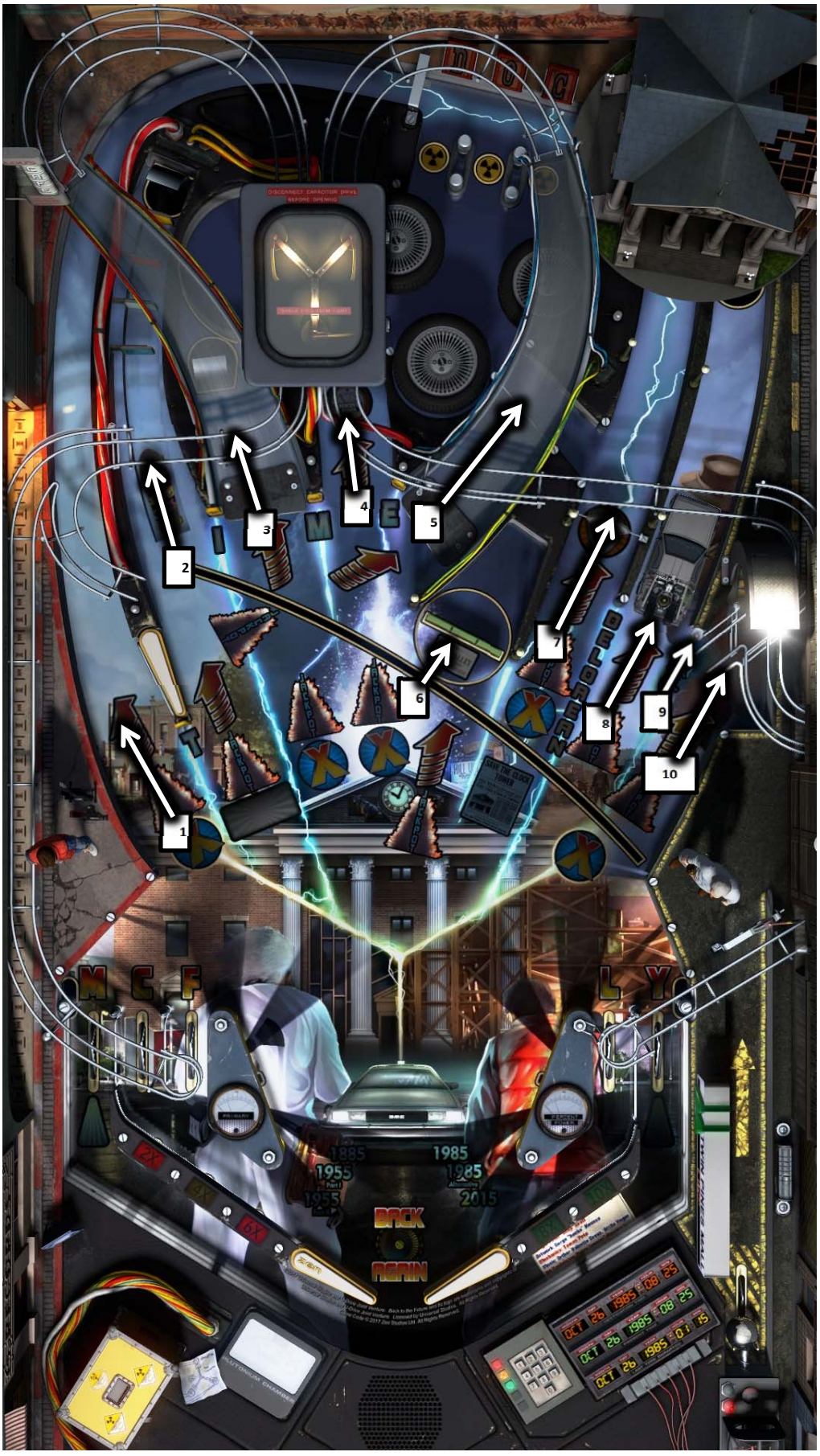
Back to The Future Table Guide
By ShoryukenToTheChin



Key to Table Overhead Image –

1. Left Orbit
2. Skateboard Lane
3. Left Ramp
4. Flux Spindisk
5. Cross Ramp
6. Centre Toy Area – Centre Lane, license plate, the Guitar, the Almanac Spindisk etc.
7. Right Orbit
8. DeLorean Lane
9. Plutonium Target
10. Right 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 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 teamed up with Universal to give us a new 3 Table pack called “Universal Classics Pinball”. This is 1 of the 3 Tables released within the pack.

