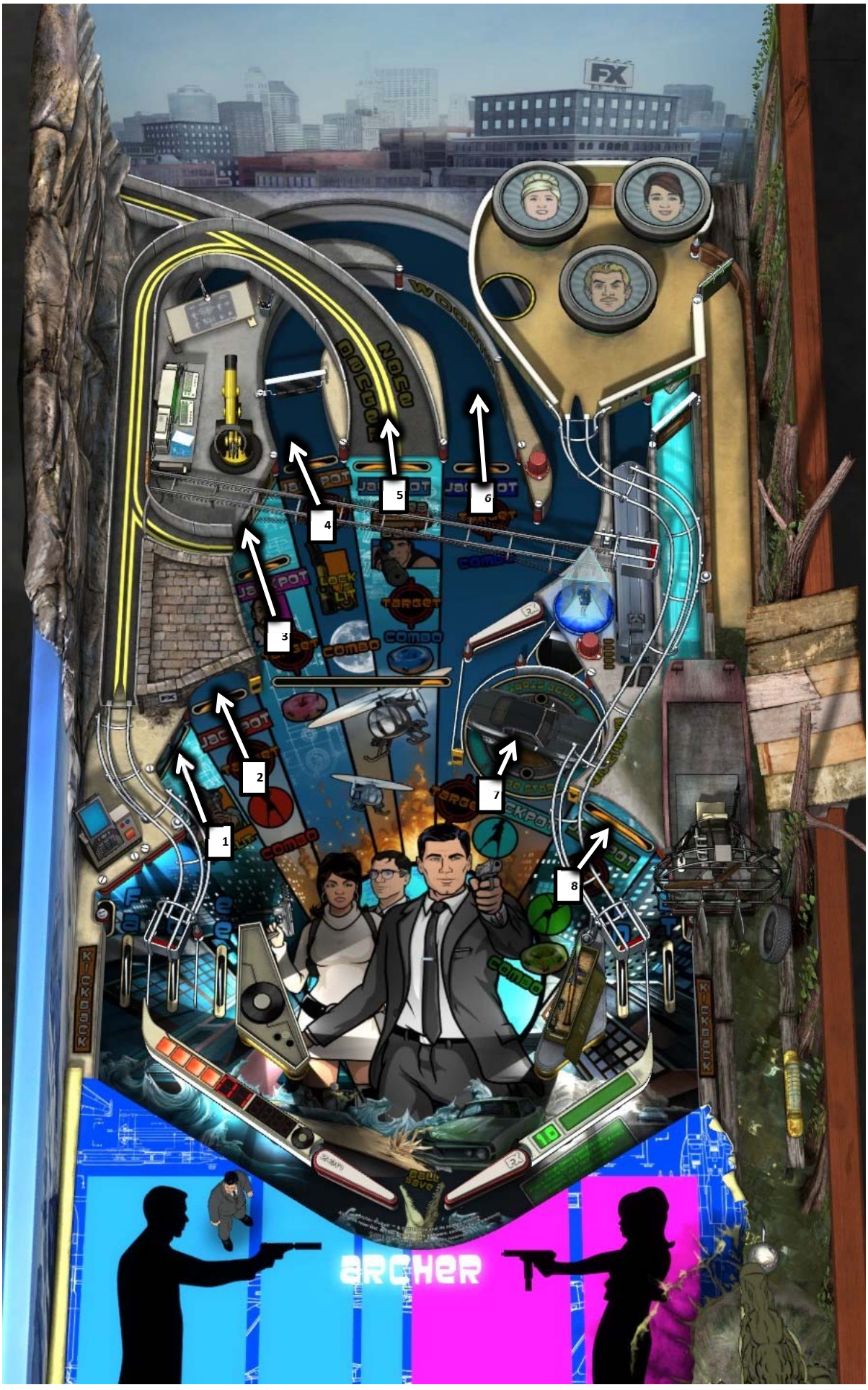
Archer Table Guide
By ShoryukenToTheChin



Key to Table Overhead Image –

1. Malory Target/Sink Hole
2. Left Orbit
3. Lab Targets/Sink Hole
4. Funds Mini - Orbit
5. Danger Zone Ramp
6. Woodhouse Mini - Orbit
7. Car Target/Sink Hole
8. Armoury Ramp

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 Archer 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 Archer.

Archer 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 Archer 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 Shot - *100,000 Points, can be raised*

At the start of each Ball you will have the opportunity to score a Skill Shot. All you need to do is launch the Ball into play using the “Launch” Button on your Controller, and depending on how many times the Ball bounces on the Bumpers. Will directly result in the Points received for the Skill Shot.



