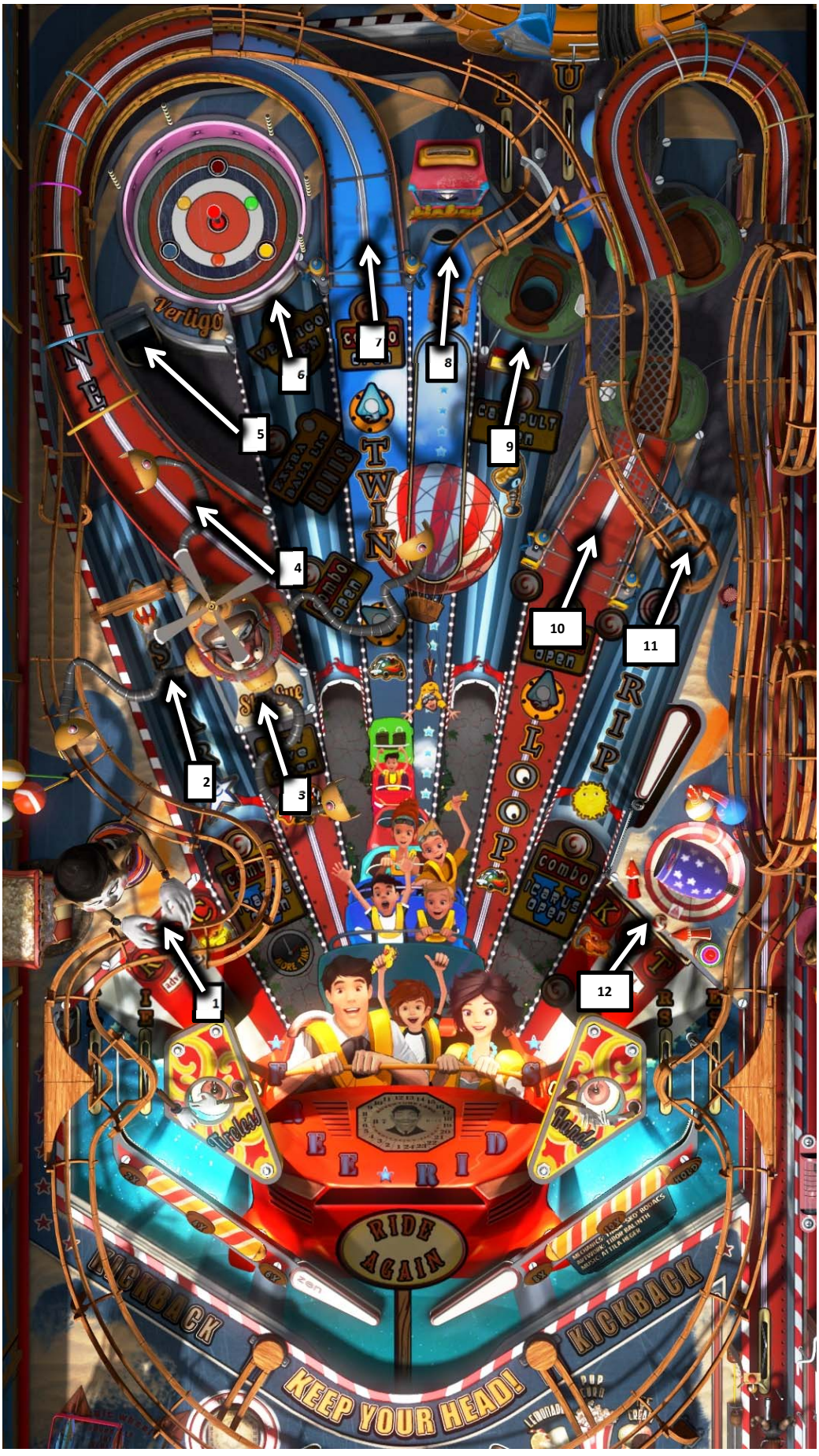
Adventure Land Table Guide
By ShoryukenToTheChin



Key to Table Overhead Image –

1. ROC Targets
2. Left Orbit
3. Sky Eye Varitarget
4. Left Ramp
5. Extra Ball/Blast Off Sink Hole
6. Vertigo Spinner
7. Centre Ramp
8. Ticket Stand Sink Hole
9. Catapult Sink Hole
10. Right Ramp
11. Right Orbit
12. KET Targets/Aim-Me Sink Hole

In this guide when I mention a Ramp, Lane, Hole etc. I will put a number in brackets which will correspond to the above Key, so that you know where on the Table that feature is located.

