encounter Anubis, the god of the afterlife, who guards the secrets of the tombs. Seek the protection and wisdom of Isis and Osiris, rulers of life and death. Decode the mysteries with Thoth, the god of knowledge, and feel the fierce grace of Bastet, the feline goddess. Finally, prove your worth to Horus, the falcon-headed god of kingship and the sky.

The “Egypt” pinball table is a **rich blend** of historical splendor and mythological adventure, offering an immersive and thrilling experience. Prepare to test your skills, and earn the favor of the gods as you journey through the timeless wonders of Egypt.

RULES

EGYPT

THE BASEMENT LEVEL

There is a door at the entrance of the left orbit. The door is opened automatically when the game starts. When you hit that opened door, the ball reaches the basement level. When the ball leaves the basement level, it will be returned to the playfield through the ball launcher.

BALL SAVE / KICKBACK

Hit rollovers at the bottom part of the table, to light 'A-M-U-L-E-T' lamps and activate a ball save, or a kickback, or a 5 million point reward. The first time, a 30 seconds ball save will be rewarded. If the ball save is still activated, a kickback will be rewarded. When ball save and kickback are still activated, 5 million points will be rewarded.

COMBOS

There are 2 combo lanes on this table, the left ramp and the right ramp. To activate the combo sequence, hit one of the combo lanes. Then hit the other combo lane in 10 seconds where the 'MUMMY COMBO' lamp is flashing to achieve a combo. Then hit the other combo lane again in 10 seconds where the 'MUMMY COMBO' lamp is flashing to achieve another combo. As long as you can hit the flashing combo lane in 10 seconds, combos will be achieved. The more combos you achieve, the higher points that will be rewarded. The base reward is 1 million points. The combo value will be increased by 1 million points every time a combo is achieved. The maximum value is 10 million points.

HIEROGLYPH MULTIBALL

On this table, there are 3 spot targets with a hieroglyph on the main playfield and there are another 3 spot targets with a hieroglyph on the basement level. You have to hit these spot targets to be able to activate a multiball mode.

In this mode, you can be rewarded with jackpots. Hit the left and the right ramp, and the right orbit to achieve a jackpot. Hit the left and the right orbit on the basement level to achieve a jackpot.

The jackpots are:

- Jackpot for 1 million points
- Double Jackpot for 2 million points
- Triple Jackpot for 3 million points
- Super Jackpot for 4 million points
- Mega Jackpot for 5 million points
- Ultra Jackpot for 6 million points

The multiball mode lasts as long as at least there are 2 balls on the playfield.

MULTIPLIERS

Hit the top rollovers where 'S-E-T' lamps are on the basement level to achieve a multiplier. There are 5 multiplier values on this table, 2 times, 4 times, 6 times, 8 times and 10 times. 5 million points will be rewarded after the 10 times bonus multiplier has been achieved.

RULES

EGYPT

GOD MODES

These modes are separate, rapid modes and can be activated in different ways. These modes last only 30 seconds and include simple goals. The reward for a hit will be higher and higher depending on how many times the current mode was activated in the same round. For the first activation, the reward for a hit is 1 million points. For the fifth activation, the reward for a hit will be 5 million points, which is the maximum value.

RA

ACTIVATION:

Hit the right spinner where the 'RA' lamp is flashing 30 times to activate this mode.

GOAL:

Hit the flashing spot targets with a Canopic jar as many times as possible in 30 seconds.

ANUBIS

ACTIVATION:

Hit the eject hole where the 'ANUBIS' lamp is flashing 6 times to activate this mode.

GOAL:

Hit flashing ramps as many times as possible in 30 seconds.

ISIS

ACTIVATION:

Hit the left 2-rowed 4 spot targets where 'I-S-I-S' lamps are flashing to activate this mode.

GOAL:

Hit flashing pop bumpers as many times as possible in 30 seconds.

OSIRIS

ACTIVATION:

1. Hit 2 spot targets with green snakes next to the top eject hole.
2. Hit a ball to the top eject hole where the 'OSIRIS' lamp is flashing to activate this mode.

