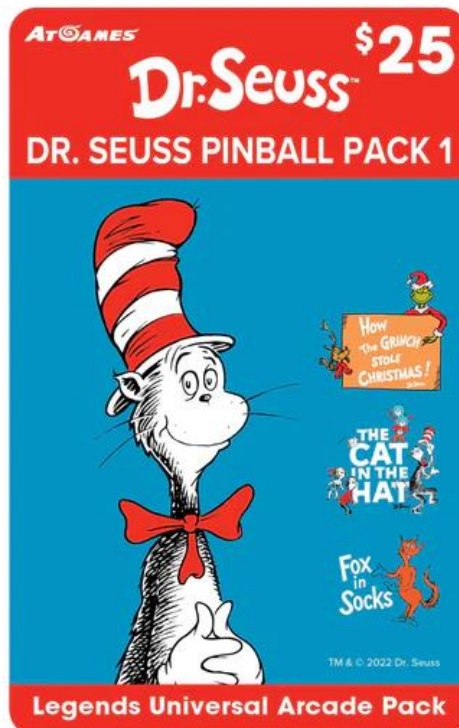


AT@AMES

DR. SEUSS PINBALL PACK 1 USER MANUAL

For all Legends Arcade Family Devices



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Overview

AtGames and Magic Pixel are proud to introduce a new pinball pack based on the wonderful world of Dr. Seuss! This pack includes 3 arcade-quality Dr. Seuss pinball tables with up to 1080p resolution and 60 frames per second performance! Now your favorite Dr. Seuss characters come to life in these exclusive pinball tables, only work on the AtGames Legends Arcade machines.

Each table will have progressive levels that match the storyline from each book. Can you steal presents like the Grinch in level one of How the Grinch Stole Christmas! pinball table? Will you use your pinball skills to contain Thing 1 and Thing 2 in level five in the Cat in the Hat pinball table? How will you handle the tongue twisters in the Fox in Socks pinball table?

These tables are designed using the classic Dr. Seuss characters and artwork, with vibrant colors and exciting gameplay for the whole family!

Tables included:

How the Grinch Stole Christmas!

The Cat in the Hat

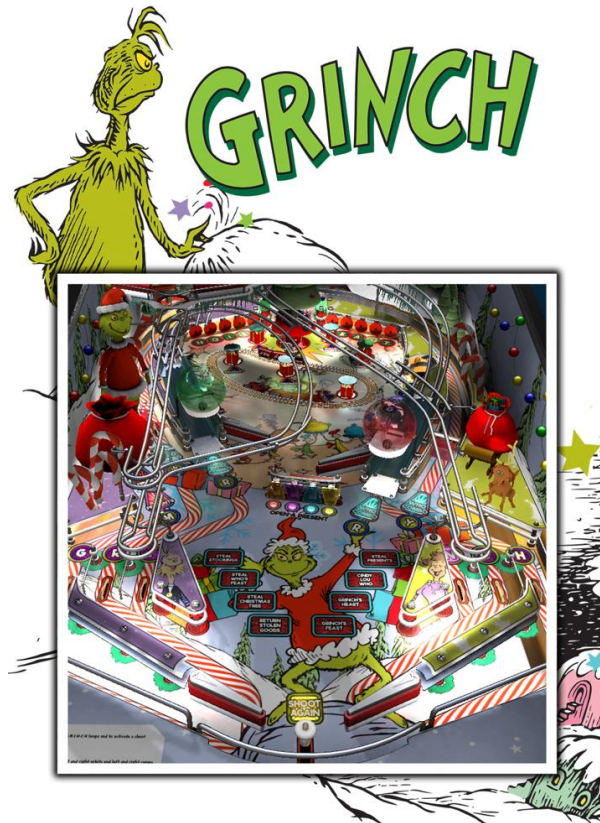
Fox in Socks

Note:

1. Some devices include built-in flash memory and don't require a USB flash drive. Only those that require an external flash drive will need to follow the on-screen display menu to download the pinball/game pack to a FlashDriveX™-formatted USB drive (not included). If your USB flash drive is larger than 32GB, you can partition it from your PC. The first partition, for use with FlashDriveX, should be at least 16GB and recommended not to exceed 32GB. (For how to format a USB Drive and download the pack, please see <https://youtu.be/9iji5XvxkZU>)

2. If you choose to associate your purchase with your Legends ID account, you may install your digital pinball tables/games pack on up to six (6) connected devices. As an alternate option, you may choose to associate your purchase with a single compatible device, which will allow for offline usage, but does not allow for usage on any other device.