TABLE SPECIFICS

***Notice*: This Guide is based off the Pinball FX3 (PS4) version of the Table on default controls. Some of the controls will be different on the other versions (Steam, etc...), but everything else in the Guide remains the same.**



INTRODUCTION

Zen Studios has once again produced another awesome batch of original Tables. The latest of these, a new 2 Table pack called “Carnivals & Legends”. This is 1 of the 2 Tables released within the pack.

Adventure Land Pinball sees you play through various Modes inside an amusement park. The Table incorporates the art style one would expect from an amusement park, and various audio works from the one would expect from such a place adds that extra bit of authenticity.

I hope my Guide will help you understand the Table better.

Skill Shot -

After launching the Ball, you will have a short time frame to sink the Ball into the Aim-Me Sink Hole (12) for a Skill shot.



Super Skill Shot

If you manage to score a Skill Shot in time. The Ball will be loaded into the Cannon, and you will have the opportunity to shoot the Ball to claim a Super Skill Shot award. It will randomly choose one of the following to hit (indicated by the flashing lamp at the Lane entrance):

- Left Ramp (4).
- Blast Off Sink Hole (5).
- Vertigo Spinner (6).



An **Extra Ball** reward becomes available at the Extra Ball Sink Hole (5) upon scoring a Super Skill Shot.

Kick Back & Ball Save

Kickbacks –

To active the kickbacks you must first activate the kickback hurry up (extending the Ramps) by shooting the 2 Targets at the entrance to the Right Ramp (10). Once activated, you will have 20 seconds to spell "KICKBACK" at the Centre (7) and Right (10) Ramps. The Centre Ramp (7) activates the Left Kickback, and the Right Ramp (10) activates the Right Kickback. If the Kickback is already lit, a bonus score is awarded.



***Note – Any Kickbacks activated will remain activate upon the Ball draining. ***

Ball Save -

Ball Save can be activated by collect it from the Blast Off Bonus, look later in the guide under the "Blast Off Bonus Backglass Minigame" section for information on how. It is also temporary activated at the start of the many Game Modes.

***Note – This Ball Save will expire once its 30 Second timer expires or you drain the Ball, whichever comes first. ***

Extra Balls

There are **5** Ways to achieve an **Extra Ball**;

Collect the **Extra Balls** by hitting the Ball into the Extra Ball Sink Hole (5) –

- ***Method 1***: *Super Skill Shot Award;* look earlier in the section titled 'Skill Shot" for information on how to get this **Extra Ball**.

- ***Method 2***: *Extra Ball Blast Off Bonus;* Shooting the **Extra Ball** race car in the Blast Off bonus backglass minigame. Look later in the Guide under "Blast Off Bonus Backglass Minigame" section for information on how.

- ***Method 3***: *Max out the end of Ball bonus multipliers;* Achieving a Held 10X Bonus Multiplier, and lighting the "FUN" rollovers once more. Look under this section at the section titled "Raising the Multiplier" for information on how to get this **Extra Ball**.

- ***Method 4***: *Spelling out "FREE" or "RIDES";* Look later in the section titled "FREE RIDES Modes" for information on how to get this **Extra Ball**

- ***Method 5***: *Once the Wizard Mode has ended;* look later in the Guide at the section titled "Park V.I.P Wizard Mode" for information on how to get this **Extra Ball**.

Raising the Multiplier

This can be raised by spelling "FUN" with the 3 Rollovers above the Bumpers.