GOAL:

Hit flashing spot targets with hieroglyphs as many times as possible in 30 seconds.

THOTH

ACTIVATION:

Hit the left and right orbit in 10 seconds on the basement level to start this mode.

GOAL:

Hit flashing spot targets as many times as possible in 30 seconds on the basement level.

RULES

EGYPT

BASTET

ACTIVATION:

Hit the eject hole 4 times on the basement level to start this mode.

GOAL:

Hit flashing orbits as many times as possible in 30 seconds on the basement level.

HORUS

ACTIVATION:

Hit center drop targets on the basement level 5 times to start this mode. When you hit a drop target you will activate one of the H-O-R-U-S lamps. When all lamps have been activated, this mode will be started.

GOAL:

Hit flashing spot targets as many times as possible in 30 seconds on the basement level.

GAME MODES

This table offers you 5 different game modes introducing famous locations in order as you sail up on the Nile River. This is why the game modes must be completed in a fixed order. You need to hit the spot targets with a Canopic jar to be able to start the first or the next mode. When all game modes are completed, an extra ball will be rewarded. Every game mode has 2 different goals and 1 special goal. When you finish Goal 1 or Goal 2, the current mode is completed. The completion of the Special Goal gives extra bonus points only, it does not complete the current mode.

THE GREAT PYRAMID

GOAL 1: Hit the left and the right ramp for 5 million points.

GOAL 2: Hit flashing drop targets on the basement level for 7 million points.

SPECIAL GOAL: Hit the right spinner to rotate 20 times for 5 million points.

GREAT SPHINX

GOAL 1: Hit the right spinner to rotate 30 times for 10 million points.

GOAL 2: Hit the flashing eject hole 3 times where the 'BASTET' lamp is flashing on the basement level for 15 million points.

SPECIAL GOAL: Hit flashing spot targets on the basement level for 10 million points.

RULES

EGYPT

LUXOR TEMPLE

GOAL 1: Hit all 4 flashing spot targets with Canopic jar for 15 million points.

GOAL 2: Hit all 4 flashing spot targets on the basement level for 17 million points.

SPECIAL GOAL: Hit the right ramp 4 times for 15 million points.

VALLEY OF THE KINGS

GOAL 1: Hit the ramps 5 times for 20 million points.

GOAL 2: Hit the left and the right orbit 5 times on the basement level for 25 million points.

SPECIAL GOAL: Hit the right orbit where the 'RA' lamp is flashing 5 times for 20 million points.

TEMPLE OF KOM OMBO

GOAL 1: Hit every flashing spot target for 25 million points.

GOAL 2: Hit every pop bumper on the basement level for 30 million points.

SPECIAL GOAL: Hit the hole 10 times where the 'ANUBIS' lamp is flashing for 25 million points.





Welcome to the thrilling depths of the **Deep Ocean** pinball table, where adventure and mystery lurk beneath the waves.

Dive into a **mesmerizing underwater world**, teeming with the fascinating creatures of the deep sea. As you plunge deeper into the oceanic abyss, you'll encounter a host of enigmatic and extraordinary marine life. Navigate through the eerie glow of the elusive angler fish, dodge the swift sixgill shark, marvel at the ancient nautilus, and stand in awe as you witness the sheer grandeur of the sperm whale and the giant squid. Each level brings **new challenges** and **breathtaking sights**, making Deep Ocean a pinball experience like no other.

Prepare yourself for an **unforgettable journey** into the heart of the deep blue, where the wonders of the underwater world come to life with every flip and tilt. Dive in and explore the mysteries that await in the Deep Ocean!



RULES

NATURAL HISTORY

DEEP OCEAN

BALL SAVE / SEABED

Hit 6 rollovers at the bottom part of the table, to light 'S-E-A-B-E-D' lamps and to activate a ball save with 30 seconds. When the ball save is activated while the timer is still not expired, then the timer will be reset to 30 seconds.

