

AtGAMES

NATURAL HISTORY PINBALL PACK USER MANUAL

For all Legends Arcade Family Devices



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CONTENTS

Overview	3
Dinosaur Dynasty	4
The Last Ice Age	9
Amazonia.....	14
Exoplanets	19



Overview

AtGames and Magic Pixel bring you four original arcade-quality Natural History® pinball tables developed in consultation with experts in their field. These tables include Dinosaur Dynasty, The Last Ice Age, Amazonia, and Exoplanets, with up to 1080p and 60fps performance. 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:

Dinosaur Dynasty

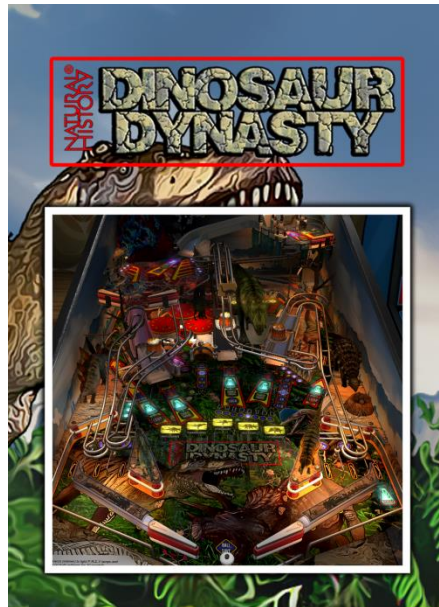
The Last Ice Age

Amazonia

Exoplanets

Note: Tables will need to be downloaded to a FlashDriveX™-formatted USB drive (not included) for devices with 8GB internal storage and to be downloaded to the internal storage for devices with 16GB internal storage.

DINOSAUR DYNASTY



Description

Return to a time when dinosaurs ruled the Earth in this original pinball creation. Get to know the mysteries of the Tyrannosaurus, Stegosaurus, Pteranodon, and Ankylosaurus genera. Beware, as some of these creatures are not happy about your intrusion into their world! The volcano can also erupt at any moment, causing a massive earthquake and covering the sky in smoke, blocking the playfield! The living world of Dinosaur Dynasty will engross you with its modern, dynamic gameplay, and scientifically accurate themes.

This pinball table features traditional pinball parts like slingshots, bumpers, ramps, secondary playfields, and flippers. It also introduces new gameplay elements like animated dinosaurs and a volcano that violently erupts. Will you go extinct before you overcome these challenges?

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BALL SAVE

Pass bottom rollovers (inlanes) to light P-R-E-Y lamps and activate ball save on both outlanes for 30 seconds.

KICKBACK

Hit any ramp within 30 seconds to activate the kickback, only applies when there are no other features active on the ramp that is shot at.



SKILLSHOT

There are 3 skillshot lanes on this table: left, right and center ramps. After a ball launched these 3 skillshot lanes have to be shot in 15 seconds for 1, 2 and 3 million points.

This mode ends right away if any other target or lane have been hit.

COMBO

There are 5 combo lanes on this table: left and right orbits, left, right and center ramps. One of these lanes has to be shot to activate combo sequence. Hit one of the other 4 lanes in 10 seconds to achieve a combo. Hit one of the other 4 lanes in 10 seconds again to achieve another combo and so on. The combo values are:

Combo for 1 million points.

Double Combo for 2 million points.

Triple Combo for 3 million points.

Super Combo for 5 million points.

RAMP AWARD

Hit the same ramp 2 times in 10 seconds to achieve a kickback or a ramp award when the kickback has been activated already. The ramp award values are 1, 2, 3, 4 and 5 million points.

LOOP

Hit the same orbit 2 times in 10 seconds to achieve a loop. The loop values are 1, 2, 3 and 5 million points.

MULTIPLIER

Hit the right 4-bank spot targets to light all of their lamps and advance the multiplier to the next level. The multiplier values are 2 times, 4 times, 6 times, 8 times and 10 times. 10 million points is rewarded after 10 times bonus multiplier has been activated.

