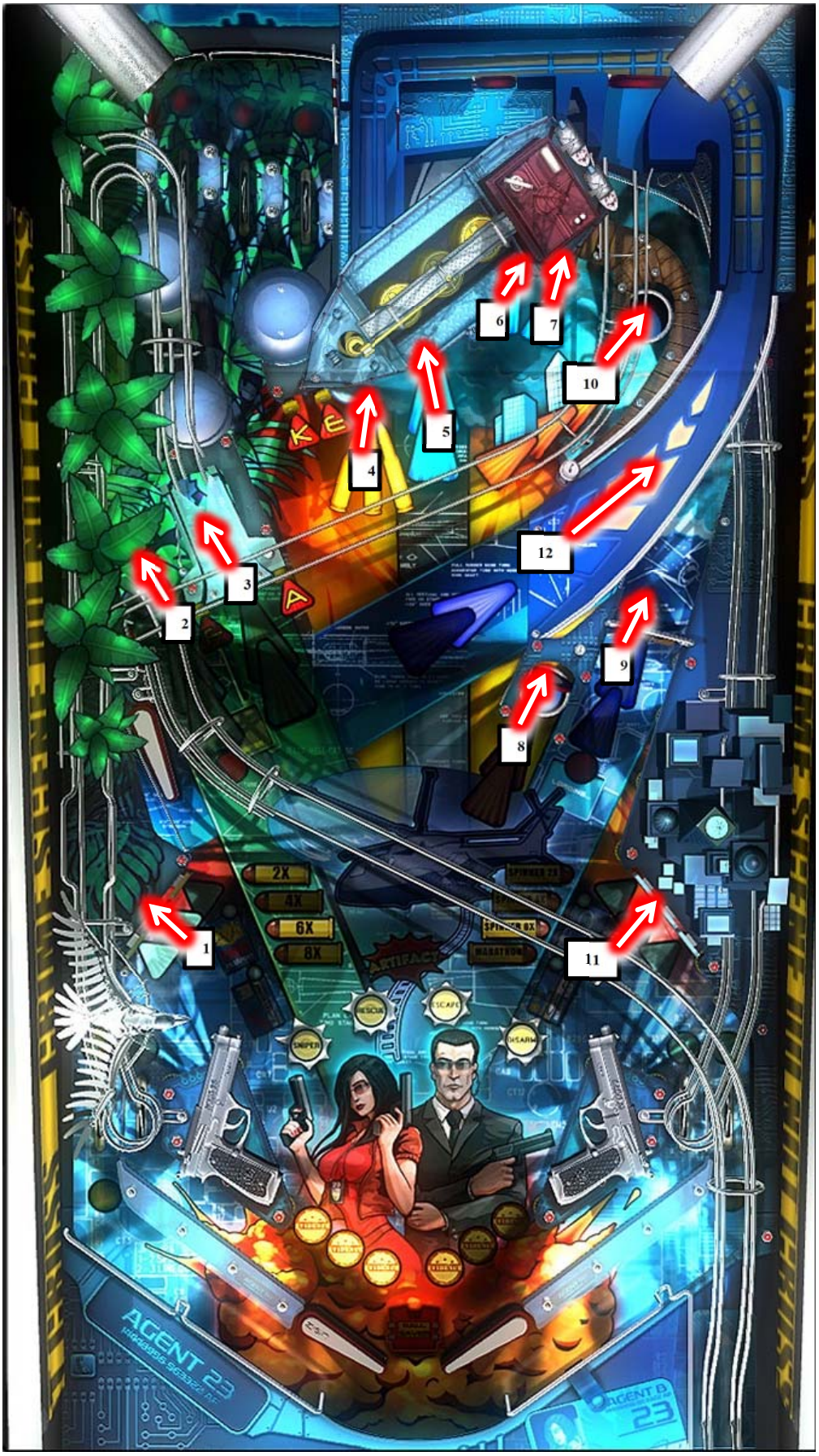
Agents Table Guide
By ShoryukenToTheChin