KICKBACK / GIANT TUBE WORM

Hit the right orbit to light 'GIANT', 'TUBE', and 'WORM' lamps one after another and the kickback at the right outlane will be activated. Between the lamps, you have 30 seconds to hit the right orbit again, otherwise the activation method will be reset. 5 million points will be rewarded, if the 'KICKBACK' lamp is still flashing when the activation is completed successfully.

WHALE AND SHARK COMBOS

There are 2 combo lanes on this table, in the left orbit, and on the right ramp. These combo lanes work separately. The left orbit features WHALE COMBO, and the right ramp features SHARK COMBO. To activate the combo sequence, you have to hit the left orbit or the right ramp one after another within a time limit. The time limit for Whale Combo is 10 seconds, and for Shark Combo is 20 seconds. The rewards are also different in case of these combos. The Whale Combo rewards are 1 million, 2 million, 3 million, 4 million and 5 million points. The Shark Combo rewards are 1 million, 3 million, 6 million and 10 million points. As long as you can hit the flashing combo lane in the time limit, combos are achieved.

MULTIPLIER ROLLOVERS

Hit the rollovers at the top side of the pinball table to light 'D-E-E-P' lamps and reward a multiplier. The multiplier values are 2-times, 4-times, 6-times, 8-times and 10-times. 10 million points will be rewarded after the 10-times multiplier has been achieved. The 'D-E-E-P' lamps you have already activated can be rotated by the left and right flippers.

STAR TARGETS AND HOLE

Hit the 4-bank spot targets where 'S-T-A-R' lamps are flashing to light them all and to activate the first or the next fish at the left hole. As soon as every fish has been activated, the reward will be 5 million points.

Hit the right eject hole when 'OARFISH, VIPERFISH, LANTERNFISH, DRAGONFISH, or HAGFISH' lamp is flashing to reward the following rewards:

- Oarfish for 5 million points.
- Viperfish for 10 million points.
- Lanternfish for 15 million points.
- Dragonfish for 20 million points.
- Hagfish for 30 million points.



RULES



SQUID LANES

Hit the left orbit, the right ramp and the left orbit again (when the combo lamps are off) to light 'GIANT SQUID', 'VAMPIRE SQUID' and 'FIREFLY SQUID' lamps and to activate the 'SQUID SPINNER' lamp for 30 seconds. During this time, the spinner rewards 1 million points for every rotation.

SEA LOOP RAMP

Hit the left ramp to activate loop sequence, then hit it again in 20 seconds to achieve a loop. The more loops achieved, the higher the points awarded. The loop rewards are 1 million, 2 million, 3 million and 5 million points.

CORAL HOLE

When the game starts, one of 'C-O-R-A-L' lamps will be flashing randomly for 10 seconds. When you hit the right hole, the 'C-O-R-A-L' lamp that is flashing in that moment will be activated. The goal is to activate every 'C-O-R-A-L' lamp and 10 million points will be awarded. Since this is a complicated feature, the progress can be continued with the next ball.

BUMPER REWARD

After a specific numbered hit executed by the pop bumpers, a higher amount of bonus points can be awarded. The more bumper hits that are executed, the higher the bonus points achieved, based on the following table:

- 10 bumper hits for 1 million points.
- 20 bumper hits for 3 million points.
- 30 bumper hits for 5 million points.
- 40 bumper hits for 7 million points.
- 50 bumper hits for 10 million points.

After 50 bumper hits, the counter will be reset.



SQUID MULTIBALL

The Squid Multiball can be activated on the following way:
 1. Hit the 2-bank spot targets where 'SQUID MULTIBALL' lamps are flashing.
 2. Hit the left orbit where the 'LOCK' lamp is flashing to lock a ball. The squid there will swallow the ball and another ball will be launched automatically.
 Repeat this sequence to lock 3 balls then the Squid Multiball will be started.

The jackpot value is 1 million points. Hit flashing spot targets where 'S-T-A-R' lamps are flashing to increase jackpot value by 1 million points. The maximum value of the jackpot is 5 million points.