After the Ball comes down from the Bumper area you will have a few Seconds to send the Ball up the Danger Zone Ramp (5) to claim the Skill Shot.



Super Skill Shot - *2 Million Points, can be raised*

Now you can instead go for the Super Skill Shot. This is done by sending the Ball onto the Playfield with just enough momentum to land into the Hole just to the left of the Bumpers.



Manually set the Plunger (Gator) as shown in the Image below. **Example**: Using a PS4 controller you can pull back the Right Analogue Stick to adjust the Plunger.



Operations Fund

These Funds are used to purchase various in-game bonuses such as Kickbacks, **EXTRA Ball** and so forth.

Gaining Funds:

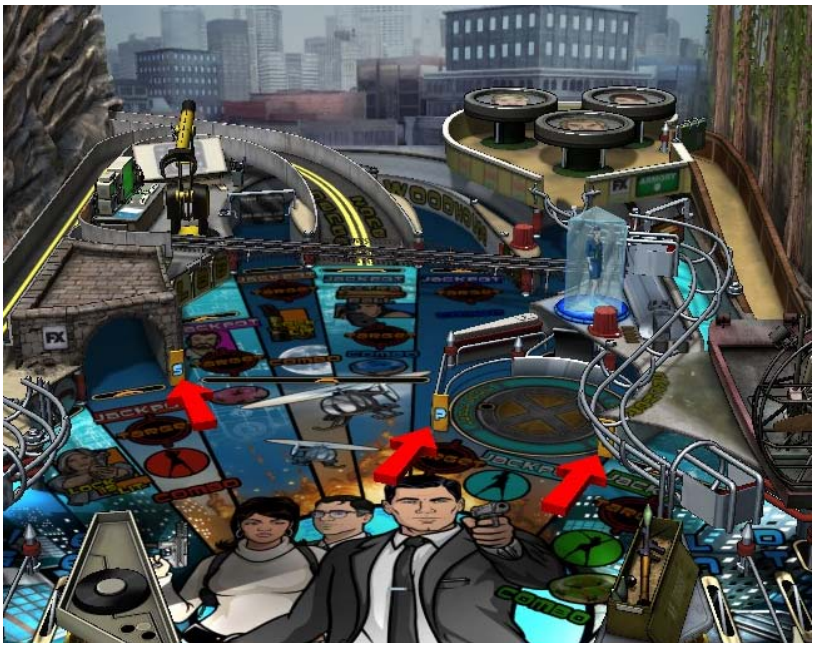
Hitting the Spinner located at the entrance of the Funds Mini – Orbit (4) will increase your funds. The more it spins, the more Funds it will give out each time.



Your overall Funds will be displayed on the Dot – Matrix. When you feel you have enough funds and want to purchase some goodies. Firstly you will need to open up the Armoury.

Spending the Funds:

Hit the 3 “SPY” Targets.



Once they have been hit you will see a flashing Green Notification light on the Armoury Ramp (8).



Hit the Ball up that Ramp to be taken to the Armoury. Now you will see a list of what items are available. Prices will vary dependant on the Items importance. Select the Item; using the Flipper Buttons to scroll through them, and using the "Launch" Button to select. If you take too long on an Item it will be brought for you automatically. Now if you don't have enough funds, then you can't purchase anything. If you wish to save you funds simply make sure not to select anything.

Example of Items available –

- **Kickbacks**: lights both Kickbacks on the Outlanes.
- **Permanent Ball Save**: goes off once Ball is saved.
- **EXTRA BALL**: Lights **Extra Ball** at the Danger Zone Ramp (5).
- **Awesomeness Multiplier**: increases the amount of "AWESOMENESS" Points gained from completing Main Modes.
- **Hold Multipliers**: Holds the Multiplier Level for the next Ball.
- **Jackpot increase**: Increases the Jackpot Value in the Multiball Modes & Wizard Mode.

Note – If you manage to spend $100,000 on the Armoury. You will be awarded with the Embezzlement Trophy (I.E. playing on a PlayStation Console), also a 25 Million Point Bonus.

Kick Back & Ball Save

Kickbacks –

The Kickbacks on this Table are activated by purchasing the Kickbacks Item at the Armoury. Repeat the steps detailed above in the “Operations Fund” to gather enough funds, and to eventually access the Armoury for the purchase of Kickbacks.

Ball Save -

Ball Save on this Table can be manually activated by purchasing the Ball Save Item at the Armoury. Repeat the steps detailed above in the “Operations Fund” to gather enough funds, and to eventually access the Armoury for the purchase of Ball Save.

Note – This Ball Save will never expire, that is until you drain the Ball and it’s returned back to the Playfield.

