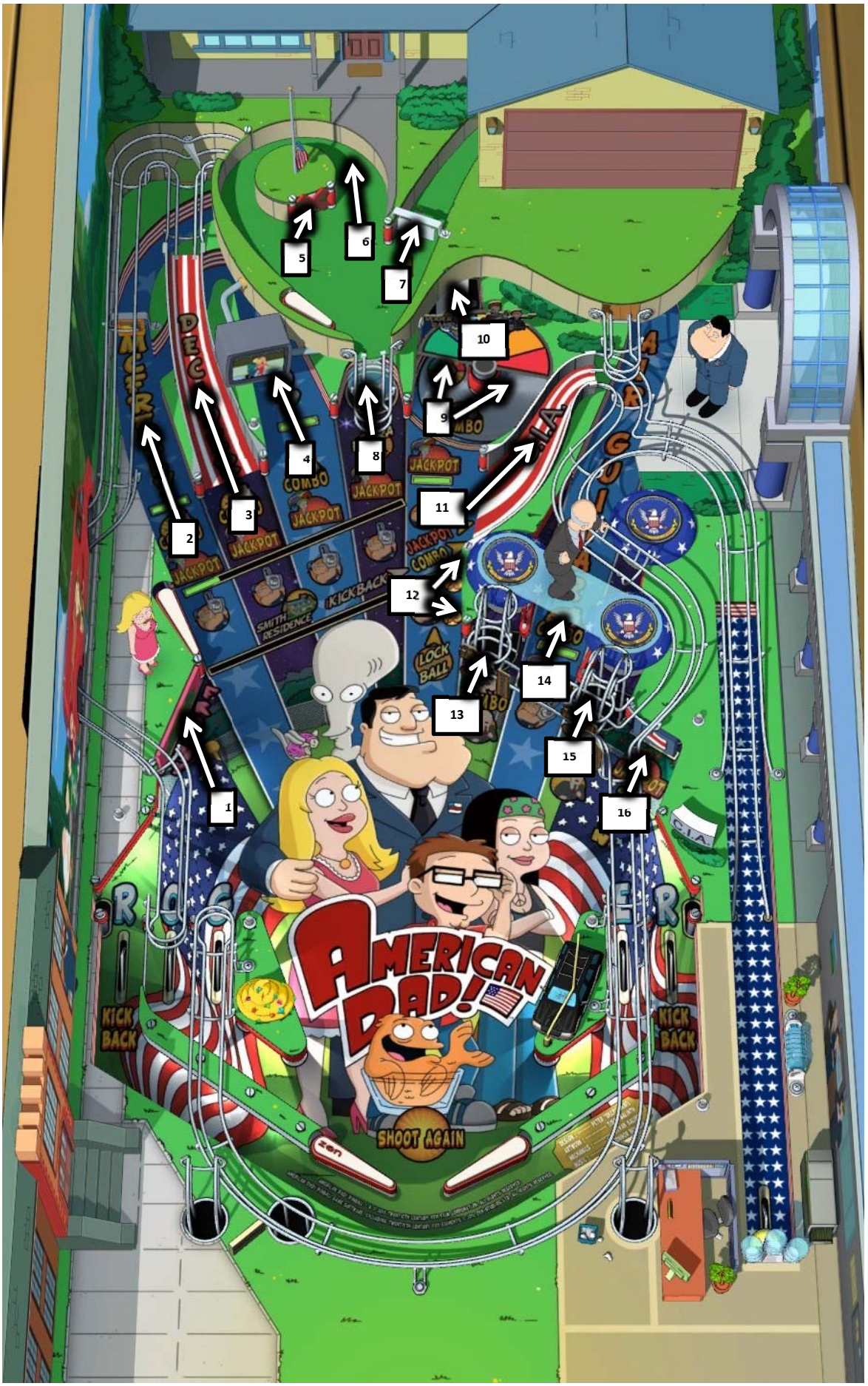
American Dad Table Guide
By ShoryukenToTheChin



Key to Table Overhead Image –

1. Franny Targets/Sink Hole
2. Mcfreely Orbit
3. Decider Ramp
4. Cop Mini - Orbit
5. X Target
6. House Mini - Orbit
7. Rogers Place Ramp
8. Mission Target/Sink Hole
9. Threat Mini - Orbit
10. Case Sink Hole
11. CIA Ramp
12. Multiplier Targets
13. Wheels Up-Kicker
14. Air Guitar Orbit
15. Legman Up-Kicker
16. Stan Target

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 particular feature is located.

