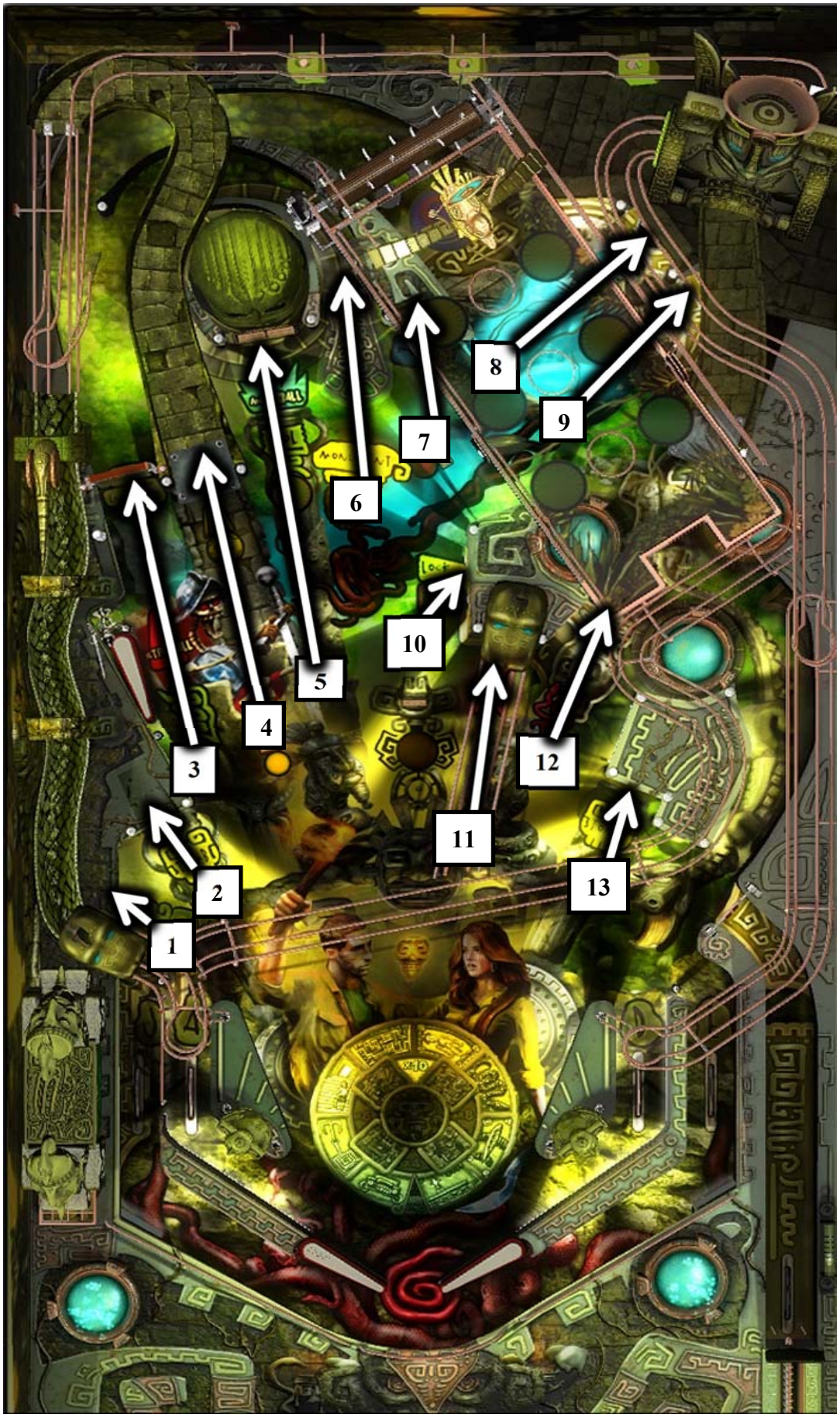
El Dorado Table Guide
By ShoryukenToTheChin



Key to Table Overhead Image Above – thanks to Community Member *CLODA*

1. Cave Sink Hole
2. Left Tomb Sink Hole
3. Excavation Orbit
4. Boulder Ramp
5. Adventure Targets
6. Monument Orbit
7. Artifact Targets
8. Lost in The Jungle Sink Hole
9. Kayak Mini - Orbit
10. Multiball Targets
11. Multiplier Ramp
12. Artifact Ramp
13. Right Tomb Sink Hole

In this Guide when I mention a Ramp etc. I will put a number in brackets which will correspond to the Key above, so that you know where on the Table that particular feature is located.

