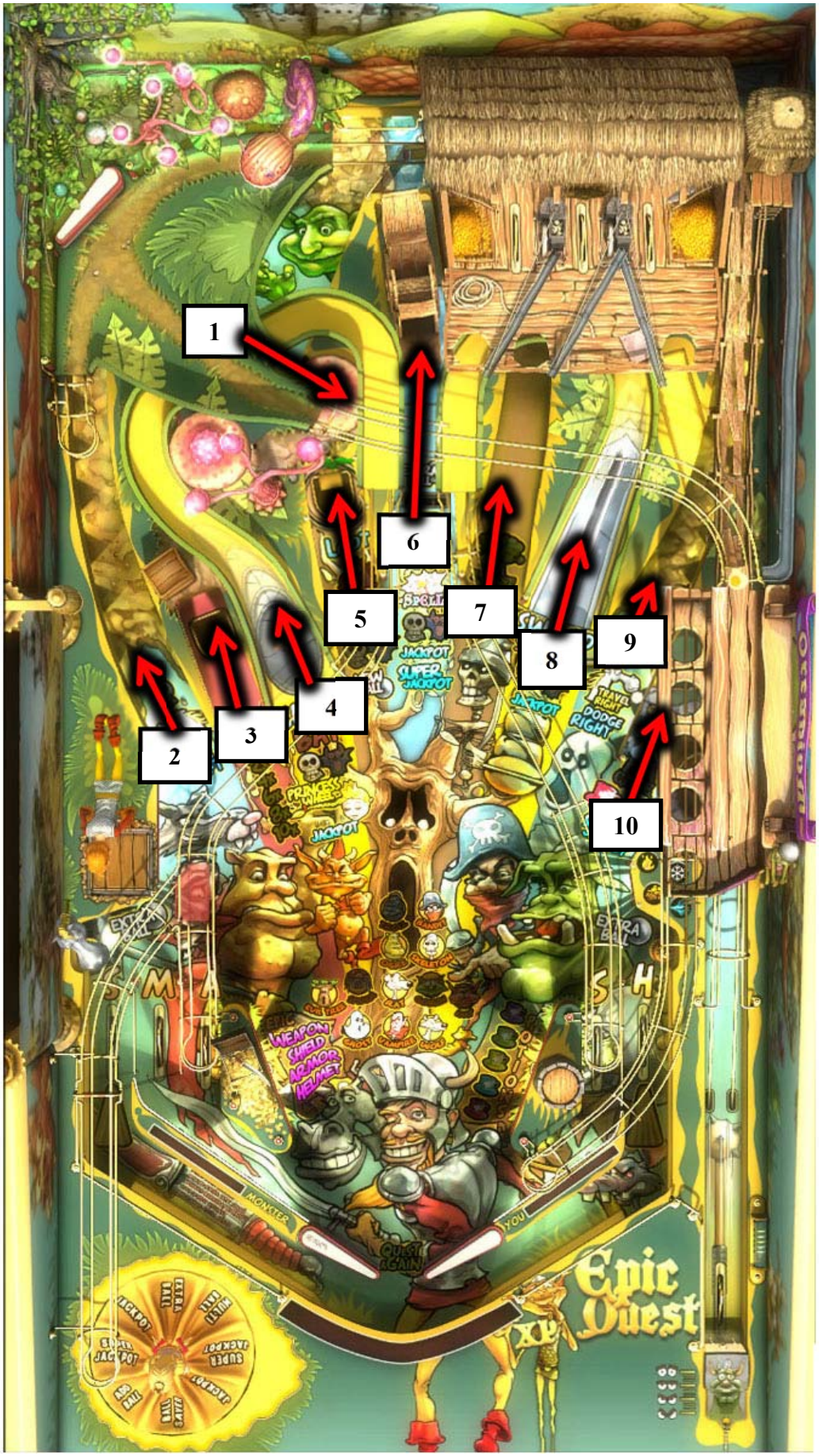
Epic Quest Table Guide
By ShoryukenToTheChin



Key to Table Image Above *Thanks to Community Member - The Albin0 Rhin0 for the Overhead Image*

1. Orcanium Ramp
2. Left Orbit
3. Smash Target
4. Shield Ramp
5. Loot Sinkhole
6. Mill Ramp
7. Forest Mini-Orbit
8. Sword Ramp
9. Right Orbit
10. Cave Sinkhole

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

Epic Quest really pushes the envelope of Virtual Pinball; it manages to blend RPG (Role Playing Game) elements with the core elements which make it Pinball. You really get the sense of personality from the Max character with his funny 1 liners like “Bats you’re blindness doesn’t scare me!” I mean come on that’s good scripting right there. I really think this is a game changer for Zen Studios and their Pinball games as it opens up a World of possibilities.

Make sure to try out Epic Quest, it’s available on so many platforms now so no excuse. Epic Quest will seamlessly integrate into Pinball FX2 on Xbox LIVE Arcade, Zen Pinball on PlayStation Network, Zen Pinball on the Apple AppStore, and Zen Pinball THD on Android Marketplace. The presentation of the Table is beautiful which is becoming a precedent for Zen Studios; the Music implemented on the Table is excellent as well. It changes when you enter a Monster battle etc. giving you a sense of Epicness ☺

Character Progression

Now to start of this Guide I will try and explain to you about the Character Progression that's in place; I will split it into 2 Parts which can be seen below –

Levelling Up -

As a Knight it's your sworn duty to defend your Princess from all the Monsters out there, now the more experience you get the better you will become at dispatching them. The Table achieves this by implementing a Level Up system which is tied to the Players experience bar which can be seen at the bottom of the Table as shown below –



You level up by defeating Monsters in the 12 Monster Battles available on the Table, by doing Combo Shots, Starting & Completing Multiball Modes etc.

You start at Level 1; your goal is to reach Level 100 which apparently you get awarded a special multiplier bonus for reaching that. When you Level up you will hear "Level Up!" you will also see Max light up with a Yellowish glow –

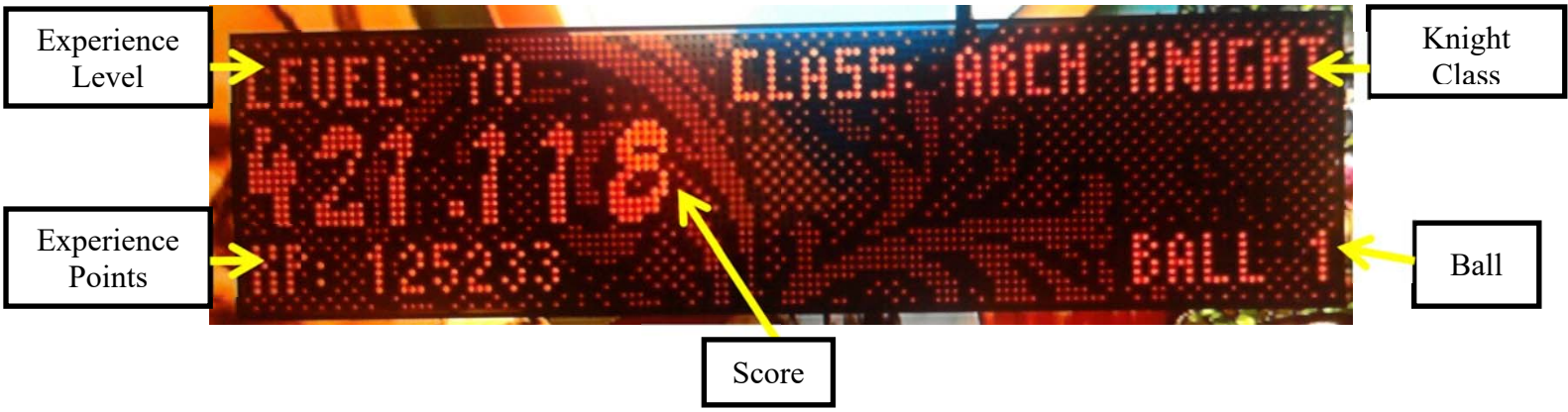


The Knight's Rank progression: **Minor Knight → Knight → High Knight → Champion → Monster Hunter → Golden Knight → Arch Knight → Veteran Looter → Epic Hero**

