

FIREFIGHTER WILDLANDS FIRST RESPONDERS

Firefighter: Wildlands Table User Manual Legends Single Pack



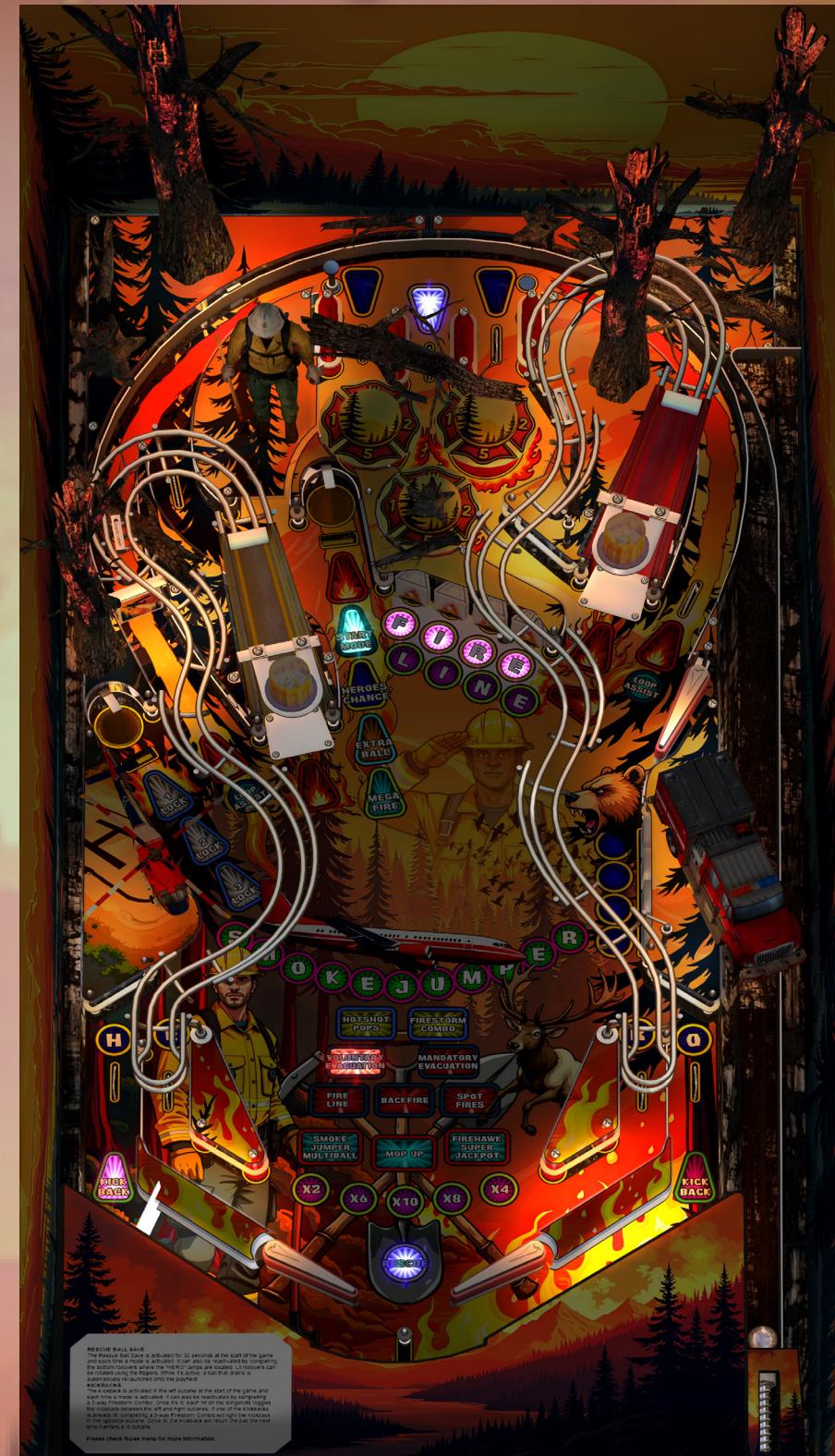
