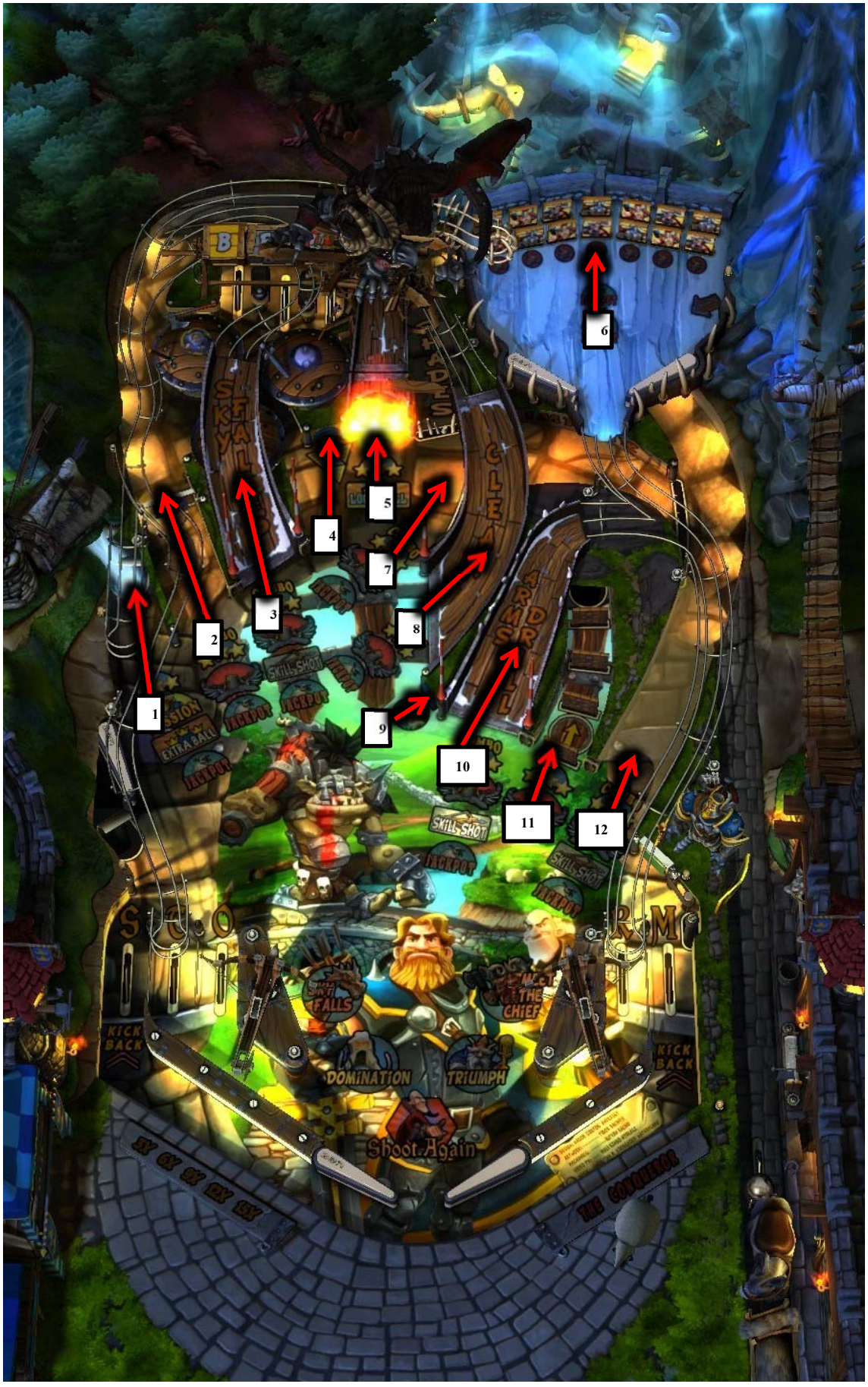
Castlestorm Table Guide
By ShoryukenToTheChin



Key to Table Overhead Image –

1. Mission Sink Saucer
2. Left Orbit
3. Skyfall Ramp
4. Domination Target
5. Castle Siege Ramp
6. Castle Siege Targets
7. Side Orbit ***Alternate this Orbit between Shades or Impair by hitting the Ball into the Viking Princess Sink Hole when its unlit****
8. Clear Ramp
9. Princess Target
10. Arms Drill Ramp
11. Viking Princess Targets/Sink Hole
12. Right Orbit

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

This Table came as part of the Iron & Steel Pack, which within included 2 Tables – Wild West Rampage & Castlestorm. This was the first set of original Tables from Zen in a long time; naturally the Pinball Community were very excited at the prospect.