Now as you increase your Level you will notice these changes to the Gameplay –

- The Monster Battles will become harder; the Monsters will attack you with more strength etc. They will also start to have Elemental Strengths and Weaknesses which can be seen in the Dot-Matrix within the Battle.
- The Princess Multiball Jackpots and Super Jackpots will increase.
- The Princess Multiball Spinner seems to move around faster.
- You will find better Loot *To be detailed later in the Guide* so this will mean a better chance of finding Epic Items, as well as dishing out more punishment to the Monsters etc.
- The Ball Out bonus will increase.
- The amount of Experience points need to level up again.

To view your Knight Rank and Experience/Level look at the Dot-Matrix when outside of a Multiball Mode or Monster Battle etc.

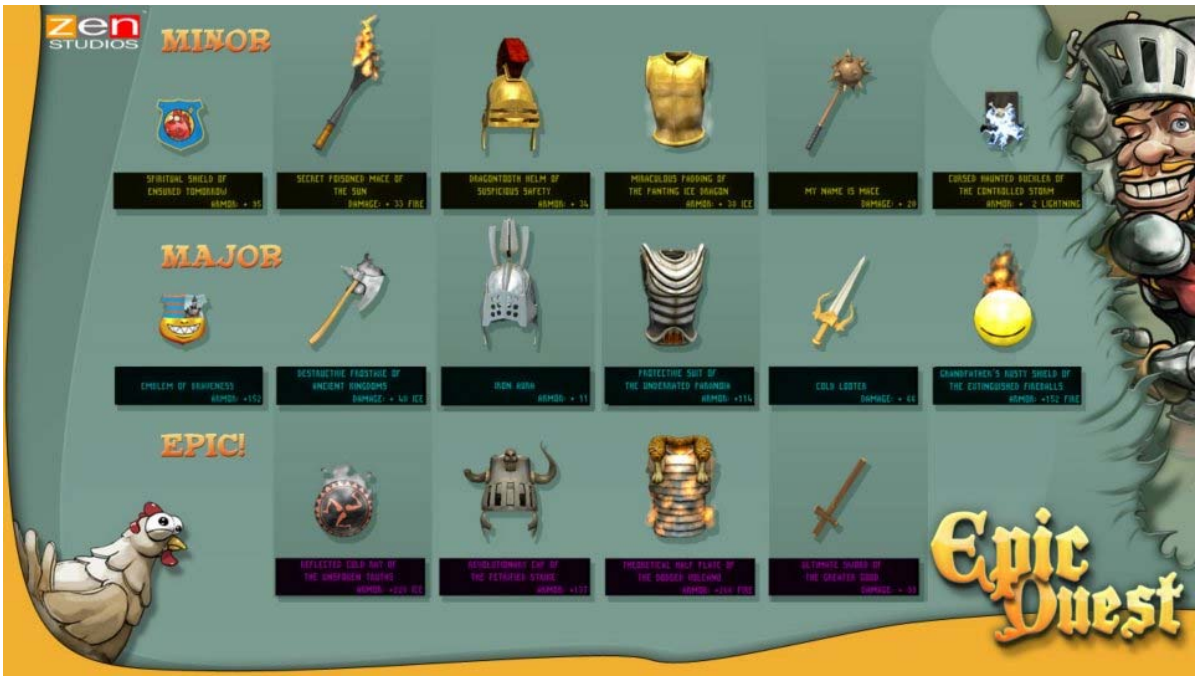


Loot –

The Loot of this Table is Weapons & Armour; you acquire Loot by completing various tasks on the Table such as –

- Defeating Monsters in the 12 Monster Battles available on the Table.
- Perform Combo Shots for example hit the Shield Ramp (4) then the Sword Ramp (8) quickly and so forth. By doing this you can reach a Combo score of 1 Million points if you keep it going.
- Staring & Completion of Multiball Modes. *Detailed later in Guide*
- As a Random Award from a Skill Shot or as a Traveling Award etc. * these will be detailed later in the Guide*.

Now to collect the Loot you must hit the Loot Sinkhole (5) when its lit, this will then take you to a view of Max and the Dot-Matrix will display 2 different types of Loot either being Weapons or Armour. Below is an image just showing some examples of what you might find –



Note –Don't select the Equipment based on this image because as you play the Table more some items can be awarded as an Epic Item for example and it looks like one of the Minor items above but since your of a higher Rank it becomes stronger etc. You will notice that there is 3 different types of Loot; Minor, Major and Epic. They are easily spotted on the Dot-Matrix as if they are Colour Coded– **Minor** the text will be in a front colour of Yellow, **Major** will be in Blue and **Epic** will be in Purple.

Now I just make sure to pick the strongest item from the Dot-Matrix, you will notice that in the lower bottom right hand corner it displays the properties of the Item. Always try to go for the item with the highest stat and try to either get a Blue Text or Purple Text item which I explained in the previous paragraph. The better the Items you equip then the easier it will be to dispatch the Monsters etc. in the Battles. To cycle through which items are available use the Left & Right Triggers on your Pad. Then to equip the one you want, just press the Launch Button. You will notice that Max will be wearing said item and that now the Dot-Matrix will say either "Old Item Sold" or "New Item Sold" basically whatever item you don't select it gets sold off for points.

Another thing which can be given as a Bonus for collecting Loot is that if you collect all the Epic items you will be awarded with the Epic Set Bonus of 10 Million points. Shown below –

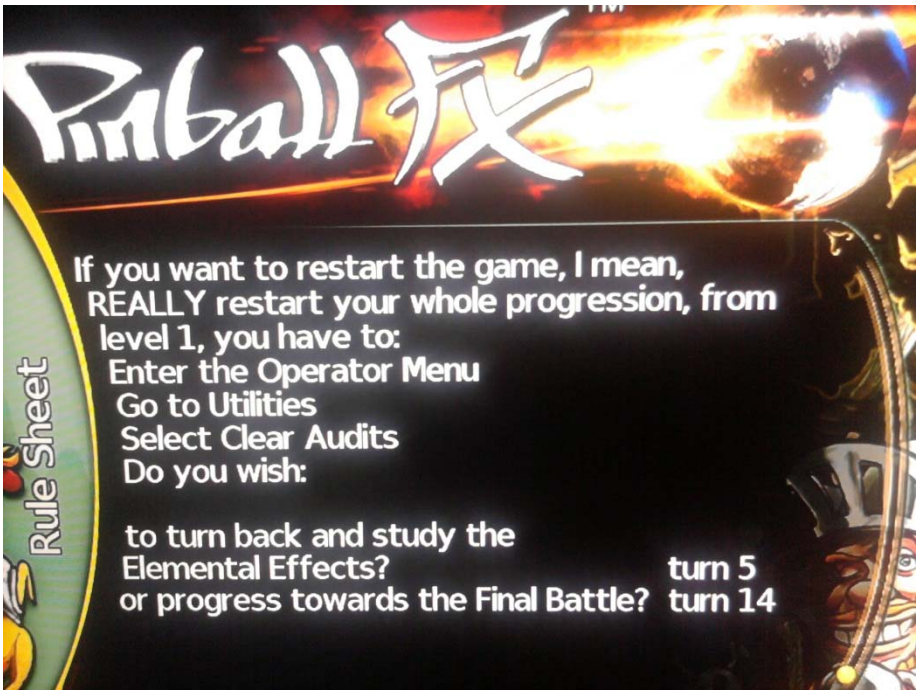


When you collect an Epic item it will light the corresponding item class seen to the left of this text. The Epic Set lights will reset once you collect all the Epic items... So if it's now all empty you have collected all the Epic Items, and easy way to know is that the 30gs Achievement on this Table (Xbox 360 Version – PFX2) requires you to do just that.