TABLE SPECIFICS



Introduction

The original Zen Pinball came with a core pack of 4 Tables; one of these was El Dorado. This Table quickly became one of my favourite Zen Tables since I love the whole Tomb Raiding Adventure theme it has going for it. The presentation of the Table is a sight to behold and is still one of Zen's best work for me, the Background Music goes with the theme in such a way that you feel like your Indiana Jones or something.

Now when Zen Pinball 2 came out, Zen decided to upgrade all the Zen Pinball Tables to the new Platform (ZP2) this meant new physics along with updated artwork. The Table does play differently on the new physics engine but it's still a lot of fun and as challenging as ever. Hopefully this Guide will make it less of a challenge ☺

Make sure to try out the other classic Tables from Zen Pinball, as well as the Tables from Zen Pinball 2, Pinball FX2 (Xbox 360) & Marvel Pinball.

Skill Shot –*500,000 &/or 2 Million Points*

Launch the Ball with enough power while holding Left Flipper up (hold the Left Trigger on your Controller) so the Ball goes into a hidden Sink Hole behind the Top Left Flipper this earns you 500,000 Points.

Now you can earn some more Points by making a timed shot across the Tables Playfield into the Kayak Mini – Orbit (9) using the Top Left Flipper for another potential 2 Million Points. I tend not bother with the 500,000 Point bit and just launch the Ball at full power then as it rolls down the Top Left Flipper I then hit it into the Kayak Mini – Orbit and usually attain 2 Million Points.



Power Bar/Plunger – As you pull back the Plunger (Analogue Stick on your Controller controls this) The Spring will get smaller.

500,000 Points - Pull the Plunger back about 4/5 of the way and release, remembering to hold up the Left Flipper.

2 Million Points - Otherwise just pull the Plunger back all the way and release, then as it rolls down the Top Left Flipper shot into the Kayak Mini – Orbit (9).

Kick Back & Ball Save

Kickback – Both the Left & Right Kickbacks are activated by hitting the Bumpers (located just inside the Artifact Ramp (12) several times; upon which the Cave Sink Hole (1) will start to flash, you now have 15 Seconds to hit the Ball in there to gain the Left Kickback.

Also hitting the Ball into the Hidden Hole (located behind the Top Left Flipper, you need to have the Top Left Flipper raised) will also activate them, since the Ball rolls down to Cave Sink Hole (1) trigger. Repeat the above again to activate the Right Kickback. Failure to hit the Cave Sink Hole (1) in time will result in having to hit the Bumpers (located just inside the Artifact Ramp (12)) again to light the Cave Sink Hole (1) Kickback available Notification Light.

Note* - *This Table resets the Kickbacks earned if you lose a Ball*

Ball Save –

Ball Save is activated by lighting the Letters present on the In's & Outlanes of the Table, once all 4 'JADE' Letters are lit the temporary Ball Save will activate. Shown below you can see where these are located –



Note* – *Ball Save remains active until you lose the Ball or the Ball Save time limit runs out!*

Extra Balls

The **Only Way** to achieve an Extra Ball –

- ***Method 1***: Monument Award; hit the Monument Mini – Orbit (6) a total of 8 times, upon doing so the **Extra Ball** Notification Light will engage on the Excavation Orbit (3) –



Hit the Excavation Orbit (3) to claim the **Extra Ball**.

Note - you may need to hit the Excavation Orbit (3) up to 3 times to collect the Extra Ball.

It really depends on how many Excavation Orbit (3) shots you made before you lit up the Extra Ball. For example, if you hit the Excavation Orbit (3) twice (when the Monument/Treasure is lit, but didn't collect) and then lit the Extra Ball. You only need to hit the left orbit once to collect the Extra Ball. However, if you didn't hit the Excavation Orbit (3) at all before lighting up the Extra Ball, then you need to hit the Excavation Orbit (3) 3 times.*

Look later in the Guide at the section titled 'Excavation Sites' for information.

Note - This Table resets the Extra Ball light if you lose a Ball*

Raising the Multipliers

Advancing the Multiplier on this Table is achieved by hitting the Ball up the Multiplier Ramp (11) about 4 times; this will then advance the Multiplier to the next level (2x times Multiplier) and therefore you will need to repeat this process to advance it even further –



Note – The Multiplier Level resets upon losing your Ball.

