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PRIMAL CARNAGE RETRO

Primal Carnage Retro Table User Manual
Legends Single Pack

FOR LEGENDS 4K™ PINBALL ONLY

FOR LEGENDS PINBALL HD AND LEGENDS PINBALL MICRO HD ONLY

MAGIC PIXEL CIRCLE 5

AtGames LEGENDS 4K™ AtGames LEGENDS HD

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MFN ZACCARIA Pinball

PRIMAL CARNAGE
RETRO

Primal Carnage Retro

Primal Carnage Retro is a classic-style pinball table inspired by the intense battles between dinosaurs and humans from the Primal Carnage universe. Designed to capture the essence of a 1960s pinball experience, this table strips the gameplay down to its purest form. Players will navigate the chaos using only traditional pop bumpers, slingshots, spot targets, and a well-placed eject hole, requiring precise aim and mastery of the game's mechanics. With its vintage aesthetics and fast-paced action, Primal Carnage Retro delivers a nostalgic yet thrilling pinball 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).

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OUTLANES
Passing through the outlanes awards 1,000 points.

TOP ROLLOVERS
Each time the ball passes through a top rollover, 50 points are awarded.

If the corresponding lamp is lit, the reward increases to 500 points. Hitting the top pop bumpers changes which lamp is lit.

POP BUMPERS
Hitting any pop bumper awards 20 points per bump.

SPOT TARGETS
Each time a spot target is hit, it awards 100 points. Completing an entire bank of spot targets awards an additional 1,000 points and advances the score value of the center spinner.

Each spot target hit rewards the player with 100 points. Completing an entire bank of spot targets awards an additional 1,000 points and advances the score value of the center spinner.

THE CENTER SPINNER
Each rotation of the center spinner awards 25, 50, 75, 100 or 200 points, depending on the active multiplier.

THE TOP SPINNER
Each rotation of the top spinner awards 25, 50 or 100 points. The right eject hole can be used to change which lamp is lit, affecting the point value.

THE RIGHT EJECT HOLE
Hitting the right eject hole normally awards 50 points. If the “500” lamp is lit, the value increases to 500 points. Each hit on the bottom pop bumper toggles whether the “500” lamp is lit or not.

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AtGames LEGENDS HD

MAGIC PIXEL

CIRCLE 5

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AFFORDABLE FAMILY FUN

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