Key to Table Image Above *Thanks to Community Member - Cloda for the Overhead Image*

1. Forest Targets
2. Left Orbit
3. Forest Ramp
4. Jackpot Sink Hole
5. New York Ramp
6. Bug Target
7. Meeting Target
8. Artefact Sink Hole
9. Right Orbit
10. Mission Sink Hole
11. New York Targets
12. Boat Ramp

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

TABLE SPECIFICS

Introduction

The original Pinball FX came with a core pack of 3 Tables, one of these was Agents. This was by far my favourite Table of the 3 which included Speed Machine & Extreme Tables respectively. I loved the whole Spy Theme and found the Table very enjoyable. I liked the Artwork and the Background Music which to this Day is burnt into my Mind.

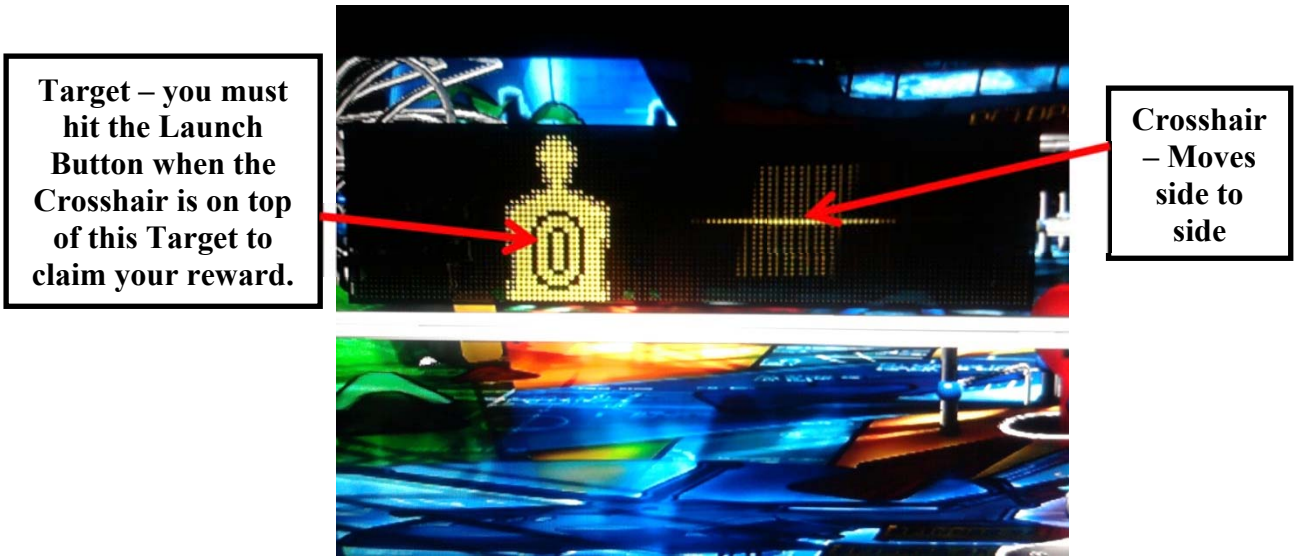
Now when Pinball FX2 came out, Zen decided to upgrade all the Pinball FX1 Tables to the new Platform this meant new physics along with updated artwork. The Table does play differently on the new physics engine but it's still a lot of fun and as challenging as ever. Hopefully this Guide will make it less of a challenge ☺

Make sure to try out the other classic Tables from Pinball FX 1, as well as the newer Tables on the Platform etc.

Skill Shot / Mini - Game

Skill Shot – This Table has no Skill Shot.

