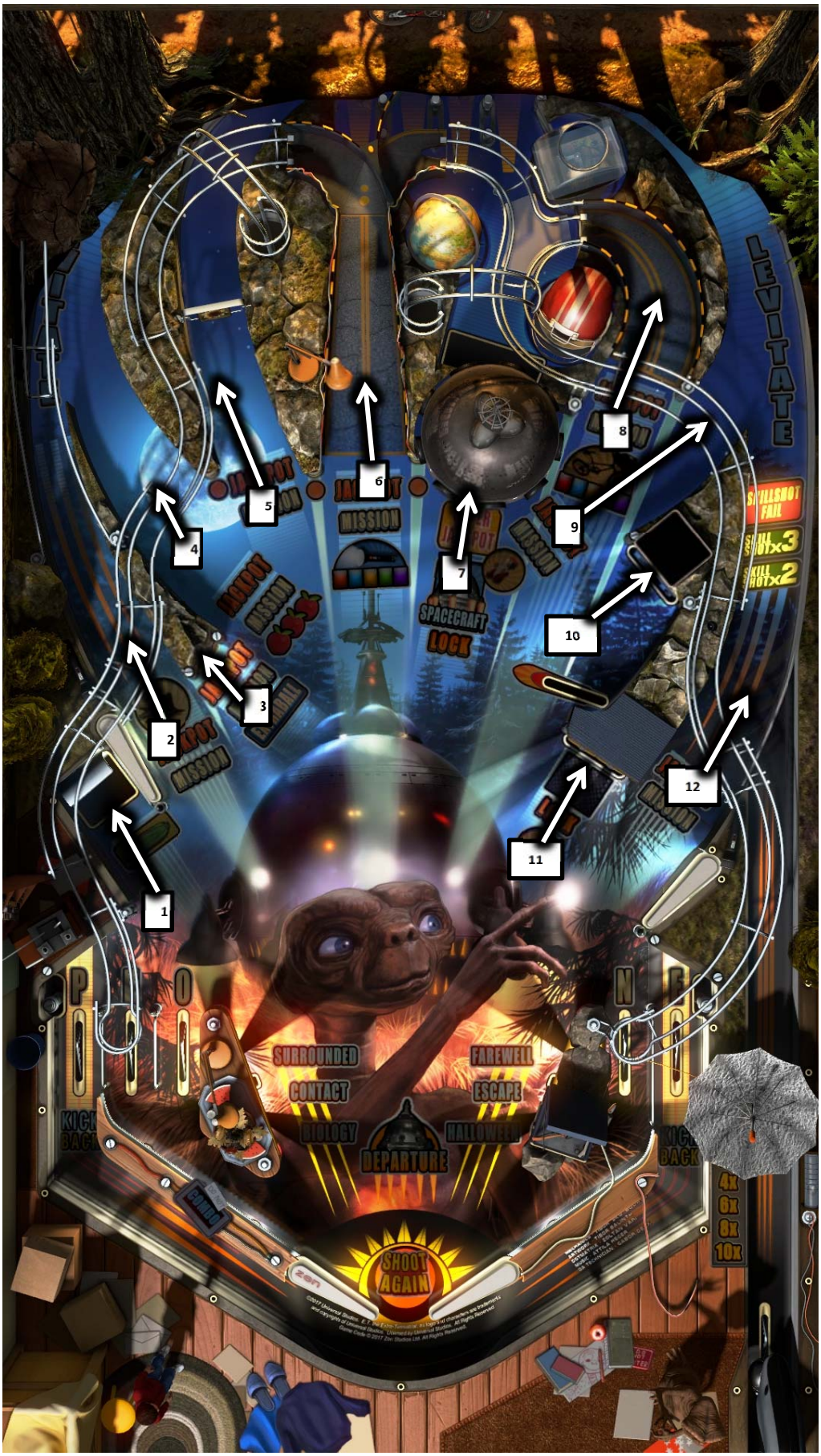
E.T. Table Guide

By ShoryukenToTheChin



Key to Table Overhead Image –

1. Cornfield Sink Hole
2. Forest Lane
3. Extra Ball Target
4. Left Cross Lane
5. Spinner (Chrysanthemum) Lane
6. Left Ramp
7. Spaceship Target/Sink Hole
8. Right Ramp
9. Right Cross Lane
10. E.T Targets
11. The Shed
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 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.