Also I notice that even if you have all the Epic Items, when it resets the Epic Items light you will need to reacquire new Epic Items to relight them.

Note – When your game ends don't worry as your Level experience, Loot collected etc. will all carry over to the next game.

If you wish to reset the Table you will need to follow these instructions which can be found in the Tables rule sheet –



Skill Shot & Collecting/Casting Elemental Spells

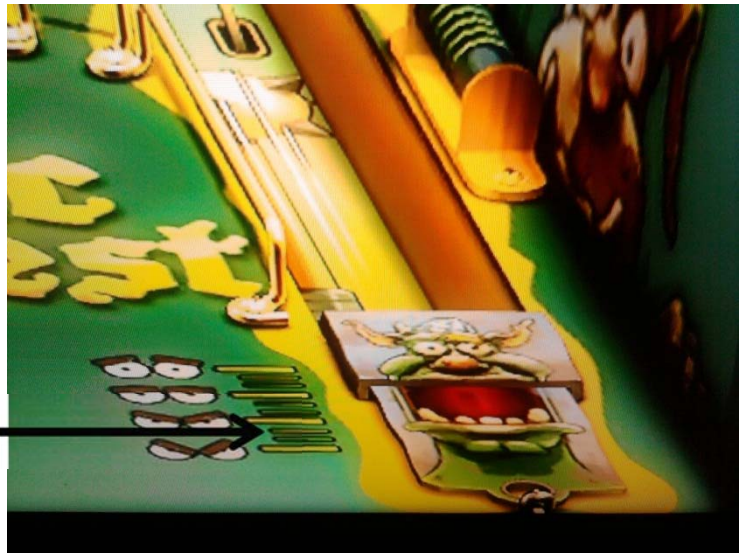
Skill Shot –



As you can see to the left of this is an image showing the Skill Shot Target in which you need to have the Ball drop into to register a Skill Shot. The Skill Shot awards 300,000 points first time and for every other Skill Shot award it adds another 300,000 points until it maxes out at 3 Million points.

To achieve a Skill Shot you must position the Plunger in the correct place then release. Shown below is where you should have the Plunger set to acquire a Skill Shot, you can manually move the Plunger with the Left Stick on you pad. Shown below is where the Plunger needs to be –

The top of the Plunger needs to be directly in line with the arrow. Notice on that there is a black marker to the right of the Plunger that's where the top of the Plunger needs to be in line with to acquire a Skill Shot. (Third Marker from Bottom).



Collecting Elemental Spells –
Now instead of trying to get a Skill Shot you can get the Ball into the Orcanium, this is done by using the Top Left Flipper to hit the Ball into the Orcanium Ramp (1) and then use the 4 Plungers (Activated by a Trigger press on your Pad) to make the Ball drop into one of the 4 available holes. There is 4 different Elemental Spells available –

Fire Storm Elemental Spell – Activated Light

Cold Blast Elemental Spell – Activated Light

Lightning Bolt Elemental Spell – Activated Light

Force Strike Elemental Spell – Activated Light



Fire Storm Elemental Spell – First hole in the Orcanium.

Cold Blast Elemental Spell – Second hole in the Orcanium.

Lightning Bolt Elemental Spell – Third hole in the Orcanium.

Force Strike Elemental Spell – Fourth hole in the Orcanium.

Another way to gain access to this is if you hit the Smash Target (3) about 3 times you will be taken to the Launch Lane, and then just follow the above process to gain access to the Orcanium. If you manage to collect all 4 of the Elemental Spells as shown in this image above you will notice that when you do a Skill Shot and get the Ball into the Orcanium you will be given a Skill Shot award of 2 Million points each time as long as you have all 4 Elemental Spells. The Spells don't deactivate after losing a Ball either but if you restart the game they don't carry over like the Level experience etc.

You can only use these Elemental Spells within a Monster Battle or in Bat Frenzy, only 1 Spell of each of the 4 can be active so don't think that you can just stack up on Scrolls.

Note – The Elemental Spell activated lights are not lit unless you are in a Monster Battle or in the Bat Frenzy Mode, this makes it harder to remember which Elemental Spells you have already collected.

If you collect all the Elemental Spells you will be awarded 2 Million points every time you go through the Orcanium Ramp (1) via the method described above.

Random Awards

Random rewards can include –

- **Experience Points –** These add to the Experience Bar etc.
- **Loot –** Allows for collection of Loot from the Loot Sinkhole (5).
- **Kickbacks -** Lights an unlit Kickback.
- **Elemental Spells -** gives you one of the four Spells that have not been collected yet.
- **Magic Potion** – You start off with 3 of these enabled & can stock up to 5.
- **Extra Ball lit up** - only from defeating 15 Bats in Bat Frenzy or defeating 20 Skeletons in Skeleton Swarm.
- **Monster Encounters** - only from Left Orbit (2) & Right Orbit (9) which is a Traveling Bonus Award.
- **Monster Trophies** - only from Left Orbit (2) & Right Orbit (9), defeating 5 Bats in Bat Frenzy or defeating a set number of Skeletons in Skeleton Swarm.

Random rewards are obtained by a Skill Shot, getting a Traveling Bonus by hitting the 2 Orbits Shots, entering any of the 3 Monster areas (Orcanium, Forest & Cave) when all Monsters in that area have been defeated, and after defeating Monster.

Kick Back & Ball Save

Both the Left & Right Kickbacks are activated automatically when you start a game. You can relight a Kickback by gaining it as a Random Award detailed above or by Maxing out the Level Up Bar. Both of which will only light 1 Kickback, if you have 1 Kickback lit already it will light the one which is deactivated etc.

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

As for Ball Save, hit the Smash Target (3) a couple of times and you will be taken to the Launch Lane and all you have to do is Launch the Ball out and you will notice that Ball Save will be lit for a short period of time. Shown below you can see where the Smash Target (3) is located –



Smash Target (3)

Ball Save is also given at the start of the Skeleton Swarm Multiball Mode.