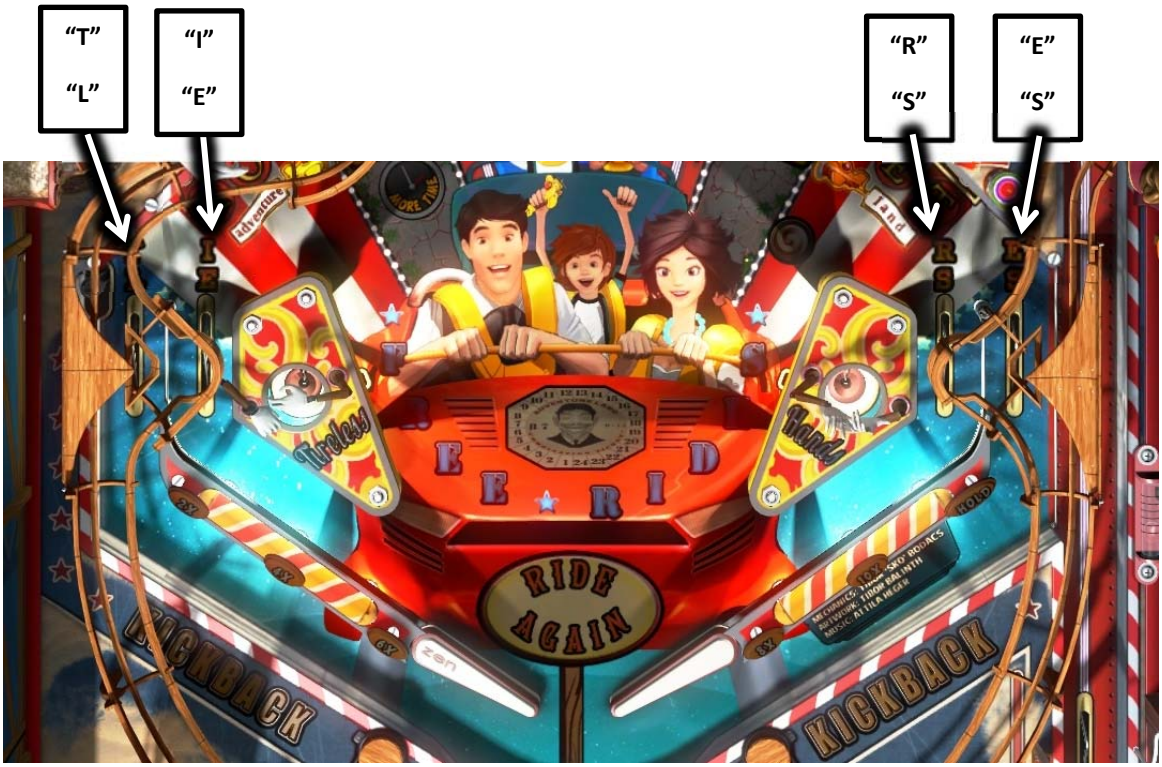
After each successful spelling the End of Ball Bonus Multiplier will be increased to 2x, 4x, 6x, 8x, 10x, then award Bonus Held, then it will give an **Extra Ball**, and finally a significant bonus score.

Side Game Modes

- **Tire Less Hands** –

  Activation:

  The “TIRE” and “LESS” words can be spelled at the In’s and outlanes, each word will give a charge to the Tireless Hands mechanics located above the Slingshots. The “TIRE” gives charge to the left, and the “LESS” gives charge to the right Hands. The lit letters can be moved with the flippers.



  Activated:

  Once “TIRE” “LESS” has been spelt 3 times, the hands located above the Slingshots become active. A diverter will open underneath the Slingshot, redirecting the Ball to the Saucer below the hands. When the Ball arrives at the Saucer, the hands above throw the Ball to the other pair of hands, and award a large score. Performing this with both pair of hands with the same Ball can award an achievement/trophy. Remember to be alert when this is happening because it’s easy to get distracted and the Ball will drain down the middle.

- **Icarus V** –

Activation:

You will need to sink the Ball into the Catapult Sinkhole (9) a total of 3 times.



You will first need to hit the Catapult Sink Hole Target which is in front of the entrance, that needs to be shot to activate the Sink Hole. After shooting the Catapult Sink Hole (9) 3 times, the Icarus V side mode becomes active. Send the Ball around either of the Orbits to start the Mode.

Completion:

You will need to press one of the flippers at the right time as the capsule completes a rotation and passes over the flashing lights (Shown below).



The all-time best achieved loop count is shown in the counter in the middle of the loop, and is remember between games.

You must make a minimum of 5 successful loops to be awarded a double scoring flaming Ball; which lasts for 2 seconds per successful loop.