E.T. Pinball sees you play through various Modes in homage to the iconic film. The Table incorporates the art style of the film, 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.

Skill Shot - *1 Million Points*

The Skill Shot can be attained if you launch the Ball and don't hits any of the rollover lights, then the skill shot is at its original value (1 Million Points). Hit the Extra Ball Target (3) to the left (blinking **Jackpot** lamp shows the target) to be rewarded with a Skill Shot. Now if before hitting the Extra Ball Target (3) you reach either of the 2 Green lights – "Skill Shot x2" &/or "Skill Shot x3", then you will either double ("Skill Shot x2") &/or triple ("Skill Shot x3") the Skill Shot score. Rolling the Ball over the Red "Skill Shot Fail" Rollover will cause this attempt of a Skill Shot to fail.



Example of a successful Skill Shot with the Ball rolling through the Skill Shot x2 & x3 Rollovers:



The 1 Million is first multiplied by 2 which is 2 Million, then that is multiplied by 3 which is now 6 Million.

Kick Back & Ball Save

Kickbacks –

Hit the 3 Cup Targets to start the Kickback Hurry up mode.



Hit the Forest Lane (2) to turn on the Left Kickback, or hit the Right Orbit (12) to turn on the Right Kickback.



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

Ball Save -

Ball Save is temporary activated at the start of the many Game Modes. If both kickbacks are lit & you repeat need to repeat the processes shown above in the Kickback section, choosing to hit the Left Ramp (6).

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

Levitation Save -

Now this special Ball Save is only active when the Chrysanthemum is fully healed, you will notice that E.T.'s heart will start to glow and this in-turn means he can make a Levitation Save. This save will stay active for as long as the Chrysanthemum is fully healed and does not interfere with the regular Ball-Save. Once the Levitation Save is used, the Chrysanthemum 's health will degrade. Shoot the Ball through the Spinner via the Spinner Lane (5) several times to cure the Chrysanthemum.

Extra Balls

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

Collect the **Extra Balls** by hitting the Ball into the Extra Ball Target (3) -



- ***Method 1***: *Win an extra ball at the E.T. award;* look later in the guide under the section "ET. Award" for information on how to acquire this **Extra Ball**.
- ***Method 2***: *Complete three Disguise Modes;* look later in the guide under the section "Side Modes – Disguise Hurry Up" for information on how to acquire this **Extra Ball**.
- ***Method 3***: *Collect a total of 30 Candies;* look later in the guide under the section "Side Modes – Candy Mode" for information on how to acquire this **Extra Ball**.
- ***Method 4***: *Complete 3 Main Modes;* look later in the guide under the section "Main Modes" for more information on how to acquire this **Extra Ball**.
- ***Method 5***: *Jump 10 obstacles during Bike Mode;* More information can be found later in the "Side Modes – Bike Mode" section of the guide to acquire this **Extra Ball**.

Raising the Multiplier

To raise the Multiplier level, you will need to teach E.T. new words by collecting the 4 “WORD” Letters at the top Rollovers. Each new word will raise the bonus Multiplier. Cycle through the lit Rollover Letters using the Flipper Buttons, so that to make the Ball roll down an unlit Rollover Lane.



Get to those Rollovers via shots through these Lanes –



E.T. Award

Hit the ball behind the E.T. Targets (10) when no Multiball is active to get a random award.



The following can be awarded:

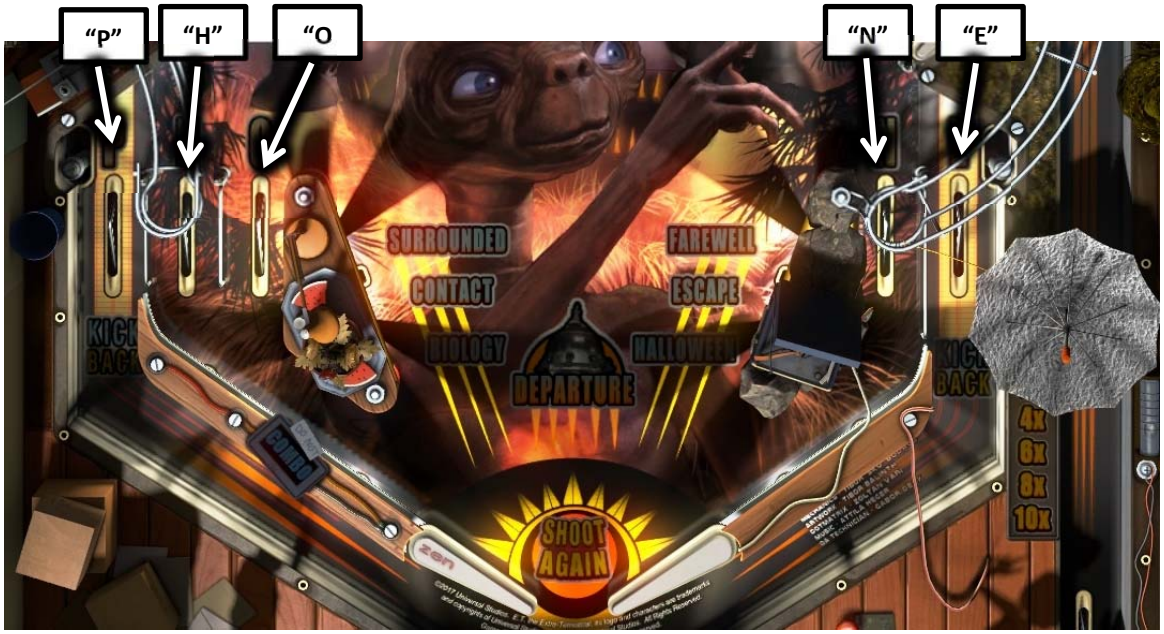
- **Extra Ball**.
- Kickback.
- Ball Save.
- Chrysanthemum fully cured.
- Candy Mode start.
- Phone Part.
- Small Score.
- Big Score.

Side Modes

Phone:

Activation:

Collect “PHONE” letters at the bottom Rollovers to start a Phone hurry up. Cycle through the lit Rollover Letters using the Flipper Buttons, so that to make the Ball roll down an unlit Rollover Lane.



Completion:

Collect the Makeshift Communicator parts appearing on the Playfield to build up the device on the left slingshot. Once all parts are collected, a huge score bonus is awarded and the slingshot scores are raised. Collecting the “PHONE” letters from now on will start the Phone Hurry Up Mode, where shooting the corresponding Lane will make E.T. try to call the Spacecraft.

******Calling the Spacecraft is a must to start the Wizard Mode. ******

Chrysanthemum Score

Activation:

Spin the Spinner on the Spinner Lane (5) several times to cure the Chrysanthemum.



Completion:

Once the Flower is fully cured, all the Lane shot scores are raised. The Flowers begin to degrade after a while so shooting the Spinner often is a must to keep it alive and gain lots of scores for Lane shots.

Fruit Hurry Up

Activation:

Hit the Left Cross Lane (4) to light all 3 fruit lamps. Lights turn off quickly so the Lane should be shot in rapid succession.



Completion:

Once all 3 lamps are lit, a big score will be rewarded as well as Ramp scores will be raised permanently.

Disguise Hurry Up

Activation:

Hit the Right Cross Lane (9) several times to start the disguise hurry up.



Completion:

Elliot tells E.T. that someone is coming, and that he should remain still among the stuffed animals. Make E.T. remain still to avoid getting caught by hitting the Ball into the Shed (11) and start the DISGUISE minigame.



In the minigame remain still with ET through a Dot-Matrix video game. You must press the correct combination of Buttons that keep scrolling in from the right at the precise moment.

Completing this Mode 3 times will net you an **Extra Ball**.

Bike Mode

Activation:

Collect the BIKE lamps on the Right Ramp (8) & then shoot the Right Ramp (8) again to start the Bike Mode.



Completion:

Try to cycle for as long as possible (or as required). Sometimes sticks get in the way: press the “Launch” Button to jump when the stick appears or when the “jump” text can be seen in the Dot-Matrix. Failing to avoid the stick 3 times will cause the Mode to end.

Avoiding 10 obstacles will net you an **Extra Ball**.

Agents Escape Hurry Up

Activation:

Hit the Left Ramp (6) to collect AGENT letters.



