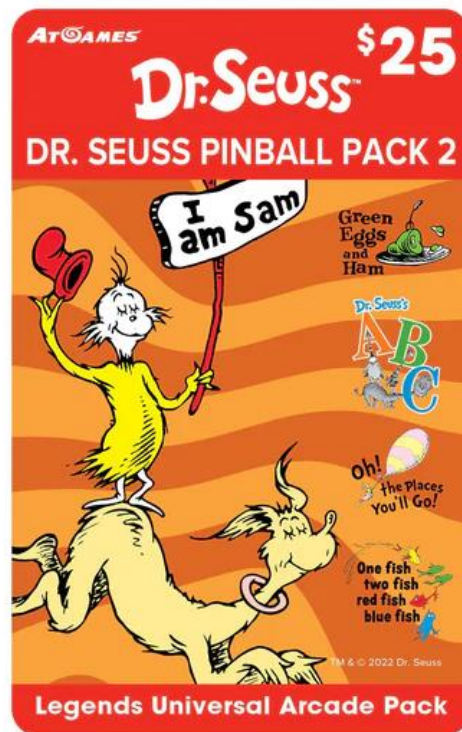


ATGAMES

DR. SEUSS PINBALL PACK 2 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? Can you make the balloon soar in Oh! the Places You'll Go!

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

One Fish Two Fish Red Fish Blue Fish

Green Eggs and Ham

Oh! the Places You'll Go!

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.

One Fish Two Fish Red Fish Blue Fish



Description

Immerse yourself in the vibrant world of "One Fish Two Fish Red Fish Blue Fish" with this exciting Dr. Seuss-themed pinball table. This dynamic pinball adventure is designed around Dr. Seuss's iconic exploration of whimsical creatures and playful rhymes, featuring 10 unique stages corresponding to the imaginative scenes from the book.

Each stage takes you deeper into the world of Dr. Seuss's charming creatures, from the red fish and blue fish swimming in a little brook, to the seven hump Wump, with many many more. Hone your pinball skills to traverse these lively landscapes, hitting targets to light up each character and advance through the game. Vocal narration echoes the rhymes from the book, adding to the immersion and fun.

The pinball table combines traditional elements like ramps, bumpers, and flippers with fresh, inventive features inspired by the book's fantastic world. Expect creative and fascinating character models such as the Gack, with his large set of antlers, to periodically block your path. Can you get past him?

Colorful illustrations from the book come alive on this pinball table, making it a visual delight. From the blue fish to the red fish, to the Gox who likes to box, every detail is meticulously crafted to recreate the magical world of Dr. Seuss.



Game Rules, Skills, and Stages

SKILLSHOT

When a ball is launched or goes around the orbit, one of SKILLSHOT lamps will be flashing for 10 seconds at the rollovers on the top of the table. Hit the rollover where SKILLSHOT lamp is flashing to achieve a skillshot for 1 million points.

LUCKY SPINNER

Hit the left lane where LUCKY SPINNER lamp is flashing to achieve one of the following rewards:

- To activate a ball save with 30 seconds.
- To activate a ball save with 60 seconds.
- To activate a kickback with 30 seconds at the right outlane.
- To activate a kickback with 60 seconds at the right outlane.
- To be rewarded 1 million points.
- To be rewarded 2 million points.
- To be rewarded 3 million points.

BOX AND GOX REWARD

Hit left rollovers at the bottom to light B, O, and X lamps, or right rollovers at the bottom to light G, O and X lamps to be rewarded 100 thousand points. The more the player achieves these tasks, the higher the points to be rewarded. The maximum value of the reward is 1 million points and then resets to 100 thousand when the ball is lost.

FISH COMBO

There are 2 combo lanes on this table, the left and right orbits. To activate the combo sequence, hit one of the combo lanes. Then hit the other combo lane within 20 seconds where the FISH COMBO lamps are flashing to achieve the combo. Then hit the same or the other combo lane again in 20 seconds where the FISH COMBO lamps are flashing to achieve another combo. As long as you can hit flashing combo lanes within 20 seconds, combos are achieved.