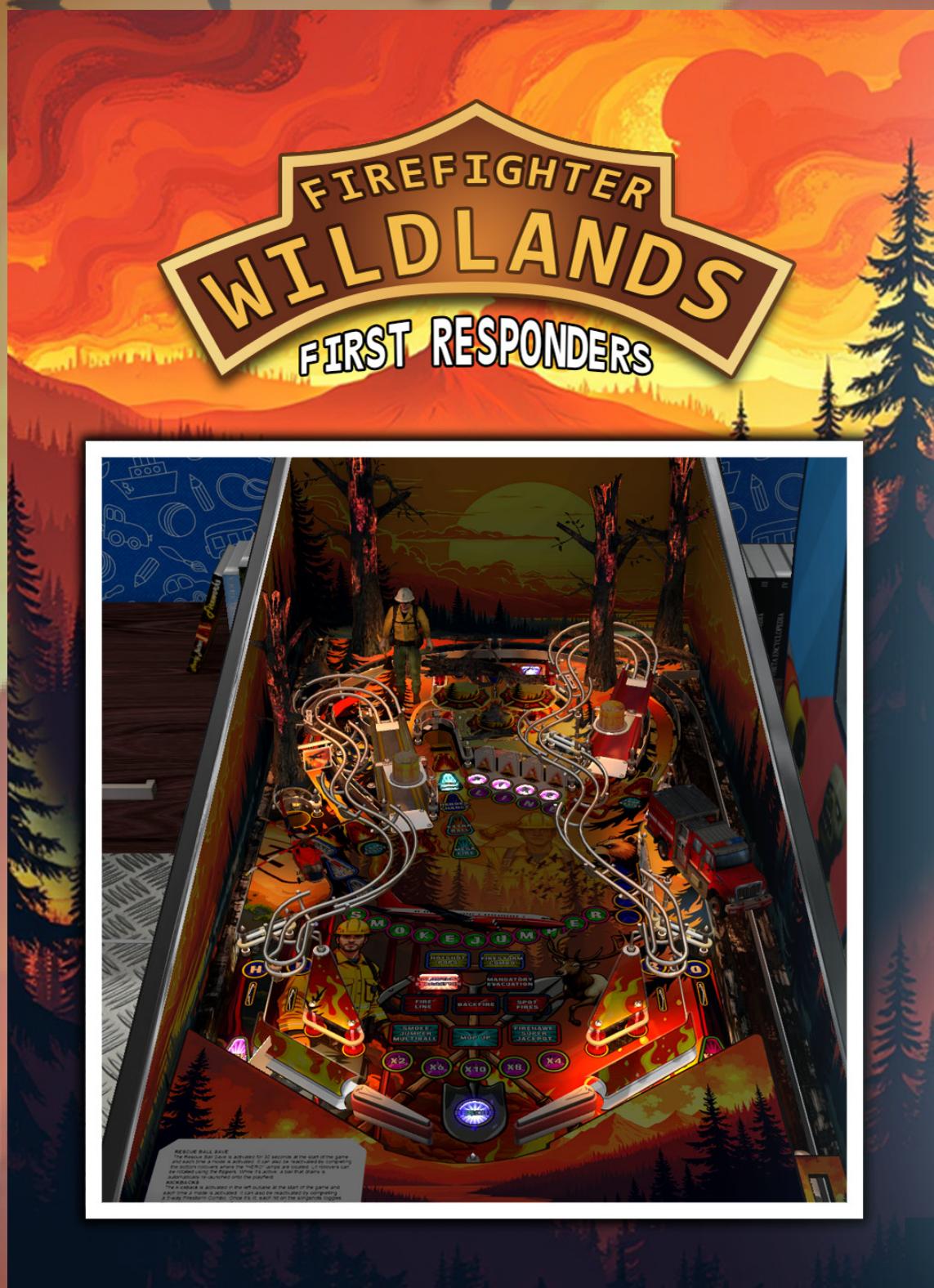
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FIREFIGHTER WILDLANDS FIRST RESPONDERS