It's more of a Mini – Game if you ask me, as you are taken to the Launch Lane you will see a Target and a Crosshair moving side to side, seen in the Image below –



If you manage to hit the Target you will be rewarded one of many rewards such as –

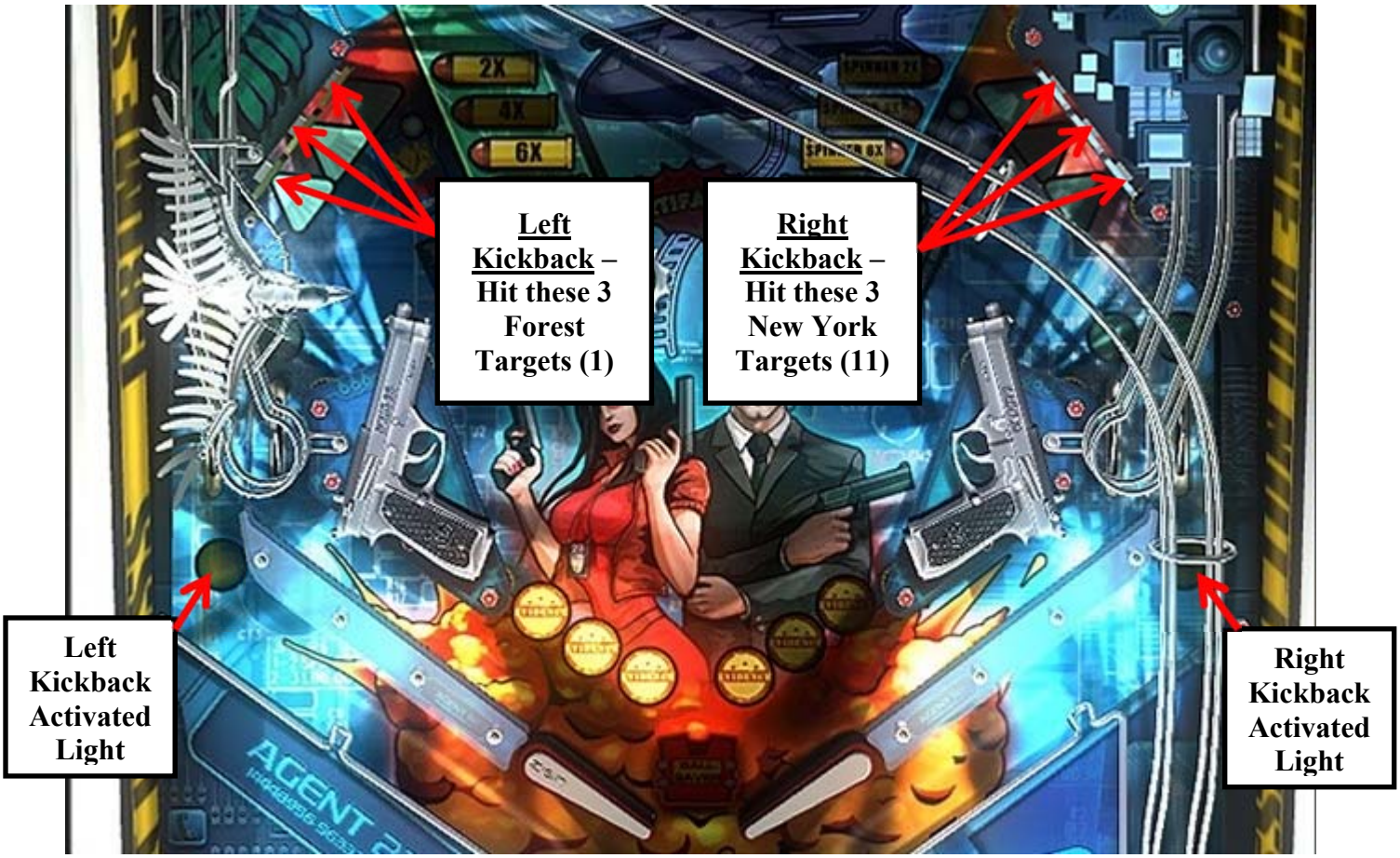
- **Artefacts** – These increase the score you get for completion of the Main Missions, there is an Artefact for each of the 4 Main Missions.
- **Special Lit** – This will light on the Outlanes, if you manage to get the Ball to drop down either of them you will collect it and be awarded with an Extra Ball.
- **FAKE Upgrade** – This increases the score you get for completion of the Fake Upgrade Side Mission.
- **Hot Inlanes** – This increases the Points rewarded for going round the Left Orbit (2) and Right Orbit (9), it also opens up the Orbits as usually it will stop at the Top of the Table and start hitting the Bumpers.
- **Triple Shot Jackpot** – This will usually activate the locking mechanic for the Boat Multiball or New York Multiball among other things.
- **Kickbacks** – Both the Left & Right Kickbacks are activated.