A fish combo is worth 1 million points and this value will be increased by 1 million points after every 5th fish combo. The maximum value of the fish combo is 5 million points. The fish combo value is reset when the ball is lost.

SHEEP MULTIPLIER

Hit the 5-bank spot targets at the center, where S-H-E-E-P lamps are flashing to collect sheep and be rewarded multipliers or bonus points. After a specific amount of sheep are collected, a specific multiplier will be rewarded. Collect 5 sheep to rewarded a multiplier. The multipliers are 2 times, 4 times, 6 times, 8 times and 10 times. 5 million points will be rewarded after the 10 times multiplier has been achieved.



JAY AND KAY MULTIBALL

Hit the left orbit when the FISH COMBO lamp is not flashing to light the J-A-Y lamps one after another. Hit the right orbit when the FISH COMBO lamp is not flashing to light the K-A-Y lamps one after another. When J-A-Y and K-A-Y lamps are lit, a multiball session with 2 balls will be started. In this multiball, hit the left orbit, the right orbit and the ramp to rewarded jackpots. The jackpot value is 1 million points. Hit the 5-bank spot targets at the center, where S-H-E-E-P lamps are flashing to increase the jackpot value to 2, 3, 4, and 5 million points. The jackpot value is reset when the ball is lost.

RING REWARD

Hit the ramp at the center to light R-I-N-G lamps to be rewarded 5 million points.

GOX HIT

Hit pop bumpers at the center of the pinball when their lamps are flashing to collect hits. The more hits collected, the higher the bonus points rewarded. After 10 hits are reached, 1 million points will be rewarded. This value is increased by 1 million points every time. The box hit count is reset when the ball is lost.

ELEVEN FINGER CREATURE

Hit the hole to the right where the TO THERE lamp is flashing, or the hole at the center where TO HERE lamp is flashing, to reach the secondary playfield. Hit flashing spot targets to count fingers. When 11 fingers are collected, hit the ramp, where the FINGER REWARD lamp is flashing to be rewarded 10 million points. Hit the ramp to activate the loop sequence. Hit the ramp again in 10 seconds to achieve a loop. The loop value is 1 million points, that is increased by 1 million points as long as the loop sequence is going. If the loop sequence is broken, the loop value is reset.

STAGES

Hit the 1-bank spot target where START STAGE lamp is flashing, to activate each stage.

STAGE 1 - FUNNY FISH

Hit the flashing slingshots 5 times to complete this stage for 5 million points.

STAGE 2 - FAST SLOW HIGH LOW

Hit the left orbit, the ramp, the right orbit and the ramp again to complete this stage for 10 million points.



STAGE 3 - WUMP OF GUMP

Hit the hole at the right where TO THERE lamp is flashing, or the hole at the center where TO HERE lamp is flashing, to reach the special ramp on the right wall. On this ramp, the metal pins move randomly. When the ball passes through a checkpoint, the checkpoint lamp will be lit and its metal pin will be disabled. Reach all 7 checkpoints to complete this stage for 15 million points.

STAGE 4 - BED OF NED

Hit the hole at the right where TO THERE lamp is flashing, or the hole at the center where TO HERE lamp is flashing, to reach the secondary playfield. Hit the flashing spot targets on the secondary playfield to complete this stage for 20 million points.

STAGE 5 - HOOK COOK BOOK

Hit flashing pop bumpers 30 times to complete this stage for 25 million points.

STAGE 6 - ZANS FOR CANS

When this stage starts, 5 can shaped drop targets will be arisen from the playfield. Hit all 5 of them to complete this stage for 30 million points.

STAGE 7 - SING WITH YING

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

STAGE 8 - ISH WISH FOR FISH

Hit the left and the right orbit to collect fish. Collect 10 fish to complete this stage for 40 million.