Ball Save is also temporary activated at the start of the many Game Modes.

Extra Balls

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

Collect the Extra Balls by hitting the Ball up the Danger Zone Ramp (5) -



- ***Method 1***: *Buy the EXTRA BALL Item in the Armory;* look later in the Guide at the section titled "Operations Fund" for information on how to get this **Extra Ball**.

- ***Method 2***: *Reach 10x times Multiplier;* look later in the Guide at the section titled "Raising the Multiplier" for information on how to get this **Extra Ball**.

- ***Method 3***: *Completing the Final Mode (Wizard Mode);* look later in the Guide at the section titled "Wizard Mode" for information on how to get this **Extra Ball**.

- ***Method 4***: *Hang up Archers Phone 3 times in a row;* look later in the Guide at the section titled 'Multiball Modes – Malory Multiball" for information on how to get this **Extra Ball**.

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

Raising the Multiplier

The Multipliers on this Table will increase by 2x times, every 15 Million Points.
Once you completely max out the Multiplier at 10x times, you will light up **EXTRA BALL** at the Danger Zone Ramp (5).

Note – Multiplier Level resets upon draining the Ball. Unless you buy the "HOLD MULTIPLIERS" Item from the Armoury.

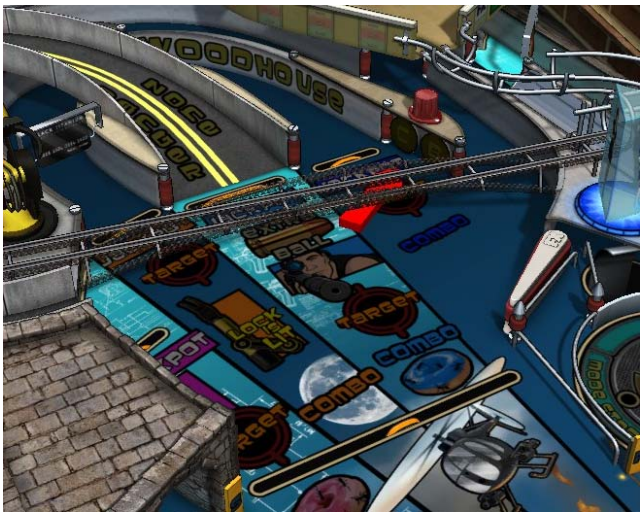
Multiball Modes

There are 3 Multiball Modes on this Table –

CB Multiball Mode *2 Balls*

Activation –

You will first need to lock a Ball into the CB. This is done by hitting the 2 "CB" Targets just above the Top Right Flipper.



Now the CB will be primed to collect your Ball. Hit the Ball at it via the Funds Mini – Orbit (4).



Now once done that Ball will be locked. Repeat the above step; hitting the 2 "CB" Targets to finish the activation process and thus starting up the Multiball Mode.

Mode itself -

In this 2 Ball Multiball, hit the Balls around the 2 Mini – Orbits: Funds (4) & Woodhouse (6) to gain **Jackpot** awards. This **Jackpot** value starts at 500,000 Points, and it can be raised by purchasing the "**Jackpot** Increase" Item from the Armoury (detailed earlier in the Guide under "Operations Fund" Section).

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.

Malory Multiball Mode *3 Balls *

Activation –

At random times the Phone will begin ringing, you will have a very short time frame to hit the Malory Target/Sink Hole (1) to send the caller to voicemail.



If that is hit in time, you will then be able to lock 1 Ball towards the Malory Multiball.



Repeat this a further 2 times, and the Malory Multiball will begin. You can light **EXTRA BALL** by hitting the Malory Target/Sink Hole (1) when ringing 3 times in a row.

Mode itself -

This is a 3 Ball Multiball. To claim **Jackpot** awards you need to send the Balls around the Left Orbit (2) & Woodhouse Mini – Orbit (6). To multiple the **Jackpot** value, shoot the Ball at the Spinner via the Funds Mini – Orbit (4), and the value will multiple in accordance to the Spinners revolutions.



TIP – When 2 Balls remain, try to activate the CB Multiball Mode. This will send another Ball onto the Playfield. You will have more Jackpots available to you, higher scores to be had!

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.