Firefighter: Wildlands

Step into the boots of elite Hotshot firefighters and confront the fury of a relentless wildfire tearing through the forest. This is no ordinary pinball table, this is an all-out battle against nature itself. Your mission: achieve 100% fire containment. The stakes couldn't be higher. Lives hang in the balance, and every second counts. Feel the adrenaline surge as you race to evacuate civilians, build fire lines, set controlled backfires, and extinguish dangerous spot fires. The flames are spreading fast, but you're not alone. Call in Smokejumpers and Firehawk helicopters to rain down aerial support. In this epic battle against nature, you are the hero. We're counting on you!

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



RESCUE BALL SAVE

The Rescue Ball 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 completing the bottom rollovers where the "HERO" lamps are located. Lit rollovers can be rotated using the flippers. While it's active, a ball that drains is automatically re-launched onto the playfield.

KICKBACKS

The Kickback is activated in the left outlane at the start of the game and each time a mode is activated. It can also be reactivated by completing a 5-way Firestorm Combo. Once it's lit, each hit on the slingshots or the pop bumpers toggles the Kickback between the left and right outlanes. If one of the Kickbacks is already lit, completing a 5-way Firestorm Combo will light the Kickback in the opposite outlane. Once lit, the Kickback will return the ball the next time it enters a lit outlane.

MULTIPLIER

The multiplier increases the value of the End-of-Ball Bonus. To advance the multiplier, complete the upper rollovers. Lit rollovers can be rotated using the flippers. Each completion advances the multiplier by 2 times, up to a maximum of 10 times. The multiplier is also advanced by completing a Skill Shot. After achieving the 10 times multiplier, completing the rollovers awards 3 million points.

SKILL SHOTS

This table features a Skill Shot and a Super Skill Shot.

- **Skill Shot:** Launch the ball from the plunger and aim for the lit upper rollover, which cycles automatically. Successfully completing a Skill Shot advances the playfield multiplier by 2 times and awards 1 million points. The point value increases by 250,000 with each successful completion, up to a maximum of 5 million points.
- **Super Skill Shot:** Hold the left flipper while launching the ball from the plunger. Then, within 8 seconds, hit one of the following shots: left loop, left ramp, Hotshot sinkhole, right ramp or right loop. Completing a Super Skill Shot awards 2 million points. The point value increases by 500,000 with each successful completion, up to a maximum of 5 million points.

HEROES CHANCE

When "HEROES CHANCE" is lit, hitting the Hotshot sinkhole awards a random reward. You can light "HEROES CHANCE" by completing the bottom rollovers where the "HERO" lamps are located. Possible rewards include:

- **Light Lock:** Lights the next ball lock towards activating Firehawk Multiball.
- **Ball Locked:** Locks a ball for activating Firehawk Multiball.
- **Smokejumper Multiball:** Activates the Smokejumper Multiball mode.
- **+2 Bonus X:** Advances the end of ball bonus multiplier by 2 times.
- **Light Extra Ball:** Lights "Extra Ball" at the Hotshot sinkhole.
- **5 Million:** Automatically awards 5 million points.



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- **2 Million:** Automatically awards 2 million points.
- **1 Million:** Automatically awards 1 million points.
- **Activate Loop Assist:** Activates the Loop Assist feature.
- **Activate Kickback:** Lights the kickback in the left outlane. If the kickback is already lit, it lights the kickback in the right outlane.

LOOP ASSIST

This table features a Loop Assist mechanic designed to help set up the side loop shot. When active, a magnet stops balls coming down the right loop and feeds them directly to the upper flipper, making the side loop easier to hit. To activate Loop Assist, complete the 4-bank of drop targets on the right side of the playfield.

FIRE LINE BONUS

This table features a special bank of rotating targets with lamps that spell “FIRE LINE.” To earn a Fire Line Bonus, hit the targets to light “FIRE”, then hit them again to light “LINE.” The first Fire Line Bonus awards 2 million points, and the value increases by 1 million each time it’s collected, up to a maximum of 10 million points.

EXTRA BALLS

There are two ways to earn extra balls:

- An extra ball is automatically awarded at 75 million points.
- One of the random Heroes Chance rewards lights the Hotshot Sinkhole for an extra ball.

COMBOS

If no gameplay mode is active and a Super Skill Shot is not available, shooting the left loop, left ramp, right ramp, right loop or side loop will light the lamps at all of these shots for 10 seconds. Hitting any of the lit shots within this window awards a Combo Shot worth 1 million points and resets the timer. Each additional combo completed within the time limit increases in value as follows:

- **Ember Combo:** 1 million points
- **Blaze Combo:** 2 million points
- **Wildfire Combo:** 3 million points
- **Firestorm Combo:** 5 million points and lights the Kickback

Once a Firestorm Combo has been awarded, all subsequent combos will continue as Firestorm Combos worth 5 million points.

A Firestorm Combo must be completed to achieve 100% fire containment and unlock the Mega Fire Wizard Mode.

HOTSHOT POPS

This objective must be completed to achieve 100% fire containment and unlock the Mega Fire Wizard Mode. To complete it, hit the pop bumpers 100 times within a single round.



RULES



By default, each pop bumper hit scores 50,000 points. Completing the upper rollovers increases this value by 2,500 points per completion, up to a maximum of 100,000 points per hit. Additional milestone rewards are awarded as follows:

- 25 hits: 1 million points
- 50 hits: 2 million points
- 75 hits: 3 million points
- 100 hits: 5 million points and the pop bumpers are boosted to 200,000 points per hit for the rest of the round

All progress toward Hotshot Pops and score advancement resets at the end of each round.