Excavation Sites

Hit the Monument Orbit (6) 4 times to light up the Monument Notification Light; then proceed to hit the Excavation Orbit (3) 3 times to 'Dig up some Treasure!' this will give you many rewards –

- ***Start;*** 1 Point. (Only if you haven't hit the Monument Orbit (6) 4 times.)
- ***Jade Beads;*** 100,000 Points.
- ***Plates Gold;*** 100,000 or 200,000 Points.
- ***Marble Statue;*** 600,000 Points.
- ***Crystal Skull;*** 1 Million Points.

You can also attain an **Extra Ball** by hitting the Monument Mini – Orbit (6) a total of 8 times, upon doing so the **Extra Ball** Notification Light will engage on the Excavation Orbit (3), just hit the Excavation Orbit (3) to claim the Extra Ball.

Artifacts

To collect an Artifact (random rewards) you must first hit the 2 Artifact Targets (7), and then proceed to hit the Ball up the Artifact Ramp (12) to claim your Artifact award –

- ***Golden Idol;*** The Golden Idol will rise up, allowing you to begin an Adventure Main Mission immediately (explained later in the Guide under 'Adventure Main Mission' section).

- ***Remedy;*** you will now have an extra 3 Seconds to find the Antidote in the Poisoned Hurry Up Mode (explained later in the Guide under 'Poisoned' section).

- ***4 Leaf Clover***; increases the value of Multiball Mode Jackpots at 2 or 3 Balls (Frenzy).

- ***Golden Bridge***; Activate Mayan Challenge Mode (explained later in the Guide under 'Mayan Challenge' section).

- ***Money Ball***; start the Multiball Mode immediately.

Crystal Skulls

These award 1 Million Points and can be attained many a ways –

- By completing the Mayan Challenge (explained later in the Guide under 'Mayan Challenge' section).

- Sometimes by reactivating the Ball Save while it's on (explained earlier in the Guide under 'Kickbacks & Ball Save – Ball Save' section).

- Rare to happen but by finding an unexpected Treasure (explained earlier in the Guide under 'Excavation Site' section)

- As a random award from the Cave Hole (1). When you have both Kickbacks lit, hit the Bumpers (located just inside the Artifact Ramp (12)) and shoot the Ball into the Cave Hole (1) or the Hidden Hole (located behind the Top Left Flipper, you need to have the Top Left Flipper raised) again to get a random reward.

Poisoned Hurry Up Mode *1 in 2 chance of completion*

This Hurry Up Mode is one of the random rewards you get from hitting one of the Tomb Sink Holes - Left Tomb Sink Hole (2) & Right Tomb Sink Hole (13) or the Lost in The Jungle Sink Hole (8); when it does activate you will have a short amount of time to hit one of the 2 Tomb Sink Holes – Left Tomb Sink Hole (2) or Right Tomb Sink Hole (13). Choose 1 to hit to open the Tomb then again to Sink the Ball into it, you will then find out if you choose correctly. This Mode awards 5 Million Points for successfully finding the Antidote.

Kayak Score & Boulder Bonus

Kayak Score - Hitting the Ball through the Kayak Mini – Orbit (9) will give out various Point related awards.

Boulder Bonus – The Ramp on the Left with the Yellow Ball light with lines coming out of it is called Boulder Ramp (4). All you have to do is hit this ramp 4 times with one Ball

Mayan Challenge

Once you have the Golden Idol fully elevated (all 3 Heads are visible) hit the Adventure Targets (5) then sink the Ball into the Hidden Sink Hole behind them to raise the Idol to the 2nd Head, repeat to raise it to the 3rd therefore fully elevated Golden Idol –



Hit the Artifact Ramp (12) several times to be taken to the Mayan Challenge Mini – Playfield –



The goal here is to get the Ball across safely while avoiding the Saw, simply wait till the Saw is just about to touch the Ball –



Then immediately press the 'Launch' Button or Triggers on your Controller to make the Ball jump over the Saw. Now immediately press the 'Launch' Button or Triggers on your Controller to make the Ball jump one more time or you can let the Saw pass over the Ball at this Stage. This is for those that want to take their time.

Now after jumping again stop and wait for the Saw to come out 1 more time and immediately press the 'Launch' Button or Triggers on your Controller to make the Ball jump over the Saw –



Basically to complete this Mode; is to jump the 1st Saw, avoid the 2nd Saw (jump quickly or let the Saw pass and then jump), and jump the 3rd Saw.