TABLE SPECIFICS

***Notice*: This Guide is based off of the Zen Pinball 2 (PS4/PS3/Vita) version of the Table on default controls. Some of the controls will be different on the other versions (Pinball FX 2, etc...), but everything else in the Guide remains the same.**



INTRODUCTION

Zen Studios has teamed up with Fox to give us an American Dad Pinball Table. The Table was released within a pack titled “Balls of Glory” which featured 4 Pinball Tables based on hit animated TV shows, one of those was of course American Dad.

American Dad Pinball sees you play through various Modes which draw inspiration from many of the shows episodes. The Table incorporates the art style of the cartoon, and various audio works from the American Dad series itself. The voice work is also ripped straight from the show to add that extra bit of authenticity.

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

Skill Stop (Skill Shot) - *2 Million Points, can be raised*

At the start of each Ball you will have the opportunity to score a Skill Stop. All you need to do is launch the Ball into play using the “Launch” Button on your Controller, and once the Ball is about to pass Agent Bullock press the “Launch” Button or either Flipper Buttons to have him punch the Ball.



If you manage to achieve a Skill Stop then you will be awarded with 2 Million Points (this will be raised after each successful Skill Stop within the same game).



The Bumper scores will also be raised for the duration of the game.

Kick Back & Ball Save

Kickbacks –

The Kickbacks on this Table are activated once you have lit the Letters of “COP” by hitting the Ball through the Cops Mini - Orbit (4) repeatedly. Each time a Letter of “COP” will become lit solid.



Once all of them are lit solid you will hear Agent Bullock say “Smith you are a complicated man.” Then you will have a few seconds to hit the Ball up the CIA Ramp (11) to activate the Left Kickback.



If you fail to hit the Ball up the Ramp in time. You will need to relight the “COP” lights again to retry.

Note – If you have both Kickbacks activated, you will be able to start up the Cop Hurry Up (detailed later in the Guide under “Hurry Up Modes – Cop” section) using the same method detailed above.

Kickbacks can also be acquired via the Frantastic Reward mechanic (detailed later in the Guide under “Frantastic Reward Mode” section).

Ball Save -

Ball Save can be acquired via the Frantastic Reward mechanic (detailed later in the Guide under “Frantastic Reward Mode” section). Otherwise it will be activated automatically in many of the Table’s Modes.

Extra Balls

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

Collect the Extra Balls by hitting the Ball at the Mission Target/Sink Hole (8) -



- ***Method 1***: *Find the 8th persona of Roger;* look later in the Guide at the section titled "Multiball Modes - Rogers Rampage" for information on how to get this **Extra Ball**.

- ***Method 2***: *Reach the highest Threat level (Ball/s turn Red);* look below this Page in the Guide at the section titled "Main Missions – Threat Level Mechanic" for information on how to get this **Extra Ball**.

- ***Method 3***: *Knock out Agent Bullock in the Agent Bullock Hurry Up Mode;* look later in the Guide at the section titled "Hurry Up Modes – Agent Bullock" for information on how to get this **Extra Ball**.

- ***Method 4***: *Find one in the Frantastic Mode (Franny Award);* look later in the Guide at the section titled 'Frantastic Reward Mode" for information on how to get this **Extra Ball**.

- ***Method 5***: *Completing 4 Main Missions;* look later in the Guide at the section titled "Main Missions" for information on how to get this **Extra Ball**.

Threat Level

You can **raise** the Threat level by hitting the Ball around the Threat Mini – Orbit (9). It can be **lowered** by failing various Modes.



You can tell what your current threat level is by the Ball/s colour. From low to high –