Back to The Future Pinball sees you play through various Modes in homage to the iconic film trilogy. The Table incorporates the art style of the film trilogy, and various audio works (Universal approved) from the characters to add that extra bit of authenticity.

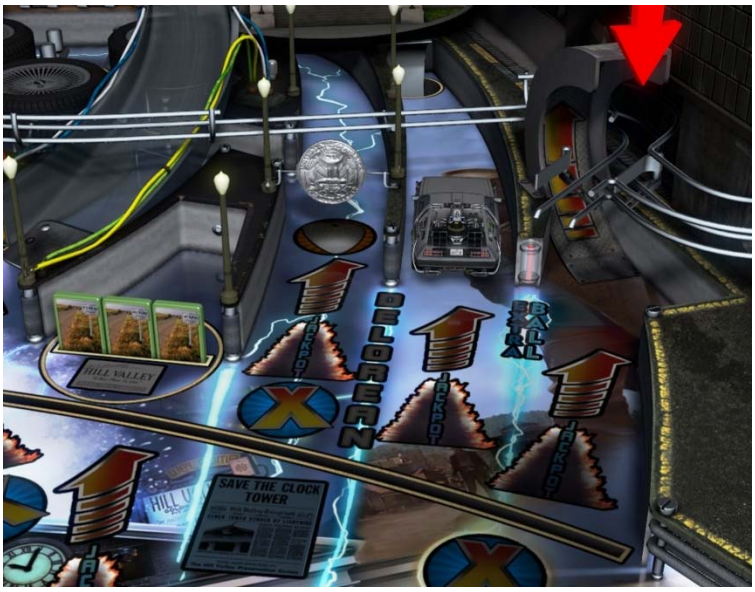
I hope my Guide will help you understand the Table better.

Time Period Selection -

The first thing you will need to do is select which of the time periods you wish to start on. Each of the time periods has its own features/Modes which can be progressed at different spots. The table will start with the original 1985 setting by default and if you complete the requirements for that period, you will then gain the option to time travel to another time and the setting will change accordingly. The main goal of this table is to complete all the Modes in all time periods and reach the Mini Wizard Modes of the time periods, thus initiating a time travel to the next period. In case of finishing all of them, a Grand Final Wizard Mode starts and then the table will reset and can be played through again for even bigger rewards.
The smaller side Modes can be started in all time periods and multiple times during the same playthrough, and some of them can run simultaneously (stacked) in favour of scoring better.

Skill Shot -

Launch the Ball with the correct power to hit the crossing Habitrail at the Right Ramp for a Skill Shot.



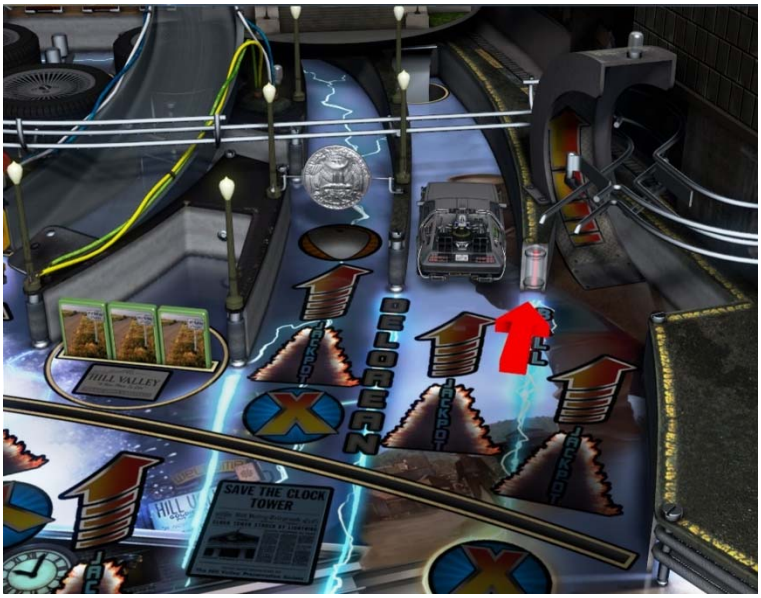
Hidden Crackshot

Watch out for the temporarily flashing light and launch the Ball to the Plunger Lane just above the Gate. The Ball will land into the Hidden Sink Hole. This will then activate a Wild Gunman Cardboard Target which you can hit for a couple seconds for doubled awards.