Avalanche Multiball Mode *2, 3 or 4 Balls *

Activation –

The locking process for this Multiball is quite different from what you have become accustomed. To Lock a Ball towards the Avalanche Multiball Mode you will first need to complete either of this Modes (Detailed later in the Guide) –

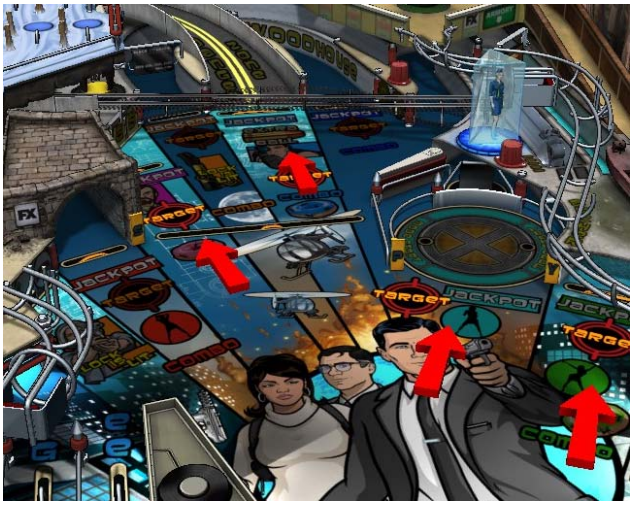
- **Bumper Modes**: Gator Mode.
- **Archer Modes**: any of the 3 Modes.
- **Lab Modes**: any of the 3 Modes.
- **Danger Zone Modes**: any of the 3 Modes.

Once either of those Modes are completed you will have a very short time frame (10 Seconds) to lock a Ball up the Danger Zone Ramp (5).



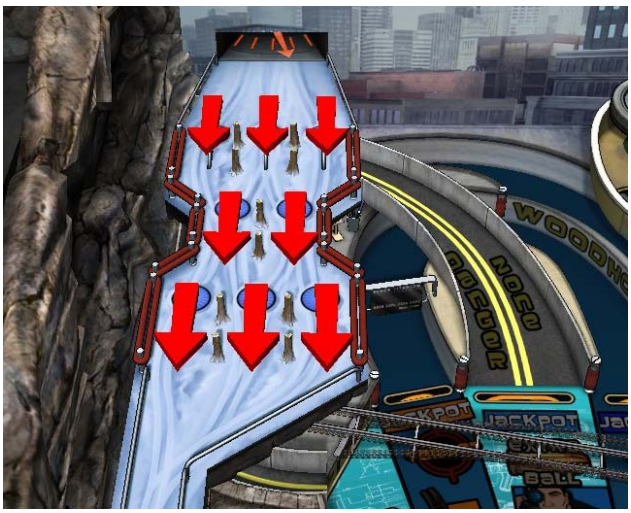
Mode itself -

Once this Multiball Mode begins you will have 2 Minutes to light all of the Rollover Lights on that Air Boat Mini – Playfield (Top Left of Table Playfield). Hit one of the 4 flashing Lanes to gain access to it.



- Lab Target/Sink Hole (3)
- Danger Zone Ramp (5)
- Car Target/Sink Hole (7)
- Armoury Ramp (8)

The Mini – Playfield:



Once a horizontal line of Rollovers are lit, a new Ball will be automatically launched onto the Playfield.

Repeat the above as many times as possible within the time limit, once all of the Rollovers are lit you will have a total of 4 Balls on the Playfield.

Depending on which comes first – lighting all the Rollovers and claiming the 4 Ball Multiball, or the 2 Minute timer expires. After either, the Lanes on the Playfield will flash as they are now **Jackpot** Lanes.



You can also gain a **Super Jackpot** (5x current **Jackpot** value) if you manage to light up all the Upper Mini – Playfield Rollovers again (hitting the 4 flashing Lanes detailed earlier in this section). Light up each Rollover will also raise the **Jackpot** value.

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 Modes

Earn “AWESOMENESS” Points every time you complete 1 of these Main Modes. Eventually you will gain enough to fill out 1 Letter of “AWESOMENESS”. Repeatedly complete the Modes to successfully light it up fully, and once “AWESOMENESS” is fully lit, the Wizard Mode will start.

You can raise increase the Modes scores by lighting all of the 5 “ARCHER” Letter Rollovers on the In’s & Outlanes.

Bumper Modes

To start-up a random Bumper Mode you will need to hit these 3 Bumpers, a total of 25 times.



Once that is done Archer’s Car will drive off the Playfield. This will allow access to the Sink Hole via the Car Target/Sink Hole (7).



Bumper Mode: Whack-A-Krieger *Timed*

In this Video Mode you will have 20 Seconds to hit 10 of the Krieger Clones.



How to hit the Clones? Simple –

- ***Left Clone***: use the Left Flipper Button.
- ***Middle Clone***: use the "Launch" Button.
- ***Right Clone***: use the Right Flipper Button.

If you manage to hit all of the Clones required, the Mode will be completed.