After getting safely across the Mayan Challenge will be completed, you will then be rewarded a 2 Million Point Completion Bonus.

Gold Search

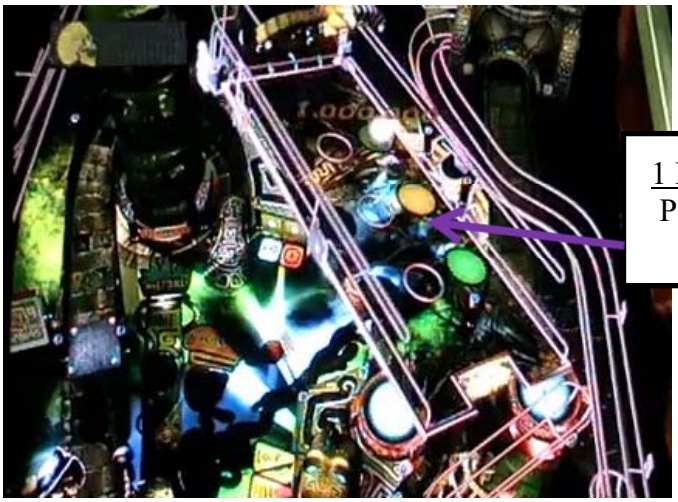
Once you have the Golden Idol fully elevated (all 3 Heads are visible) hit the Adventure Targets (5) then sink the Ball into the Hidden Sink Hole behind them to raise the Idol to the 2nd Head, repeat to raise it to the 3rd therefore fully elevated Golden Idol –



Now hit the Lost in The Jungle Sink Hole (8) this is a hard shot but can only be made with a Top Left Flipper shot. Once you have done this you will be taken to the Gold Search Mini – Playfield –



The Objective here is to make the Ball roll down the lit Circles, using the Left (to tilt the Playfield Left) & Right (to tilt Playfield Right), example of how it will look –



Multiball Modes

There are 2 Multiball Modes on this Table –

El Dorado Multiball *2 Ball Multiball or 3 Ball Frenzy* –

To start this Multiball Mode you must first hit the 2 Multiball Targets (10);

Tip - The way I do it is by hitting the Ball round the Monument Orbit (6) then immediately holding up the Top Left Flipper (hold down the Left Trigger on your Controller) this should make the Ball roll of the Flipper and hit 1 if not all of the Multiball Targets (10). Repeat this technique until you hit them both.

You will now have a very short time limit about 10 Seconds to hit the Ball into the Golden Idol via the Adventure Targets (5) –



Once you hit that you will be given a 2 Ball Multiball, which can be made into 3 Ball Frenzy by hitting a Ball into the Golden Idol via the Adventure Targets (5). If you lose one of the 3 Balls you will return to the 2 Ball Multiball Mode state, to re-engage the 3 Ball Frenzy just hit 1 of the 2 Balls into the Golden Idol via the Adventure Targets (5) again. You are allowed to do this about 3 times per El Dorado Multiball Mode activation.

Jackpot Increase - now either it be 2 Ball Multiball or 3 Ball Frenzy you increase the **Jackpot** by hitting any of the Ramps/Orbits etc.

Big Tip - Raise the El Dorado Multiball base Jackpot by collecting the 4 Leaf Clover Artifacts (look earlier in the Guide under 'Artifacts' section for information on how to collect Artifacts).

Collection of Jackpot/Super Jackpot – now if you are on the 2 Ball Multiball then if you hit the Cave Sink Hole (1), Left Tomb Sink Hole (2) or Right Tomb Sink Hole (13) you will be rewarded with a **Jackpot**. Whereas if you are in the 3 Ball Frenzy you will instead will be rewarded with the **Super Jackpot** (double the Jackpot score shown on Dot – Matrix).

This Multiball will continue as long as you have a minimum of 2 Balls in play. After losing the Multi-Ball, you will have to repeat the above process to re-enter this Multiball Mode.