Kick Back & Ball Save

Kickbacks –

Plutonium –



Collecting plutonium via hits to the Plutonium Target (9). The first hit grants Kickbacks for both sides, further hits will raise the award for it. After a Kickback is used, 1 more hit will be needed to light the Kickback.

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

Ball Save -

You can activate the Ball Saver mechanic by gaining it as a "Doc Award" look later in the Guide under "Side Game Modes – DOC award" for more information on how to do it.

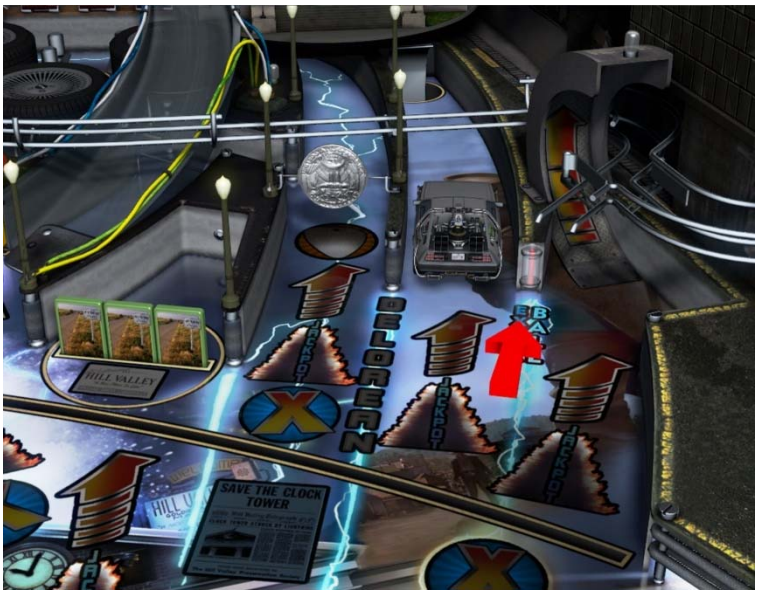
***Note – This Ball Save will expire once its 30 Second timer expires or you drain the Ball, whichever comes first. ***

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 at the Plutonium Target (9) –



- ***Method 1***: *Completing the "DeLorean" lights for the first time;* look later in the section titled 'Side Game Modes - DeLorean award" for information on how to get this **Extra Ball**.

- ***Method 2***: *Found as a random DOC award;* look later in the Guide under "Side Game Modes – DOC award" section for information on how.

- ***Method 3***: *Found as the 10th Hill Valley award;* look later in the Guide at the section titled "Side Game Modes – Hill Valley" for information on how to get this **Extra Ball**.

- ***Method 4***: *Complete 3 Main Modes;* Complete any 3 Main Modes within the time periods, look later in the Guide at the section titled "Main Modes" for information on how to get this **Extra Ball**

- ***Method 5***: *Collect $100 in the save the Clock Tower;* look later in the Guide at the section titled "Side Game Modes – Save the Clock Tower" for information on how to get this **Extra Ball**.

Raising the Multiplier

Complete the 5 “McFly” Rollovers.



This will then cause the “X” Lamps to activate on some of the lanes. You will need to hit one of them to raise the Bonus Multiplier.