STAGE 9 - RING THE GACK

Hit the ramp at the center 4 times to complete this stage for 45 million. But beware! Gack, who guards that ramp, will try to block the ramp lane randomly.

STAGE 10 - ZEEP SLEEP

In the last stage, the 2 holes will be flashing one after another. First, the hole at the center where TO HERE lamp is flashing, and then the hole at the right where TO THERE lamp is flashing. Hit the flashing hole to achieve a letter of Z-E-E-P. When all letter collected, the stage is complete for 50 million points.

Oh! the Places You'll Go!



Description

Get ready to journey through the exhilarating world of "Oh, The Places You'll Go!" on this beautifully crafted Dr. Seuss-inspired pinball table. This engaging pinball table is designed around the inspirational and heart-warming story penned by Dr. Seuss, offering an adventure through life's ups and downs, portrayed in 8 thrilling stages. Each stage corresponds to a milestone in life's journey, from the Waiting Place to the Lurch. Use your pinball skills to travel through mountains and valleys, symbolizing the highs and lows we all experience in our life journey. The narrator will guide you with the same uplifting rhymes found in the original book, encouraging you as you navigate each challenge.

Traditional pinball elements blend seamlessly with innovative features inspired by the book, such as the flying balloon, colorful ramps, and characters that animate and interact as you play. In addition to the series of 8 stages and engaging storyline, the character models, dynamic object movement, and challenging gameplay will keep you riveted. The graphic design and audio elements are based on the illustrations and verses from the book, bringing the world of "Oh, The Places You'll Go!" to life in a vivid, surreal spectacle that will captivate players of all ages. Whether you're a seasoned pinball wizard or a fan of Dr. Seuss's timeless wisdom, this pinball table offers an exciting journey through the twists and turns of life.

So prepare for your journey! Hit the flippers, send the silver ball soaring, and see where your adventure takes you on this exciting "Oh, The Places You'll Go!" pinball table. As Dr. Seuss said, "Your mountain is waiting. So... get on your way!"



Game Rules, Skills, and Stages

BALL SAVE / KICKBACK

Hit rollovers at the bottom part of the table, to light the P-L-A-C-E-S lamps and within 30 seconds activate a ball save, a kickback, or be rewarded 5 million points. When the ball save is still active and the lamps are lit again, a kickback will be activated. When the ball save and the kickback are still active and the lamps are lit again, 5 million points will be rewarded.

SKILLSHOT

When a ball is launched or goes around the orbit, one of SKILLSHOT lamps will be flashing for 10 seconds at the rollovers on the top of the table. Hit the rollover where SKILLSHOT lamp is flashing to achieve a skillshot for 1 million points.

COMBOS

There are 3 combo lanes on this table: the left and right orbits and the left ramp. To activate a combo sequence, hit one of these combo lanes. Then hit one of other 2 combo lanes within 10 seconds where the COMBO lamps are flashing to achieve a combo. Then hit one of other 2 combo lanes again within 10 seconds where COMBO lamps are flashing to achieve another combo. As long as you can hit flashing combo lanes within 10 seconds, combos will be achieved. There are 4 combo values:

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

RAMP COMBOS

This table has a ramp at the center of the table that connects the playfield and the upper mini playfield. To activate ramp combo sequence, hit this ramp from either direction. Then hit it again within 10 seconds from the other direction where the RAMP COMBO ramp is flashing to achieve a ramp combo. As long as you can hit this ramp from the direction where RAMP COMBO lamp is flashing, a ramp combo achieved. The ramp combo value is 1 million points. After every 5th ramp combo, a super ramp combo will be achieved for 5 million points.

MULTIPLIERS

Hit 4-bank spot targets at the center of the table to light the red lamps there and to achieve a multiplier. This table has 4 multiplier values, 2 times, 3 times, 5 times and 9 times. When the highest multiplier value reached, the next time 5 million points will be rewarded.