MULTIBALL



Hit the left 3-bank spot targets to light all of their lamps and activate lock on the center ramp. Then hit the center ramp 3 times to lock 3 balls and start a multiball with 3 balls. The Tyrannosaurus will "eat" those 3 balls.

In this multiball mode, left and right orbits, left, right and center ramps and the center hole have to be hit to achieve a jackpot. The jackpot values are:

Jackpot for 1 million points.

Double Jackpot for 2 million points.

Triple Jackpot for 3 million points.

Super Jackpot for 5 million points.

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

PREDATOR

Hit the spinners 10 times to light a P-R-E-D-A-T-O-R letters and start a multiball with 2 balls.

In this multiball mode, a randomized orbit, ramp or hole has to be hit to achieve a jackpot. After 4 jackpots, the 5th one will be a special jackpot. The jackpot values are:

Jackpot for 1 million points.

Predator Jackpot for 10 million points.

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

BONES

Hit the top 5-bank spot targets to light all of their lamps and reward 5, 10, 15, 20 and 30 million points.

2ND AND 3RD PLAYFIELD

The 2nd playfield is available in 2 ways.

1) Sometimes the Pteranodon flies on ends of the left or the right ramp. Hit that ramp when the Pteranodon sits and waits to hit it. Then the Pteranodon will take the ball and drop on the 2nd playfield.

2) From the center ramp the ball can fall into the ramp the connects 3rd playfield and 2nd playfield if the ball does not have enough momentum to goes around totally.



2ND PLAYFIELD

Hit the left 3-bank spot targets to light all of their lamps and 5 million lamp. Hit the ramp where 5 million lamp is flashing to reward 5 million points. Hit the right 6-bank spot targets to light all of their lamps and 10 million lamp. Hit the ramp where 10 million lamp is flashing to reward 10 million points.

Hit the left 3-bank spot targets again to light all of their lamps and 15 million lamp. Hit the ramp where 15 million lamp is flashing to reward 15 million points.

Hit the right 6-bank spot targets again to light all of their lamps and 20 million lamp. Hit the ramp where 20 million lamp is flashing to reward 20 million points.

3RD PLAYFIELD

LOOP

Hit the u-lane to activate the loop sequence. Hit that lane again in 10 seconds to achieve a loop. Hit it again in 10 seconds to achieve another loop and so on. The loop reward can be multiplied by hitting of the 1-bank spot target. The loop base value is 1 million points and multiplier values are 2 times, 3 times, 4 times and 5 times.

MODES

Hit the slingshots 5 times to activate the first or the next mode.

Then hit the left hole where 'Start Hunt' lamp is flashing to start the mode.

After one of dinosaur lamps is flashing, hitting slingshots will advance to the next dinosaur that has not been hunted down yet.

Every mode has randomized goals from the following targets:

- Left and right orbit,
- Left, right and center ramp,
- The center hole.

MODE 1 - ANKYLOSAURUS

Hit 3 randomized targets to complete this mode for 10 million points.

MODE 2 - TYRANNOSAURUS

Hit 4 randomized targets to complete this mode for 20 million points.



MODE 3 - SPINOSAURUS

Hit 5 randomized targets to complete this mode for 30 million points.

MODE 4 - TRICERATOPS

Hit 6 randomized targets to complete this mode for 40 million points.

MODE 5 - TRICERATOPS

Hit 7 randomized targets to complete this mode for 50 million points.

THE LAST ICE AGE



Description

It's cold during the day. It's cold at night. It's always cold. Find food, make a fire, and fight wild animals to survive in this original pinball creation. In these frozen times, survival is life. The Last Ice Age will challenge you with its modern, dynamic gameplay, and scientifically accurate themes as you try and overcome the cold and ferocious beasts like mammoths and saber-toothed tigers.

This pinball table features traditional pinball parts like slingshots, bumpers, ramps, secondary playfields, and flippers. It also introduces new gameplay elements like rampaging predators. Will you learn how to survive and thrive in this hostile, frozen world?

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SHOOT AGAIN

Pass bottom rollovers to light F-R-E-Z-E-E lamps and activate shoot again for 30 seconds.