Bumper Mode: Woo-A-Lady *Timed*

In this Mode you need to find the Good Lady by sending the Ball around the Left Orbit (2) &/or Armoury Ramp (8).



Once the Good Lady is found you need to sink the Ball into the Car Target/Sink Hole (7).



Once done the Mode will be completed.

Bumper Mode: Gator *Timed*



You are running low on Ammo, but you need to defend yourself against the Gator. Hit the 5 flashing Lanes to complete the Mode.

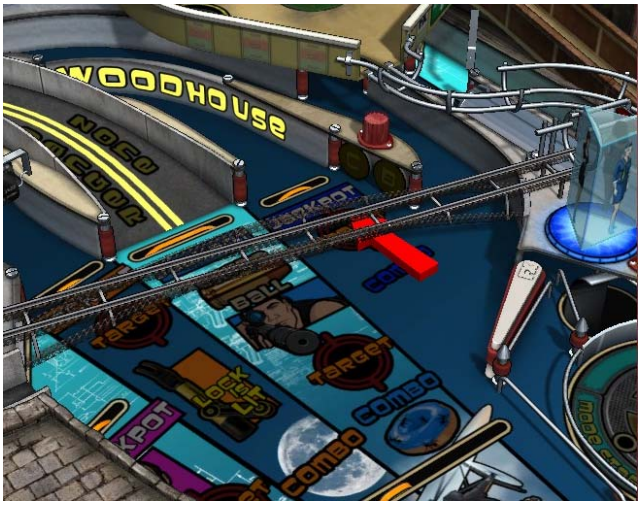


Make sure to only hit the flashing Lanes. Since if you hit a non-flashing Lanes the Magazine Clip will empty, resulting in you needing to hit the Armoury Ramp (8) to reload. You have 3 Magazine Clips (5 Bullets) available, thus if you end up needing to reload more than 3 times the Mode will fail.

If you manage to complete this Mode, you will then have 10 Seconds to send the Ball up the Danger Zone Ramp (5) to lock a Ball towards Avalanche Multiball Mode (detailed earlier in the Guide under “Multiball Modes – Avalanche Multiball” Section).

Woodhouse Modes

To activate 1 of 3 Woodhouse Modes. You need to hit the Ball around the Woodhouse Mini – Orbit (6). Each time this is done a Letter of “WOODHOUSE” is collected, repeat this till all are collected and one of the Modes will then begin.



Woodhouse Mode: Scrambled Eggs *Timed*

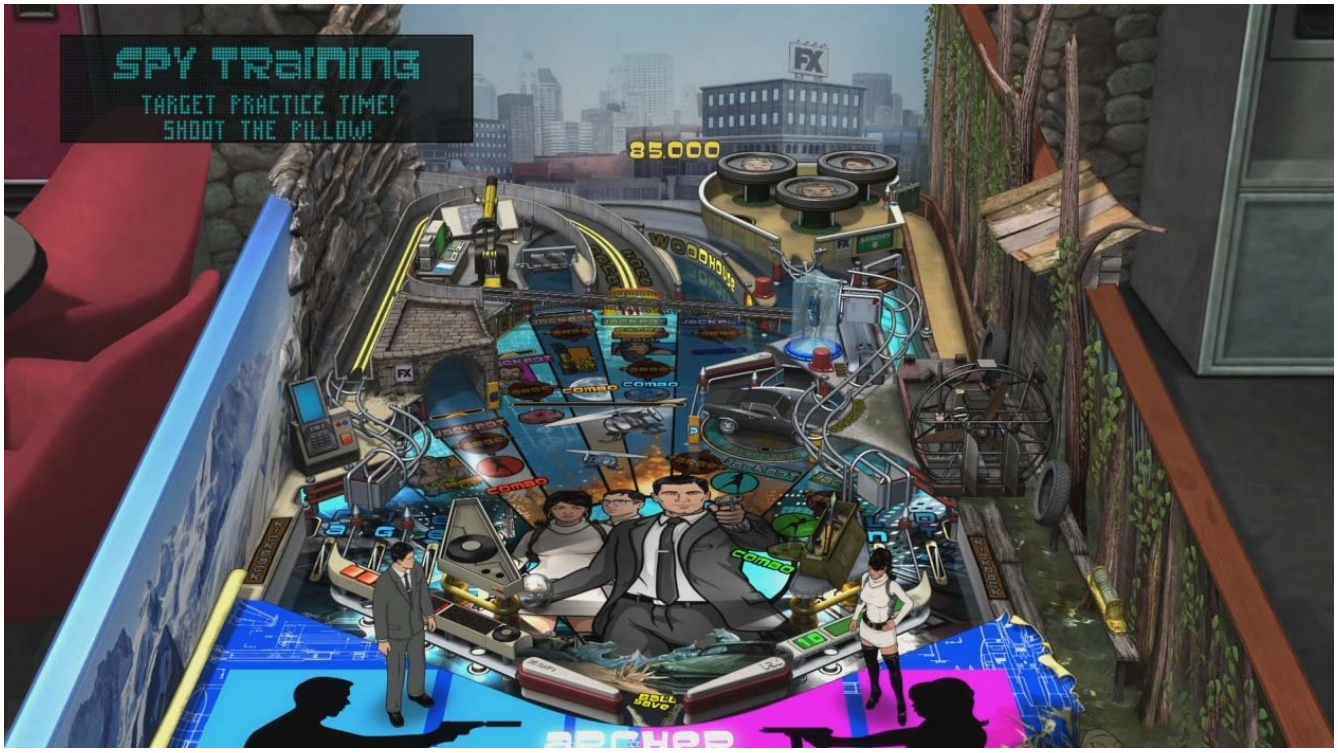
You will have a very short time frame to hit the Scrambled Egg Drop Target.