FIREHAWK MULTIBALL

To activate Firehawk Multiball for the first time, shoot the sinkhole on the left side of the playfield to light the three ball locks. Then, shoot the sinkhole three more times to lock all three balls. For subsequent activations, the sinkhole must be hit three times to relight the locks before locking balls again.

Once Firehawk Multiball is activated, the helicopter takes off across the playfield. Use the flippers to release the balls from the helicopter and begin the mode.

At the start of the mode, the left loop, left ramp, Hotshot sinkhole, right ramp, side loop, and right loop are lit for Firehawk Jackpots. The initial jackpot value is 10 million points, increasing by 1 million with each successful jackpot, up to a maximum of 20 million.

After collecting six Firehawk Jackpots, the left loop lights for a Firehawk Super Jackpot. This shot moves from left to right every three seconds.

The Super Jackpot starts at 30 million points, increasing by 10 million each time it's collected, up to a maximum of 60 million points. Once a Super Jackpot is scored, all six major shots relight for Firehawk Jackpots, and the sequence begins again.

Firehawk Multiball ends when only one ball remains in play.

Scoring at least one Firehawk Super Jackpot is required to achieve 100% fire containment and unlock the Mega Fire Wizard Mode.

SMOKEJUMPER MULTIBALL

Rotating the spinner near the entrance to the left loop 15 times lights a letter in "SMOKEJUMPER." Once all letters are collected, two additional balls are launched, starting a 3-ball Smokejumper Multiball.

During Smokejumper Multiball, the objective is to complete at least five total loop shots through either the left or right loop. Each successful loop scores 5 million points. Hitting five loops earns 25 million points and completes the Smokejumper objective, required to achieve 100% fire containment and unlock the Mega Fire Wizard Mode.

Smokejumper Multiball ends when only one ball remains in play.



RULES



GAME MODES

There are six game modes that must be completed to unlock the Mega Fire Wizard Mode. Modes are started by shooting the Hotshot sinkhole when “Start Mode” is lit. This lamp is lit at the start of each game and relights every time a mode is completed. Hitting the slingshots or pop bumpers cycles through the available modes. The “Mop Up” mode will always be the last one activated.

Voluntary Evacuation

Hit any combination of ramps a total of five times.

- Each ramp hit scores 1 million points.
- Completing the mode awards 5 points.

Mandatory Evacuation

Hit the left and right ramps three times each within 45 seconds.

- Each ramp hit scores 2 million points.
- Completing the mode awards 10 million points.

Fire Line

Hit all the targets in the “FIRE” and “LINE” bank.

- Each target hit scores 2.5 million points.
- Completing the mode awards 20 million points.

Backfire

Hit the side loop three times.

- Each side loop scores 5 million points.
- Completing the mode awards 25 million points.

Spot Fires

Hit five flashing shots.

- Each hit awards a hurry-up value shown on screen and relights another target at random. The hurry-up value reaches its minimum after 120 seconds.
- Completing the mode awards 30 million points.

Mop Up

Hit all six major shots: left loop, left ramp, Hotshot sinkhole, right ramp, side loop, and right loop.

- Each shot scores 6 million points.
- Completing the mode awards 30 million points.

MEGA FIRE

Once all six game modes are completed, along with a Firestorm Combo and the objectives for Hotshot Pops, Firehawk Multiball and Smokejumper Multiball, “Mega Fire” will light at the Hotshot sinkhole. Shoot the sinkhole to activate this 4-ball multiball Wizard Mode. Here are the objectives:

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- Hit the pop bumpers 25 times. Each hit scores 100,000 points.
- Hit all the targets in the “FIRE” and “LINE” bank. Each hit scores 5 million points.
- Hit the left ramp three times. Each one scores a Mega Fire Jackpot worth 5 million points.
- Hit the right ramp three times. Each one scores a Mega Fire Jackpot worth 5 million points.
- Hit the left loop three times. Each one scores a Mega Fire Jackpot worth 5 million points.
- Hit the right loop three times. Each one scores a Mega Fire Jackpot worth 5 million points.
- Hit the side loop three times. Each one scores a Mega Fire Jackpot worth 5 million points.
- Hit the Hotshot sinkhole three times. Each one scores a Mega Fire Jackpot worth 5 million points.
- Hit one additional "Mop Up" shot at each of the major playfield targets, which are the left ramp, right ramp, left loop, right loop, side loop and Hotshot sinkhole.

Completing all of the objectives ends the mode and awards a Mega Fire Super Jackpot worth 100 million points.



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