MULTIPLIER



Hit the left 3-bank spot targets to light their lamps and advance bonus multiplier. The values are 2 times, 3 times, 4 times, 5 times and 6 times. 5 million points is rewarded after 6 times bonus multiplier has been activated.

MULTIBALL

When the mammoth lowers his snout and if the ball goes through that lane at that time, then a ball will be locked. Lock 3 balls to start a multiball with 3 balls.

In this mode hit left and right orbit and left and right ramp

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

ICE

Hit the left hole 3 times to light I-C-E lamps and activate the mode named Ice.

Hit any ramps 2 times to complete this mode for 10 million points.

SPEAR

Hit right 5-bank drop targets to light S-P-E-A-R lamps and activate the mode named Spear.

Hit left and right orbit 3 times to complete this mode for 20 million points.

SNOW

Pass top rollovers to light S-N-O-W lamps and activate the mode named Snow.

Hit holes 4 times to complete this mode for 30 million points.

MAMMOTH

Hit the right spinner 10 times to light M-A-M-M-O-T-H lamps activate the mode named Mammoth.

Hit spot targets 5 times to complete this mode for 40 million points.



ERA

Hit the left orbit, the left ramp and the center ramp in this order to light E-R-A lamps and activate the mode named Era.

Hit the left and right spinner to rotate 30 times and to complete this mode for 10 million points.

ORBIT LOOP

Hit the left orbit to activate orbit loop sequence, then hit it again in 20 seconds to achieve an orbit loop. The more loop is achieved, the higher points is rewarded. The orbit loop values are:

1st orbit loop for 1 million points.

2nd orbit loop for 2 million points.

3rd orbit loop for 3 million points.

4th or more orbit loop for 5 million points.

The orbit loop sequence is aborted when the time limit with 20 seconds has been expired.

RAMP LOOP

Hit the center ramp to activate ramp loop sequence, then hit it again in 10 seconds to achieve a ramp loop. The more loop is achieved, the higher points is rewarded. The ramp loop values are:

1st-4th ramp loop for 1 million points.

Every 5th ramp loop for 5 million points.

The ramp loop sequence is aborted when the time limit with 10 seconds has been expired.

COMBO

Hit the left orbit, the right orbit, the left ramp or the center ramp to activate combo sequence. Then hit the other 3 flashing combo lanes in 10 seconds to achieve a combo. The combo values depend on the multiplier value that has been activated.

1 million points for a combo when no bonus multiplier is activated.

2 million points for a combo when 2 times bonus multiplier is activated.

3 million points for a combo when 3 times bonus multiplier is activated.

4 million points for a combo when 4 times bonus multiplier is activated.

5 million points for a combo when 5 times bonus multiplier is activated.



6 million points for a combo when 6 times bonus multiplier is activated.

KICKBACK

Hit the right 3-bank spot targets placed at the right side of the center ramp to activate a kickback. 2 million points is rewarded if the kickback has been already activated.

10 MILLION

Hit the center and the right hole in that order that's shown by numbered lamps to reward 10 million points.

SUPER BUMPERS

Hit pop bumpers to reward 10,000 points per bump.

Hit spot targets next to the pop bumpers to light all of their lamps and to activate super bumpers for 60 seconds. 100,000 points is rewarded per bump when the pop bumpers are flashing.

SLINGSHOT SCORE

Hit slingshots to reward 10,000 points per hit.

The slingshot score can be multiplied by multiplier values.

When 2 times bonus multiplier is achieved, the slingshot score is 20,000 points per hit. In case of 6 times bonus multiplier, the score is 60,000 points per hit.

SKILLSHOT

Hit 4-bank spot targets located at the right side of the center ramp to achieve a skillshot. One of the lamps are randomized from time to time and hit that lamp in the time limit to achieve a skillshot.

The more skillshot is achieved, the higher score is rewarded from 1 million up to 5 million points.

2ND PLAYFIELD

Hit the right top hole with 2 drop targets to reach 2nd playfield.

2ND PLAYFIELD / MEAT



Hit the right 4-bank spot targets to light M-E-A-T lamps to reward 5 million points and to activate super spinner for 60 seconds.