This Table is of course based on one of Zen Studios other Video Game IPs known as Castlestorm. This Tower Defence Game received much critical acclaim. You can find out more about the Game via http://www.castlestormgame.com/

The Table envelops you in the fantastical World of Knights vs. Vikings, engaging in various Modes which bring about many hilarious battles. Match all that with background music that captures the tongue-in-cheek war Theme and you got one heck of a Pinball Table!

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

Skill Shot - *500,000 Points*

Launch the Ball out onto the Table Playfield; you will then have 6 Seconds to score a Skill Shot by hitting the Ball up the Arms Drill Ramp (10).



Super Skill Shot *1 Million Points*

After gaining a Skill Shot award you will have a short time frame to hit the Ball up the Skyfall Ramp (3) to gain a Super Skill Shot award.



Storm Skill Shot *1, 500, 000 Points*

After gaining a Super Skill Shot award you will a short time frame to hit the Ball around the Right Orbit (12) to gain a Storm Skill Shot award.



Kick Back & Ball Save

Kickbacks –

The Kickbacks on this Table are activated when a certain amount of Bumper hits are accumulated.



The first time you do this you will activate the Left Kickback, and once you repeat the process you will then have the Right Kickback activated.

Once both Kickbacks are activated the Spinner (located at the entrance of the Left Orbit (2)) will award more & more bonus score, and it will also rotate the Boxes above the Bumpers (explained later in the Guide under 'Brutus & Tap Kreg' section).

Note - This Table doesn't reset the Kickbacks earned if you lose a Ball

Ball Save -

Ball Save will activate in various Modes.

Extra Balls

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

Hit the Mission Sink Hole (1) to claim the **Extra Ball** for the below Methods -



- ***Method 1***: *Hitting 50 Berserkers within the Game;* look later in the Guide at the section titled 'Side Modes – Impair the Enemy' for information on how get this **Extra Ball**.

- ***Method 2***: *Maximizing the Bonus Multiplier;* look later in the Guide at the section titled 'Raising the Multiplier' for information on how get this **Extra Ball**.

- ***Method 3***: *Reaching a high combo count (10 hit combo);* hit successive lanes fast to accumulate a high enough combo count to be awarded with an **Extra Ball**.

- ***Method 4***: *Completion of 7 Side Modes;* look later in the Guide at the section titled 'Side Modes' for information on how get this **Extra Ball**.

- ***Method 5***: *Completion of all the Main Modes;* look later in the Guide at the section titled 'Main Modes' for information on how get this **Extra Ball**.

Raising the Multiplier

To raise the Bonus Multiplier you will need to spin the Spinner on the Left Orbit (2) entrance 25 times. The Bonus Multiplier will rise by 3x times each time, and once the Bonus Multiplier is maxed out (at 15x times) you will light **EXTRA BALL** at the Mission Sink Hole (1). You will also now gain Bonus Points each time you spin the Spinner **25** times while the Multiplier is maxed out, this Bonus Points will start at 1 Million and then on raise by 500, 000 Points thereafter.



Note – Multiplier Level resets upon draining the Ball.

Side Modes

Completion of 7 Side Modes will light up **EXTRA BALL** at the Mission Sink Hole (1).

Multiball Modes

There are 2 Side Multiball Modes on this Table –

Arms Drill Multiball Mode *2 Balls*

This Multiball Hurry Up Mode is started by sending the Ball up the Arms Drill Ramp (10) repeatedly to light up all the Letters of 'ARMS DRILL', each time the Ball goes up the Ramp successfully a Letter is lit. Once that is done the Hurry Up Mode will begin and 2 Balls will now be on the Playfield.



All the lit Targets should be hit to increase the Drill Score, and Spinner (entrance of Left Orbit (2)) hits will increase the Drill Multiplier. Both of the Balls must be kept in play until the countdown timer reaches '0' to gain the Drill Score, otherwise the Mode will fail if at any point you lose a Ball.

Shades Multiball Mode *2 Balls*

The **first** time the Ball is sent around the Side Orbit (7) while the 'SHADE' Letters are flashing the Mode will immediately begin. To restart the Mode you will need to send Ball around the Side Orbit (7) and each time a Letter of 'SHADE' will light up, therefore if you repeat this until all Letters of 'SHADE' are lit then the Shade Multiball Mode will begin. ***Note – if the 'SHADES' Letters are not flashing you will need to send the Ball into the Viking Princess Targets/Sink Hole (11) unlit Sink Hole to alternate the Side Orbit (7) towards Shades.***

Once the Mode begins you will have a 2 Ball Multiball, Ghost figures will then randomly appear across the Table Playfield and the goal here is simple hit the required amount of Ghosts (displayed on the Dot – Matrix).