Completion:

Once all is collected, an agent flashlight beam appears on the table. Hitting that area with the Ball will start the Agent Escape Hurry up.



Hit the Lane with the flashing flashlight lamp to evade the agents and grab a huge score.



Forest Hurry Up

Activation:

Once a Main Mode is failed (explained later in the Guide under “Main Modes”), the Chrysanthemum will degrade.

Completion:

Hit the Forest Lane (2) quickly to make E.T. heal the Flower.



Doing so will **complete the previously failed Mode** but the Mode end bonus will be split to half the amount usually given. Failing to do so will result in a failed Main Mode.

Candy Mode

Activation:

Hit the Ball in the Cornfield Sink Hole (1) several times to start the Candy Mode.

Completion:

Collect as much candy on the Mini-Playfield as you can before the timer expires!



Collect 30 Candies for an **Extra Ball**.

Multiball Modes

There are 2 Multiball Modes available for activation on this Table;

Shed Multiball Mode *2 Balls*

Activation –

Hit the Shed (11) several times to open it and hit the ball inside to lock it. Open the Shed again to start the Shed Multiball.



Mode itself -

Hit the lanes to collect **Jackpots**. The **Jackpot** score decreases rapidly so hit the Shed to reset the **Jackpot** score to its maximum.



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.

Levitation Multiball Mode *3 Balls*

Activation –

Hit either of the Orbits – Forest Lane (2) &/or Right Orbit (11) to collect “LEVITATE” letters. Once all letters are collected, hit the E.T. Targets to make E.T. levitate a Clay-Ball (locking the Ball). Lock 3 Balls to start the ARRANGE MODE.

Arrange the levitating eggs and fruits to the desired stellar constellation pressing the “Launch” Button while the “Planet” is in position on the highlighted ring. Hitting all 3 positions at the right time will permanently raise all scores during the Levitation Multiball.





Mode itself -

Shoot the lit Lanes for a **Jackpot**, and hit the Spaceship Target (7) to claim a **Super Jackpot**.



You can also hit all 3 Balls to the **spring** to make them leave the Playfield and become stellar objects. Once a Ball leaves the Playfield another Ball comes into play to keep the Multiball going. If 3 stellar objects are in orbit, once the Multiball is finished the Arrange Mode can be started by hitting the Ball in the E.T. Targets/Sink Hole.

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



Hit the Spacecraft Target (7) several times to raise it. Hit the hole under the Spacecraft to start a Main Mode.



******Tip: If you fail a Main Mode, the Forest Hurry Up will begin. If you then complete this Hurry Up, it will also complete the previously failed Main Mode but the Mode end bonus will be split to half the amount usually given. Failing to do so will result in a failed Main Mode. ******

1. “Surrounded” *Timed*

Navigate through the Cornfield Mini-Playfield by tilting it with the Flippers (Left & Right) and the “Launch” Button (Up & Down) and avoid the Police Targets.



Collect the required number of Candies from the Mini-Playfield within the time limit to complete this Mode.

2. “Contact” *Timed*

Collect all the round-shaped Candy on the Playfield and take them to Elliot. Grab the Candy by hitting it with the Ball, and then hit the Shed (11) to give it to Elliot.



As you can see by the above image they are located at:

- Left Cross Lane (4).
- Spinner Lane (5).
- Right Orbit (12).

