



TAITO PINBALL TABLES VOLUME 3 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 HD! Experience these all-time arcade classics in a whole new way with specially designed themed pinball tables. Use your Vaus space vessel to defend against the mysterious space entity DOH in ARKANOID™, collect fruit and other edible goodies while avoiding monsters so you can transform back from Bubble Dragons in BUBBLE BOBBLE™, continue the story of BUBBLE BOBBLE™ and defeat the Dark Shadow in RAINBOW ISLANDS™, and use your Iga ninja powers to rescue Princess Kiri in THE LEGEND OF KAGE™. 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 3:**

- **ARKANOID™**
- **BUBBLE BOBBLE™**
- **RAINBOW ISLANDS™**
- **THE LEGEND OF KAGE™**

ARKANOID™



Description

The era is unknown. Planets like Earth have become uninhabitable in the war. The surviving residents were wandering in search of a new world on the photon-powered space mothership "Arkanoid." Then, the mother ship was destroyed by an unidentified small fighter, and the survivors urgently escaped with the space craft "VAUS." However, that VAUS was also trapped in a different dimension labyrinth... Is it possible to get out of this extradimensional labyrinth?

Spot Targets

Hit spot target to reward 10,000 points and to advance bonus score.

Drop Targets

Hit drop targets in the left orbit to receive 10,000-50,000-100,000 points. Hit center drop targets to receive 10,000-50,000-100,000 points. Hit all center drop targets to advance the score and 1-2-3-4-5 lamps.

Top Eject Hole

Hit the eject hole to receive x10 bonus, left or right outlane special, and 1-2-3-4-5 advance. Hit slingshots to advance hole reward.

Left Orbit

Hit the left orbit to receive 10,000-50,000-100,000 points. Hit pop bumper to advance orbit score.



Bonus Ball

Light 1-2-3-4-5 lamps to receive a bonus ball.

Spinner

Rotate the spinner to receive from 100 points to 10,000 points.

BUBBLE BOBBLE™



Description

Bubby and Betty, and Bobby and Patty, are lovers who have vowed to spend their future together. There is a terrifying "Wizard Forest" in the village where they live, and the villagers cannot approach it. One day, the four of them accidentally got lost in this forest. Unfortunately, a wizard turned the boys into foam-spitting dragons and took the girls to the cave on the 100th basement floor. Bubby and Bobby went to the cave to rescue the girls while in the form of dragons, Bub and Bob.

This pinball table includes drop and spot targets, ramps, eject holes, and two flippers.

This is a survivor game mode 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 this 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 battle 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 can compete with online scores on the leaderboard.



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

Bubbles (Top Spot Targets)

Hit spot targets to launch bubbles once. Hit all spot targets to get more hit points next time. All of the bubbles 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 (Left Orbit and Right Single Spot on the ramp)

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

The Main Characters (4-Bank and 5-Bank Drop Targets, 4-Bank Spot Targets)

Hit bottom left and right drop targets to add bubbles to your left and right characters on the slingshots. Hit top spot targets to add bubbles to both characters on the slingshots. Hit all of these targets to get stronger bubbles.

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 a tornado that lasts for 7 seconds.

RAINBOW ISLANDS™



Description

Bubby and Bobby, who have returned to human form, have learned the magic of the rainbow from their parents. One day, Bubby and Bobby went out to hunt for treasure on Rainbow Island and came across an unexpected truth there. What is the unexpected truth? Their true nemesis is waiting for their challenge!

This pinball table includes drop and spot targets, pop bumpers, and two flippers.

Spot Targets

Center Drop Targets

Drop targets advance drop score and drop special when all are down. Drop special rewards 100,000 points and light double bonus.

Pop Bumpers

Pop bumpers switch lamps of spot targets and reward 10,000 points when their lamps are flashing.

Lanes

Inlanes advance spinner score and spinner special. Outlanes reward 10,000 points and advance bonus score. Top lanes flash pop bumpers for 30 seconds.

Spinner Score

Inlanes advance spinner score and spinner special. Spinner special rewards 100,000 points and light double bonus.



Holes with Drop Targets

The holes reward 500, 5,000, or 50,000 points, and their drop targets reward 500 points.

THE LEGEND OF KAGE™



Description

At the end of the Edo period, the princess of the castle, Princess Kirihome, was kidnapped by a demon army corps who were revived from the land of the demon world. At that time, a young man ran to the magic castle to rescue the princess! The young man is the ninja Kage in Iga no Sato. Rescue Kirihome and defeat Yukigusa Yoshiro, who leads the demon army, and Kiri Yukinosuke, his right-hand man!

This pinball table includes drop and spot targets, pop bumpers, and three flippers.

Center and Drop Targets

Hit all 6 center drop targets to advance to the next row of lamps. A bonus ball is rewarded when the red lamps are hit. Hit all 4 top drop targets to advance target value.

Pass all 3 lanes to advance to the next row of lamps. 300,000 points is rewarded when the red lamps are hit.

Left and Right Holes

Hit drop targets at the lane and lock that hole at the end to advance orbit bonus and receive 5,000 points.

Top Hole

Lock this hole to light its lamp. Lock again to advance orbit bonus and receive 5,000 points.



Inlane/Outlane

Pass inlane when the lamp is lit to advance orbit bonus and receive 5,000 points. Pass outlane when the lamp is lit to advance orbit bonus and receive 10,000 points.