BOY MULTIBALL

Hit the left orbit, the right ramp and the right orbit, when COMBO lamp is not flashing to light B-O-Y lamps and to activate the lock sequence. Then hit the holes where LOCK lamps are flashing to lock a ball. When the 3rd ball has been locked, the multiball session will be started and the balloon will release 3 balls.

After the boy multiball has been started, hit orbits and ramps to achieve jackpots.

There are 2 jackpot values:

- Jackpot for 1 million points.
- Super Jackpot for 5 million points.

After every 5th jackpot, a super jackpot will be rewarded.

The boy multiball lasts as long as 2 or more balls are active on the playfield.

FLY SPINNERS

Hit the left and the right orbit, or the mini lane on the secondary playfield where the FLY lamps are flashing to rotate the spinners. The more times the spinners are rotated, the higher the points to be rewarded. After a specific number of rotations, the following rewards are achieved:

- 10 rotations for 1 million points.
- 25 rotations for 3 million points.
- 50 rotations for 5 million points.
- 100 rotations for 10 million points.

The number of rotations you have collected will be reset when the ball is lost.

MAGICAL PLAYFIELD

Hit the holes where MAGICAL PLAYFIELD lamps are flashing to reach the secondary playfield.

Then hit the flashing spot targets, and the eject hole to be rewarded higher and higher bonus points.

First hit the 2-bank spot targets to light their lamps and activate the FUN REWARD lamp.

Then hit the eject hole where the FUN REWARD lamp is flashing to be rewarded 3 million points.

Next hit the 4-bank spot targets to light their lamps and activate the FUN REWARD lamp again.

Then hit the eject hole where the FUN REWARD lamp is flashing to be rewarded 5 million points.

Finally, hit the 5-bank spot targets to light their lamps and activate FUN REWARD lamp again.

Then hit the eject hole where the FUN REWARD lamp is flashing to be rewarded 10 million points.

STAGES

When a game starts, the S, O, A, R, G, or O lamp will be flashing for 15 seconds. When time is up, another lamp will begin flashing randomly. Hit the spot target where S, O, A, R, G, or O lamp is flashing to start the current stage. When all stages completed, an extra ball or 50 million points will be rewarded.

STAGE 1 – OFF AND AWAY

When this stage starts, 5 dragon creatures will rise from the playfield. Hit all 5 of them to complete this stage for 15 million points.



STAGE 2 – THINGS CAN HAPPEN

Hit the holes 5 times, where the MAGICAL PLAYFIELD and LOCK lamps are flashing to complete this stage for 20 million points.

STAGE 3 – THE WAY UP

Hit the spinners where the FLY lamps are flashing to rotate them to make the balloon fly across the playfield. When the balloon reaches its starting position, this stage will be complete for 25 million points.

STAGE 4 – THE SLUMP

Hit the flashing spot targets at the top mini playfield where the B-O-O-M lamps are flashing to complete this stage for 30 million points.

STAGE 5 – THE WAITING PLACE

Hit the left orbit, the right ramp and the right orbit in this order to complete this stage for 35 million points. After you hit the first goal, you will have 30 seconds to hit the second goal. Then, you will have 30 seconds again to hit the third and final goal. If the time limit of 30 seconds has been reached without achieving these goals, you will have to start this stage over.

STAGE 6 – LONELY GAMES

Hit the holes where the MAGICAL PLAYFIELD and LOCK lamps are flashing to reach the secondary playfield. One of spot targets will be flashing randomly when the ball reaches the secondary playfield or when the spot target is hit. Hit randomized spot targets 5 times to complete this stage for 40 million points.

STAGE 7 – MIXED UP

Hit the center ramp from that direction where the RAMP COMBO lamp is flashing 5 times to complete this stage for 45 million points.

STAGE 8 – MOVE MOUNTAINS

When this stage starts, one of following lanes will be flashing randomly: the left orbit, the right ramp and the right orbit. The randomized lane will be changed every 15 seconds. Hit the flashing lane 5 times to complete this stage for 50 million.