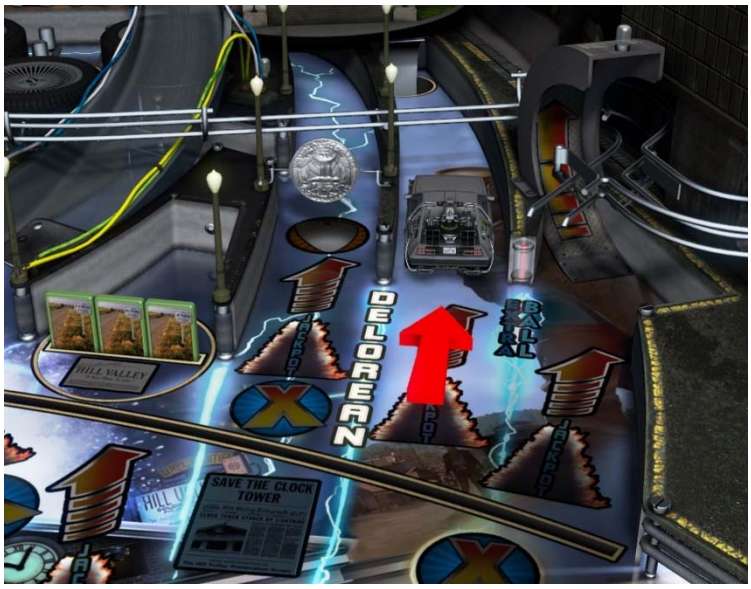
Bonus scores are granted when a Ball is lost for the following actions:

- Completed Main Modes.
- Collected funds for saving the Clock Tower.
- Completed DOC Awards.
- Collected gigawatts.
- Started all Multiball Modes.
- Visited places of Hill Valley.
- Completed DeLorean Awards.
- Plutonium Target (10) Hits.

Side Game Modes (available during all time periods)

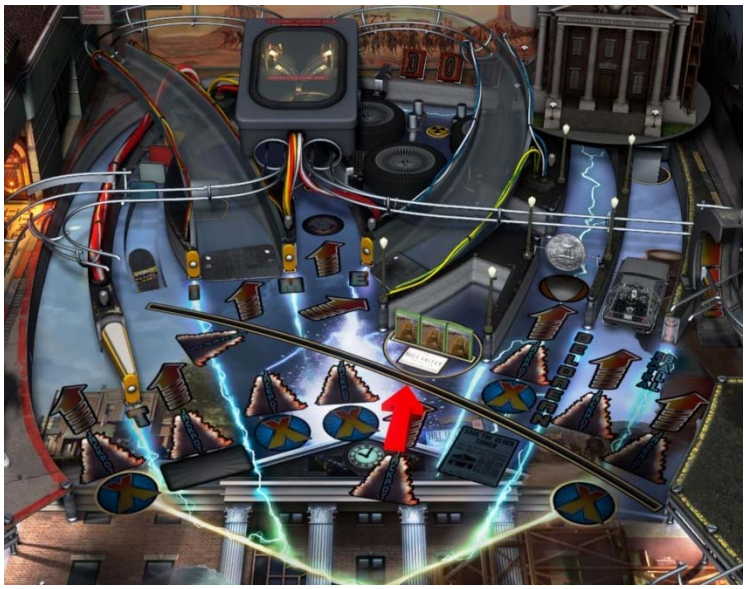
The Side Modes can be started multiple times during a playthrough on their corresponding Lane if it is not occupied by a Main Mode. As soon as the Mode ends on the given Lane, the Side Mode can be started on it again.

- **DeLorean award –**



Spell DeLorean by hitting time machine Target located on the DeLorean Lane (8) to achieve an **Extra Ball**, big scores and raise the default hit score of the time machine.

- **Visit Hill Valley –**



There are 3 drop Targets by default at the Centre Toy Area (6). Hit them to access a famous place of Hill Valley (High School, Doc's house, Twin/Lone Pine(s) Mall, River Road Tunnel, Lyon Estates, etc) from each year. Collect them all for an **Extra Ball**!

- **Save the Clock Tower!** –



Shoot the spinner via the Right Orbit (7) to raise funds for saving the Clock Tower! $100 lights an **Extra Ball**!