Extra Balls

The **3** Ways to achieve an Extra Ball per Ball–

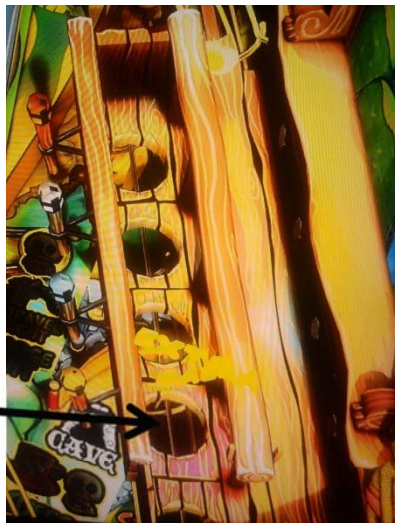
Note - Extra Balls from the Skeleton Swarm Multiball & Bat Modes do not stack on the Orcanium, you must make sure to collect that Extra Ball before activating the Extra Ball light again. It would have been good to hit it through and collect 2 at once ☺

- **Princess Multiball Spinner (Extra Ball Outlane Activation)** ***View the Multiball Modes/Frenzy Modes of this Guide to find out more*** – After you defeat one Monster you have to send the Ball up the Shield Ramp (4) then have the Ball drop into the 'Extra Ball Lane' this enables the Extra Ball Outlanes in the Princess Multiball Mode. Now you need to lock another Ball into the Spinner, so you need to defeat 1 More Monster to do this and then repeat the above process but this time have the Ball drop onto the 'Multiball'. The 3 Ball Princess Multiball will then begin you will now need to have 1 of the Balls go down one of the Outlanes to collect the Extra Ball. Shown below is the Outlanes.
  Note - If you don't collect the Extra Ball from the Outlane during the Multiball, it will be deactivated and you will need to repeat the above process.



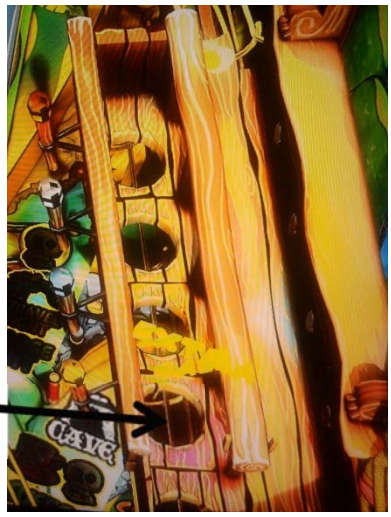
- **Bats Frenzy** ***View the Multiball Modes/Frenzy Modes of this Guide to find out more**** - Defeat 15 Bats, you need to hit the Ball up the Shield Ramp (4) enough times to light 'BAT'. Now you then are just required to hit as many Ramps/Orbits etc. you can to slay Bats, to increase the Timer hit the Forest Mini-Orbit (7) so the Ball hits the Bumpers behind the Loot Sinkhole (5). When the Time is up if you have managed to defeat 15 Bats you will light Extra Ball & will be awarded with the **Vampire Monster Trophy**, if you are given Extra Ball you must then proceed up the Mill Ramp (6), then hit the Ball with the Top Left Flipper into the Orcanium Ramp (1) from there you must hit the Ball into the hole which has 'EXTRA BALL' hovering over it to collect, using the Plungers at the right time by pressing any of the Trigger Buttons on your Pad. Shown below is an example of where it will be – ***Note - If you lose your Ball it will remain lit in the Orcanium to collect on the next Ball***

As you can see the 3D Text saying 'EXTRA BAL' it hovering over the 4th Hole so to collect you will need to have the Ball drop into it.



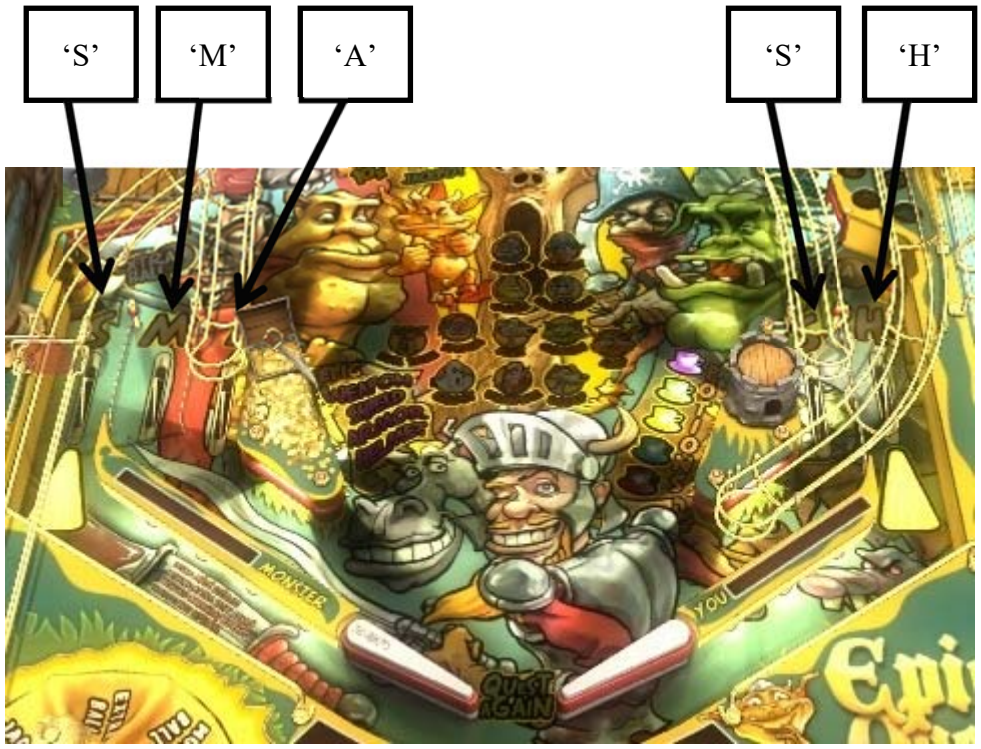
- **Skeleton Swarm Multiball** ***View the Multiball Modes/Frenzy Modes of this Guide to find out more**** - Defeat 20 Skeletons, to start this Multiball Mode hit the Sword Ramp (8) enough times to light 'SWARM' when this is done you are given a 2 Ball Multiball. Now the objective is to defeat as many Skeletons as possible, Defeat 20 Skeletons and you will be awarded with lighting Extra Ball & the Skeleton Monster Trophy. if you are given Extra Ball you must then proceed up the Mill Ramp (6), then hit the Ball with the Top Flipper into the Orcanium Ramp (1) from there you must hit the Ball into the Sinkhole which has 'EXTRA BALL' hovering over it to collect using the Plungers at the right time by pressing any of the Trigger Buttons on your Pad. Shown below is an example of where it will be – ***Note - If you lose your Ball it will remain lit in the Orcanium to collect on the next Ball***

As you can see the 3d Text saying 'EXTRA BAL' it hovering over the 4th Hole so to collect you will need to have the Ball drop into it.



