

AT@AMES

TAITO PINBALL TABLES VOLUME 2 USER MANUAL

For all Legends Arcade Family Devices



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Overview

AtGames and Magic Pixel bring to life your favorite classic TAITO arcade games in stunning 1080p! Experience these all-time arcade classics in a whole new way with specially designed themed pinball tables. Fight Monstas in order to reclaim Chack'n and Miss Chack'n's heart in *Chack'n Pop™*, break into a 30-story building and steal top secret documents in *ELEVATOR ACTION™*, rescue hostages held captive in enemy territory in *OPERATION WOLF™*, and try to keep the animals from escaping and save your girlfriend Zelda in *ZOO KEEPER™*. Authentic sights and sounds paired with market-leading physics perfectly translate the legendary arcade experiences to virtual pinball nirvana. Regardless of your preference, there's a table for everyone in this impressive arcade-themed pinball collection!

Tables included in **TAITO Pinball Tables Volume 2:**

- **Chack'n Pop™**
- **ELEVATOR ACTION™**
- **OPERATION WOLF™**
- **ZOO KEEPER™**

Chack'n Pop™



Description

Chack'n and Miss Chack'n were on a date when Monstas appeared and stole their heart, the symbol of their love. Fight Monstas in order to reclaim Chack'n and Miss Chack'n's heart.

This pinball table includes such pinball parts as spot and drop targets, pop bumpers, 3 spinners, and 3 flippers.

Spot Targets

Hit spot target to advance bonus score. Reward of 10,000 points when all spot targets are lit.

Drop Targets

Hit drop target to advance bonus score. Reward of 10,000 points and advance score of the left top spinner when all drop targets are down.

Spinners

Hit the left bottom spinner to advance score of the right spinner.

Pop Bumpers

Hit bumpers to receive a reward of 1,000 points per bump when they are flashing.

Lanes

Pass inlanes to advance bonus score and receive a reward of 100 points. Pass outlanes to receive a reward of 1,000 points.

Slingshots

Hit both slingshots to advance score of the left bottom spinner and flash pop bumper for 30 seconds.

ELEVATOR ACTION™



Description

Play as Agent 17, a spy whose codename is "Otto" and who must break into a 30-story building to steal top secret documents. Avoid pistol-toting enemies who appear from behind doorways or take them out with a single bullet, jump kick, or by crushing them under an elevator.

This pinball table includes such pinball parts as spot targets, pop bumpers, 1 spinner, and 2 flippers.

Yellow and Red Specials

Hit all spot targets to light yellow and red special. Hit the left hole to receive a reward of 10,000 points for Yellow Special or a bonus ball for Red Special.

Bonus Score

Hit the spinner or pass inlanes to advance bonus score.

Double Bonus

Pass top rollovers and light all lamps to receive a double bonus reward.

Bumper Score

Hit slingshots to flash pop bumpers. Hit pop bumpers when they are flashing to receive a reward of 1,000 points for every bump.

OPERATION WOLF™



Description

Rescue hostages held captive in enemy territory in an operation code-named “Operation Wolf.” Use your pinballs and special weapons to stop enemy attacks.

This pinball table includes such pinball parts as spot and drop targets, an eject hole, pop bumpers, a spinner, and 3 flippers.

Gameplay Overview

This is a survivor mode game where you have to defend your lamps on the playfield for as long as you can. The gameplay is divided into waves. Each wave lasts 40 seconds and the time is increased by 1 second after every survived wave. If the time is up and you have defeated all the remaining enemies, then the next wave will start. You have to fight with more and more enemies who are faster and stronger as each wave progresses. Sometimes, a much stronger enemy will come, so prepare for it!

You will start with 5 lives. You lose a life when the ball has left the playfield. If you are able to defend your lamps until the end of a wave, you will be rewarded with 1 life.

The lamps are placed on different locations on the playfield. After each wave, they are completely healed as the new wave starts. The faster your lamp is flashing, the less health your lamp has. When a lamp is lost, it is turned off. If you lose all of your lamps, the game ends. After every action you will be rewarded points. The more enemies you defeat and the more aids you used, the more points you get.

You have the following assists that will help you fight against the enemies:

Rockets (Top Spot Targets)

Hit spot targets to launch rockets once. Hit all spot targets to get more hit points next time. All of the rockets are reactivated at the start of every wave or when all of them are used.



Multiball (Spinner)

Rotate spinner 50 times to activate multiball.

Freeze (Ramps)

Hit ramps to freeze enemies on the playfield. The more you hit the ramp the more time enemies are frozen.

Thunderstrike (Right Orbit and Left Side Lane)

Hit these lanes to activate a Thunderstrike. The more times you pass through these lanes, the stronger the Thunderstike you activate.

The Main Character (4-Bank and 3-Bank Drop Targets)

Hit left and right drop targets to add bullets to the main character on the bottom corner. Hit all spot targets to get stronger bullets.

Wave Time Reduction (Single Spot Targets)

Hit these spot targets to decrease the time of the wave by 5 seconds.

Enemies Life Reduction (Hole)

Lock the eject hole to decrease life of the enemies on the playfield by 50%.

Fireball (Left Slingshot)

Hit the left slingshot 15 times to activate the fireball that lasts for 10 seconds. The next time, you have to hit it 5 more times and it lasts an additional 2 seconds.

Tornado (Right Slingshot)

Hit the right slingshot 25 times to activate the tornado that lasts for 7 seconds.

ZOO KEEPER™



Description

As Zeke the zoo keeper, rescue your girlfriend Zelda as you try and maintain a brick wall to keep the animals from escaping.

This pinball table includes such pinball parts as drop targets, an eject hole, pop bumpers, 1 spinner, and 2 flippers.

7-Bank Drop Targets

Hit every drop target to light 10x and 100x lamps to receive a reward of 10,000 or 100,000 points per drop target and to light special lamps.

Single Spot and Drop Targets

Hit single drop targets and spot target to advance drop target score.

Spinner

Hit spinner to advance hole score and receive a reward of 100 or 1,000 points.

Rollover/Lanes

Pass inlanes to receive a reward of 5,000 points and advance hole score. Pass outlanes to receive a reward of 20,000 points and advance bonus score. Pass top rollovers to receive a reward of 10,000 or 50,000 points, or 100,000 points when all 3 lamps are lit.

Specials

Pass inlanes or outlanes to receive a reward of a bonus ball or 500,000 points when special lamps are lit.

Pop Bumpers

Hit bumpers to receive a reward of 10,000 points when they are flashing.