There may be some others but those are the ones I've come across.

Kick Back & Ball Save

To activate the Left Kickback you must hit all of the 3 Forest Targets (1) after you have achieved this, Left Kickback will be activated. For the Right Kickback you must hit all of the 3 New York Targets (11) after you have achieved this, Right Kickback will be activated. Below is an Image showing where these Targets are located –

Note - This Table resets the Kickbacks earned if you lose a Ball



Ball Save – there isnt really a concrete way to ativate this, its usually awarded at the start of a Multiball Mode etc.

Extra Balls

The **3** Ways to achieve an Extra Ball –

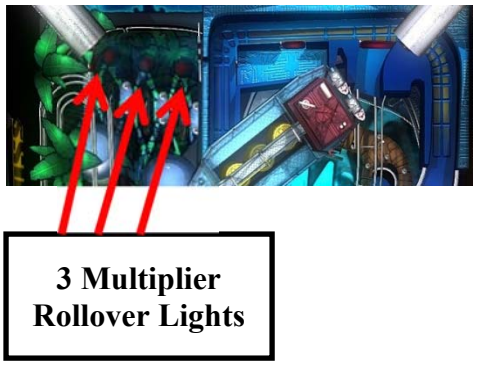
- **Collect Special** – This is quite a rare way to attain an Extra Ball, follow the instructions on the Skill Shot section detailed earlier in the Guide to attempt to light Special, and then follow the instructions on how to collect it. You could always keep restarting over and over again till it lights Special but I would not recommend it as it might take a very long time. When Special is lit you will see this – ***Note – Losing the Ball without collecting the Special will not make it deactivate as it will remain lit till collected.***



- **Achieve a score of 200 Million Points** – Upon you reaching 200 Million Points, you will be immediately rewarded with an Extra Ball.

- **Completion of Partnership Multiball Side Mission** *Detailed later in Guide** – Upon successful completion you will be immediately rewarded with an Extra Ball.

Raising the Multipliers -



To increase the Multiplier you must light all 3 Multiplier Rollovers at the Upper Left of the Table, after which 2x will be lit and the Rollover will reset thus you need to repeat the above to max it out to 10x. The Multiplier Notification Lights are just above the Left & Right Flippers. Once maxed you will get 100,000 Points for relighting.

Collecting Artefacts, Kinetic Spinner Upgrade, Triple Shot Jackpot & Break Time Jackpot

Collecting Artefacts –

To collect Artefacts you must first unlock one side of the Orbits either it be the Left Orbit (2) and Right Orbit (9), this is achieved by hitting either the 3 Forest Targets (1) if you do this the Left Orbit (2) is unlocked or 3 New York Targets (11) if you do this the Right Orbit (9) is unlocked ***Note – Kickback must be activated for the side of the Orbit you wish to unlock or instead of unlocking it will just relight the corresponding Kickback.***

Upon doing that one of the Orbits will be unlocked, so now if the Ball is hit up that Orbit it will go all away around the Table instead of stopping just above the 3 Bumpers located at the Top Middle Left of the Table. After hitting that unlocked Orbit about 2 Times you will see that you can now collect an Artefact from the Artefact Sink Hole (8), hit that to collect a random Artefact which will increase the score of one of the 4 Main Missions. I think that it's only one Artefact for each unlocked Orbit.