Raising the Ball Out Multipliers

To do raise the Ball out Multipliers you must first light the ‘SMASH’ rollover lights on the In’s and Outlanes. As shown below –



Once you lit the ‘SMASH’ rollovers you then need to hit the Smash Target (3) this will then give you 2x Multiplier, repeat the above to max out the Multiplier to 10x. ***Note – you can just keep lighting the ‘SMASH’ rollover and then hit the Smash Target (3) and you can be given 10x if you did the rollovers 5 times***

Multiball Modes/Frenzy Modes

There are 2 Multiball Modes on this Table –

Princess Multiball *3 Ball Multiball*

To activate this Multiball Mode you are require to defeat one Monster; after you defeat one Monster you have to send the Ball up the Shield Ramp (4), you will then be taken to the Princess Multiball Spinner and you will need to drop the Ball down into it using either of the Trigger Buttons on your Pad. To lock another 2 Balls you need to repeat the above process twice. Now when the Spinner is available you will notice on the Shield Ramp (4) at the entrance that a Yellow 'Princess Multiball' light will be flicking which indicates that the Spinner is accessible. Also the Princess will appear on the Right Lower Bumper as shown below –



There are a couple of different things available in the Spinner which I will list for you below ***Note –only 3 Balls can be locked in the Princess Multiball Spinner*** –

- **Extra Ball** - This lights up the Extra Ball Outlane lights.
- **Jackpot** - This activates one of the Jackpot lights. The Jackpot Lane will either be the **Shield Ramp (4)** or the **Sword Ramp (8).**
- **Super Jackpot** - This activates one of the Super Jackpot lights. The Super Jackpot will either be on the **Cave Sinkhole (10)** or on the **Mill Ramp (6)** but for the Mill you then need to hit the **Orcanium Ramp (1)** to collect it.
- **Add Ball** - This will launch in another ball if you lose one during the Multiball, you will need to hit the **Loot Sinkhole (5)** to add a Ball. ***Note – it will only work for about 3 or 4 times***
- **Ball Saver** - This will activate the Ball Save upon starting the Multiball.
- **Jackpot** - This activates another Jackpot light. The Jackpot Lane will either be the **Shield Ramp (4)** or the **Sword Ramp (8).**
- **Super Jackpot** - This activates another Super Jackpot light. The Super Jackpot will either be on the **Cave Sinkhole (10)** or on the **Mill Ramp (6)** but for the Mill you then need to hit the **Orcanium Ramp (1)** to collect it.
- **MultiBall** - This will start Multiball instantly, even if it's only the first Ball in the Spinner.

To select which one you want follow the instructions detailed in the below image –

When the one you want is In line with the bottom left of the Experience Bar, press any of the Trigger Buttons on your Pad. The Ball should now be dropped into the lane you wanted.



Now depending on what you have on the Spinner is what defines how the Multiball Mode will be. If you just do for the Instant Multiball you will only have the Jackpot light lit on the Mill Ramp (6). To collect it you need to get the Ball up there and with the Top Left Flipper hit the Ball into the Orcanium Ramp (1). This will collect a Jackpot Award. Now you can make things very interesting if you have Super Jackpot, Jackpot & Extra Ball activated from the Spinner. That will mean that if you hit the Cave Sinkhole (10) you will be awarded Super Jackpot etc.

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 Multiball Mode again.

Skeleton Swarm Multiball *2 Ball Multiball*

To activate this Multiball Mode you need to hit the Ball up the Sword Ramp (8) a couple of times to light up the letters to spell out ‘SWARM’ after achieving that you will begin the 2 Ball Multiball. The objective here is to hit as many Ramps/Orbits etc. to defeat the Skeletons. Every Skeleton you hit will increase the Bone Pool which can be seen in the Dot-Matrix, it has a Cap of 5 Million points so once you get that it won’t increase any more.

To collect the Bone Pool you must hit the Orcanium by hitting the Ball up the Mill Ramp (6) then with the Top Left Flipper hit the Ball into the Orcanium Ramp (1). If done correctly you will collect the Bone Pool. Now the Bone Pool will reset, defeat some more Skeletons then this time to collect you need to hit the Cave Sinkhole (10). After that the Bone Pool will rest once again, defeat some more Skeletons then this time to collect you need to hit the Loot Sinkhole (5). Now it will rest the Bone Pool yet again but now it has reset where to collect the Bone Pool which is now through the Orcanium.

Doing well in this like defeating 20 Skeletons will light Extra Ball and also give you the Skeleton Monster Battle Trophy so you don’t need to fight the Skeleton if you don’t want to.

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 Multiball Mode again.

Bat Frenzy

To activate this Frenzy Mode you need to hit the Ball up the Shield Ramp (4) a couple of times to light up the letters to spell out ‘BAT’ after achieving that you will begin. The Objective here is to defeat as many Bats as possible by hitting the lit Ramps/Orbits etc. To raise the Time you just need to hit the Forest Mini-Orbit (7) this causes the Ball to bounce around on the Bumpers which increase the Time limit. Also when it gets given back to you via the Loot Sinkhole (5) it defeats a Bat, so I just spam that Mini-Orbit and I have defeated 50 or so Bats a couple of times. You can also cast an Elemental Spell if you have any, this will defeat 5 Bats at once and award 1 Million Points. If you have an Elemental Spell you need to get the Ball up the up the Mill Ramp (6) then with the Top Left Flipper hit the Ball into the Orcanium Ramp (1) and finally you need to use the Trigger Buttons on your Pad to use the Plunger at the right time to drop the Ball into the hole that you have an Elemental Spell activated.

Also the more Bats you defeat you will noticed that the points given for each Bat defeated increases, but it will stop increasing once it reaches 1 Million points.

Doing well in this like defeating 20 Bats will light Extra Ball and also give you the Vampire Monster Battle Trophy so you don’t need to fight the Vampire if you don’t want to.

The Frenzy only ends if you drain your Ball or the Timer runs out.

Monster Battles

This Table has **12 Monster Battles;** spread over 3 Areas in sections of 4 Monsters per Area

All the 12 Monster Battles are in the same format –

Hitting the Ball into –

- **Left Orbit (2)** – Performs a Dodge, The time for the Monster Attack resets to 10 seconds upon successful hit. ***Note – hit this 2 times in a row and receive a Double Dodge Award which awards you with Experience points.***
- **Smash Target (3)** – Performs a Critical Attack, The time for the Monster Attack doesn't reset upon hitting this so this is a risky Target to hit.
- **Shield Ramp (4)** – Performs a Parry, then hit the **Sword Ramp (8)** to perform a Counter Attack, The time for the Monster Attack resets to 10 seconds upon successful hit.
- **Mill Ramp (6)** - hitting the Mill Ramp (6) then with the Top Left Flipper hit the Ball into the Orcanium Ramp (1). You then use the Plungers which are activated by pressing any of the Trigger Buttons on your Pad to have the Ball roll into one of the four holes which you have collected an Elemental Spell for ***Note – See the Section Earlier in the Guide for more info*,** so it's all about timing you Button press.
- **Forest Mini-Orbit (7)** – Allows the Ball to hit the Bumpers behind the Loot Sinkhole (5), this increases the Time you have till the Monster Attacks again.
- **Sword Ramp (8)** – This will Attack the Monster, The time for the Monster Attack resets to 10 seconds upon successful hit.
- **Right Orbit (9)** - Performs a Dodge, The time for the Monster Attack resets to 10 seconds upon successful hit. ***Note – hit this 2 times in a row and receive a Double Dodge Award which awards you with Experience points.***
- **Cave Sinkhole (10)** – If you have Magic Potions stocked this will heal all your Health lost in Battle.



This is the indicator of how many Potions you have stocked up; this image shows that I have 5 stocked up.

