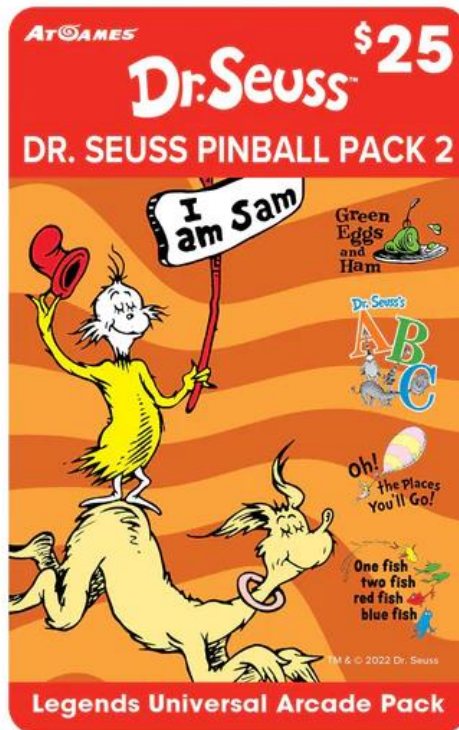


ATGAMES

DR. SEUSS PINBALL PACK 2 PART 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 2 arcade-quality Dr. Seuss pinball tables and with two additional tables being added on June 30, 2023. These tables run with 60 frames per second performance on the Legends Pinball, Legends Pinball Micro, Legends Core Max, and 30 frames per second on the Legends Ultimate, Legends Ultimate Mini, Legends Gamer Series and the Legends Core series devices. Now your favorite Dr. Seuss characters come to life in these pinball tables and are only available on the AtGames Legends Arcade machines. Now your favorite Dr. Seuss characters come to life in these exclusive pinball tables, only playable on the AtGames Legends Arcade machines.

Each table will have progressive levels that match the storyline from each book. Can you progress through the alphabet and get to Z on Dr. Seuss's ABC pinball table? Will Sam-I-Am convince his friend to try Green Eggs and Ham? Perhaps he will like them with a goat or on a boat? Can you traverse through each chapter until his friend actually tries Green Eggs and Ham?

These tables are designed using the classic Dr. Seuss characters and artwork, with vibrant colors and exciting gameplay for the whole family! 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 2 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.

Tables included:

Dr. Seuss's ABC
Green Eggs and Ham

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/9ijj5XvxkZU>)
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.

Dr. Seuss's ABC



Description

Get ready for a nostalgic journey through the alphabet with the Dr. Seuss's ABC pinball table! This pinball table features two friendly yellow dogs who will guide you on your journey to earn each letter of the alphabet through various pinball-based challenges.

Each of the 8 stages are based on different letters of the alphabet and feature characters and pictures from Dr. Seuss's ABC book. Use your pinball skills to hit targets and advance through the stages, each one introducing new illustrations and fun rhymes that help you remember each letter.

This table is a throwback to the classic pinball machines of the past. The vocal narration and each letter's corresponding illustration direct from Dr. Seuss's classic book make this pinball table a unique and delightful way to learn the alphabet.

From Aunt Annie's Alligator to a Zizzer-Zazzer-Zuzz, this table will transport you back to the world of Dr. Seuss and will teach you the ABCs in a fun and engaging way. So come and join your friendly dog companions on this exciting journey through the alphabet!



Game Rules, Skills, and Stages

BALL SAVE

Hit the rollovers on the bottom left of the playfield to light J-A-R lamps and activate a 30 second ball save or be rewarded 2 million points when ball save is active.

KICKBACK

Hit the rollovers on the bottom right to light the J-A-M lamps and activate the kickback on the right outlane or be rewarded 2 million points when kickback is active.

SKILLSHOT

After a ball is launched, one of SKILLSHOT lamps by the top rollovers will be flashing randomly. Pass the rollover where the SKILLSHOT lamp is flashing to achieve a skillshot for 1 million points for the first time, 2 million points for the second time and so on. The maximum skillshot value is 5 million points.

MULTIPLIER

Hit the center spot targets where the C-A-M-E-L lamps are flashing to light them all and advance the multiplier to the next value. The multiplier values are 2 times, 3 times and 5 times. After the 5 times bonus multiplier, every completion gives 10 million points.