- **DOC award** –

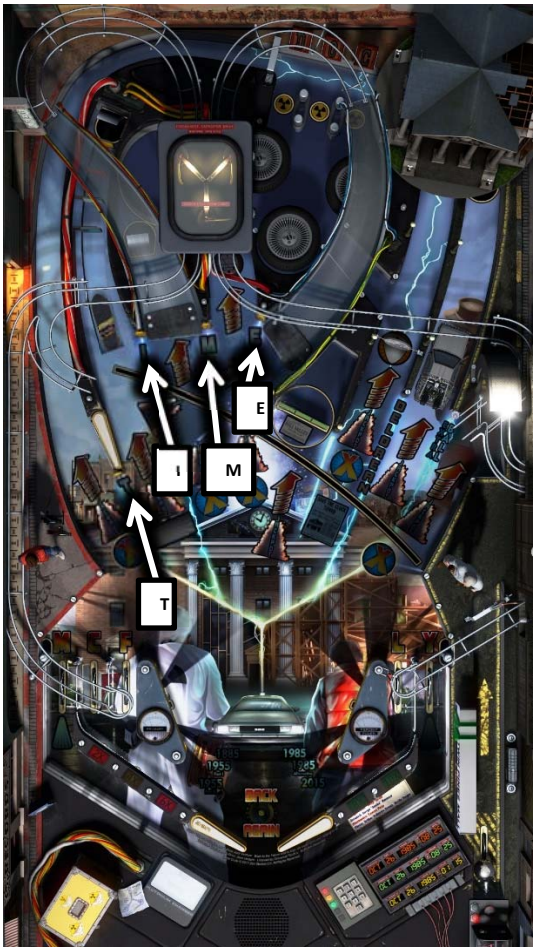


Complete the “DOC” Rollovers to randomize an award, and activate the Bumpers for progressing towards the award.

Activated Bumper hits will eventually give the award, which can be one of the following:

• Ball Saver.
• Scores.
• Increase **Jackpots**.
• Light **Jackpots**.
• Light Ball lock.
• Double scoring for 60 seconds.
• Raise the Multiplier level.
• Hold Multiplier level.
• light **Extra Ball**.
• add Kickback
• add Clock Tower funds.

- **Time Targets** – hitting all 4 of the "TIME" targets will award more time to the timed Hurry Up Modes.



Note that the bonus time will reset when the Ball is drained.

- **Double Scoring** – There is a Hidden Hole next to the Plunger Lane (Launch Lane). You can usually cause the Ball to land into it with a failed Right Ramp (10) shot, this in-turn will cause the Ball to roll back down into the Hidden Hole. Hits into it will eventually lead to double scoring for a duration of 30 seconds.

Multiball Modes

There are 3 Multiball Modes available for activation on this Table;

Outatime Multiball Mode *2 (up to 7) Balls*

Activation –

Shoot the Flux Spindisk (4) to collect watts with every spin and eventually get 1.21 gigawatts to activate the locking mechanism.



Firstly 2 locked Balls needed to start this traditional Multiball Mode. After each time, when this Multiball Mode is activated, the number of Balls which are required to be locked will increase by 1 each time.

Once done, the Multiball Mode will begin.

Mode itself -

The 2 (up to 7) Ball Multiball will then begin: with number of starter **Jackpots** equal to the locked balls. Further **Jackpots** (random lanes) can be lit with shots to the Flux Spindisk (4).

Repeat the above to gather as much Points as possible before the Multiball Mode ends.

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.