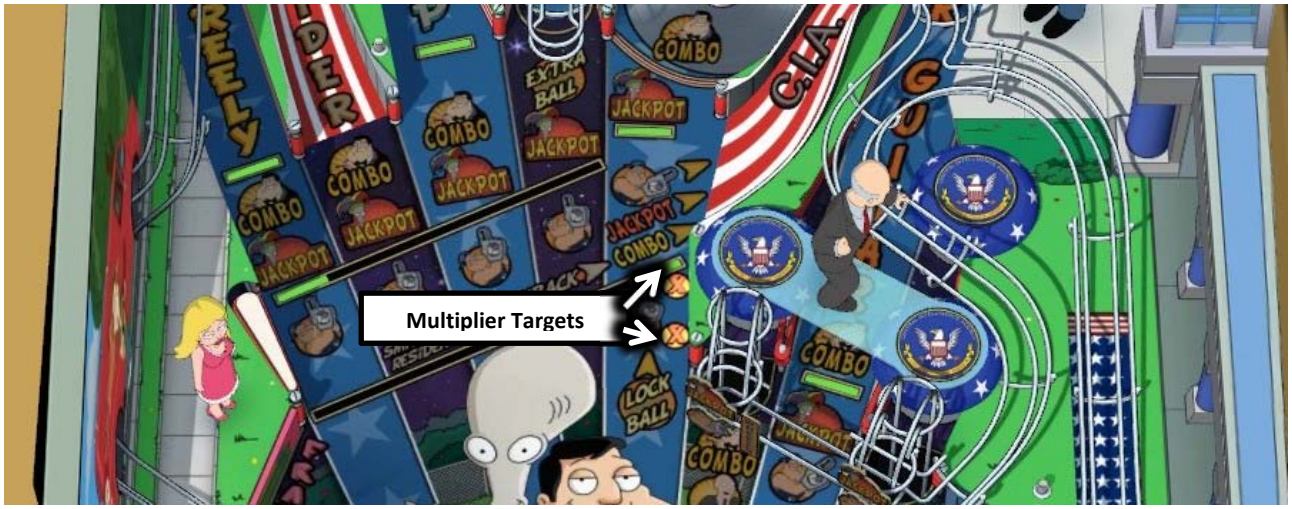
- Green
- Blue
- Yellow
- Orange
- Red

The Threat Level effects the scores awarded and the time limit in the Modes on the Table. Experiment with this mechanic as to have the difficulty set to your skill level.

Note – Gaining the highest Threat Level will light EXTRA BALL at the Mission Target/Sink Hole (8).

Raising the Multiplier

To raise the Bonus Multiplier you will hit the 2 Multiplier Targets (12) –



Upon doing so for the Multiplier will be raised to 2x times. Repeat this process to raise it again to 4x times, each time it will raise by 2x times until it maxes out at 10x times.

Once you completely max out the Multiplier at 10x times, you will light up **EXTRA BALL** at the Mission Targetr/Sink Hole (8), and any further completions result in a 1 Million Point Bonus.

***Note** – Multiplier Level resets upon draining the Ball. Unless you activate the Bonus Held Mechanic (more information on that can be found later in the Guide under "Frantastic Reward Mode").**

Frantastic Reward Mode

You need to hit all 5 of the Franny Targets (1) –



Once you done that, the Targets will desend allowing you to access a hidden Sink Hole –



Various rewards will be cycled through, this can be seen on the Dot-Matrix. Some of the rewards available –

- Kickback
- Raise Multiplier
- Hold Multiplier
- Extra Ball
- Raise Threat Level

Etc.

You can manually select the reward by pressing the “Launch” Button, or just wait till it’s selected for you.

Hurry Up Modes

Agent Bullock Hurry Up Mode

Activation -

To activate this Hurry Up Mode; you will need to hit the CIA Ramp (11) a total of 3 times, as each time you do so a Letter of “CIA” will become lit.



Completion -

Once that Ramp has been hit 3 times, the Hurry Up Mode begins –



Shoot either of the Up- Kickers – Wheels (13) or Legman (15). This will make Bullock catch the Ball and throw it back onto the Playfield. Hit those several times to knock Bullock out, resulting in a big score and lighting up **EXTRA BALL** at the Mission Targetr/Sink Hole (8).

Cop Hurry Up Mode

Activation -

First you will need to have both Kickbacks activated by following the steps outlines earlier in the Guide under “Kickback & Ball Save – Kickback”, finally repeat the same process while they are activated and this time the Cop Hurry Up Mode will start instead.

Completion -

Once the Mode begins a score counter will begin (visable on the Dot – Matrix). Shooting the Cop Mini – Orbit (4) will reward you the displayed score.



Smiths Residence Hurry Up Mode

Activation -

Collect all 4 of the “STAN” Letters by hitting the Stan Target (16) a total of 4 times.



Completion -

Once that is done you will enter into the Hurry Up Mode. You will have a time limit to get into Rogers Place. Access the Smith Residence road via the Decider Ramp (3).