Team Work *2 Balls*–

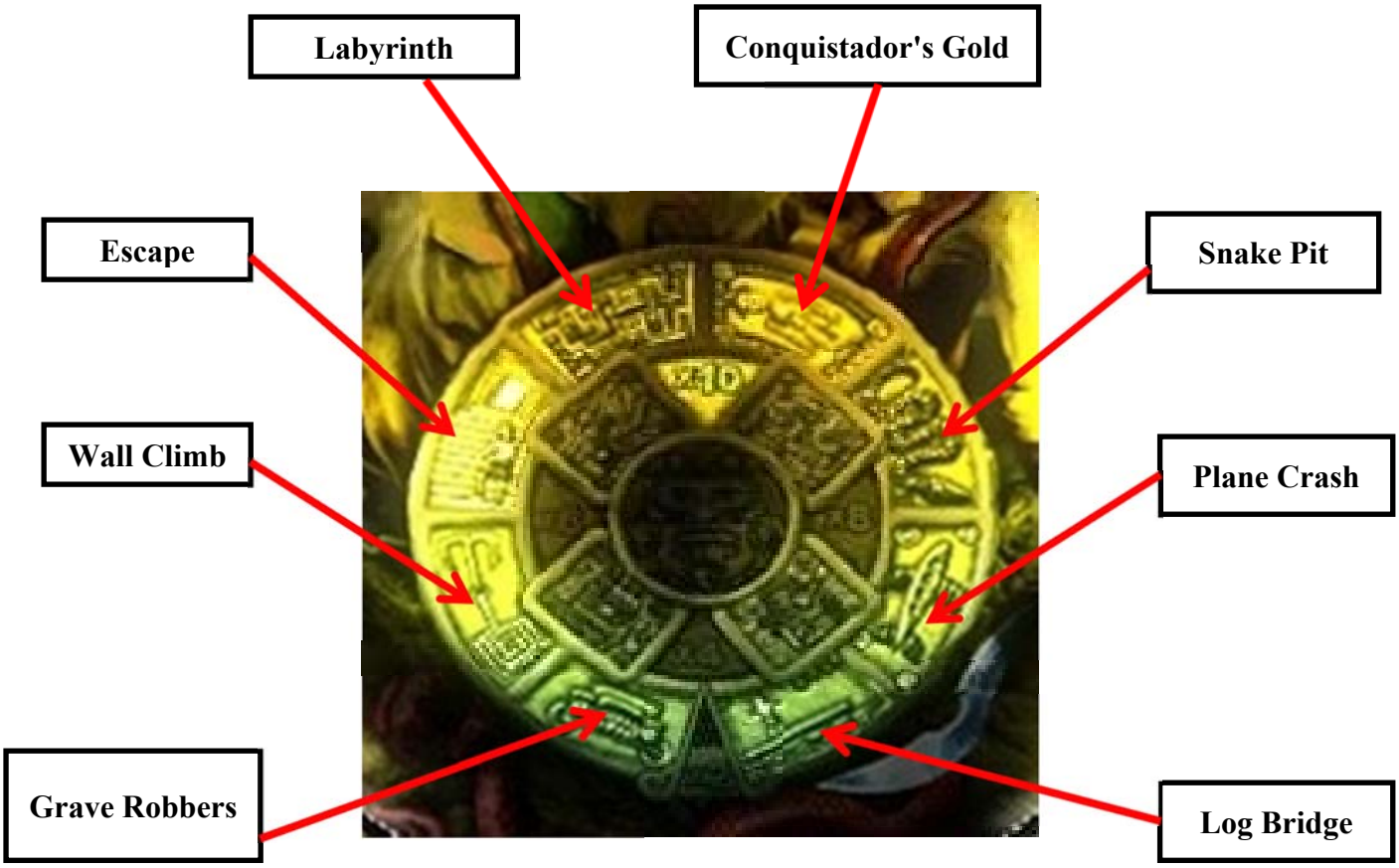
This Multiball Hurry Up Mode is one of the random rewards you get from hitting one of the Tomb Sink Holes - Left Tomb Sink Hole (2) & Right Tomb Sink Hole (13) once or the Lost in The Jungle Sink Hole (8).

In this 2 Ball Multiball Mode, you need to lock 1 Ball into 1 of the 2 Tombs - Left Tomb Sink Hole (2) & Right Tomb Sink Hole (13) and then hit a random orange drop down Target with the other Ball. You will only have about 5 Seconds to hit that drop down Target. Rinse and repeat 2 more times to complete this Multiball Mode and be awarded with about 5 Million Points.

This Multiball will continue as long as you have a minimum of 2 Balls in play. After losing the Multi-Ball, you will have to repeat the above process to re-enter this Multiball Mode.

Adventure Main Missions

To know which Adventure Main Mission is selected (it will be Lit/Flashing) –



Change the Adventure Main Mission selected – this is done by hitting the Spinner via either the Excavation Orbit (3) or Monument Orbit (6).