- **Blast Off Bonus Backglass Minigame** –

  Activation:

  Shots to the Spinner via the Left Orbit (2) whilst no timed game Mode is running will decrease the number of spins needed to activate a Blast Off Bonus. Up to 3 Blast Off Bonuses may be stacked at a time; after which a bonus is awarded instead. When a Blast Off Bonus is unlocked, the breaking magnet will catch the ball above the top Right flipper for a shot to the Blast Off Sinkhole (5)

  Completion:



  You will get 1, 2 or 3 tries to collect to bonuses, depending on how many were stacked before activation. To collect these bonuses, you must launch the ball using the human cannonball to one of the moving race cars.
  The strength of the launch is gauged by the strength bar, which is always moving between a minimum and a maximum height. Pressing the “Launch” button will launch the ball from the cannon with the corresponding strength.

  There are 4 different circles with 2-4 race cars on each of them (4 on the outer circles, 3 on the middle circles, and 2 on the inner most circle) and on each race car, a different bonus is displayed. The race cars are continually rotating around the circles, and pressing a Flipper button will change the rotation direction.

  The Panic Clock meter also decreases, and indicates how long you have left to use all the launches. If the Panic Clock reaches 0, the Side Mode instantly ends (though the launches are not lost).

The available bonuses in the race cars are:

- **Extra Ball** (Can only be acquired once, after that it will be replaced with a 1M score).
- 1 Million Score.
- 5 Million Score.
- Ball Save.
- Jackpot.
- Multiplier (Increases Bonus Multiplier).
- Kickbacks (Activates both Kickbacks).
- Hold (Holds the Bonus Multiplier).
- Bonus (Increases Skill Shot Value).
- Bonus (Increases Mission Bonus Value).
- Charges (Increases both TIRE LESS hands charges).
- Ticket (Gives a random inactive Ticket from the Ticket Stand).

Free Rides Main Modes

To unlock the Wizard Mode, you must light all the “FREE RIDES” lamps, located on the lower Playfield. Simply starting each Multiball Mode will light the 4 “FREE” lamps, whilst the Single Ball Modes need to be completed to spell “RIDES”; though progress is remembered in these Modes in case of failure.

An **Extra Ball** reward becomes available at the Extra Ball Sink Hole (5) upon collecting all the “FREE” or “RIDES” Lamps, whichever comes first.

Ticket Stand: Collection of Tickets

By default, shooting the Ticket Stand Sink Hole (8) will give you a ticket to one of the unlocks for the 4 Multiball Modes (Sky Eye, Vertigo, Balloon or Fireworks). However, if another single Ball Mode is already unlocked (Aim-Me, Star Trip, Twin Loop, or Cut the Line), shooting the Hole will start that Mode first. If no tickets are available, the Hole will close, redirecting the Ball to the Bumpers.

The Wheel

After a Multiball Mode ends or a Single Ball Mode is completed, the Wheel will automatically stop and give the player the indicated award.



There are 12 slots on the wheel for bonuses, and they are as follows:

- 50,000 Score
- 100,000 Score
- 1 Million Score (x2)
- Left Kickback
- Right Kickback
- Left Charge (for Tire Less hands)
- Right Charge (for Tire Less hands)
- Jackpot (x2)
- Ball Save
- Bonus Score

FREE (Multiball Modes)

All Multiball Modes end automatically when only 1 Ball remains on the table. They cannot be ‘won’ but will continue to run and award great scores whilst at least 2 Balls are present.

(F) Fireworks Multiball *3 Balls*

Activation –

A ticket must be first obtained for each lock, sink the Ball into the Ticket Stand Sink Hole (8) to collect the ticket.
Once the ticket is obtained, the KET Targets (12) will drop down revealing the Sink Hole.



Simply shooting the Ball into the Sink Hole will lock it, and after 3 Balls are locked, the Fireworks Multiball automatically starts.

Mode itself -

Once the Multiball begins; you will need to shoot 3 of 5 randomly lit lanes for **Jackpots** and to launch a firework.



After shooting all 3 flashing Lanes, the KET Targets/Sink Hole (12) becomes active and you must shoot a Ball into it to be awarded a **Super Jackpot**, launch 3 fireworks, and acquire 3 new target Lanes. Rinse & repeat.