2ND PLAYFIELD / SUPER SPINNER

The left special spinner rewards 10,000 points per rotation.

When the super spinner lamp is flashing it rewards 100,000 points per rotation.

2ND PLAYFIELD / HOLE REWARD

Hit the center hole to reward 250,000, 500,000, 750,000, 1 million or 2 million points.

Hit the right spinner 20 times to advance hole reward to the next level.

2ND PLAYFIELD / LOOP

Hit the right loop lane to activate the loop sequence. Then hit it again in 10 seconds to achieve a loop.

Hit the right 4-bank spot targets to light their lamps and to advance loop score from 1 million to 5 million points.

AMAZONIA



Description

The Amazon rainforest, or Amazonia, is one of the most beautiful locations on Earth, featuring spectacular tropical landscapes and diverse flora and fauna. In this original pinball creation, meet some of Amazonia's most fascinating creatures, including anacondas, piranhas, caimans, toucans, jaguars, and army ants. The animated world of Amazonia will draw you in with its modern, dynamic gameplay, and scientifically accurate themes.

This pinball table features traditional pinball parts like slingshots, bumpers, ramps, secondary playfields, and flippers. It also introduces new gameplay elements like swimming piranhas, attacking anacondas, and marching army ants. What will you discover in Amazonia next?

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.

SHOOT AGAIN

Pass bottom inlanes to light their lamps and activate a shoot again for 30 seconds.

KICKBACK / 10 MILLION

Hit slingshots 3 times to change activation of kickback at the right outlane and 10 million at the left outlane.

Pass the left outlane when 10 million lamp is flashing and 10 million points are rewarded.



Pass the right outlane when kickback lamp is flashing and the ball is going to be returned to the playfield without losing your progress.

COMBO

There are 4 combo lanes on this table, left and right ramps and left and right lanes. Hit one of 4 combo lanes to activate the combo sequence. Hit one of 3 other combo lanes where river combo lamp is flashing in 20 seconds to reward a combo. Repeat this as long as you can to reward more combos. When the time limit is reached, the combo sequence ends and has to be started over.

The combos and their values are:

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

MULTIPLIERS

Hit the left 1-bank and 3-bank spot targets to light their lamps and advance the multiplier to the next level.

The multiplier values are 2 times, 4 times, 6 times, 8 times and 10 times.

After 10 times multiplier has been achieved, 10 million points is rewarded on the next time a multiplier is activated.

TOUCAN TARGETS (2-LEVEL 6-BANK SPOT TARGETS)

Hit all 6 spot targets to light their lamps and reward 5 million points.

Hit all 6 spot targets again and reward 10 million points.

FRENZY (2-LEVEL 4-BANK SPOT TARGETS)

Hit all 4 spot targets to light their lamps and reward 5 million points.

Hit all 4 spot targets again and reward 10 million points.

Hit a ball to the eject hole to start Frenzy mode.



FRENZY

Frenzy is a multiball mode with 2 balls.

Hit flashing spot targets to reward a jackpot for 1 million points.

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

MULTIBALL

Hit the left ramp when the small metal stick is up position that the snake can eat a ball (lock). Repeat this 2 more times and a multiball mode with 3 balls is going to be started.

Hit the flashing ramps and hales in this multiball mode to jackpots with different points. The more jackpots you activate, the higher score you reward. The jackpots and their values are the followings:

Jackpot for 1 million points.

Double Jackpot for 2 million points.

Triple Jackpot for 3 million points.

Super Jackpot for 5 million points.

After a super jackpot has been rewarded the jackpot sequence starts over. This multiball mode lasts as long as there are at least 2 balls on the playfield.

JUMPING PIRANHAS

At the bottom part of the table where Amazonia logo is, piranhas jump out of the water from time to time. Collect a piranha to reward 100,000 points. If you collected 100 piranhas an extra ball or 50 million points is rewarded.

SOUTH AMERICAN JAGUAR

Lock a ball to the left eject hole 3 times to start this mode or reward 3 million points if you already completed it.

Hit the flashing ramps 3 times to complete this mode and reward 10 million points.