Completion of the Mode is attained if all the required Ghosts are hit, and then you will be rewarded with a **Shades Jackpot Rampage** Mode were you can score various **Jackpot** awards via the Lanes etc. Of course if you lose a Ball within any part of this Mode then it will cease, meaning you will need to repeat the above process to reattempt the Mode.

Impair The Enemy

The **first** time the Ball is sent around the Side Orbit (7) while the ‘IMPAIR’ Letters are flashing the Mode will immediately begin. Now if you want to restart the Mode you will need to send the Ball around the Side Orbit (7) and each time a Letter of ‘IMPAIR’ will light up, therefore if you repeat this until all Letters of ‘IMPAIR’ are lit then the Impair The Enemy Mode will begin. ***Note** – if the ‘IMPAIR’ Letters are not flashing you will need to send the Ball into the Viking Princess Targets/Sink Hole (11) unlit Sink Hole to alternate the Side Orbit (7) towards Impair.**

Berserkers will then begin marching towards you; the objective here is to hit them before they reach you otherwise the Mode will fail.



You will have to hit 20 of them to complete the Mode. You can also light **EXTRA BALL** if you manage to hit 50 Berserkers within a Game; this requires you to start up this Mode again within the same Game.

Castle Siege

Launching the Ball up the Castle Siege Ramp (5) into the Castle Mini – Playfield will start this Mode.



The goal here is to hit enough of the Castle Siege Targets (6) to accumulate the required points for completion (displayed on Dot – Matrix) without letting the Ball drain down. Otherwise the Mode will fail and will require you to restart it via the above process.

***Tip** – As you hit the Castle Siege Targets (6) they drop down for a short time, often revealing the Wall behind them, and if you hit that you score more Points than if you hit the Targets.**

Clear The Way

Hitting the Clear Ramp (8) will light a Letter of ‘CLEAR’, hit this repeatedly to light up all the Letters and start the Clear The Way Mode.



Upon starting the Mode you will have just over 20 Seconds to hit the Troll a total of 3 times. This is done by knocking down the Targets of Viking Princess Targets/Sink Hole (11) to get to the Sink Hole behind them, each time the Ball is dropped into there the Troll is hit. Once the Targets are dropped down they will not pop back up for the duration of the Mode.

You can dodge the Troll’s hits by sending the Ball up the Arms Drill Ramp (10), hitting the Targets of Viking Princess Targets/Sink Hole (11) and around the Right Orbit (12). Each time one of those is hit 4 Seconds will be added to the Modes countdown timer.

Viking Princess

You will first need to hit the 4 Targets –



Once that is done the Princess Target (9) will be activate, hit this to start the Viking Princess Mode –



Once the Mode begins you will need to get the Ball behind the Targets blocking the Sinkhole via the Viking Princess Targets/Sink Hole (11) to complete the Mode –



Prospering

3 quick hits around the Right Orbit (12) will start up this Mode. Once the Mode begins only the 2 Side Lanes will be flashing, the lights will move from Lane to Lane in the opposite direction upon successful hits. All the Lanes that are lit should be hit to successfully complete this Mode.



Sheep Them All

Hitting the Left Slingshot many times will eventually lower the Castle Siege Ramp (5) revealing a Sink Hole. Hit the Ball into that Sink Hole to start the Mode –



Now you will take control of the Ballista; use the Flipper Buttons to turn aim the Ballista (Left Flipper to move Left, Right Flipper to move Right), and use the 'Launch' Button to fire the Sheep.



You will need to take out the oncoming Berserkers with the Ballista, 12 in total; before they reach the Flippers otherwise the Mode will fail.

BRUTUS & TAP KREG

Spelling out either ‘BRUTUS’ or ‘TAP KREG’ on the Rollovers above the Bumpers will start this Mode up.



Once this Mode is started the Ball should be shot into the back Hole which resides on the Left Orbit (2).



Main Modes

Completion of all 4 of the Main Modes will result in an **EXTRA BALL**, which can be collected via the Mission Sink Hole (1).

The Main Modes are started by sinking the Ball into the Mission Sink Hole (1) while it's flashing –



“Skyfalls” Mode

Activation -

You will need to send the Ball up the Skyfall Ramp (3) repeatedly -



Each time a Letter of ‘SKYFALLS’ is lit, and once you acquire all Letters you can then activate the Mode be hitting the Ball into the Mission Sink Hole (1).