Flux Capacitor Multiball Mode *3 Balls*

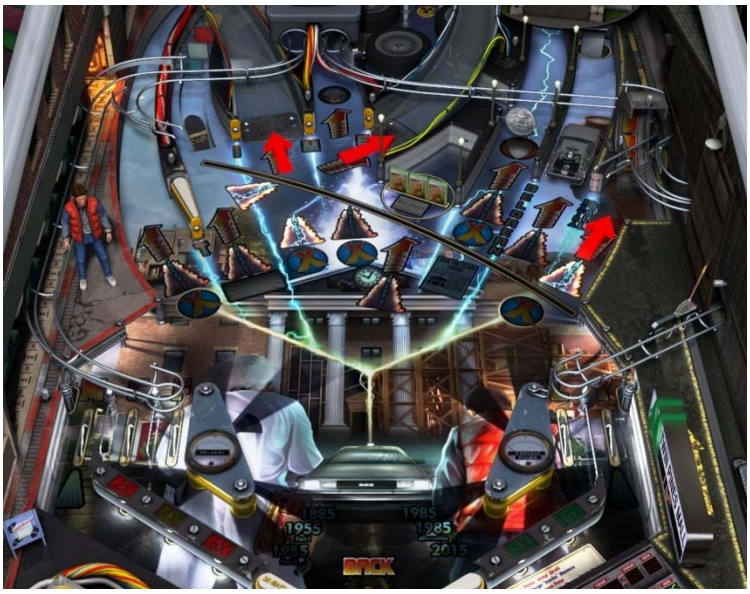
Activation –

After some hits (raises with every start of MB) to Ramps the Flux Capacitor will be fluxing which means it can lock a Ball. 3 locked Balls are needed to start the Multiball.

Once done, the Multiball Mode will begin.

Mode itself -

The 3 Ball Multiball will then begin: where **Jackpots** will be on the Left (3) & Right Ramps (10), then a **Super Jackpot** lights up on the Cross Ramp (5) after the other two are hit.



If the **Super Jackpot** hit comes right after a regular, it will be a **Double Super Jackpot** for a high award.

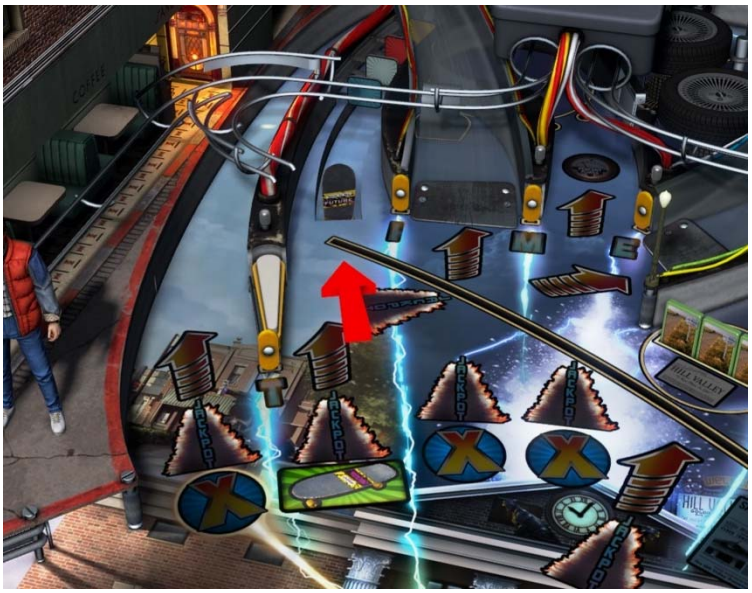
Repeat the above to gather as much Points as possible before the Multiball Mode ends.

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.

Skateboard/Hover Board Multiball *2 Balls*

Activation –

Some hits needed to the Skateboard via Skateboard Lane (2) the to activate a Magnet lock on it that will hold the Ball and come out to the Playfield.



Another Ball will then be launched into play, and now you will need to hit the held Ball with it. Doing so will start a 2 Ball Multiball.

Mode itself -

The 2 Ball Multiball will then begin: The Skateboard and its Lane (2) needs to be hit as **Jackpots** will be collected by doing so.

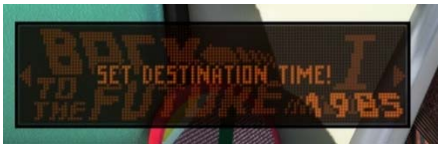
Repeat the above to gather as much Points as possible before the Multiball Mode ends.

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.

Main Modes

The goal of each of the time periods is to complete all the Main Modes then after their Hurry Up Modes, and finally the Mini Wizard Mode needs to be completed to advance. These are timed, single- or Multiball Modes that start automatically when all the Hurry Up Modes end. They have specific (see below at each of the time periods) goals that must be completed to advance to the next time period. All the Modes (so the Mini Wizard Mode too) can be stacked with Multiballs. The 1 Minute Hurry Up at the end of each Mode is the maximum time that can be achieved. The timer starts from 20 seconds and will raise with completing the "TIME" Targets.