POISON DART FROG

Hit the left ramp 3 times to start this mode or reward 3 million points if you already completed it.

Hit the flashing lanes 3 times to complete this mode and reward 10 million points.



ARMY ANT

Hit the left lane 3 times to start this mode or reward 3 million points if you already completed it.

Hit the flashing spot targets 5 times to complete this mode and reward 10 million points.

BRAZILIAN WANDERING SPIDER

Hit the right ramp 3 times to start this mode or reward 3 million points if you already completed it.

Rotate the spinner at the left lane 30 times to complete this mode and reward 10 million points.

BLUE MORPHO BUTTERFLY

Hit the right lane 3 times to start this mode or reward 3 million points if you already completed it.

Hit pop bumpers 3 times to complete this mode and reward 10 million points.

EXTRA BALL

An extra ball is rewarded after all modes have been completed. You can earn 1 extra ball per ball, otherwise 50 million points is rewarded.

2ND PLAYFIELD - 5-BANK SPOT TARGETS

Hit these spot targets to light their lamps and increase the score by 1 million points.

2ND PLAYFIELD - 3-BANK SPOT TARGETS

Hit these spot targets to light their lamps and advance multiplier to the next level or increase the score by 1 million points when 10 times multiplier has been reached. The 2nd playfield multiplier values are 2 times, 5 times and 10 times.

2ND PLAYFIELD - THE BONUS SCORE

When your ball leaves the 2nd playfield, the bonus score is calculated and rewarded (the score is multiplied by the multiplier value).



2ND PLAYFIELD - RUNNING ANTS

Ants running around from time to time on the 2nd playfield. Catch an ant to reward 1 million points.

EXOPLANETS



Description

The human race must find another Earth-like planet to live on, but time is running out in this original pinball creation. In a desperate move, a probe is sent to scan numerous exoplanets from Proxima Centauri b, which is 4.25 lightyears away, to SWEEPS-11 b, which is 27,727 lightyears away. Will a suitable planet be found in time? Exoplanets will enchant you with its modern, dynamic gameplay, and scientifically accurate themes, as you explore the dark and dangerous infinity of the cosmos.

This pinball table features traditional pinball parts like slingshots, bumpers, ramps, secondary playfields, and flippers. It also introduces new gameplay elements like a roving probe and rotating celestial bodies. Will you be able to save the human race?

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STAR NEBULA

From time to time a star nebula appears on the playfield.

When the ball rolls to under it that makes the ball slow down.

SKILLSHOT



Every time the ball is launched manually one of skillshot lanes is flashing randomly for 10 seconds. Roll over on that rollover where the skillshot lamp is flashing to reward a skillshot for a bonus score. The more skillshot is achieved, the higher million points is rewarded.

The basic bonus value is 1 million points and after every activation this value is increased by 1 million points. The bonus value of the skillshot is not reset per ball.

BALL SAVE

Roll over the bottom inlanes to light G-A-L-A-X-Y lamps and to activate a ball save for 30 seconds or reward 5 million points when the ball save is still activating.

MULTIPLIERS

Hit the captive ball hard enough to hit the special targets at the back and activate multiplier sequence. Hit the captive ball again to advance multiplier to the next level. The multiplier levels are 2 times, 4 times, 6 times, 8 times and 10 times. After 10 times bonus multiplier, the next reward is an extra ball and then 10 million points.

COMBO

There are 3 combo lanes on this table, left and right orbits and and the right ramp. Hit one of 3 combo lanes to activate the combo sequence. Hit one of 2 other combo lanes where space combo lamp is flashing in 10 seconds to reward a combo. Repeat this as long as you can to reward more combos. When the time limit is reached, the combo sequence ends and has to be started over.

The combos and their values are:

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

KICKBACK

Hit left orbit, right orbit and right ramp when space combo lamp is not flashing to light G-A-S lamps and activate the kickback at the right outlane or reward 3 million points when the kickback is still activating.



COSMIC MILLIONS

Hit the center 3-bank spot targets one by one according to pronunciation to light C-O-S-M-I-C lamps on and reward bonus scores.

The more times it is completed, the higher million points is rewarded.