How the Grinch Stole Christmas!



Description

Enter the delightful world of Dr. Seuss in How the Grinch Stole Christmas! The Grinch did not want Christmas to come, and he did his best to stop Christmas for the folks in Who-ville. Play as the Grinch as you use your pinball skills to advance through 8 exciting stages representing the events of the book. In stage 1, your task is to steal the stockings by hitting all 7 spot targets to light their lamps to advance to Stage 2. Do you have what it takes to get to the end where the Grinch may have a change of heart?

This pinball table features traditional pinball parts like slingshots, bumpers, ramps, secondary playfields, and multiple flippers. It also introduces new gameplay elements like multiple ball drop zones, character models, moving obstructions, and vocal narration with verses directly from the book.

Developed in consultation with Dr. Seuss Enterprises, the Dr. Seuss Pinball Pack 1 tables feature modern and dynamic gameplay elements with beautiful art and whimsical sound effects offering unique experiences found only on the Legends Arcade Family of devices.

Game Rules, Skills, and Stages

SHOOT AGAIN

Roll over the bottom lanes to light G-R-I-N-C-H lamps and to activate a shoot again for 30 seconds.

WHO COMBO

There are 4 combo lanes, left and right orbits, and left and right ramps on this table. Hit one of the 4 combo lanes to activate the combo sequence. Hit one of 3 other combo lanes when the Who combo lamp is flashing for 10 seconds to gain the Who combo. Repeat this as long as you can to gain additional Who combos. When the time limit is reached, the combo sequence ends and has to be started over.

The Who combos and their values are:

- Who Combo for 1 million points.
- Double Who Combo for 2 million points.
- Triple Who Combo for 3 million points.
- Super Who Combo for 5 million points.

MERRY REWARD

This is a higher reward feature which can only be achieved only once per ball.

The following targets have to be hit to achieve this reward:

- The left hole to light the M letter.
- The left orbit to light the E letter.
- The left ramp to light the R letter.
- The right ramp to light the second R letter.
- The right orbit to light the Y letter.

20 million points is rewarded when all M-E-R-R-Y letters are lit.



NOISE REWARD

Hit the left 5-bank spot targets on the main playfield where the N-O-I-S-E lamps are flashing. Hit every target to light N-O-I-S-E lamps and you will be rewarded 5 million points.

This reward is not available in stage 6 (Return Stolen Goods).

FEAST REWARD

Hit the right 5-bank spot targets on the main playfield where the F-E-A-S-T lamps are flashing. Hit every target to light F-E-A-S-T lamps and you will be rewarded 5 million points.

This reward is not available in stage 6 (Return Stolen Goods).

SING REWARD

Hit the right eject hole on the main playfield where S-I-N-G lamps are flashing. Hit it 4 times to light the S-I-N-G lamps and you will be rewarded 4 million points.

OPEN A PRESENT

Hit the center 4-bank spot targets to light their lamps and to lift up one of the drop targets randomly at the top center of the main playfield.

Hit that drop target to reward bonus points based on the following:

- Drums for 4.5 million points.
- Bicycles for 5 million points.
- Checkerboards for 5.5 million points.
- Roller skates for 5 million points.
- Popcorn for 4.5 million points.
- Plums for 4 million points.

This feature is not available in stage 2 (Steal Presents).

STAGES

On this table there are 8 stages which represent different events from the book. These stages have to be completed one after another with no time limitation. If the ball is lost and the current round ends, that stage has to be restarted with the next ball. The more stages you complete, the higher the bonus points to be rewarded. When all 8 stages are completed, an extra ball or 50 million points will be rewarded.

STAGE 1 - STEAL STOCKINGS

In the first stage, all stockings have to be stolen. To do so, hit the flashing spot targets on the secondary playfield. Hit all 7 spot targets to light their lamps and complete this stage for 10 million points.

STAGE 2 - STEAL PRESENTS

The second stage challenges you to steal the Christmas presents. To do so, hit all drop targets at the top center part of the main playfield. There are 6 drop targets there which represent the 6 presents (Drums, Bicycles, Checkerboards, Roller skates, Popcorn and Plums). Every drop target has to be hit to complete this stage for 20 million points.

STAGE 3 - STEAL WHO'S FEAST

The third stage returns to the secondary playfield where the spinner has to be rotated for a certain number of times. In this stage, the Who's feast has to be stolen (Who Pudding, Roast Beast, and the Who Hash). After every 10 rotations, one of the items from the feast is stolen, so 30 total rotations are needed to complete this stage for 30 million points.