Completion –

Once the Mode is chosen you will have to hit all of the 6 Lanes, while avoiding the Dragon Fire which will randomly be blown onto one of the remaining Lanes. If the Ball touches this it will be burnt, if the Ball is burnt a total of 6 times then the Mode is failed. There is no time limit, so take you time to complete the Mode.



The 6 Lanes/Sink Hole –

- Mission Sink Hole (1)
- Skyfall Ramp (3)
- Side Orbit (7)
- Clear Ramp (8)
- Arms Drill Ramp (10)
- Right Orbit (11)

“Triumph” Mode

Activation -

This Mode becomes temporary available after completion of any of the Modes. Hit the Ball into the Mission Sink Hole (1) before the timer reaches 0 to begin this Mode.

Completion –

Once the Mode begins you will be given a 2 Ball Multiball, with this you will need to hit all the flashing Lanes.



The Lanes –

- Mission Sink Hole (1)
- Left Orbit (2)
- Skyfall Ramp (3)
- Side Orbit (7)
- Clear Ramp (8)
- Arms Drill Ramp (10)

Once all of those Lanes are hit the Mode will be completed. Although they will relight, allowing you to amass some more Points.

The Mode fails/ends once you go down to 1 Balls (lose Multiball), and will require you to reactivate it if you wish to re-attempt completion.

“Domination” Mode

Activation -

To activate this Mode you will need to first lock 3 Balls under the Castle Siege Ramp (5). This is done by hitting the Domination Target (4) a few times –



Once that has been hit enough times the Castle Siege Ramp (5) will rise revealing a Sink Hole, sink the Ball into it to lock the Ball.



Repeat this process a further 2 times, 3 Balls will then be locked and the Mission Sink Hole (1) can now be hit to select the Domination Mode.

Completion –

Once the Mode begins you will have a 15 or so Seconds to send the Ball up the Castle Siege Ramp (6) up to the Castle Siege Mini - Playfield.



Once you get up that Ramp onto the Mini - Playfield. As you hit the Castle Siege Targets (6) they drop down for a short time, often revealing the Wall behind them, you have to hit that Wall to hit the Castle. This needs to be done a total of 3 times to complete the Mode.



The 3 Balls that you locked when you previously locked them to activate this Mode will begin to be released onto the Mini - Playfield 1 by 1; this can benefit you getting through to the Castle Wall faster, although it's harder to control the Multiple Balls on the Mini – Playfield.

The Mode will fail if you allow all the Balls to drain away from the Mini – Playfield.

"Meet The Chief" Mode

Activation -

To enable activation of this Mode you will need to complete these –

- **Viking Princess** – Side Mode (look earlier in the Guide under 'Side Modes – Viking Princess' section).
- **Clear The Way** – Side Mode (look earlier in the Guide under 'Side Modes – Clear The Way' section).
- **Domination** – Main Mode (look above this Page at 'Domination' section)

Completion –

As soon as this Mode is activated Berserkers will begin marching towards your Flippers, this must be prevented at all costs as the Mode will fail if they achieve their goal.



Once you hit 6 Berserkers, the Castle Siege Ramp (5) and Viking Princess Targets/Sink Hole (11) will begin flashing and you can proceed to attack the Castle.



I suggest you go up the Ramp as it's the safer option. You will then need to hit the Castle Wall - as you hit the Castle Siege Targets (6) they drop down for a short time, often revealing the Wall behind them, hit that and you will be returned back to the Main Playfield.



Repeat the above process a further 2 times, altogether 3 times and the Mode will be completed. Remember that if the Berserkers reach your Flippers at any point during the Mode, the Mode will fail.

Wizard Mode – "The Conquer" *4 Ball Multiball*



Upon completion of the 4 Main Modes you will be able to start the Conqueror Wizard Mode. This Wizard Mode is a Multiball Frenzy where loads of Lanes will be flashing, each time they are hit with either of the Balls on the Playfield you will be awarded with a **Jackpot (starts at 750, 000 Points)**. Each time a **Jackpot** is collected, the base Jackpot score will be raised by 25, 000 Points.



The Wizard Mode will continue as long as the Multiball remains active, once you go down to 1 Ball the Table will reset. Meaning you would need to redo the 4 Modes all over again to reactivate the Wizard Mode.

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

"Repel The Invaders!!!"

Yours
ShoryukenToTheChin