I believe you reset the unlocked Orbits by following the instructions in the first Paragraph to unlock the other Orbit; but upon doing that you will not only reset the unlocked Orbits and you will activate the locking mechanism for the New York Multiball.

Fully Upgrade the Kinetic Spinner -

To upgrade the Kinetic Spinner you must hit the Artefact Sink Hole (8) a total of 2 times, this then upgrades the Spinner. Repeat a further 5 or so times and you will then fully upgrade the Spinner. You will be given a short time limit to hit the Spinner located at the entrance of the Right Orbit (9) repeatedly to amass some increased Points. After a short time it will reset the Kinetic Spinner and you will have to restart to fully upgrade the Spinner again, you can make quite a bit of Points doing this.

Collecting the Triple Shot Jackpot -

You collect this be hitting the Jackpot Sink Hole (4) each time you hit this you will be awarded some Points and for every 3rd or so hit you will see a Sniper Animation on the Dot-Matrix and it will display 'Triple Shot Jackpot' over time this Jackpot will increase the longer you stay alive playing the Table.

Breaktime Jackpot -

Sometimes the Dot-Matrix will display 'Breaktime Jackpot' you are then required to hit the Artefact Sink Hole (8) within a very short time frame I think about 15 Seconds. If you manage to hit that you can be awarded upwards of 5 Million Points etc. but if you fail to hit that in time the Jackpot passes and you only get something like 40,000 Points.

I'm unsure how this is activated but it seems to occur on my long play sessions on this Table.

Side Missions

Meet Him -

Hit the Meeting Target (7) to start this Side Mission, once started the objective here is to meet with 3 Informants this is achieved by hitting the lit Target which will be moving randomly through the 3 Forest Targets (1) and 3 New York Targets (11). You are given about 15 Seconds to hit the Informant Target then you must hit the next one within 15 Seconds etc. Upon completion you will be awarded some Points and **Evidence** (Collecting 6 will activate the Table's Wizard Mode). The Target will be lit like this and cycle through them all so it's quite hard to hit as it's behind the lower Bumpers –