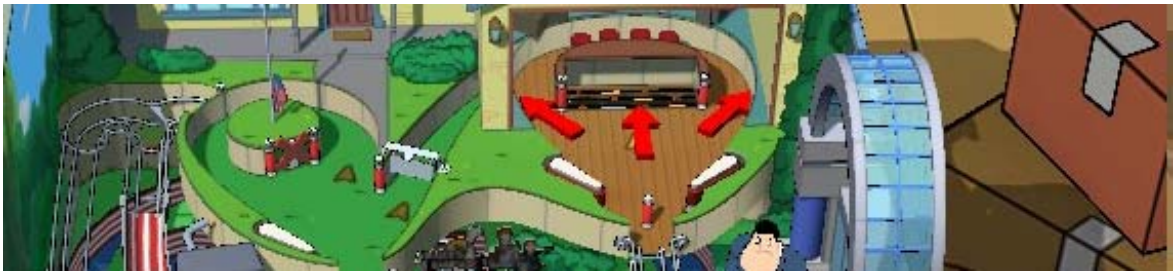
Make several loops around the House Mini – Orbit (6) using the Upper House Left Flipper.





Don’t worry if the Ball drains back onto the lower Table Playfield, as you can just send it back up there via the Decider Ramp (3). Make sure to avoid the X Target (5) as this will reset the loop counter.

Once you have made the necessary loops you will be able to access Rogers Place via the Rogers Place Ramp (7). Now once on the Rogers Place Mini – Playfield; the goal here is to knock down all the Bottle Targets, and once that is done the Mode will be completed.



The Decider Hurry Up Mode

Activation -

Activation of this Mode requires repeated hits up the Decider Ramp (3), every successful hit will light a Letter of “DECIDER” on the Ramp itself. So once all the Letters are collected, the Mode will begin.



Completion -

Once the Mode begins, poisonous wiener boxes will appear at various locations on the Playfield. Hit as many as possible, also hitting the Ball up the Decider Ramp (3) will make Stan laugh. The more you hit, the greater the score will be for the Mode.



Wheels & The Legman Hurry Up Mode

Activation -

You will first need to collect the “WHEELS” & “LEGMAN” Letters by hitting the Ball into the 2 Up – Kickers; Wheels (13) or Legman (15).



Completion -

Once all of the Letters have been collected, the Mode will begin. The Goal here is to solve the case by hitting the Ball into the Case Sink Hole (10) to accept the Case. Then using the Magnet on the Threat Mini – Orbit (9) using either the “Launch” Button or Flipper Buttons to make the Ball spin in the mini - loop. You will need to reach a certain amount of turns on the mini – loop to solve the Case.



Roger's Personas Hurry Up Mode

Activation -

Spelling out the 6 Rollover "ROGER" Letters on the Tables In's & Outlanes. Use the Flipper Buttons to alternate which Rollover is lit, as to try and make sure the Ball is rolling down an un-lit Rollover as much as possible.



Completion -

Doing the above will then make **1 of 16** available Roger's personas appear as a target on the Table Playfield.



You will have a small time frame to hit the Roger persona Target. Repeat the above steps to hit/collect all of Roger's personas to start-up the Roger's Rampage Multiball Mode. This Multiball will be explained in detail in the section below "Multiball Modes – Roger's Rampage".

When you collect/hit your 8th Roger's persona it will cause an **EXTRA BALL** to light up at the Mission Targetr/Sink Hole (8).

Multiball Modes

There are 2 Multiball Modes on this Table –

Roger's Rampage Multiball Mode *2 Balls – Timed*

Activation –

Repeat this process detailed on the previous page "Roger's Personas Hurry Up" to collect/hit all 16 of Roger's personas.

Once that is done the Case Sink Hole (10) will be lit, hit it to start the Roger's Rampage Mini – Wizard Mode.



Mode itself -

This will be a 2 Ball Multiball. 3 of Roger's personas will then appear on the Table Playfield.



Hit all of the 3 Roger's personas to add time and make another 3 appear. Hit all 16 different personas to gain a huge score.

The Multiball Mode will continue as long as you have more than a single Ball alive on the Playfield & within the time limit. Otherwise the Mode will end, and you will need to repeat the above activation process to re-enter this Mode.