When the Monster Battle begins you will notice this on you Dot-Matrix –



This is the Monsters Health

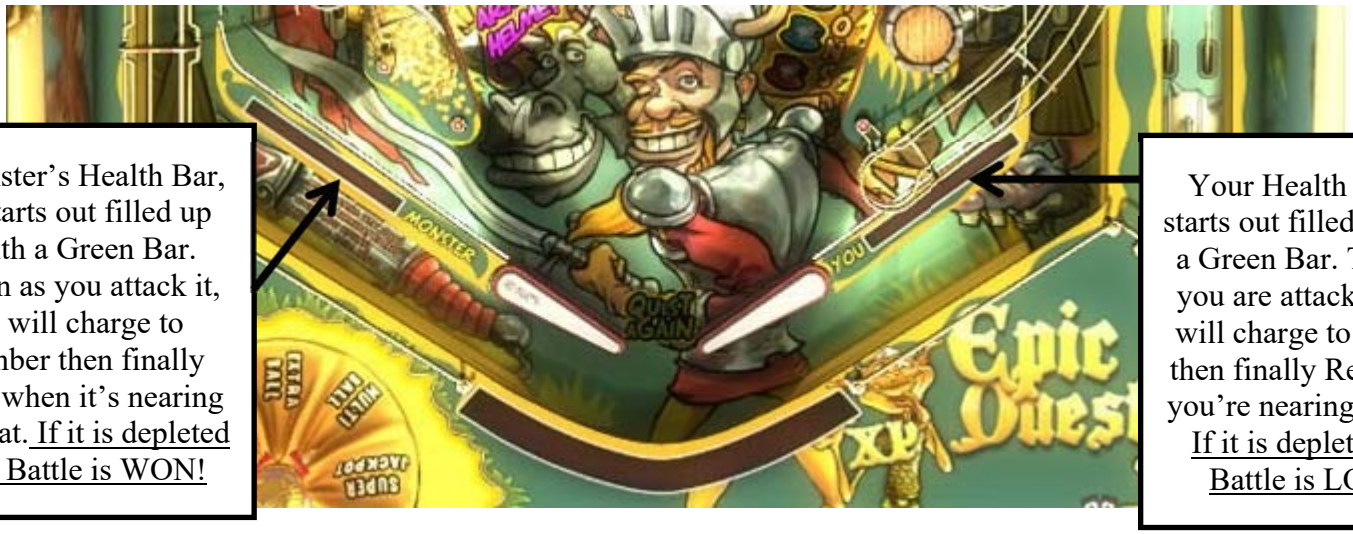
This is your Health

This is the Monster's Damage output to you when the

This is your Damage output to the Monster when you attack

Time remaining before the Monster attacks again.

You can also see **your Health** (Bottom Right of the Table) and the **Monsters Health** (Bottom Left of the Table) –



Monster's Health Bar, it starts out filled up with a Green Bar. Then as you attack it, it will charge to Amber then finally Red when it's nearing Defeat. If it is depleted the Battle is WON!

Your Health Bar, it starts out filled up with a Green Bar. Then as you are attacked it, it will charge to Amber then finally Red when you're nearing Defeat. If it is depleted the Battle is LOST!

Defeating the Monster – *Note - Rewards 1 Million Points each time a Monster is Defeated*

The Monster will Attack you in intervals of 10 Seconds, hitting the Ramps/Orbits I detailed above resets that Timer and also will either Attack or Defend against the Monster depending on what you hit. Now to defeat the Monster you will need to perform Attacks, you will need to hit these Ramps/Targets to Attack the Monster –

Attacking is done by hitting –

- **Smash Target (3)** – Performs a Critical Attack, The time for the Monster Attack doesn't reset upon hit so this is a risky Target to go for.
- **Sword Ramp (8)** – This will Attack the Monster, The time for the Monster Attack resets to 10 seconds upon successful hit.

To perform a Counter Attack, this for me works the best for dispatching the Monsters effectively –

You must hit the –

- **Shield Ramp (4)** – Performs a Parry, then hit the **Sword Ramp (8)** to perform a Counter Attack, The time for the Monster Attack resets to 10 seconds upon successful hit.

To perform an Elemental Spell –

If you have collected any of the Elemental Spells you will see that the Orcanium section has some weird lights beside it, to activate an Elemental Spell hit the Mill Ramp (6) then with the Top Left Flipper hit the Ball into the Orcanium Ramp (1). You then use the Plungers which are activated by pressing any of the Trigger Buttons on your Pad to have the Ball roll into one of the four Holes which you have collected an Elemental Spell for ***Note – See the Section Earlier in the Guide for more info*,** so it's all above timing you Button press.

Remember if you are about to die and you have a Magic Potion stocked try to hit the Ball into the Cave Sinkhole to regain all your Health lost in Battle.

When you defeat any of the Monster Battles you will be awarded a 1 Million Point bonus for completion and the corresponding Monster Trophy will be acquire and light up. ***Note – Defeating the Monster Battle with full Health rewards you with a 500,000 Point Perfect Fight bonus***

I will now detail how to activate the 12 Monster Battles, also showing you what Light corresponds to which Monster, below –

Orcanium Monsters Battles *4 Monster Battles Available*

You first need to get into the Orcanium by hitting the Mill Ramp (6) then with the Top Left Flipper hit the Ball into the Orcanium Ramp (1). You then use the Plungers which are activated by pressing any of the Trigger Buttons on your Pad to have the Ball roll into one of the four holes available, so it's all above timing you Button press. The image below shows which hole corresponds to which Monster –



Rat Monster Battle – 1st hole

Ghost Monster Battle – 2nd hole

Skeleton Monster Battle – 3rd hole

Vampire Monster Battle – 4th hole

Upon completion of any of these it will light up one of the four Monster Trophies available, here are images to show you which ones will light up –

Rat Monster Battle – 1st hole



Ghost Monster Battle – 2nd hole



Skeleton Monster Battle – 3rd hole



Vampire Monster Battle – 4th hole



Upon Completion of all 4 Monsters Battles, the Mill Flickering Light will now become solid (Not Flicker). This lets you know that you have done all the Orcanium Monster Battles.

Forest Monster Battles *4 Monster Battles Available*

To start a Forest Monster Battle you first need to hit the Bumpers behind the Loot Sinkhole (5) a total of 15 times. You can get to them by hitting the Forest Mini-Orbit (7) or by doing a weak Orbit shot round the Table via the left Orbit (2) or Right Orbit (9). Once you reach 15 Bumper hits the Dot-Matrix will display a Monster Battle selection screen, you can cycle through the Monster Battles using the Left & Right Trigger of your Pad then select the one you want by hitting the Launch Button. ***Note- there is a timer for the selection process, so if you fail to select one it will automatically be done for you***

Upon completion of any of these it will light up one of the four Monster Trophies available, here are images to show you which ones will light up –

Bandit



Evil Tree



Ogre



Wolf



Upon Completion of all 4 Monsters Battles, the Forest Flickering Light will now become solid (Not Flicker). This lets you know that you have done all the Forest Monster Battles.

Cave Monster Battles

To start a Cave Monster Battle you first need to hit the Cave Sinkhole (10) a total of 2 times. Once you done that twice the Dot-Matrix will display a Monster Battle selection screen, you can cycle through the Monster Battles using the Left & Right Trigger of your Pad then select the one you want by hitting the Launch Button. ***Note- there is a timer for the selection process, so if you fail to select one it will automatically be done for you***

Upon completion of any of these it will light up one of the four Monster Trophies available, here are images to show you which ones will light up –

Spider



Goblin



Troll



Imp



Upon Completion of all 4 Monsters Battles, the Cave Flickering Light will now become solid (Not Flicker). This lets you know that you have done all the Cave Monster Battles.