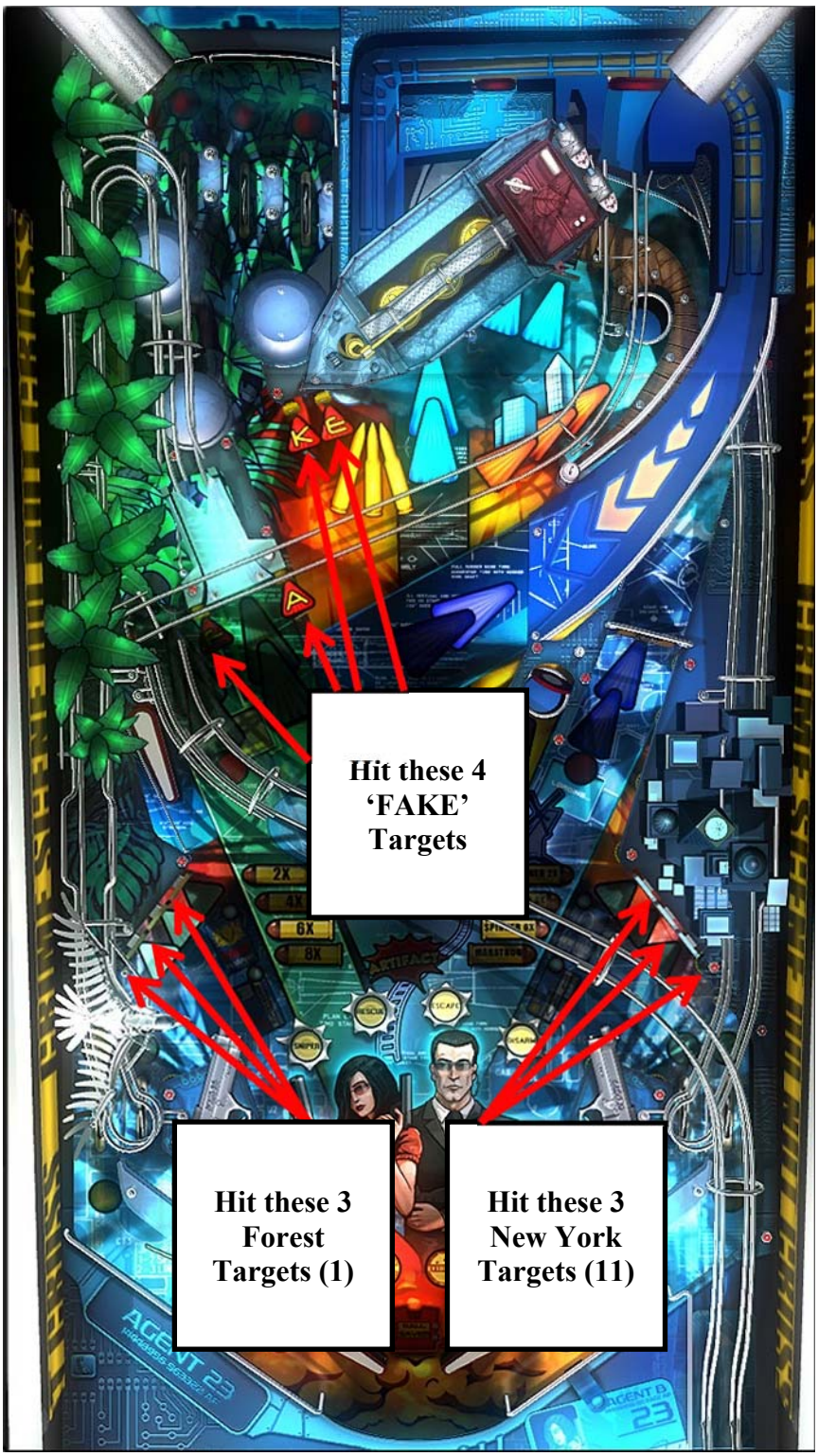


Meet Him Target – This will cycle through all 6 Targets (3 on the Left and 3 on the Right)

Partnership Multiball -

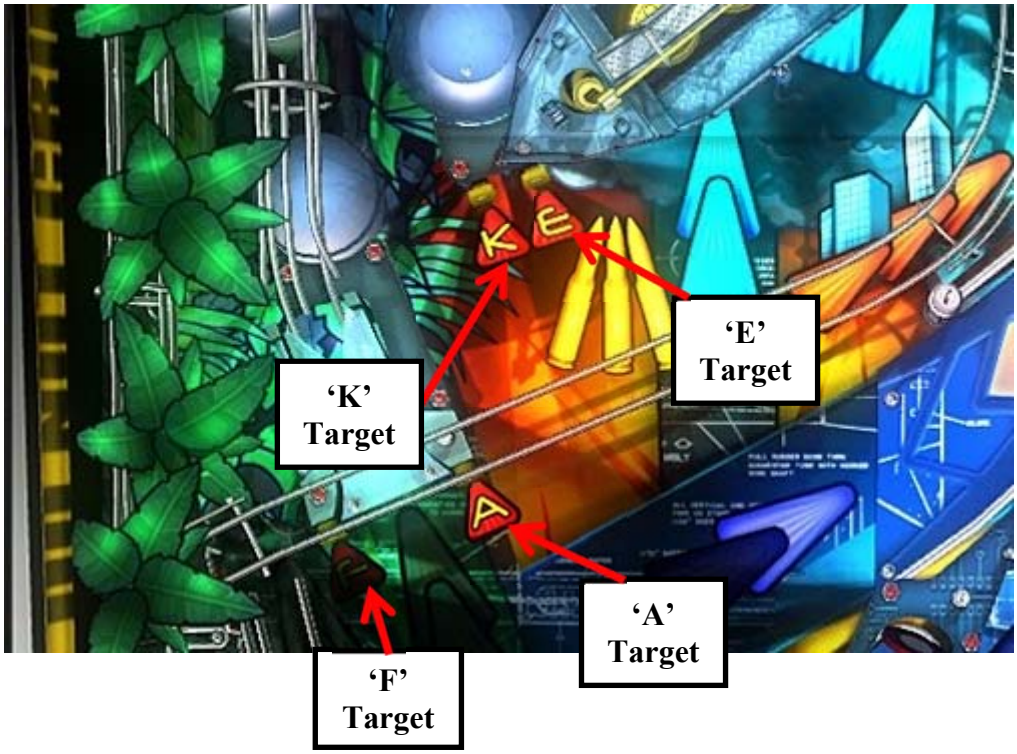
This is started when you produce a 5 or so hit Combo of Shots, a Combo requires you to hit a Ramp like the Forest Ramp (3) then immediately hit the New York Ramp (5) in the space of like 5 seconds or so. After you do this a couple of times you will gain a 2nd Ball and a 2 Ball Multiball will begin. The Multiball will continue as long as you have a minimum of 2 Balls in play, you will have to repeat the above process again if you wish to re-enter this Multiball Mode again.