In the multiball mode, hit flashing lanes and eject holes to achieve a jackpot. When a lane or an eject hole is hit, it will be deactivated. As soon as every lane and eject hole are deactivated, all lanes and eject holes will be flashing again. The multiball will be ended as soon as only 1 ball remains on the playfield.

RULES

NATURAL HISTORY

DEEP OCEAN

THE SECONDARY PLAYFIELD

Hit the right eject hole when the 'SUBMARINE' lamp is flashing, to reach the secondary playfield.

When you reach the secondary playfield, first hit the spinner where the 'SHARK SPINNER' lamp is flashing, to rotate lamps of the spot targets. Then hit the spot target where the lamp is flashing, to reward higher and higher bonus points. Repeating these 2 steps as many times as possible without the ball leaving the secondary playfield. The reward value is 1 million points and it will be increased by 1 million points, every time a spot target with a flashing lamp is hit. The maximum value is 5 million points.

MEDUSA MILLION

Hit the right lane where the 'DEEP SEA' lamp is flashing, to reach the basement playfield. Hit the flashing spot targets to collect M-E-D-U-S-A letters to be awarded 5 million points.

MODES

Hit the right lane where the 'DEEP SEA' lamp is flashing, to reach the basement playfield. Shoot 5 jumping Pelican eels to activate a mode.

The basement playfield is not reachable during the modes. Instead the ball will be launched from the launcher when it tries to reach the basement playfield.

MODE 1 - SIXGILL SHARK

In this mode, the objective is to hit as many rollovers at the top as possible within 60 seconds. Each time a rollover is passed, additional time (10 seconds) and bonus points (1 million points) will be gained. If you can hit all 4 rollovers before the time runs out, 5 million points and a bonus multiplier will be rewarded.

MODE 2 - ANGLER FISH

The objective of this mode is to hit the ramps as many times as possible within 60 seconds. Each time a ramp is hit, you will receive a bonus 1 million points. Hitting both ramps in quick succession earns double bonus points (2 million points). If you can hit the ramps 6 times before the time runs out, 10 million points and a bonus multiplier will be rewarded.

MODE 3 - NAUTILUS

This mode requires you to hit as many spot targets as possible within 60 seconds. Each time a spot target is hit, you will receive additional time (10 seconds) and 3 million points. If you can hit all 6 spot targets before the time limit, you will be awarded 15 million points and a bonus multiplier. In case you can hit the spot targets in order from left to right, you will be rewarded 30 million points and an extra ball.

RULES



MODE 4 - SPERM WHALE

When this mode starts, 2 additional balls will be released to the playfield. The objective is to keep as many balls in play as possible while hitting as many eject holes as possible. Each time an eject hole is hit, you will receive bonus points depending on the number of balls on the playfield. In the case of 3 balls, the reward is 3 million points and in case of 2 balls it is 2 million points. The mode ends when you lose 2 out of the 3 balls.

MODE 5 - GIANT SQUID

In this mode, you have to hit the following objectives in the specific order to trigger a bonus round: the left orbit, the left ramp and the right orbit. You need to trigger 3 bonus rounds before the 60 seconds run out. The more bonus rounds you complete, the higher the bonus points and the additional time you will gain. The first bonus round gives 5 million points and 10 seconds.

The second bonus round gives 10 million points and 20 seconds. The final bonus round gives 50 million points and an extra ball.



POLAR EXPEDITION



Welcome to **Polar Expedition**, the ultimate pinball experience that takes you on a thrilling journey through the icy realms of the poles. This table is not just a game; it's an **adventure** through the frozen wilderness, where you will encounter some of the most fascinating creatures that inhabit these extreme environments.

Dive into the frigid waters to marvel at the agility of the sea lion as it navigates through the arctic currents. **Witness** the tiny but mighty krill, the backbone of the polar ecosystem, as they swarm in vast, shimmering clouds. Feel the **majestic power** of seals as they glide gracefully across the ice. Be awed by the sheer size and splendor of the whales, the gentle giants of the ocean. Discover the elusive and mysterious squid, darting through the depths with incredible speed. And finally, enjoy the playful antics of dolphins, who bring a touch of joy and wonder to this frozen expanse.