WIZARD MODE (Final Mission)

The Dragon Activation

To Gain Access to the Final Battle you must have defeated all the 12 Monsters, you will know if you have done this because they will all be lit up and Flickering –



To begin the Final Battle you now need to hit the Loot Sinkhole (5) –



Leveling Ending Story – This is now lit up

Major Tip** - **Instead of starting the Level Ending Story Wizard Mode (Final Battle or Dragon Battle) you can send the Ball up the Shield Ramp (4), you will then be taken to the Princess Spinner (Look earlier in the Guide for details if you need) and try to have the Ball drop onto the 'Multiball' Lane. This will start Princess Multiball, now get one Ball into the Loot Sinkhole (5) and the Level Ending Story Wizard Mode (Final Battle or Dragon Battle) will begin. It makes it easier and faster while in Multiball but remember if you're not good at Multiball this strategy may not be easier for you.

The Dragon Activation

Now defeating the Dragon is the same as all the other Monster Battles you faced and now you should have an understanding of how this is done, the one difference here is that the Dragon is the most powerful of them all. It can defeat you in about 2 hits so you need to be on your game, I see many saying that the Elemental Spells are the best solution but **I find that doing Counter Attacks seems to defeat him rather easily but that's just me.** I will just add this again here so you don't need to scroll up to find it –

Hitting the Ball into –

- **Left Orbit (2)** – Performs a Dodge, The time for the Monster Attack resets to 10 seconds upon successful hit. ***Note – hit this 2 times in a row and receive a Double Dodge Award which awards you with Experience points.***
- **Smash Target (3)** – Performs a Critical Attack, The time for the Monster Attack doesn't reset upon hit so this is a risky Target to hit.
- **Shield Ramp (4)** – Performs a Parry, then hit the **Sword Ramp (8)** to perform a Counter Attack, The time for the Monster Attack resets to 10 seconds upon successful hit.
- **Mill Ramp (6)** - hitting the Mill Ramp (6) then with the Top Left Flipper hit the Ball into the Orcanium Ramp (1). You then use the Plungers which are activated by pressing any of the Trigger Buttons on your Pad to have the Ball roll into one of the four holes which you have collected an Elemental Spell for ***Note – See the Section Earlier in the Guide for more info*,** so it's all about timing you Button press.
- **Forest Mini-Orbit (7)** – Allows the Ball to hit the Bumpers behind the Loot Sinkhole (5), this increases the Time you have till the Monster Attacks again.
- **Sword Ramp (8)** – This will Attack the Monster, The time for the Monster Attack resets to 10 seconds upon successful hit.
- **Right Orbit (9)** - Performs a Dodge, The time for the Monster Attack resets to 10 seconds upon successful hit. ***Note – hit this 2 times in a row and receive a Double Dodge Award which awards you with Experience points.***
- **Cave Sinkhole (10)** – If you have Magic Potions stocked this will heal all your Health lost in Battle.



This is the indicator of how many Potions you have stocked up; this image shows that I have 5 stocked up.

When the Dragon Monster Battle begins you will notice this on you Dot-Matrix –

This is the Monsters Health

This is the Monster's Damage output to you when the



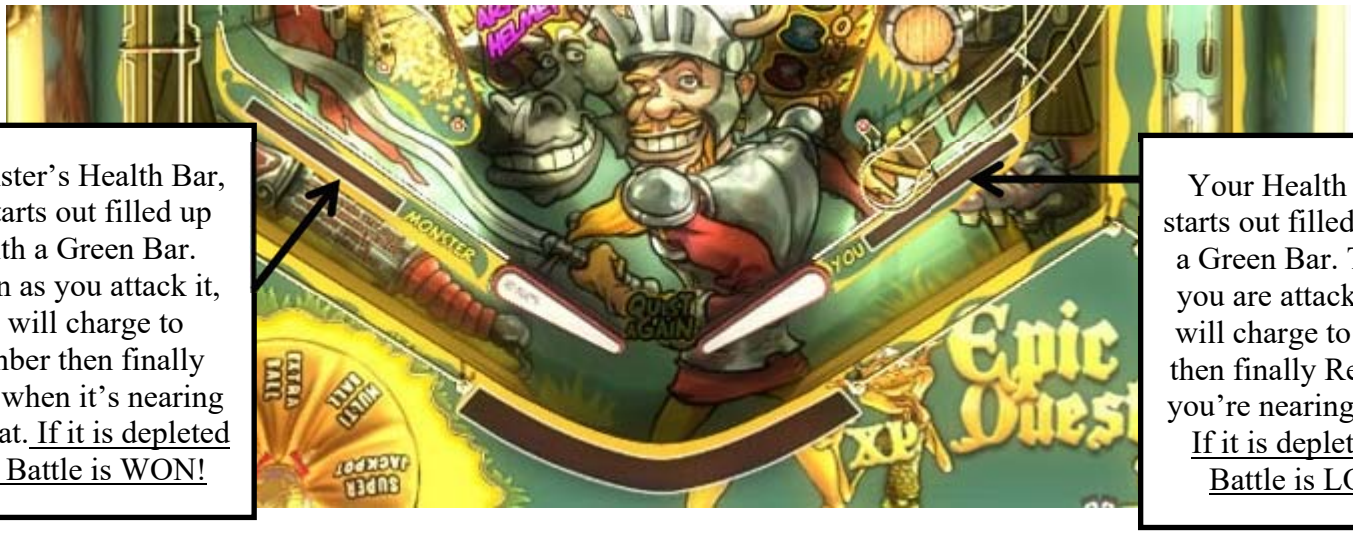
This is your Health

This is your Damage output to the Monster when you attack

Time remaining before the Monster attacks again.

You can also see **your Health** (Bottom Right of the Table) and the **Monsters Health** (Bottom Left of the Table) –

Monster's Health Bar, it starts out filled up with a Green Bar. Then as you attack it, it will charge to Amber then finally Red when it's nearing Defeat. <u>If it is depleted the Battle is WON!</u>



Your Health Bar, it starts out filled up with a Green Bar. Then as you are attacked it, it will charge to Amber then finally Red when you're nearing Defeat. <u>If it is depleted the Battle is LOST!</u>

Defeating the Dragon Monster –

The Dragon will Attack you in intervals of 10 Seconds hitting the Ramps/Orbits I detailed above resets that Timer and also with either Attack or Defend against the Dragon depending on what you hit. Now to defeat the Dragon you will need to perform Attacks, you will need to hit these Ramps/Targets to Attack the Monster –

<u>Attacking</u> is done by hitting –

- **Smash Target (3)** – Performs a Critical Attack, <u>The time for the Monster Attack doesn't reset upon hit so this is a risky Target to go for.</u>
- **Sword Ramp (8)** – This will Attack the Monster, <u>The time for the Monster Attack resets to 10 seconds upon successful hit.</u>

To perform a Counter Attack, this for me works the best for dispatching the Monsters effectively –

First you must hit the –

- **Shield Ramp (4)** – Performs a Parry, then hit the **Sword Ramp (8)** to perform a Counter Attack, The time for the Monster Attack resets to 10 seconds upon successful hit.

To perform an Elemental Spell –

If you have collected any of the Elemental Spells you will see that the Orcanium section has some weird lights beside it, to activate an Elemental Spell hit hitting the Mill Ramp (6) then with the Top Left Flipper hit the Ball into the Orcanium Ramp (1). You then use the Plungers which are activated by pressing any of the Trigger Buttons on your Pad to have the Ball roll into one of the four holes which you have collected an Elemental Spell for ***Note – See the Section Earlier in the Guide for more info*,** so it's all above timing you Button press.