To start the Adventure Main Missions you must follow these Steps –

1. Uncover the Golden Idol hidden Sink Hole; do this by hitting the 2 Adventure Targets (5)



Go to **Step 2** after hitting both.

2. Now hit the Ball into the Golden Idol via the Sink Hole uncover behind the Adventure Targets (5) –



Continue to **Step 3** once done.

3. Repeat **Stage 1** Continue to **Step 4** once done.

4. Now hit the Ball into the Golden Idol via the Sink Hole uncover behind the Adventure Targets (5) –



Continue to **Step 5** once done.

5. Repeat **Stage 1** Continue to **Step 6** once done.

6. Now hit the Ball into the Golden Idol via the Sink Hole uncover behind the Adventure Targets (5) –

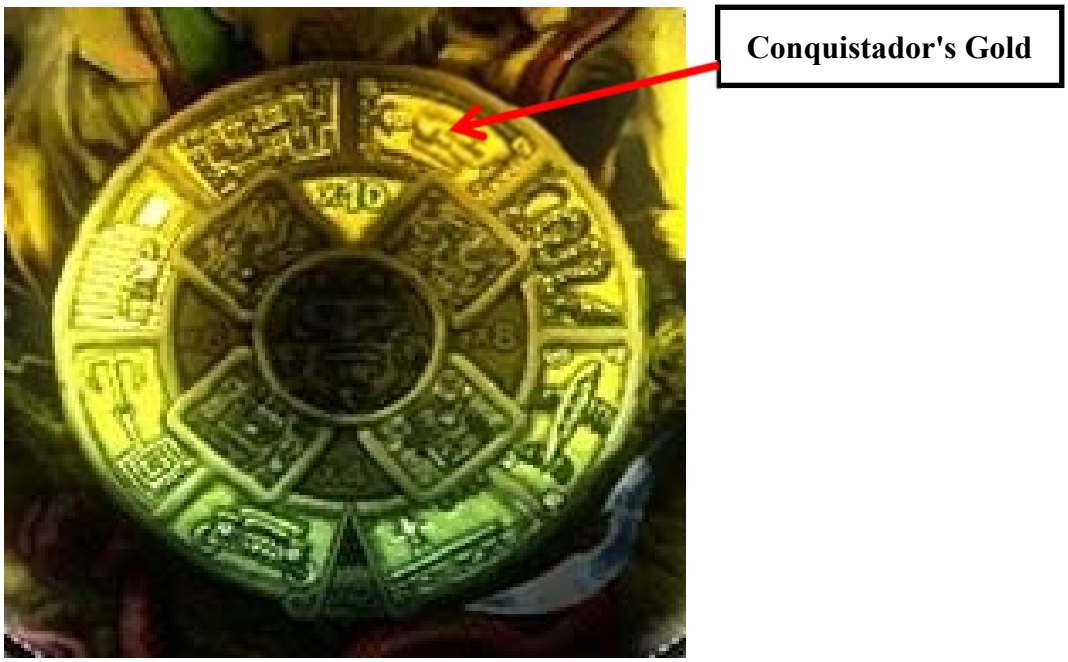


Adventure Main Mission highlighted will begin upon completing this Step.

I will now detail how to complete each of the 8 Adventure Main Missions successfully on the next page, Failure to complete any Mission will result in having to repeat the above Steps to re-engage that Mission –