To complete this you must hit 10 Targets which include the 3 Forest Targets (1), 3 New York Targets (11) as well as the 4 'FAKE' Targets. You will also receive an **Extra Ball** along with a **piece of Evidence**, Shown in the Image below –



Fake Hurry Up -

Hit the 4 ‘FAKE’ Targets to start this Hurry Up mode –



You then are given about 50 Seconds or so to hit the Forest Ramp (3) & Boat Ramp (12), upon hitting that you will gain some Points and if you re-enter the Mode again your score for completion will be increased slightly since you gain a ‘FAKE’ upgrade from completion. Another way of acquiring a ‘FAKE’ upgrade is attaining one from the Skill Shot Mini – Game detailed earlier in the Guide.

Multiball Modes

There are 2 Multiball Modes –

New York Multiball *3 Ball Multiball*

To activate this Multiball Mode you must hit the 3 Forest Targets (1) & 3 New York Targets (11) ***Note – You must have Left & Right Kickback activated first*** you then need to lock 3 Balls into New York this is achieved by hitting the New York Ramp (5). Once 3 have been locked the Multiball Mode will begin. These Ramps will be lit –

- Forest Ramp (3)
- New York Ramp (5)
- Boat Ramp (12)

Hit the Jackpot Sink Hole (4) to collect Jackpots starting at 333,333 Points then 444, 444 Points and so forth it will max out at about 1 Million Points.

The Multiball will continue as long as you have a minimum of 2 Balls in play, you will have to repeat the above process again if you wish to re-enter this Multiball Mode again.

Boat Multiball *3 Ball Multiball*

To activate this Multiball Mode you must hit the Bug Target (6) a total of about 5 times, you then have to lock 3 Balls into the Boat by hitting the Boat Ramp (12) each time to lock a Ball. Upon locking 3 Balls the Multiball Mode will begin. You increase the Jackpot available by having the Ball roll down the Inlanes and to collect the Jackpot you have to hit the Mission Sink Hole (10).

The Multiball will continue as long as you have a minimum of 2 Balls in play, you will have to repeat the above process again if you wish to re-enter this Multiball Mode again.

Main Missions

This Table has **4 Main Missions;** to activate the Mission Selection you must hit the Mission Sink Hole (10), you will then see on the Dot-Matrix a choice of 4 Main Missions which will be cycling through by itself when the one you want is displayed hit the Launch Button to select it.



Sniper -

To complete this Mission you are required to lock 3 Balls into the Boat, this is done by hitting the Boat Ramp (12) 3 times. Upon locking the 3rd Ball you then will see on the Dot-Matrix 3 Bad Guys moving from the Left of the Dot-Matrix towards the Right, also a Crosshair (Target) will be moving side to side. The Objective here is to press the Launch Button to fire at the Bad Guys when the Crosshair is on top of them, if you manage to hit them all the Mission is completed you are awarded some Points and a **piece of Evidence**. It will also start a 3 Ball Multiball upon completion, but if you fail to hit all 3 Bad Guys you fail the Mission and will need to repeat the progress of selecting the Mission etc. for another chance.