Mcfreely Multiball Mode *2 Balls *

Activation –

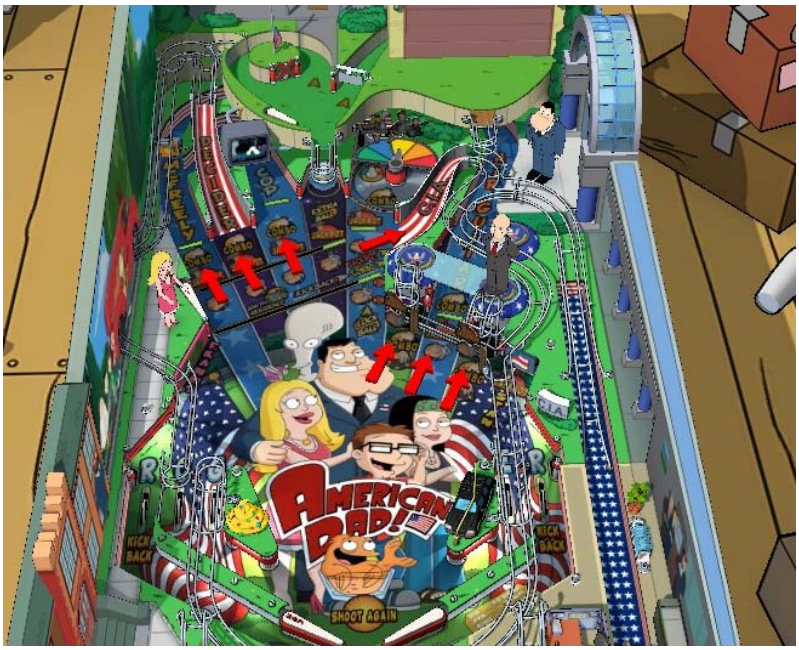
To activate this Multiball Mode you will need to repeatedly hit the Spinner located at the entrance of the Mcfreely Orbit (2).



Once all the Letters of “MCFREELY” are collected, the Multiball will begin.

Mode itself -

In this 2 Ball Multiball you will need to hit the flashing Orbits & Ramps to rack up the **Jackpot** value.



Don’t forget that you will need to collect the **Jackpot** by hitting a Ball into the Case Sink Hole (10).



The Multiball Mode will continue as long as 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.

Air Guitar Multiball Mode *2 Balls *

Activation –

Repeatedly hit the Ball around the Air Guitar Orbit (14). Each time you do so a Letter of "AIR GUITAR" is collected.



Once all the Letters of "MCFREELY" are collected, the Multiball will begin.

Mode itself -

In this 2 Ball Multiball you will need to shoot the Balls at the Spinner on the Mcfreely Orbit (2) & Bumpers just inside the Air Guitar Orbit (14) to increase the Rock Meter.



Once that has reached its max (shown on Dot – Matrix) look for the Rock Jackpot, hit that flashing Lane to claim it.

The Multiball Mode will continue as long as 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.

Roger's Secret Multiball Mode *2, 3 or 4 Balls *

Activation –

Hit the Bumpers several times, the easiest way to do this is to send the Ball around the Mcfreely Orbit (2).



Once the Bumpers have been hit enough times (progress shown on Dot – Matrix while Bumpers being hit) you can then lock a Ball into the Case Sink Hole (10).



Once you sink a Ball there, 1 Ball will be locked. Now repeat the process detailed above to lock another Ball. Once Ball 2 is locked you will be given an option – **1)** Start the Multiball or **2)** Lock more Balls. The Max amount of Balls that can be locked is 4, upon which the Multiball will automatically begin. The more Balls active for the Multiball, the higher the **Jackpot** awards will be.

Mode itself -

In this 2, 3 or 4 Ball Multiball you can collect **Jackpot** awards by hitting the flashing Sink Holes & Decider Ramp (3).



This will also immediately send the Balls to the Roger's Place Mini – Playfield.



Once there hit all the Targets to claim a **Super Jackpot** award.

The Multiball Mode will continue as long as 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.

Main Missions

Changing Mission Selection

The Cop Mini – Orbit (4) can be used to change the current highlighted Main Mission. This is displayed on the Mini TV above the Cop Mini – Orbit (4). Simply hit the Ball around this Mini – Orbit and the Main Mission will be switched.



Main Mission Activation

The 8 Main Missions can be started in any order; they are started by hitting the Mission Target/Sink Hole (8) 3 times. Once done the Sink Hole will be accessible, hit the Ball into the Mission Target/Sink Hole (8).