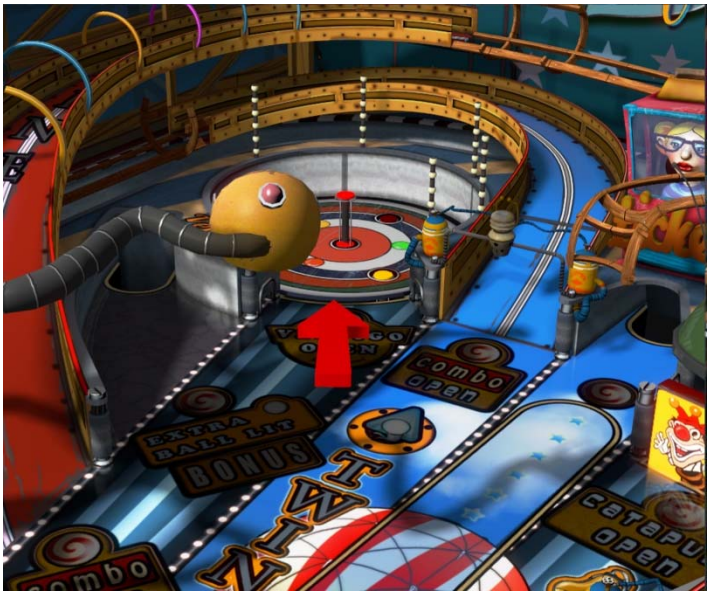


The Multiball Mode will continue if you have more than a single Ball alive on the Playfield. Otherwise the Mode will end, and you will need to repeat the above activation process to re-enter this Mode (only possible after the Wizard Mode has been played).

(R) Vertigo Multiball *3 Balls*

Activation –

A ticket must be first obtained for each spin of the Vertigo ride, sink the Ball into the Ticket Stand Sink Hole (8) to collect the ticket. You must shoot 3 Balls into the Vertigo Spinner (6) to start the Vertigo Multiball.



The locking mechanics are as follows:

When a Ball goes into the Vertigo, the front door will be closed, the toy starts to spin, the rubber walls rise on the side of the toy and one of the mini-bumpers will rise.



When the ball hits the mini-bumpers it will go back to the base of the toy, another one will rise and the toy will spin faster. After 10 hits to the mini-bumpers, the rubber walls come down, the toy spins a while longer, one of the exits open (alternating between left and right) and the Ball is launched into the outer orbit.

After the 3rd Ball leaves the Vertigo, the Vertigo Multiball automatically starts, with 1 Ball launching from the Aim-Me Cannon, and a second launching from the Plunger Lane.

Mode itself -

Once the Multiball begins; you will need to hit 4 lit Lanes to shoot for **Jackpots**.



Once the 1st Lane is hit, you will only have 60 seconds to shoot the remaining 3 **Jackpot** Lanes, at which time, all the Lanes will reset.
However, if you manage to shoot all 4 **Jackpot** Lanes, the Vertigo Spinner (6) becomes active until it is hit for a **Super Jackpot**.

The Multiball Mode will continue if you have more than a single Ball alive on the Playfield. Otherwise the Mode will end, and you will need to repeat the above activation process to re-enter this Mode (only possible after the Wizard Mode has been played).

(E) Balloon Multiball *2 Balls*

Activation –

After acquiring a ticket to the Balloon Blower, sink the Ball into the Ticket Stand Sink Hole (8) to collect the ticket.
Once the ticket is obtained, the Centre Ramp (7) and Right Ramp (10) entrances will be opened, and a Target will appear under it.



Hitting these targets inflates the Balloons above and awards a score based on the force of the impact.



There is a time limit present, so you will need to inflate the Balloons within it otherwise the activation process doesn't complete and the Multiball won't start. Once a Balloon is fully inflated, the Target will drop and a Sink Hole is revealed behind it. Shooting the Balls to the Sink Holes will lock a Ball, and after both Balls are locked, the Balloon Multiball will start.

Mode itself -

Once the Multiball begins; Like how you experienced in the locking process to gain access to this Multiball, the Centre Ramp (7) and Right Ramp (10) entrances will be opened, and a Target will appear under it. Hitting the Targets will inflate the Balloons above, and will also increase the "Score Pool".



Once 1 Balloon is fully inflated, the Blast Off Sinkhole (5) can be shot to collect the Score Pool, or the Ticket Stand Sink Hole (8) can be shot to reset the Balloons; thereby allowing for an even greater Score Pool to be built up.



Up to 5 Million points can be added to the Score Pool from each full Balloon inflation.

The Multiball Mode will continue if you have more than a single Ball alive on the Playfield. Otherwise the Mode will end, and you will need to repeat the above activation process to re-enter this Mode (only possible after the Wizard Mode has been played).