1985:





- **Late for school -** The Skateboard needs to be hit 6 times to reach the Sinkhole at the end of the Skateboard Lane (2) to complete the Mode and reach the School with Marty. After it is complete, the Skateboard comes out from its mount and Marty jumps on it for a quick ride. **Hurry Up:** The Skateboard Lane (2) remains lit for some time and growing scores.

- **The Pinheads -** Collect the four band members hitting the 3 Ramps and the Guitar Target that comes up at the Centre Toy Area (6). If it is complete, Marty starts to play on the Guitar and a **Hurry Up** starts on these Lanes for raising awards. If the Mode ends, the Guitar Target goes down.

- **A Time Machine?** - Shoot the Flux Spindisk (4) under the Left Ramp (3) couple of times first to do the burnout with the DeLorean and to trigger Doc's animation with the Radio Controller and Einstein becomes the World's first-time traveller. The DeLorean 3D model will go 1 Minute to the future and a **Hurry Up** Mode starts to score big on the DeLorean's Lane (8) till Einstein arrives back.

1985: Mini – Wizard Mode: Car Chase

This is a single Ball Mode where you must reach 88 MPH and control the DeLorean via shots to the prompted Lanes. The Guitar Target changes to the OUTATIME license plate which acts as a Spinner. 5 Lanes will be flashing together (Left or Right side) and the lit ones will change after a random amount of time or with a shot to a lit one.



Eventually the DeLorean hits 88 MPH and the Mode is completed.

1955 (Part I):





- **Future Boy -** Some shots needed to the Ramps to convince the 1955's Doc that the time travel is real, and show him the Flux Capacitor. **Hurry up:** the diverters will bring the Ball towards the Top Left Flipper every time for 1 Minute and hitting the Flux Capacitor via the Cross Ramp (5) will be worth huge scores.

- **He's a dream –** Help Marty avoid Biff's gang! Shoot the Skateboard Lane (2) a couple of times when the Biff Cardboard Target does not cover it. After it is complete, the Skateboard comes out from its mount and Marty jumps on it for a quick ride. **Hurry up:** The Biff Cardboard Target now can be hit for growing scores.

- **Enchantment Under the Sea -** Land some shots to the Centre Toy Area (6) where a Guitar Spinner will be in this period. **Hurry up:** The Guitar stays up for some time and can be hit for great scores.

1955: Mini – Wizard Mode: Back to the Future

This is a **2-Ball** Multiball Mode where Marty must catch the lightning. Doc's 3D character will hang from the Clock Tower trying to reconnect the wire. Shoot the time machine via the DeLorean Lane (8) to reach 88 MPH while orbit hits will help Doc to connect the wire.



When everything is set, shoot the Centre Toy Area (6) and the lightning will provide the juice to send the Balls into the future.



****PRO TIP: If you complete the 88 MPH first and then the Orbit shots, Doc will play a long animation while you can hit the Centre Toy Area (6) multiple times for the big awards BUT the Mode won't end with the shot till Doc finishes his animation. ****

2015:





- **The Future –** Collect the Shoes, the Jacket and the Baseball Hat then pull out the Pants pockets via flashing shots. **Hurry Up:** The Left (3) and Cross Ramp (5) shots will be diverted to the Left habit (Cafe ‘80s) worth great scores.

- **Wild Gunman –** The Wild Gunman Targets will appear briefly and needs to be hit a couple of times. **Hurry up:** The Targets will remain up and can be hit for Crackshots (bigger score). Marty's 3D character will shoot with a plastic revolver and the screen will flash too.

- **Chicken? -** Marty escapes with the Hoverboard and needs some guide shots while he is hovering above the Playfield. **Hurry Up:** The Sports Almanac appears at the Centre Toy Area (6) and acts as a Spindisk and will give big scores.

2015: Mini – Wizard Mode: You're fired!

In this single Ball mode “YOU'RE FIRED” papers appearing on the Lanes. They all need to be hit to get rid of them.



In the meantime, shoot the Mr. Fusion Target that comes up at the Centre Toy Area (6). Finally, once all the papers are gone, hit the opening of the Mr. Fusion Target to finish the Mode.



1985A (Alternative):





- **A new temporal event -** Shoot the Orbits to escort Marty to Hilldale. **Hurry Up:** The Bumpers are worth big scores for some time.