Polar Expedition is more than a pinball table; it's an **immersive experience** that brings the wonders of the polar regions right to your fingertips. Are you ready to embark on this frozen adventure and discover the incredible wildlife that calls the poles home? Your expedition begins now!



RULES



BALL SAVE

The ball save feature gives the ball back once, as long as the ball save lamp is flashing. To activate a ball save, hit the slingshots 15 times. The ball save lamp will be flashing for 30 seconds.

KICKBACK

The kickback feature shoots the ball back to the playfield one time, as long as the kickback lamp is flashing at the right outlane. To activate a kickback, you have to hit the 2-bank drop targets where the 'KICK', and 'BACK' lamps are flashing. If the kickback is already activated, 2 million points will be rewarded.

ICE MULTIPLIER

The multiplier feature multiplies bonus points you have collected by the multiplier value you activated in the current round. The multiplier values are 2 times, 3 times, 4 times, 5 times, and 6 times. To activate a multiplier value, you need to hit the left 3-bank spot targets, where the ICE MULTIPLIER text is on the playfield. After you activate the last multiplier value, the next activation will award 5 million points.

HOLE REWARD

The hole reward defines the bonus points you can collect when you hit the center holes. The bonus value can be 1 million, 2 million, and 5 million points. To activate a value, you have to hit the right center 3-bank spot targets. When the ball is lost, the value is reset.

DOLPHIN COMBO

The dolphin combo is a standard combo feature. On this table, there are 3 combo lanes. The left orbit, the right orbit, and the right ramp. To activate combos, you have to hit the flashing combo lanes one after another in 20 seconds. For example, when you hit the left orbit that activates the combo sequence, the other 2 combo lanes at the right orbit, and the right ramp will be flashing for 20 seconds. If you manage to hit one of the flashing combo lanes, you will be rewarded a combo. As long as you can hit the flashing combo lanes in 20 seconds, you can achieve higher and higher valued combos. There are seven different valued combos:

- Dolphin Combo for 1 million points.
- Double Dolphin Combo for 2 million points.
- Triple Dolphin Combo for 3 million points.
- Super Dolphin Combo for 4 million points.
- Mega Dolphin Combo for 5 million points.
- Ultra Dolphin Combo for 10 million points, and the Dolphin named game mode will be activated.

RULES



SQUID LOOP

The squid loop is a standard loop feature. On this table the right ramp is the loop lane. To achieve loops, you have to hit the loop ramp one after another. The first hit will activate the loop sequence. Now you have 10 seconds to hit the right ramp again to achieve a loop. As long as you manage to hit the loop ramp within 10 seconds, you will be rewarded a loop. As long as you can hit the ramp within 10 seconds, the loops will be rewarded for higher and higher points.

When the 10 seconds time limit passes, the loop sequence will be interrupted. But the reward value you reached will not be reset to the first level. After you collect 5 loops, the Squid named game mode will be started.

IGLOO REWARD

The igloo reward is a timed feature that includes a captive ball with a spot target. To achieve an igloo reward, you have to hit the captive ball. Now you have 30 seconds to hit the captive ball again. When the captive ball hits the spot target, an igloo reward will be achieved. The values of the igloo reward are 1 million, 2 million, 3 million, 4 million, and 5 million points. When you reach the maximum value, the reward values will be restarted from the lowest value.

KRILL SPINNER

The krill spinner is a feature that counts rotations of the right spinner. After a specific number of rotations, you will achieve different rewards based on the followings:

20 rotations - 2 million points.

40 rotations - 3 million points.

60 rotations - 5 million points, and the Krill named game mode will be activated.

ANTARCTICA MULTIBALL

The Antarctica multiball is a multiball mode with 2 balls. To activate this multiball, you need to light every 'A-N-T-A-R-C-T-I-C-A' lamp above the top rollovers. Hit pop bumpers 5 times to light the next 'A-N-T-A-R-C-T-I-C-A' lamp. As soon as every 'A-N-T-A-R-C-T-I-C-A' lamp is lit, the Antarctica multiball will be started.