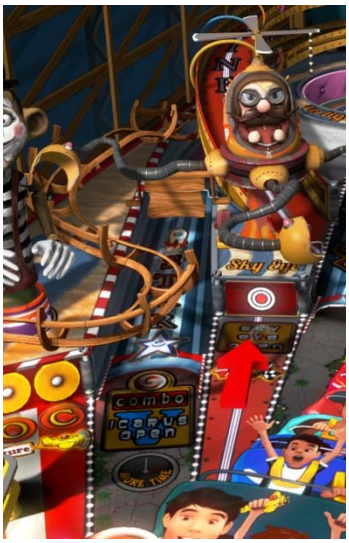
(E) Sky Eye Multiball *3 Balls*

Activation –

One ticket allows all 4 locks, sink the Ball into the Ticket Stand Sink Hole (8) to collect the ticket, but note that the ticket is lost on ball out. You must lock 4 balls into the pods on the Sky Eye to start the Sky Eye Multiball.

The locking mechanics are as follows:

After obtaining a ticket, the Sky Eye descends to the locking position. For you to be able to lock a Ball, the Sky Eye must be on the move. This can be done by shooting the Centre Ramp (7) (this causes the Ball to encounter one of the pods, and spin the Sky Eye) or by shooting the Sky Eye Varitarget (3) at the base of the toy.





When the toy is moving you must shoot the Left Ramp (4), which will lead the Ball to the underground part of the Table where you must time the release of the Ball correctly to lock it into one of the pods. Below is an image showing you the correct time to press the Flipper button to shoot the Ball into an empty pod.



Additionally, if the player shoots the Sky Eye Varitarget (3) with enough force, the Ball falls into the hidden trapdoor and is automatically shot out by the Aim-Me Cannon to the Left Ramp (4).

After the 4th Ball is locked the Sky Eye Multiball starts. The pods release their locked Balls to the habitrail, and they roll down to the Left Flipper.

Mode itself -

Once the Multiball begins; you must keep the Sky Eye (2) spinning (the same way you did at the locking phase) and shoot the flashing Lanes for **Jackpots**.



Every **Jackpot** gives score based on the speed of the Sky Eye spin. However, as the Sky Eye spins, the brakes value increases over time, and after it reaches its maximum the Sky Eye breaks down. When this happens the Ticket Stand Sinkhole (8) opens and must be shot to reset the brakes.



Additionally, during this Mode, the Spinner increases the score gained by contacting one of the pods.

The Multiball Mode will continue if you have more than a single Ball alive on the Playfield. Otherwise the Mode will end, and you will need to repeat the above activation process to re-enter this Mode (only possible after the Wizard Mode has been played).

RIDES (Single Ball Modes)

Unlike the Multiball Modes, each Single Ball Mode may be started an unlimited number of times per Wizard Mode activation.

(R) Cut the Line

Activation –

Activation requires you to hit the Ball up the Left Ramp (4) several times to spell “LINE”.



Once done, sink the Ball into the Ticket Stand Sink Hole (8) to start the Mode.



Completion –

In this Mode, the player has 20 seconds to shoot 1 of 5 randomly lit Lanes to successfully cut the line. When a successful shot is made, a new Lane is randomly lit, and the timer restarts.



Once 5 lanes have been hit, the Ticket Stand Sink Hole (8) must be shot to complete the Mode.



(1) Twin Loop

Activation –

Activation requires you to hit the Ball up the Centre Ramp (7) several times to spell “TWIN”, & the Right Ramp (10) several times to spell “LOOP”.



Once done, sink the Ball into the Ticket Stand Sink Hole (8) to start the Mode.



Completion –

In this Mode, you have 60 seconds to perform 6 correct shots to the lit “TWIN” – Centre (5) or “LOOP” - Right (10) Ramps.



Each successful shot to the “TWIN” or “LOOP” Ramp increases the score for the next shot and progresses the Mode, but each incorrect shot to the “TWIN” – Centre (7), “LOOP” – Right (10) or “LINE” - Left (4) Ramp will reset the score pool and no progress is made. Once 6 correct shots have been made, the Mode is completed.

(D) Star Trip

Activation –

Activation requires you to hit the Ball around the 2 Orbits - Left (2) or Right (11) several times to spell "STAR TRIP": "STAR" – Left Orbit (2) & "TRIP" – Right Orbit (11).



Once done, sink the Ball into the Ticket Stand Sink Hole (8) to start the Mode.