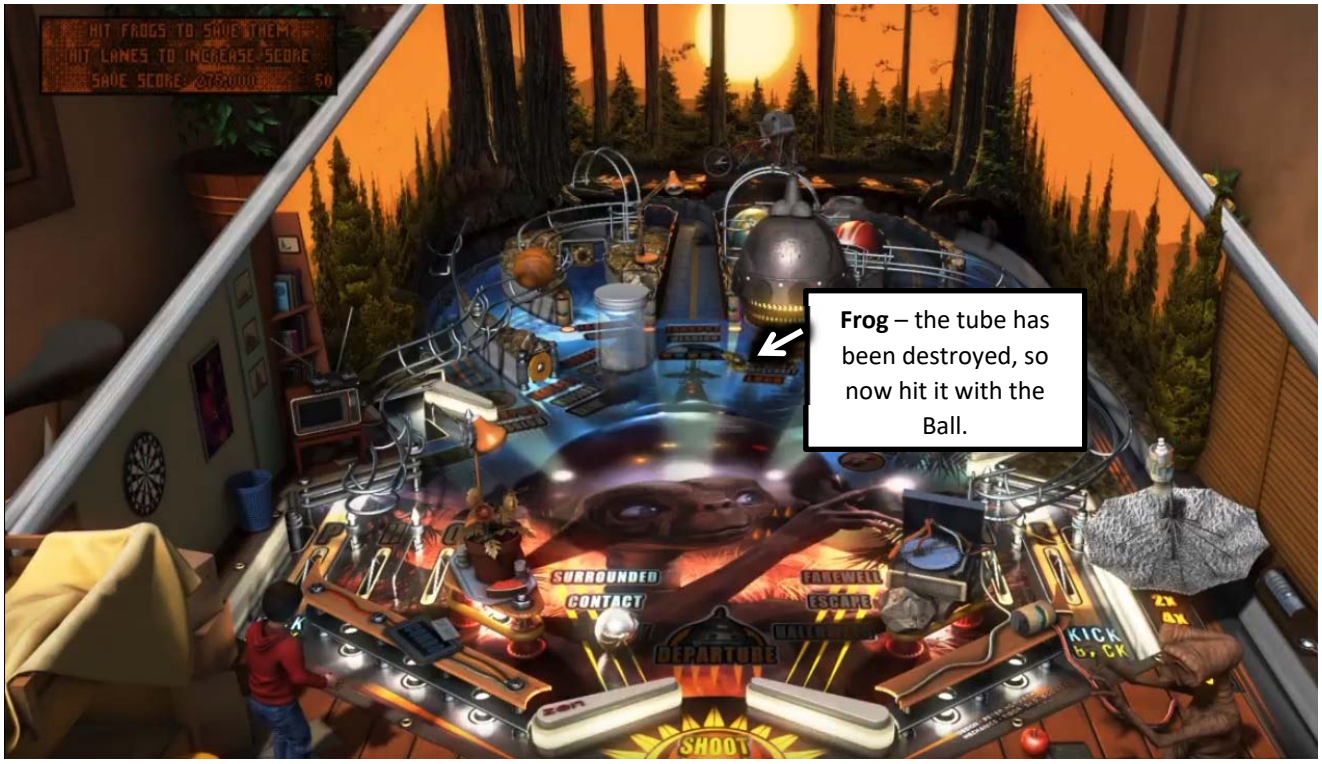
Collect at least 5 pieces to win the Mode, or collect all for an extra score.

3. "Biology" *Timed*

Bash the appearing glass tubes to free the frogs from their captivity!



Once a tube is destroyed, hit the frog to make it walk up on the Ramps and free them for good!



Save at least 4 frogs to win the Mode, or save all for an extra score and a kiss.

4. “Halloween” *Timed*

Get around town to collect Candy with E.T. then take the Bike to get home! Hit the lit Candy Lanes and collect the appearing Candy from the Playfield.



After 5 Candy Bars are collected, hit the right ramp to make Elliot and E.T. get on the bike. During the flight, balance Elliott by hitting the correspondent lanes in a 2-Ball Multiball Mode.



Once you have successfully balanced several times, hit a Ball into the Bumper area to finish the Mode.

5. “Escape” *Timed*

Escape with E.T. from Elliott's house! Help steering the escaping truck by hitting the corresponding Lanes. With each successful hit to a Lane, the Lanes on the opposite side will then be flashing to be hit. For example; flashing left Lanes - hit a flashing left Lane, flashing right Lanes – hit a flashing right Lane & so forth.