IZZY SPECIAL

Hit one of the left flashing spot targets to obtain the Izzy Special and advance it to the next level. The Izzy Special is activated randomly and starts from 1 million points and is increased by another 1 million points after every hit, up to 5 million points.

MICE BALL

Hit the flashing spot targets one after another where M-I-C-E lamps are flashing to activate another ball to play or be rewarded 5 million points if there are already 2 balls on the playfield.



SPOT SPECIAL

There is a 1-bank spot target at the end of the right orbit that flashes randomly.

Hit this spot target when its lamp is flashing to be rewarded an increasing bonus score from 1 million points up to 5 million points.

ZIZZER SPECIAL

Hit 2-bank and 4-bank spot targets on the secondary playfield, where 'Z-I-Z-Z-E-R' lamps are flashing to activate 'ZIZZER SPECIAL' lamp.

Hit the left eject hole on the secondary playfield, where 'ZIZZER SPECIAL' lamp is flashing to reward 3, 5 and then 10 million points.

STAGES

This table includes 8 different stages and they start automatically and run one after another as the book goes through each of the letters of the alphabet. Every stage needs to be completed in alphabetical order. Even if every lamp of each letter is flashing when the current stage starts, the letters have to be hit in alphabetical order.

STAGE 1 - A-B-C-D

Hit the flashing center ramp 4 times to gain letter A, letter B, letter C and letter D to be rewarded 10 million points.

STAGE 2 - E-F-G

Rotate the flashing right spinner 30 times to gain letter E, letter F and letter G to be rewarded 20 million points.

STAGE 3 - H-I-J-K

Hit the flashing right ramp 4 times to gain letter H, letter I, letter J and letter K to be rewarded 30 million points.



STAGE 4 - L-M-N-O-P

Hit the flashing top spot targets to gain letter L, letter M, letter N, letter O and letter P to be rewarded 40 million points.

STAGE 5 - Q-R-S

Hit the flashing top eject hole 3 times to gain letter Q, letter R and letter S to be rewarded 50 million points.

STAGE 6 - T-U-V

Hit the flashing spot targets, then hit the flashing right spinner 10 times to gain letter T, letter U and letter V to be rewarded 60 million points.

STAGE 7 - W-X-Y

Hit the flashing top eject hole, the flashing center ramp and the flashing right spot target to gain letter W, letter X and letter Y to be rewarded 70 million points.

STAGE 8 - Z

The last stage is a special one that features 2 balls and lasts as long as there are 2 balls on the playfield.

Hit flashing spot targets, eject hole, ramps and spinner to be rewarded special jackpots.

There are 4 available jackpots with the different scores:

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

When one of the balls has been lost, the letter Z is gained and the stage is complete.

Green Eggs and Ham



Description

Get ready for a deliciously fun adventure with the Green Eggs and Ham pinball table based on the classic book by Dr. Seuss. This pinball table features 11 exciting stages, each one taking you through different scenes from the book.

As you progress through the stages, you'll encounter Sam-I-Am as he tries to convince his friend to try Green Eggs and Ham. Special animations and dialogue will play on each stage, immersing you in the world of Green Eggs and Ham. You'll witness unique dialogue and animations between the two friends as they go back and forth about whether or not to try the unusual dish.

The vibrant and whimsical illustrations from the book are brought to life on this pinball table, making it a feast for the eyes as well as the ears. From the colorful characters to the playful landscapes, every inch of the table is packed with details that will delight fans of the book.

Whether you're a seasoned pinball player or a fan of Dr. Seuss, the Green Eggs and Ham table is a fun and unique way to experience this beloved story. So come and join Sam-I-Am and his friend on their quest to try Green Eggs and Ham. Who knows, you might just end up trying them yourself!



Game Rules, Skills, and Stages

BALL SAVE

Pass one of the bottom rollovers when its lamp is flashing to collect passes. You can control which rollover has the flashing lamp by the left and the right flipper. When 5 passes have been achieved, a ball save with 30 seconds or 5 million points will be rewarded.