Each time a Mission ends or completed a Letter of "AMERICAN" will become lit solid. Each of the 8 Main Missions is represented with a Letter on that "AMERICAN" notification lights above the Flippers. Once all of the Letters have be lit, the Wizard Mode will become available at the Mission Target/Sink Hole (8).

Note – Completing any of the 4 below Main Mission will light EXTRA BALL at the Mission Target/Sink Hole (8) (detailed earlier in the Guide under "Extra Balls" section)

“A” “Fun ‘n Gun” *Timed*



Control Stan’s Gun using the Flipper Buttons: left to aim left and so forth. When you want to shoot press the “Launch” Button to do so. Several bullseye shots will result in you completing the Mission and lighting up the first “A” Letter of “AMERICAN”.

“M” “Dungeons & Wagons” *2 Ball Muliball - Timed*

This is a 2 Ball Multiball Mission. Meaning the Mission will continue as long as you have more than a single Ball alive on the Playfield. Otherwise the Mission will end, and you will need to repeat the above activation process to re-enter this Mission.

Finish the Role Playing Game part of the Mission by repeatedly hitting these –



- Wheels Up-Kicker (13)
- Air Guitar Orbit (14)
- Legman Up-Kicker (15)

Win the Street Race by repeatedly hitting these –



- Mcfreely Orbit (2)
- Decider Ramp (3)
- Cop Mini - Orbit (4)

Once you have won both the Role Playing Game & Street Race by doing the above. You will need to hit a Ball into the Mission Target/Sink Hole (8).



This will then complete the Mission and lighting up the “M” Letter of “AMERICAN”.

“E” “Haylias” *Timed*

First you need to activate the Spinner on the Mcfreely Orbit (2), this is done by hitting a random flashing Lane.



Now once that is done, you will need to hit the Spinner repeatedly to fill the percentage shown on the Dot – Matrix.



Now the Dot – Matrix will display a score which will begin decreasing. You will need to hit the X Target (5) before that reaches 0 and whatever is displayed on the Dot – Matrix will be awarded to you.



This will then complete the Mission and lighting up the "E" Letter of "AMERICAN".

“R” “Tearjerker” *Timed*

Now Roger Targets will pop up around the Playfield. You will have until the timer expires to hit all of the Targets, note that if you take too long the already hit Targets will re-erect.



This will then complete the Mission and lighting up the “R” Letter of “AMERICAN”.

“I” “Stans Night Out” *Timed*

The Table Playfield will then go into a night-time Mode. You will then need to hit the Ball at the Crosshair Targets before the Score counter reaches 0.



This will then complete the Mission and lighting up the “I” Letter of “AMERICAN”.

“C” “Of Ice & Men” *Timed*

Once this Mission begins an Ice Rink will appear in the Middle of the Playfield. Stan & Francine will then jump down and begin to skate on the Ice.



Hit the flashing Lanes to complete the Mission, but if you hit either Stan or Francine this will decrease the score awarded within the Mission. Hitting all the flashing Lanes within the time limit will complete the Mission and lighting up the “C” Letter of “AMERICAN”.

“a” “Bullocks To Stan” *Timed*

This Mission will require you to hit the Bumpers located on the right side of the Table Playfield. Simply send the Ball around the Mcfreely Orbit (2) &/or Air Guitar Orbit (14), as this will cause the Ball to start bouncing on the Bumpers. This will then result in Stan punching Bullock, the Mission is completed once all of Bullocks Health (shown as a percentage on the Dot – Matrix) is depleted. You can also hit the Ball up the CIA Ramp (11) to hit Bullock.



Beware if you take too long in-between Bumper hits because it will activate the Bullock Attack Mode. If this happens you can beef up Stan’s defence by hitting the Ball up the CIA Ramp (11), or hit the Mission Target/Sink Hole (8) to block the attack. Blocking the attack will mean you only receive half of the damage from that attack. Note that if your Health is depleted (shown on Dot – Matrix) the Mission will end, you would need to restart it again.



Once you have done the above within the Bullock Attack Mode, the Mission will return to the Stan Attacking Mode state so continue hitting the Bumpers as before. Once all of Bullock’s Health is gone the Mission is completed and the “a” Letter of “AMERICAN” will be lit.

“N” “Cops & Roger” *Timed*

Roger Drop Targets will appear at various locations on the Table Playfield. The goal here is to hit the required amount of them (shown on Dot – Matrix) within the time limit to complete the Mission.