Once that is hit the Mode will be completed.

Woodhouse Mode: Spy Training *Timed*

You will have a very short time frame to hit the Pillow Drop Target.



Once that is hit the Mode will be completed.

Woodhouse Mode: Discipline *Timed*

You will have a very short time frame to hit the 3 Suit Case Drop Targets.



Once that is hit the Mode will be completed.

Archer Modes

These Modes are started by hitting the Car Target/Sink Hole (7) repeatedly until “ARCHER” is spelt out. Each time the Car is hit a Letter will be collected.



Once all the Letters of “ARCHER” are collected, the Car will drive off the Playfield and thus allowing access to the Sink Hole.



Hit the Ball into the Car Target/Sink Hole (7) to start 1 of the 3 Archer Modes.

Note* - *If you manage to complete any of these Modes, you will then have 10 Seconds to send the Ball up the Danger Zone Ramp (5) to lock a Ball towards Avalanche Multiball Mode (detailed earlier in the Guide under “Multiball Modes – Avalanche Multiball” Section).*

Archer Mode: Ride the Limited *Timed – 30 Second*

Upon starting this Mode you will have 30 Seconds to hit the 3 flashing Lanes.



If you don't manage to hit the flashing Lanes in time you will have about 5 Seconds to hit the Danger Zone Ramp (5) to reset the timer, and try to hit the flashing Lanes again. You will only get 3 chances to reset the timer, after that you will fail the Mode.



Once you hit 3 flashing Lanes you will have to repeat the above process a further 2 times (3 flashing Lanes each time). The main timer will reset after each phase of flashing Lanes are hit.

Once you have done that, the Mode will be completed.

Archer Mode: Drifting Away *60 Seconds Timed*

First you will need to hit the Spin Disc via the Car Target/Sink Hole (7).



The main timer will then pause, now you will have 10 Seconds to hit as many of the 7 Car Drop Targets as possible.



After 10 Seconds, the main timer will restart, just re-hit the Spin Disc to make the remaining Car Drop Targets pop back up. Hit the remaining Car Drop Targets to complete the Mode.

Archer Mode: Pirate King *Non -Timed*

Upon starting this Mode, 5 Lanes will be flashing.



You will need to shot the Ball through each of them, after each Lane is hit you will be given a Grenade Ball from the Car Target/Sink Hole (7).



You will then have a few Seconds to hit the Grenade Ball back into the Car Target/Sink Hole (7) before it explodes. You will only get 3 chances, after that you will fail the Mode.

Repeat the above steps for the rest of the Lanes to complete this Mode. When you have the Grenade Ball active, you can lose a Ball but the Mode will fail. Although you won't lose a Ball from your overall game.

Danger Zone Modes

Send the Ball up the Danger Zone Ramp (5) repeatedly until you spell out “DANGER ZONE” on the Ramp itself. Each time the Ball goes up that Ramp, a Letter will become lit solid.



***Note** - If you manage to complete any of these Modes, you will then have **10 Seconds** to send the Ball up the Danger Zone Ramp (5) to lock a Ball towards Avalanche Multiball Mode (detailed earlier in the Guide under “Multiball Modes – Avalanche Multiball” Section).**

Danger Zone Mode: Archer's Alley *Timed – 25 Seconds*

Upon this Mode starting you will be taken to the Archer's Alley.



The Objective here is to take out all of the enemies using you Gun. To aim you will move the Gun Left using the Left Flipper Button, and for Right using the Right Flipper Button. To Shoot the Targets press the "Launch" Button.