STAGE 4 – CINDY-LOU WHO

In the 4th stage, Cindy-Lou Who has to be sent back to her bed. To do so, the flashing orbits and ramps have to be hit 5 times to complete this stage for 50 million points.

STAGE 5 - STEAL THE CHRISTMAS TREE

This stage requires you to steal Christmas Tree. To do so, the only pop bumper at the top center part of the main playfield has to be hit. After the pop bumper is hit 5 times, the fifth stage is completed for 40 million points.

STAGE 6 - GRINCH'S HEART

In the sixth stage, Grinch's small heart has to grow three sizes larger. To do so, hit the right spinner 20 times to reach the second size and another 20 times to reach the third size. When Grinch's heart has grown to its maximum size, this stage is complete for 60 million points.



STAGE 7 - RETURN STOLEN GOODS

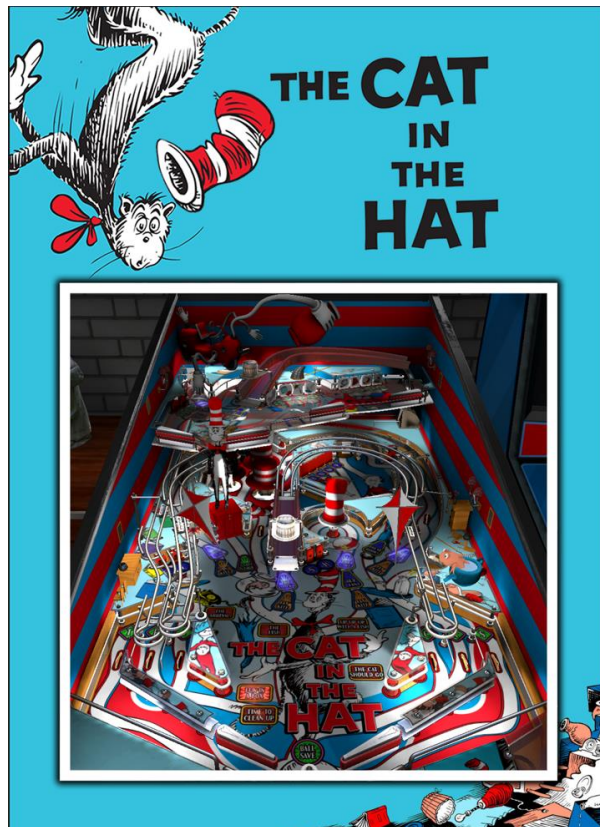
In the seventh stage, the Grinch brings back the toys and the food to the folks in Who-ville. To do so, hit the left 5-bank spot targets where the N-O-I-S-E lamps are flashing or the right 5-bank spot targets where the F-E-A-S-T lamps are flashing. Hit any of these spot targets 10 times to complete this stage for 70 million points.

STAGE 8 - GRINCH'S FEAST

In the eighth stage, the Grinch and the folks in Who-ville celebrate Christmas together. This stage is a multiball mode where 3 balls are in play simultaneously on the playfield.

Hit the left and right orbits and ramps, the left 5-bank spot targets where the N-O-I-S-E lamps are flashing and the right 5-bank spot targets where the F-E-A-S-T lamps are flashing to be rewarded a jackpot for 1 million points. This stage lasts as long as there are at least 2 balls on the playfield.

The Cat in the Hat



Description

Enter the delightful world of Dr. Seuss in The Cat in the Hat. Who's that knocking at the door? Is that a cat wearing a hat? What does he want? He wants to play games. Can you match wits with the crafty Cat? Use your pinball skills to advance through 6 exciting stages representing the events of the book. Should the Cat, Thing 1, and Thing 2 be in your house causing quite a stir? What would Mother think? Do you have what it takes to get to the troublesome Cat out of your house before Mother gets home?

This pinball table features traditional pinball parts like slingshots, bumpers, ramps, secondary playfields, and multiple flippers. It also introduces new gameplay elements like multiple ball drop zones, character models, moving obstructions, and vocal narration with verses directly from the book.

Developed in consultation with Dr. Seuss Enterprises, the Dr. Seuss Pinball Pack 1 tables feature modern and dynamic gameplay elements with beautiful art and whimsical sound effects offering unique experiences found only on the Legends Arcade Family of devices.