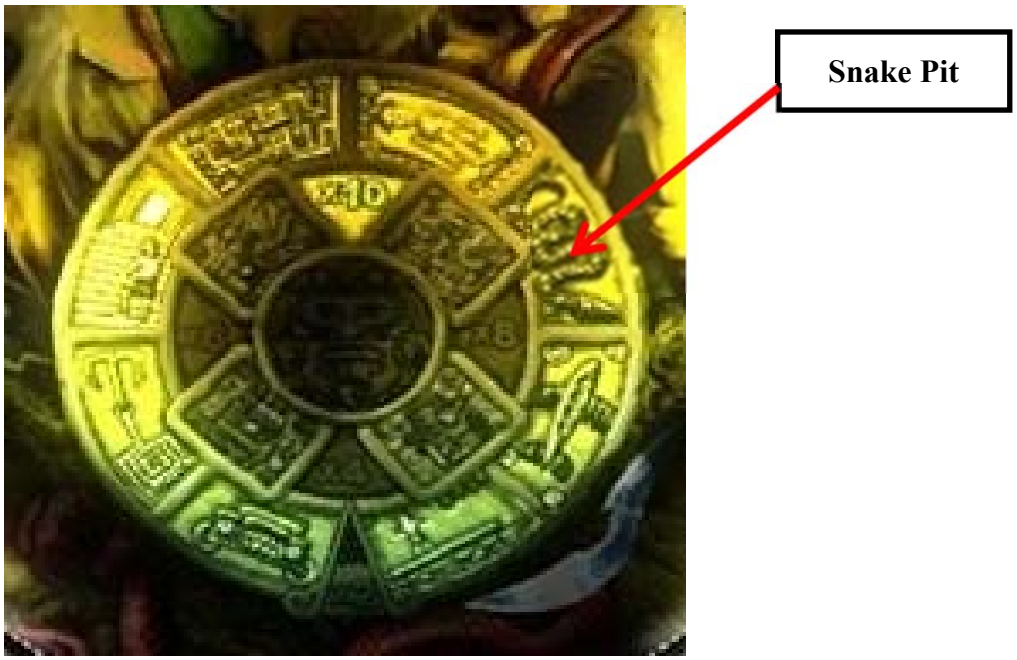
Tip - I personally recommend taking advantage of the Ball Save. It's very easy to light it up during a mission and you should be able to complete them more at ease. Just take your time and you won't make many unforgiving mistakes thanks to the Ball Save. (Information on Ball Save can be found near the very start of the Guide under 'Kickback & Ball Save – Ball Save' section).*

Conquistador's Gold



The objective is to hit the moving Skeleton (near the Top Left Flipper/Middle of Playfield) 3 times and shoot the Left Tomb Sink Hole (2) to complete the Mission. You will then gain some Completion Bonus Points.

Snake Pit



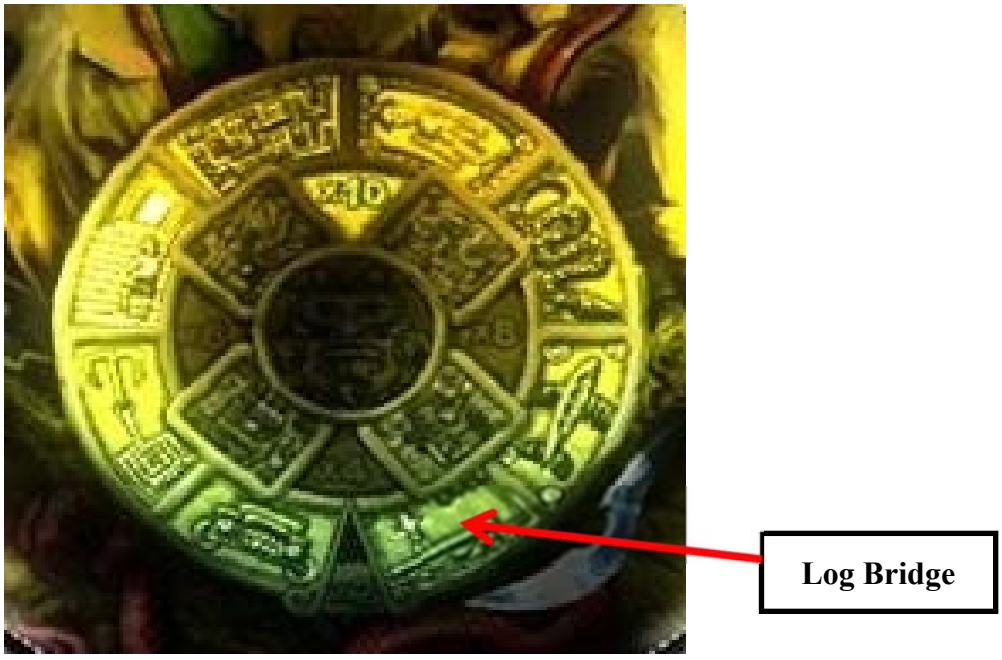
The objective is to hit 3 of the Orange Pop Up (Drop Down) Targets which will erect on the Tables Playfield. They only stay up for 7 Seconds each. So keep the Ball under control, then they are extremely easy to hit. You will then gain some Completion Bonus Points.

Plane Crash



The objective is to hit the Multiplier Ramp (11) 3 times to land the falling Plane safely. You will then gain some Completion Bonus Points.

Log Bridge



The objective is to hit the Ball into the Golden Idol's mouth 3 times, but you need to avoid the Orange Drop Down Targets. If you hit them 3 times, then the mission will fail. Upon Completion you will gain some Completion Bonus Points.