The basic bonus value is 1 million points and after every activation this value is increased by 1 million points.

The bonus value of the cosmic millions is reset per ball.

PULSAR PRIZES

Hit left and right 3-bank spot targets to light P-U-L-S-A-R lamps on and to reward a randomized prize from the followings:

- The next multiplier activation or 10 million points.
- A ball save activation or 5 million points.
- A kickback activation or 3 million points.
- A skillshot activation.
- 10 million points.

NEBULA REWARD

Hit the center drop targets to light N-E-B lamps on.

Hit the center drop targets again to light U-L-A lamps on and reward bonus scores of millions. The more times this is completed, the higher million points is rewarded. The basic value is 5 million points and after every completion it is increased by 5 million points.

The bonus value of the nebula reward is reset per ball.

MULTIBALL

Lock 3 balls to any black hole when the gate is opened and Lock lamp is flashing. After the 3rd ball has been locked a multiball mode with 3 balls will be started. In this mode hit left and right orbits and the right ramp to reward jackpots. The basic jackpot value is 1 million points.

Hit the spot targets where C-O-S-M-I-C lamps are flashing to light those lamps on and advance the jackpot value by 1 million points.

The maximum jackpot value is 5 million points.



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

WORM HOLE

The hole where the worm hole lamp is flashing takes the ball to 2nd playfield.

2ND PLAYFIELD - PLANET

Hit the right 6-bank spot targets to light P-L-A-N-E-T lamps on to reward bonus millions. The reward value depends on the multiplier value that has been achieved in the eject hole. The basic reward is 10 million points and this value can be multiplied by 2, 3 and 5 times.

2ND PLAYFIELD - MILKY WAY

Hit the left 5-bank spot targets and the right 3-bank spot targets one by one according pronunciation to light M-I-L-K-Y and W-A-Y lamps on to reward bonus millions. The reward value depends on the multiplier value that has been achieved in the eject hole. The basic reward is 10 million points and this value can be multiplied by 2, 3 and 5 times.

2ND PLAYFIELD - MULTIPLIERS

Lock a ball to the right eject hole to advance multiplier to the next level for 30 seconds. During this time every scores you achieve is multiplied with the current multiplier level that has been activated. After 30 seconds the previous multiplier value will be flashing. The multiplier levels are 2 times, 3 times and 5 times.

EXTRA BALL

Get a multiplier after 10 times bonus multiplier has been achieved or complete all the modes to unlock an extra ball. Then hit the right eject hole to reward the extra ball.

EXOPLANETS

The probe goes from planet to planet. When it arrives at a planet, the start mode lamp will be flashing. Now lock a ball to the right eject hole to start the next mode. If the current mode has been completed, the probe will go to the next planet. The mission is to reach the farthest planet to check if it is habitable.



PROXIMA CENTAURI B

Hit the right ramp 1 time to complete this mode for 5 million points.

SIRIUS

Hit the left orbit 2 times to complete this mode for 10 million points.

WOLF 1061B

Hit the right orbit 2 times to complete this mode for 15 million points.

GLIESE 682 B

Hit left 3-bank spot targets 2 times to complete this mode for 20 million points.

GLIESE 667 CC

Hit right 3-bank spot targets 2 times to complete this mode for 25 million points.

61 VIRGINIS B

Hit center 3-bank drop targets 3 times to complete this mode for 30 million points.

GJ 180 B

Hit the top ramp 3 times to complete this mode for 35 million points.

TRAPPIST-1H

Hit top left 3-bank spot targets to complete this mode for 40 million points.

ACRUX

Hit top right 3-bank spot targets to complete this mode for 45 million points.

KEPLER 22B



Hit flashing ramps 5 times to complete this mode for 50 million points.

KEPLER 69C

Hit flashing orbits 5 times to complete this mode for 55 million points.

KEPLER-603 D

Hit flashing spot targets 5 times to complete this mode for 60 million points.

KEPLER-747 B

Hit flashing spot targets 5 times to complete this mode for 65 million points.

SWEEPS-11 B

Hit flashing drop targets 5 times to complete this mode for 70 million points.