Game Rules, Skills, and Stages

BALL SAVE

Pass the bottom rollovers to light the T-R-I-C-K-S lamps to activate the ball save for 30 seconds or be rewarded 2 million points if the ball save lamp is still flashing.

FISH REWARD

Hit 2-bank spot targets on the main playfield where the F-I-S-H lamps are flashing to light those lamps and activate a kickback or be rewarded extra points. The base score reward is 1 million points. Every time you complete it, the reward is increased by 1 million points. The maximum reward is 5 million points. The progress you have reached in the current round will be reset when the ball is lost.

FUN REWARD

Hit the following targets in this order to reward more and more points.

- The left orbit for the cup for 500,000 points.
- The center ramp for the milk for 1 million points.
- The right hole through the loop for the cake for 1.5 million points.
- The right hole through the loop for the red fan for 2 million points.
- The right 1-bank spot target for the books for 2.5 million points.
- The right orbit for the fish for 3 million points.

The progress you have reached will be carried to the next ball.

KITE COMBO

There are 4 combo lanes on this table, left and right orbits, and the center ramp and the lane that goes to the right eject hole.

Hit one of 4 combo lanes to activate the combo sequence.

Hit one of 2 other combo lanes where FLY KITE lamps are flashing in 10 seconds to reward a kite combo. Repeat this as long as you can to be rewarded additional kite combos. When the time limit is reached, the combo sequence ends and has to be started over.



The kite combos and their values are:

- Kite Combo for 1 million points.
- Double Kite Combo for 2 million points.
- Triple Kite Combo for 3 million points.
- Super Kite Combo for 5 million points.

MEGA BUMPERS

Pass the top rollovers where the S-I-T lamps are flashing to activate mega bumpers for 30 seconds. During this time, the pop bumpers will reward 100,000 points for every bump.

BUMP MULTIBALL

Hit the 4-bank drop targets where the B-U-M-P lamps are flashing to activate a multiball session with 2 balls.

In Bump Multiball, hit the left and right orbits and the center ramp to be rewarded jackpots based on the following values:

- Jackpot for 1 million points.
- Double Jackpot for 2 million points.
- Triple Jackpot for 3 million points.
- Super Jackpot for 5 million points.

STAGES

Launch a ball into the red box when the 'START STAGE' lamp is flashing to start each stage. An extra ball or 50 million points will be rewarded after each stage has been completed.

STAGE 1 - THE ARRIVAL

Hit 4-bank drop targets where the B-U-M-P lamps are flashing to complete this stage for 10 million points.



STAGE 2 - THE FISH

Hit the left and the center 2-bank drop targets where the F-I-S-H lamps are flashing to complete this stage for 20 million points.

STAGE 3 - UP-UP-UP WITH A FISH

Hit the following targets in any order to complete this stage for 30 million points.

- The left orbit where 'THE CUP' lamp is flashing.
- The center ramp where 'THE MILK' lamp is flashing.
- The right eject hole where 'THE CAKE' and 'RED FAN' lamps are flashing.
- The right 1-bank spot target where 'THESE BOOKS' lamp is flashing.
- The right orbit where 'THE FISH' lamp is flashing.

STAGE 4 - THE CAT SHOULD GO

Rotate the left spinner 50 times at the left orbit to complete this stage for 40 million points.

STAGE 5 - FUN IN A BOX

This is a special stage where you have 2 balls to play representing Thing 1 and Things 2. The balls come out from the red box when the stage starts.

Hit the left and right orbit, the center ramp and the right eject hole where the 'FLY KITE' lamps are flashing.

Then shoot the 2 balls back into the red box where 'START STAGE' lamp is flashing to complete this stage for 50 million points.

STAGE 6 - TIME TO CLEAN UP

This stage takes place on the secondary playfield only. First hit 1-bank, 3 bank and 4 bank spot targets, then hit the left 2-bank spot targets. Then hit the left lane where 'THAT', 'IS' and 'THAT' lamps are flashing to complete this stage for 60 million points.

Fox in Socks



Description

Enter the delightful world of Dr. Seuss in Fox in Socks. The sock wearing fox is challenging you to a collection of tongue twisters guaranteed to get your tongue tied up. Play as Mr. Knox as you use your pinball skills to advance through 9 exciting stages representing the events of the book. Progress through each stage experiencing challenges from the unique characters in the book, like Bim and Ben and the Tweetle Beetles. As you complete challenges, you will hear the tongue twisting verses from the book read aloud. Can you recite these tongue twisters as well?