In this multiball, you need to hit the flashing orbits, and ramp to achieve jackpots. The base jackpot value is 1 million points. The jackpot value can be increased by 1 million points when

you hit the left eject hole, where 'S-E-A-L' lamps are flashing. The maximum jackpot value is 5 million points. The Antarctica multiball lasts as long as there are at least 2 balls on the playfield.

RULES



ORCA REWARD

The orca reward is a feature where you can collect higher bonus points if you are fast enough. To do so, you have to reach the left secondary playfield first. Then you have to hit spot targets, where 'O-R-C-A' lamps are flashing. After every 'O-R-C-A' lamp is lit, a counter with 5 million points starts to count down to 1 million points. It will be decreased by 1 million points every 5 seconds. The sooner you can hit the flashing eject hole, the higher bonus points will be rewarded. If the ball leaves the secondary playfield, the orca reward will be reset to the starting position.

WHALE REWARD

The whale reward is a feature where you have to hit spot targets to reward higher and higher bonus points. First you have to reach the right secondary playfield. Now you can hit the 1-bank spot target, but you will achieve the base reward only, that is 100,000 points. If you want to achieve more points, you have to hit the 5-bank spot targets. Every time you hit a flashing spot target, the whale reward will be increased by 100,000 points, and the lamp of the spot target you hit will be turned off. When every spot target will be hit, the lamps of every spot target will be flashing again. So you will be able to increase the whale reward up to 5 million points. The reward value is reset when the ball leaves the secondary playfield.

MODES

Every game mode can be activated in a different way on this pinball table. The game modes can be reactivated as many times as you can. The base reward for the completion is 5 million points and can be increased by hitting the flashing spot targets. Every hit of a flashing spot target increases it by 100,000 points. If you manage to complete the current mode with the increased completion reward, then the increased value of the reward will be the base reward in the next game mode.

SEA LION

The sea lion named game mode can be activated in the following way. First you have to hit the left orbit to light 'S-E-A' lamps. Then you have to hit the right orbit to light 'L-I-O-N' lamps. As soon as every 'S-E-A', and 'L-I-O-N' lamps are lit, this game mode will be started.

The main task of this game mode is hitting the left eject hole 4 times, where 'S-E-A-L' lamps are flashing.

RULES

POLAR EXPEDITION

KRILL

The krill named game mode can be activated by the krill spinner. You need to collect 60 rotations on the krill spinner. As soon as you reach the 60 rotations, this game mode will be started.

The main task of the game mode is hitting the center holes 3 times, where '1 MILLION, 2 MILLION, and 3 MILLION' lamps are flashing.

SEAL

The seal named game mode can be activated by the left eject hole. You need to hit it 4 times, to light 'S-E-A-L' lamps. As soon as every 'S-E-A-L' lamp is lit, this game mode will be started.

The main task of the game mode is hitting the left orbit 3 times, where 'S-E-A' lamps are flashing.

WHALES

The whales named game mode can be activated by the bottom rollover. You need to hit every bottom rollover to light 'W-H-A-L-E-S' lamps. For easier activation, the lamps which are lit, can be moved to left and right by the left and right flipper. As soon as every W-H-A-L-E-S lamp is lit, this game mode will be started.

The main task of the game mode is hitting the right orbit 4 times, where 'L-I-O-N' lamps are flashing.

SQUID

The squid named game mode can be activated by the left ramp. As soon as you collect 5 loops, this game mode will be started.

The main task of the game mode is rotating the right spinner 30 times, where the 'KRILL SPINNER' lamp is flashing.

DOLPHIN

The dolphin named game mode can be activated by achieving combos. As soon as you reach the 'Ultra Dolphin Combo', this game mode will be started.

The main task of the game mode is hitting the right spot target behind the captive ball 3 times, where the 'IGLOO REWARD' lamp is flashing.



www.atgames.net



www.atgames.us



@atgamesgaming