Note - The Ball Save is a double edge sword during this mission, since the auto launcher automatically hits one of the OrangeTtargets.

Grave Robbers



Just hit the Bolder Ramp (4) or the Artifact Ramp (12) a few times to complete this Mission. If you can hit the shots consecutively, then 2 Ramp shots will complete the Mission. The Mission will fail if you take too long hitting the Ramps. You will then gain some Completion Bonus Points.

Wall Climb



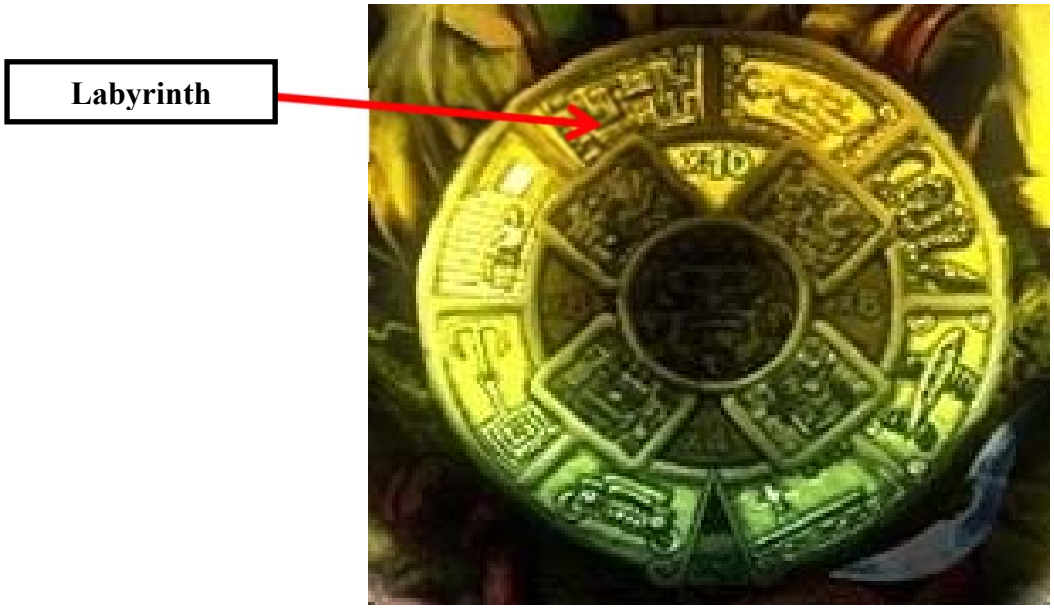
You need to hit the Bumpers (located just inside the Artifact Ramp (12)) about 30 times, before the time runs out. Hitting the Excavation Orbit (3) is the easiest way to get to the Bumpers (located just inside the Artifact Ramp (12)). You will then gain some Completion Bonus Points.

Escape



Just hit the 5 Drop Down Targets (the 3 Orange Targets and the 2 Golden Idol Targets) before the time runs out. You will then gain some Completion Bonus Points.

Labyrinth



You need to shot the lit Excavation Orbit (3) or Monument Orbit (6) (it switches between the 2) a total of 4 times. Make sure you memorize the order, because you will need to repeat those orbit shots in the reverse order to complete the Mission. You will then gain some Completion Bonus Points.

For example; if you hit the Excavation Orbit (3), Excavation Orbit (3), Monument Orbit (6) then Excavation Orbit (3).

You will then need to hit them in reverse order; Excavation Orbit (3), Monument Orbit (6), Excavation Orbit (3) then Excavation Orbit (3).

WIZARD MODE (Final Mission)

First you must complete 8 Adventure Main Missions to be allowed access to this Tables Wizard Mode/Frenzy called Gold Rush.

Gold Rush



Once you complete the 8th mission, the wizard mode instantly starts up (Gold Rush Multiball). In the Wizard Mode, you get a 2 Minute Ball Save and the Multiball will continue as long as you have a minimum of 2 Balls in play, you will have to repeat the above process again if you wish to re-enter this Wizard Mode again. There is no objective here, except to grab as much Gold as possible by hitting the Ramps/Orbit/Sink Hole/Targets.

After completion, the progress of the Table will be reset thus Table Reset!

Special Thanks to all the Zen Studios Forum Community! Members such as **Cloda, shogun00, skippycue & YouTube Member - caperUnderscore26** 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 etc.

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,

"We named the Dog, Indiana"

Yours

ShoryukenToTheChin