This pinball table features traditional pinball parts like slingshots, bumpers, ramps, secondary playfields, and multiple flippers. It also introduces new gameplay elements like moving character models, dynamic ball placement, and vocal narration with verses directly from the book.

Developed in consultation with Dr. Seuss Enterprises, the Dr. Seuss Pinball Pack 1 tables feature modern and dynamic gameplay elements with beautiful art and whimsical sound effects offering unique experiences found only on the Legends Arcade Family of devices.



Game Rules, Skills, and Stages

BALL SAVE

Pass bottom rollovers to light the T-O-N-G-U-E lamps to activate a ball save for 30 seconds or be rewarded 2 million points if the ball save lamp is still flashing.

KNOX REWARD

Hit the right ramp to light the K-N-O-X lamps to be rewarded 4 million points.

TRICK MULTIBALL

Hit the left 5-bank spot targets to light the T-R-I-C-K lamps and activate a multiball with 3 balls. Hit flashing spot targets on the main and the secondary playfield to be rewarded a jackpot for 1 million points. The multiball lasts as long as there are at least 2 balls remaining on the playfield.

DUCK REWARD

Hit the left 2 and the right 2 flashing spot targets first, then hit the center flashing spot target of the 5-bank center spot targets to be rewarded 5 million points.

TICK-TOCK REWARD

Hit the spinner at the right orbit to be rewarded different bonuses depending on the number of rotations. The more rotations achieved, the higher the points to be rewarded:

- 3 rotations for 250,000 points
- 6 rotations for 500,000 points
- 10 rotations for 1 million points
- 14 rotations for 2 million points and a kickback

LICK REWARD

Hit 5-bank drop targets to light the L-I-C-K-S lamps to be rewarded 5 million points.

MR. FOX REWARD

Pass one of the top rollovers where MR. or FOX lamp is flashing to be rewarded 1 million points for the 1st time achieved. The more the additional rewards are achieved, the greater the number of points will be granted.

COLLECT BLOCKS (2ND PLAYFIELD)

Hit left or right holes when the COLLECT BLOCKS lamps are flashing to reach the 2nd playfield. Hit the flashing spot targets to collect blocks. The more blocks that are collected, the higher the score that will be rewarded. Hit the spinner to advance the x2 and x3 lamps. When x2 lamp is on, 1 hit is worth 2 blocks. When x3 lamp is on, 1 hit is worth 3 blocks. When none of the lamps are on, 1 hit is worth 1 block. The collected blocks are paid off when the ball leaves the 2nd playfield. 1 block is worth 1 million points.



BONUS MULTIPLIERS (THE LEFT MINI PLAYFIELD)

Hit the 2-bank spot targets on the left mini playfield to advance the bonus multipliers to the first or to the next level. The multiplier levels are 2 times, 3 times, 4 times, 5 times, 6 times, 7 times, 8 times, 9 times and 10 times. 10 million points is rewarded after achieving the 10 times multiplier.

STAGES

Hit the left ramp that has a bottle at the end when the BOTTLE lamp is flashing to activate the first or the following stage. This table includes 9 different stages. When all stages are completed, the reward is an extra ball or 50 million points.

STAGE 1 – FOX AND KNOX

Hit flashing center spot targets 4 times to complete this stage for 10 million points.

STAGE 2 - CHICKS WITH BRICKS AND BLOCKS AND CLOCKS

Rotate the right spinner 50 times to complete this stage for 15 million points.

STAGE 3 - SUE AND SLOW JOE

Hit the left and the right hole 4 times to complete this stage for 20 million points.

STAGE 4 – GOO-GOOSE

Hit flashing spot targets 4 times when the T-R-I-C-K lamps are flashing to complete this stage for 25 million points.

STAGE 5 – BIM AND BEN

Hit pop bumpers or slingshots 3 times to complete this stage for 30 million points.

STAGE 6 - LUKE LUCK AND LUCK'S DUCK

Hit flashing spot targets 6 times to complete this stage for 35 million points.

STAGE 7 – FOX AND KNOX AGAIN

Hit the right ramp 4 times when the K-N-O-X lamps are flashing to complete this stage for 40 million points.

STAGE 8 - TWEETLE BEETLES

Hit flashing spot targets 6 times to complete this stage for 40 million points.

STAGE 9 - FOX IN THE BOTTLE

Hit the left ramp that has a bottle at the end 6 times to complete this stage for 40 million points.