You have 25 Seconds, and 15 Bullets to shoot down the 10 Enemy Targets.



Oh but remember to watch out for Lana, Baby AJ and Brett. Also remember you don't need to be precise with the aiming, just be within the area of the Enemy Target and shoot, you will notice it will still register as a hit. Once 10 Enemy Targets are shot down, the Mode is completed.

Danger Zone Mode: Excelsior *Timed – 60 Seconds*



Upon starting this Mode you will need to hit all of the 5 flashing Lanes while avoiding the Centre moving Target. 3 errors permitted.





Once all flashing Lanes are hit, the Mode is completed.

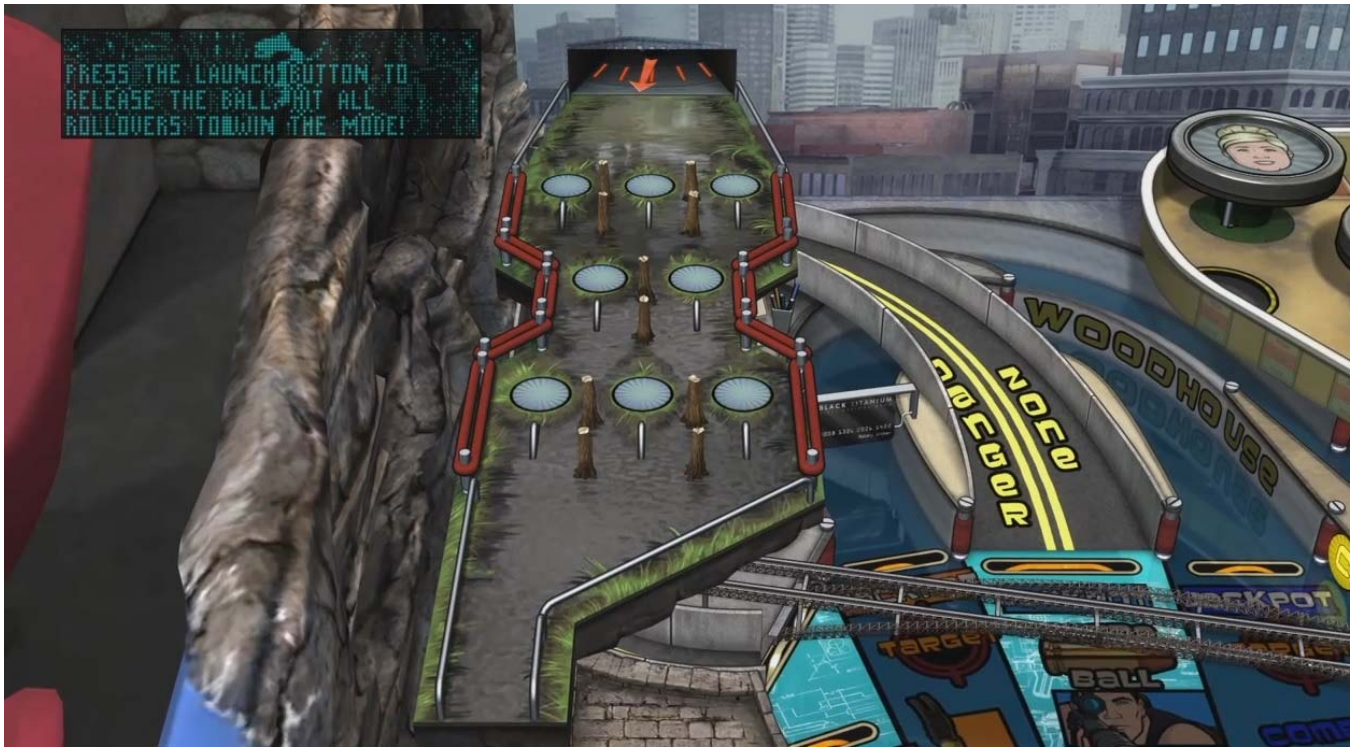
Danger Zone Mode: Swamp Ride *Timed – 2 Minutes*



Upon starting this Mode; shoot 1 of the 3 flashing Lanes.



Once one of those Lanes are hit you will be taken to the Air Boat Mini – Playfield.



While in this Mini – Playfield the timer will be paused. Now press the “Launch” Button to release the Ball onto this Mini – Playfield. You will need to hit all the Rollovers to win the Mode. Each Rollover that is successfully lit up will then throw an Alligator Drop Down Target onto the Playfield.

Each time the Ball drains back onto the Playfield from the Air Boat Mini – Playfield, you will then need to hit all the Alligator Drop Down Targets to be able to regain access to the Mini – Playfield (as explained at the start of this Mode). The timer will also once again begin counting down.