Escape -

To complete this Mission you need to hit the Boat Ramp (12) once you done this you need to hit the Ball through one of the 2 Inlanes this is achieved by either hitting the Forest Ramp (3) this makes the Ball pass through the Left Inlane or the New York Ramp (5) this makes the Ball pass through the Right Inlane. Once you have made the Ball pass through one of those, the Right Orbit (9) is the next Target. Hit that then you will see that that only one Inlane is lit (The one that you didn't hit first time round); hit the Ball through the Ramps required which I detailed previously. After that you need to hit the Right Orbit (9) again and finally hit the Ball through the Inlanes via the method detailed previously.

The Mission will now be completed; you will be awarded some Points and a **piece of Evidence** as well as a 2 Ball Multiball.

Rescue -

To complete this Mission you must hit 10 Flashing Targets which include the 3 Forest Targets (1), 3 New York Targets (11) as well as the 4 ‘FAKE’ Targets. The objective here is to hit each of the Targets to "Collect the Civilians". ***Note - You can only "hold" 4 of them at a time (Hit 4 Targets at a time)*** and you must hit the Boat Ramp (12) to "get them to Safety". Repeat the above the process again to save the other Civilians. This Mission is timed in that you have a set amount of time to "Collect the Civilians" and hit the Boat Ramp (12) to increase the time limit you can hit a Target/Civilian that you haven’t saved yet. Once you have collected and saved the 10 Civilians/Targets the Mission will be completed you will be awarded with some Points and a **piece of Evidence**. Below is an image showing where the Civilians/Targets are –



Rocket Disarming

To complete this Mission you must hit the Forest Ramp (3) once, the New York Ramp (5) once and the Boat Ramp (12) twice in any order. After this is done the Mission Sink Hole (10) will begin to flash. Get it into the Mission Sink Hole (10) and it will tell you to hit it into the Artifact Sink Hole (8) and it will start to flash. You must hit the Artifact Sink Hole twice to end the mission but this must be done quickly as this part of the Mission is timed. Upon completion of the Mission you will be awarded some Points and a **piece of Evidence**.

WIZARD MODE (Final Mission)

Wizard Mode – Final Confrontation *Timed*

Activation –

You must collect 6 Pieces of Evidence to allow access to this Mission –



The Evidence Collected (6 Pieces to Collect)

The ways to collect Evidence is (You can repeat these Methods to collect Evidence) –

- Completion of the **Sniper Mission**
- Completion of the **Escape Mission**
- Completion of the **Rescue Mission**
- Completion of the **Rocket Disarming Mission**
- Completion of **Meeting Side Mission**
- Completion of the **Partnership Multiball Side Mission**
- **Random Award** from hitting the 3 Bumpers on the top Middle Left of the Table

Completion –

The Wizard Mode will begin upon attaining 6 pieces of Evidence, this will be a 3 Ball Multiball Mode and if you go down to 1 Ball the Wizard Mode fails thus the Table progress will reset. Absolutely everything will be lit including Ramps/Orbits/Targets etc. you will need to hit everything on the Table, upon doing this the Mission Sink Hole (10) will become active. Hit that to complete the Wizard Mode, trust me this is one of the hardest Wizard Modes Zen has produced. You will be rewarded for completion of this Wizard Mode with some Points etc.

Upon Failure or Completion the Table progress will reset.

WIZARD MODE IS COMPLETED AT THIS POINT

Special Thanks to all the Zen Studios Forum Community! Members such as **Cloda, Wims & E113** 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 etc.

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 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,

"I have a direct Order from the President to produce this Guide!"

Yours

ShoryukenToTheChin