Completion –

In this Mode, you will initially have 30 seconds to shoot the Icarus V toy by sending the Ball around either the Left (2) or Right (11) Orbits, which will spin the Ball 3 times.



After the toy will spin the Ball 3 times and release it as a fireball; which awards double scoring for 15 seconds. Then you must shoot the 2 "STAR" – Left Orbit (2) and "TRIP" - Right (11) Orbits within 30 seconds to complete 1 round.



You must make 3 full rounds (shooting the Icarus V toy and the two Orbits) to complete the Mode.

(E) Aim-Me

Activation –

Activation requires you to hit the Ball at all 6 of the “ROCKET” Targets – “ROC” (1) & “KET” (12).



Once done, sink the Ball into the Ticket Stand Sink Hole (8) to start the Mode.



Completion –

The Aim-Me Cannon shoots the Ball onto the Playfield. You will then have 20 seconds to shoot 1 of 6 open Sink Holes. After shooting the Ball to one of the holes, it closes, the hurry-up restarts, and the Aim-Me Cannon shoots a new Ball onto the Playfield. Once all 6 Sink Holes have been shot the Mode is completed.

The 6 holes which need to be shot are located at:



- Blast Off Sink Hole (5).
- Ticket Stand Sink Hole (8).
- Catapult Sink Hole (9).
- KET Targets/Sink Hole (12).
- The 2 holes revealed underneath the Centre Ramp (7) and Right Ramp (11).

(S) Charge Up!

Activation –

Activation requires you to hit the Ball at the 3 Bumpers, and once the Ball has bumped around them enough times the Mode will begin.



Completion –

This Mode is presented in 2 parts, and the 1st part is a hurry-up scoring frenzy. The charged LINE – Left Ramp (4), TWIN – Centre Ramp (7) and LOOP – Right Ramp (11) rails can be hit repeatedly for a score, which is shown quickly decreasing on the Dot-Matrix.



When the minimum score value is reached, the 2nd part (Charge Up Maintenance) begins. All 3 Lanes must be shot to repair the rails. You will have 30 seconds to make 1 shot, and doing so resets the timer. The Mode is completed when all 3 Lanes are hit and the rails repaired.



Wizard Mode – "Park V.I.P" *4 Ball Multiball*

The Wizard mode is a 4 Ball Multiball which starts automatically after spelling/collecting all the "FREE RIDES" Lamps, and no other game Mode is running.



During the Mode all the toys are active and can be interacted with, all Lanes award a **Jackpot** score and all toys award **Super Jackpot** score (Icarus V, Vertigo, Sky Eye, and the Aim-Me Cannon).



Differences from the default toy mechanics:

- The Icarus V spins the Balls automatically when entered, but doesn't set them on fire.
- The Blast Off Sink Hole (5) won't start the mini-game on the backglass, just awards a **Jackpot** and returns the Ball into the Playfield from the Orbit exit.
- The Sky Eye awards a **Super Jackpot** after making the number of spins indicated on the Dot-Matrix.
- Shooting the Spinner on the Left Orbit (2) will charge up the bonus Ball which can be acquired by shooting the Ticket Stand Sink Hole (8) when less than 4 Balls are on the Playfield.

The Wizard Mode will continue if you have more than a single Ball alive on the Playfield. Otherwise the Mode will end, and you will need to repeat the above activation process to re-enter this Mode. The Table will also **reset**.

Special Thanks to all the Zen Studios Forum Community! Members such as **shogun00, Cloda, Ty-43, Deep & Thomas Crofts (without both of their help this guide wouldn't have been possible!), wims, skyway73, tenorhero, DiscoKing & surf1der**. I couldn't have completed the Guide without your help either directly or indirectly - you are all awesome!!!

In closing I hope you enjoyed this Table; I certainly have and I hope by using this Guide it increases that Fun factor for you and everyone else who plays with you.

Check out the other Tables available, they are all available to download on the Xbox Live Marketplace in Add-Ons section or download it straight from the PFX2 Platform itself. Zen Pinball 2 on PlayStation Network, Zen Pinball on the Apple AppStore, Zen Pinball 3D on Nintendo 3DS and Zen Pinball THD on Android Marketplace.

Thanks for viewing my Guide; any feedback would be greatly appreciated -

"You're in for a rollercoaster ride!!!!"

Yours
ShoryukenToTheChin