Repeat the above processes until all the Rollovers on the Air Boat Mini – Playfield are lit. After that the Mode will be completed.

Lab Modes

You will need to hit all 3 of the “LAB” Targets, then send the Ball into the Sink Hole via the Lab Targets/Sink Hole (3).



***Note** - If you manage to complete any of these Modes, you will then have **10 Seconds** to send the Ball up the Danger Zone Ramp (5) to lock a Ball towards Avalanche Multiball Mode (detailed earlier in the Guide under “Multiball Modes – Avalanche Multiball” Section).**

Lab Mode: Man-Ant *Timed*

In this Mode you will need to make the Spinner at the Funds Mini – Orbit (4) rotate enough times to gain enough power for the process.



You can also gain more Ants by hitting the Ball at the 3 Bumpers. The more Ants that are collected, the faster the conversion will be when you hit the Spinner. You can access the Bumpers via Lab Targets/Sink Hole (3), Danger Zone Ramp (5) & Armoury Ramp (8).



Once the Device fully charged (100%), you will have a few seconds to hit the Ball into the Lab Targets/Sink Hole (3).



Repeat the above process a further 2 times to complete the Mode.

The Mode will fail if the overall timer runs out and you haven't charged the Device 3 times. Also if you do 3 Errors the Mode will fail, basically if the timer runs out at each of the above stages.

Lab Mode: Cybo-Practor *Timed*

Upon starting this Mode you will have to hit 3 of the flashing 6 Lanes within 30 Seconds.



After that again hit 3 flashing Lanes you previously hit, within 30 Seconds.



Once the above is done, the Mode is completed.

Lab Mode: Mind Matters *Timed – 60 Seconds*

You will have 1 Minute to hit all of the 6 flashing Lanes. The Lanes will be flashing 1 at a time, from Left to Right.



So they will be in this order –

1. Operations Ramp (8)
2. Woodhouse Mini – Orbit (6)
3. Danger Zone Ramp (5)
4. Funds Mini – Orbit (4)
5. Lab Targets/Sink Hole (3)
6. Left Orbit (2)

Once the above is done, the Mode is completed.

Wizard Mode – "AWESOMENESS" *4 Ball Multiball*

Earn "AWESOMENESS" Points every time you complete 1 of these Main Modes. Eventually you will gain enough to fill out 1 Letter of "AWESOMENESS". Repeatedly complete the Modes to successfully light it up fully, and once "AWESOMENESS" is fully lit the Wizard Mode will start.



You will also light **EXTRA BALL** once you start the Wizard Mode.

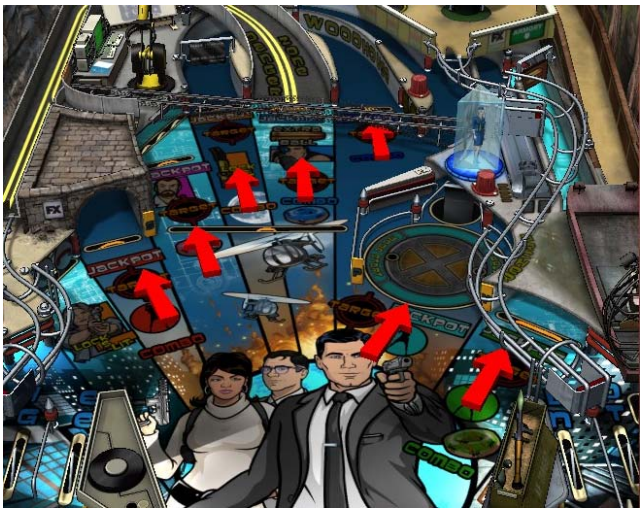
***TIP** - If you start the Wizard Mode after completing at least 1 Mode of the Archer, Bumper, Woodhouse, Danger Zone and Lab. You will be rewarded with a Hidden Bonus called Globetrotter which is worth 50 Million Points.**



Wizard Mode itself –

This is a 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 the Wizard Mode.

As you can see everything will be flashing on the Playfield. Now the 2 Mini – Orbits: Funds (4) & Woodhouse (6) will reward you with a **Jackpot**. All of the other flashing Lanes will reward you with a **Super Jackpot** (worth 4x times the value of the **Jackpot**).





The **Jackpot** value can be raised via the Armoury (look back earlier in the Guide at the section "Operations Fund" for more information).

Once you lose the Multiball, the Table will then **reset**.

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

"Woodhouse don't you have better Guides for me to read?!

"No sir, not anymore."

Yours
ShoryukenToTheChin