- **In the wrong house -** Avoid the Cardboard Target of the Dad with the Baseball Bat and hit the Centre Toy Area (6) Targets to escape from the House. After a successful escape, a **Hurry Up** starts where the Target stays up for big scores.

- **Biff's Pleasure Paradise –** Hit the Ramps to reach the 27th floor of Biff's Hotel, **Hurry Up:** Ramp shots are worth great scores for some time.

1985A (Alternative): Mini – Wizard Mode: 2 McFlys with the same gun

It is a single Ball Mode. the Almanac comes up at the Centre Toy Area (6) as well as the Biff Cardboard Target. Try to hit the Almanac and Biff a couple of times for huge scores.



Then a score countdown starts and a shot to the DeLorean Lane (8) gives the actual score and grants the necessary speed to go back to 1955 (lights the next main mode).

1955 (Part II):





- **Tannen from the Future -** The old and the young Biff's Cardboard Targets will come up and need to be hit to move them away temporarily from blocking the Left Ramp (3) and the Flux Spindisk (4), so Marty can hide in Biff's Car. **Hurry Up:** The Cardboards stay there and can be hit for some time and great scores.

- **Get the Almanac! –** Pursue Biff to get the Almanac via Centre Toy Area (6), thus resulting in Almanac Spindisk hits. In the end, the DeLorean comes out and flies over the Table to let the lightning strike it, so Doc goes back to 1885. **Hurry Up:** The Almanac Spindisk stays there for some time and it is worth great scores in the meantime.

- **Save Marty –** Shoot the Ball to the Bumpers to knock out the bullies who want to catch Marty on stage. **Hurry up:** The Bumpers will worth super scores for some time.

1955 (Part II): Mini – Wizard Mode: Forth to the past

In this 1 Ball Frenzy Mode, you will have to try to avoid the thunders via flashing Lane shots while Doc tries to land the time machine. Every shot will be worth the actual value of a descending score, which is visible on the Dot-Matrix.



If you completed all or don't hit any lane for some time the DeLorean will disappear with the lightning strike and the time machine must be found in the Mine, as well as 4 new Wheels and other parts to fix the time machine. The two Orbits will forward the Ball to the Bumpers that will raise a big descending score and hits to the DeLorean Lane (8) will give the actual score, the Mode runs for the actual hurry up time.



1885:





- **Indians! –** Marty arrives to the Wild West and must hide the DeLorean in the Cave. Indian Cardboard Targets will try to prevent this. Hit the time machine via the DeLorean Lane (8) to complete the Mode. **Hurry Up:** Indian Cardboard hits will be worth big scores for some time.

- **Mad Dog Tannen –** Left Ramp (3) and Flux Spindisk (4) shots are needed to reach Hill Valley. At the end, the 3D character of Marty will do the famous dance and a **Hurry Up:** starts where the Buford Target can be hit for great scores.

- **The Town Festival –** Shoot the alternating Centre Toy Area (6) Drop Targets 5 times to practice sharpshooting with Marty. **Hurry up:** The Targets will be faster but will worth great scores for some time.

1885: Mini – Wizard Mode: Before Breakfast

This single Ball mode is about beating up Buford's Cardboard Target with Ball shots. The more hits to Buford the more Lanes light up for big scores.



Final Wizard Mode – "Time Paradox Multiball" *4 Ball Multiball*

If all the Main Modes listed above are completed, the Final Wizard Mode starts with 4 Balls and the time machine arrives from a time travel and will start to make circles on the Playfield.



The time machine can be hit for smaller **Jackpots** and to speed it up, and lit Lanes can be hit for raising **Jackpots**. Eventually after 8 hits to it the time machine will do another time travel. The sixth-time travel **Jackpot** will be the biggest; its value will be the sum of the previous big **Jackpots**.

****PRO TIP*: If you complete the Main Modes in the right order like they happened in the movies. This will grant a 7 Ball Multiball instead of the normal 4-Ball one, with access to even greater scores. Here's the order: 1985, 1955 part 1, 2015, 1985A, 1955 part 2, 1885. ****



The Final 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 (without his 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 telling me you built a time machine... Out of a Pinball table!?!?

Yours
ShoryukenToTheChin