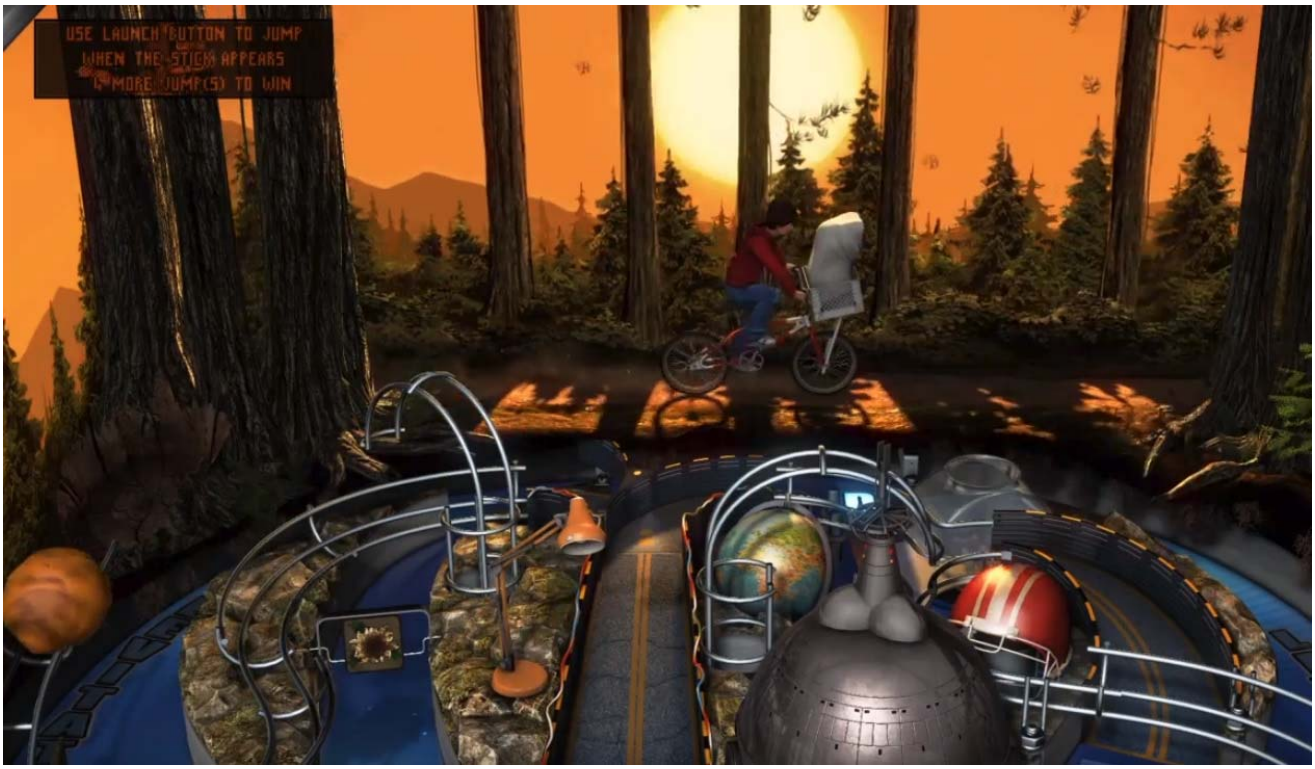
Avoid non-lit lanes because they will slow down the car and police agents might catch you. After 8 turns the Mode will be completed.

6. "Farewell" *Timed*

Get away from the government agents! Avoid the appearing flashlight beams for as long as you can! A timer starts when the Mode begins, and while the Ball is in the flashlight area, the timer decreases.



If the timer reaches 0 then hit the Ball to the Right Ramp (8). Now for the Video Mode: Hit the "Launch" Button at the right time to jump over the obstacles in the Bikes path, and take E.T. to the Spacecraft.



Once you have avoided 4 sticks the Mode will be completed, otherwise if you hit the sticks 3 times it will instead fail.

Wizard Mode – "Departure" *4 Ball Multiball*

The Wizard Mode is only available once all the above 6 Main Modes are completed & the Spaceship has been called by completing the Phone Hurry Up (more information can be found earlier in the guide under the section "Side Modes – Phone").

Wizard Mode Itself:

Say goodbye to E.T. by hitting the rainbow-colored Lanes in a frantic Multiball Wizard Mode as his Spaceship slowly flies away.



Try to score as many **Jackpots** as possible before the Spaceship flies away. Now sink the remaining Balls into the Spaceship Target/Sink Hole (7) to net **Super Jackpot** awards.



Once the Wizard Mode is completed, the Table will also **reset** and you will need to repeat the above activation process to re-enter this Mode.

Special Thanks to all the Zen Studios Forum Community! Members such as **shogun00, Cloda, Ty-43, yoyo (without his help this guide wouldn't have been possible!), Deep, terry 2taps, 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 -

"Beeeeeee... gooood at pinbaaaaal!!!"

Yours
ShoryukenToTheChin