The longer you take to hit the Target, the lower the score received will be.

Wizard Mode – “May The Best Stan Win” *1, 2, 3 or 4 Ball Multiball*

The Wizard Mode will be available as soon as all “AMERICAN” Letters are lit.

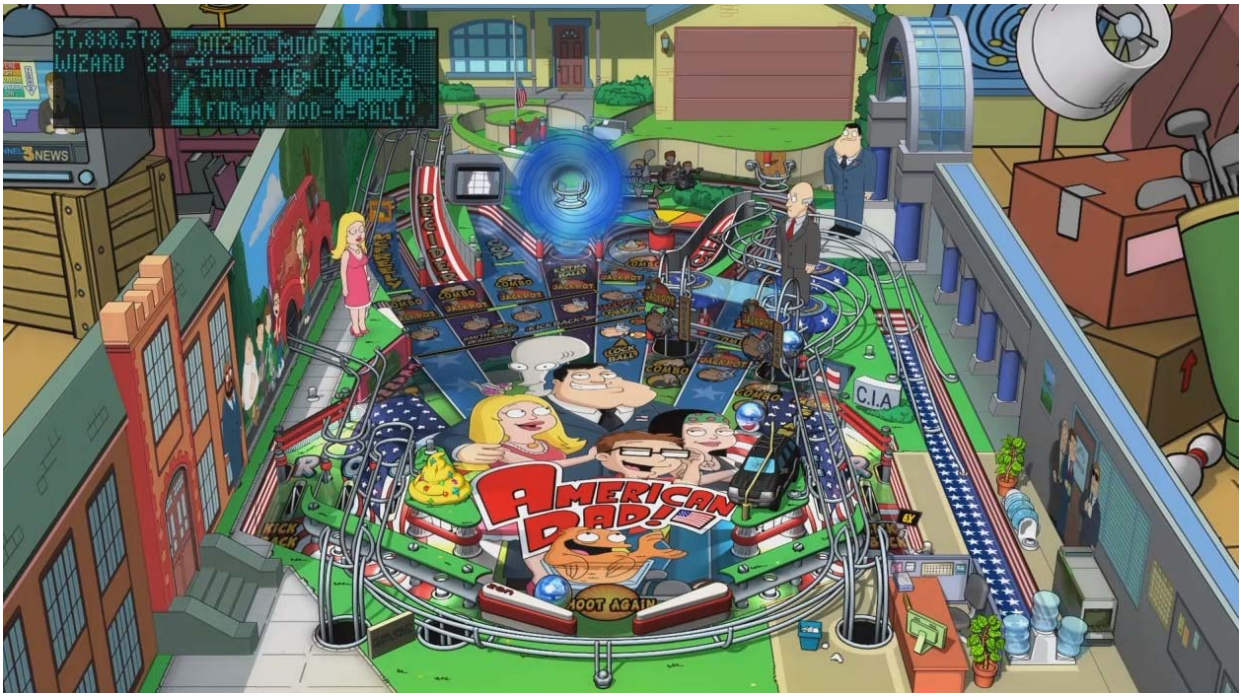


To start the Wizard Mode you will then need to sink the Ball into the Mission Target/Sink Hole (8).

Wizard Mode itself –

1st Phase -

In this **1st Phase** you will need to hit the Ball at the flashing Lanes to gather more Balls from the future. The lanes change fast so try to hit a Lane just before it begins flashing.



Once the timer expires the **2nd Phase** will begin, or if you manage to gather 4 Balls onto the Table Playfield.

2nd Phase -

In this Phase hit Stan and the flashing Jackpot Lanes for **1x** & **2x** times the reward.



Gather as many points as possible before the timer expires. After which the **Final Phase** will begin.

Final Phase -

Once that happens you can send the Balls back to the future via the Decider Ramp (3).



This is a 2, 3 or 4 Ball Multiball Wizard Mode. Meaning the Wizard Mode will continue as long as you have more than a single Ball alive on the Playfield. Otherwise the Wizard Mode will end, and you will need to repeat the above activation process to re-enter this Wizard Mode.

Once the Wizard Mode is completed the Table will then **reset**.

Special Thanks to all the Zen Studios Forum Community! Members such as **shogun00, Cloda, Ty-43, Deep, 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 -

"The Pinball might go down somewhere in some way at some point in time!!!"

Yours
ShoryukenToTheChin