COMBOS

There are 3 combo lanes on this table, the left and right orbits, and the left ramp. To activate combo sequence, hit one of the combo lanes. Then hit one of other 2 combo lanes in 10 seconds where COMBO lamps are flashing to achieve a combo. Then hit one of other 2 combo lanes again in 10 seconds where COMBO lamps are flashing to achieve another combo. As long as you can hit flashing combo lanes in 10 seconds, combos are achieved. There are 2 combo values:

- Egg Combo for 1 million points.
- Ham Combo for 3 million points.

You need to achieve 2 egg combos to reward a ham combo on the third time. If you can't achieve a combo in 10 seconds, the combo sequence resets to the basic level.

HAM REWARD / KICKBACK

Hit the left orbit, the left ramp, and the right orbit, in this order, to collect the H-A-M lamps and reward a kickback or bonus score. The values of the ham rewards are 3 million, 6 million and 10 million points. Every time you achieve a ham reward, the value is increased to the next level.

SPINNER REWARD

Hit the center 3-bank and 1-bank spot targets where E-A-T-IT lamps are flashing to light all of them and advance the spinner score to the next level. The values for the spinner score are 1,000 points, 10,000 points and 100,000 points. Hit the center spinner to reward the activated value per rotation.



MOTOR / ENTERING TO SECONDARY PLAYFIELDS

Hit the top 5-bank spot targets where M-O-T-O-R lamps are flashing to:

1. Roll the car away, which allows the ball to enter the hole. This is needs to be done only once per ball.
2. Reward bonus points, the more times this action is achieved, the higher the points rewarded, from 1 million to 5 million points.

HOUSE / THE LEFT SECONDARY PLAYFIELD

Hit 1-bank spot targets where WOULD YOU lamps are flashing to advance the value of the eject hole from 250 thousand up to 1 million points. Hit the eject hole to reward 250 thousand; 500 thousand, or 1 million points. If the maximum value has been reached, 5 million points will be rewarded next time. When the ball leaves the left secondary playfield, all features are reset to default.

SHIP / THE RIGHT SECONDARY PLAYFIELD

Hit the ramp on the left secondary playfield to reach this playfield. Hit 5-bank spot targets according to numbering order where 1-2-3-4-5 lamps are flashing to advance the value of the spinner. The spinner values are 100 thousand; 200 thousand and 500 thousand. If the maximum value has been reached, 5 million points will be rewarded next time. When the ball leaves the right secondary playfield, all features are reset to default.

STAGES

This table includes 11 different stages representing the storyline of the book. To start each level, the player must hit the right eject hole when the 'START STAGE' lamp is flashing.

STAGE 1 - HERE OR THERE

Hit the left and the right orbit, then hit the right eject hole to complete this stage for 10 million points.

STAGE 2 - IN A HOUSE

Hit the flashing spot targets on the secondary playfield, then shoot the ball into the house when its door is open to complete this stage for 15 million points.



STAGE 3 - IN A BOX

Hit the center spinner 30 times, then hit the right eject hole to complete this stage for 15 million points.

STAGE 4 - IN A CAR

Hit the left ramp 2 times, then hit it again to lock the ball to the driver's seat to complete this stage for 20 million points.

STAGE 5 - IN A TREE

Hit the left and the right orbit, and the left ramp, then hit the right eject hole to complete this stage for 25 million points.

STAGE 6 - ON A TRAIN

Hit the flashing spot targets and the center spinner, then hit the right eject hole to complete this stage for 30 million points.

STAGE 7 - IN THE DARK

Hit the flashing spot targets, then hit the right eject hole to complete this stage for 35 million points.

STAGE 8 - IN THE RAIN

Hit the left ramp, the right orbit and the center spinner, then hit the right eject hole to complete this stage for 40 million points.

STAGE 9 - WITH A GOAT

Hit the flashing spot targets one after another, then hit the right eject hole to complete this stage for 45 million points.



STAGE 10 - ON A BOAT

Hit the flashing spot targets one after another and the left and the right orbit, then shoot the ball to the boat through the ramp on the secondary playfield when the boat moves slowly to complete this stage for 50 million points.

STAGE 11 - TRY THEM!

Hit the flashing spot targets one after another and the left and the right orbit, then hit the right eject hole to complete this stage for 50 million points.