Remember if you are about to die and you have a Magic Potion stocked try to hit the Ball into the Cave Sinkhole to regain all your Health lost in Battle. ***Note – This is very important! because the Dragon takes a lot of life when he Attacks you, so try to have this stocked up to use when you need before starting the Dragon Battle.***

If you manage to defeat the Dragon you will be awarded a Completion Bonus points but it's nothing big in my opinion only about 5 Million or so Points.

Note – Failure on the Wizard Mode will reset 3 of the Monster Battle Trophies you have collected, use the section where I detailed about how to defeat the 12 Monster to see which of those corresponds to which area etc. After you defeat those 3 and acquire the Trophies again the Dragon Final Battle becomes available again from the Loot Sinkhole (5).

WIZARD MODE IS COMPLETED AT THIS POINT

Now a friend over on the Zen Studios PFX2 Forums has been kind enough to provide some interesting stuff which you will enjoy. This helps you increase you highscore and well increases your understand of scoring mechanics.

A big thank you to BittenByThePinballBug

Longevity, High Scoring Strategies & Other Little Tricks

1. ***Lesson1)*** *Staying alive for a very long time: The best way to stay alive for a long time is to hit the smash target twice to prepare it. You don't need to keep track in your head, the blue target is pushed back each hit so you have a visual way to keep track. Once Ball save runs out, hit it the third time and take your skill shot. You have Ball save. When you get back on the table, hit it twice again to prepare for the next time and then take the time after with ball save remaining to work towards other goals. You could use this extra time, to accumulate forest bumper hits to work towards a mission. You could use it to accumulate Swarm letters (More later on why this is good.) or you could use it to travel, and hope to pick up random ball lock awards, kickbacks or monster trophies if you like.*

2. ***Lesson2)*** *Patience: So let's say you have hit the smash target three times and you have ball save just activated. Get back on the table quick and try to take a shot at the mill. If you get in first time, take advantage, you have a fight with a monster whilst ball save will protect you. You are very vulnerable to drains during fights but not if you have ball save*  *if you have powerful equipment you can kill a monster before save runs out. If you finish the fight with the smash targets 3rd hit you can go straight into another skill shot and have ball save active to make sure you get in the princess spinner safely. If you ask me the shield ramp is a dangerous ramp because of the kink in the middle. Get it wrong and on the roll out you can go right down the middle. The reason I called Lesson 2 patience is because you should turn down fights actively if you don't get in one straight away. Lesson 3 will explain.*

3. ***Lesson3)*** *Why Lesson 3 is called Patience and the importance of the Forest: In my opinion the Forest is the most important fight starting location. It gives you control. You can prepare your smash target two hits, and then use your spare time to accumulate forest bumper shots. When they get down to about 5 remaining, take your final smash target hit, get ball save, get back on the table and shoot the forest to be able to start a mission whilst having a large amount of ball save time. The dungeon doesn't give you this control. I mean sure it only takes two hits and you can set it up but in my opinion it's a risky shot. It's right off the end of the flipper but not quite or it hits the right bumper. Sure you will have ball save but you might also lose it trying the shot which then leaves you vulnerable having to hit the smash target 3 times without any defences. Sure do-able but you want to avoid bad luck. In my mind the Mill also doesn't give you control. You might well be able to shoot up the channel consistently but looking at the water wheel, it moves so fast it's very hard to visually time getting in to it. Seems to require some luck as well as skill. Isn't worth the time so in my opinion the Forest ramp is the easiest to hit and the least hassle for setting up safe monster fights.*

4. ***Lesson 4)*** *What to do immediately after a monster fight and after the Princess Spinner: Well quite simply get in the Princess spinner via the shield ramp. Take your time; don't want to lose a ball getting in there. You might take the extra time to set up ball save again and then do it, because in my opinion the smash target is a safer shot then shooting for the shield ramp from the right hand side. Once you have dropped a ball into the Princess Spinner you should take a pot shot at the Mill. You may well find yourself getting another fight straight away, with full ball save timer from leaving the Princess Spinner. This is great when it happens* 

5. ***Lesson 5)*** *Killing the final boss is great but Princess Multiball is better: It's the truth, I am 3rd in the world as mentioned but I still haven't killed the last monster. I haven't particularly tried. I want to do it of course for the achievement but it has been on the back burner for me for a while now. I always seem to mess it up when I have tried to beat him (In Multiball or not for some reason), which annoys me, but now I actively avoid getting to him which goes some way to explaining it (Yes this is bothering me) You see, it's much more worthwhile to keep fighting one creature in the forest. If you do too many you risk getting a random monster trophy from travelling, and shutting off the forest for future fight starting. Not good if you want to keep getting to Multiball without losing balls. Same if you get any lucky entries into the Mill. Just stick to fighting the Rat or the Ghost. They are near the top so quicker to get into. Every second counts! :P*

6. ***Lesson 6)*** *Identifying times when you are most vulnerable: At the very end of fights during the last few hits, as ball save is coming to an end. Shooting for the Princess Spinner can be one of these times too if you didn't finish the fight with the smash targets third hit. Perhaps the most important one to take note of though is immediately after Princess Multiball. More coming up on that.*

7. ***Lesson 7)*** *This one is my own and I wonder what you think: OK so if I am feeling very comfortable, I take the time to accumulate the SWARM letters on the sword ramp before locking the third ball for Multiball. I wait till the M letter is flashing and then lock my ball. If all goes well and I don't accidentally start the Skeleton mode early, I can do Multiball, and then come back on to the playfield, shoot the sword ramp once, start Skeleton Multiball and use this mode to get two safe Smash hits. Then I can get a ball on position on the right flipper, let the other one drain and when the mode has ended, take the third shot at the smash target to get back into the pattern of having ball save, and the ability to prep the next ball save, whilst you have ball save active. It may sound long winded but once you get it down it can and has worked for me on numerous occasions. It all goes to narrowing the amount of time you are on the playfield whilst vulnerable.*

8. ***Lesson 8)*** *What Bonuses are best for Multiball: Pure scoring wise, it is blatantly Super Jackpot, Add Ball and Extra Ball. Extra Ball is vital to keep the whole go going longer. Add Ball is tons better then Ball Save during Multiball. Ball Save doesn't last long enough. Add Ball is more useful depending on how good you are at shooting the forest ramp. It also makes your Multiball last longer so you have more chance of hitting a lucky Outlane for extra ball. Super Jackpot makes the Water Wheel and top flipper to Orcanium the super jackpot and it is a big jackpot. In my opinion it is much easier to hit than the Dungeon hole during Multiball so yeah...Has to be this. There could be of course variations if you want to achieve other things but I don't think they hold much weight.*

9. ***Lesson 9)*** *This is another nifty little trick. Let me know thoughts please: Ok so let's say you are good at always getting what you want from the Princess Spinner. How's about you want to progress quickly through the Mills monsters and you are good at Multiball? Enter the spinner and aim for instant Multiball. You won't have any protection active nor any super jackpot lanes added so what is it good for? Absolutely nothing! Well not necessarily, it could be an opportunity. One to safely guarantee a trip to the next Mill fight. Get two balls under your control on the flippers and every time you are in that situation, try and get one into the water wheel. If you see it go in successfully, drop the other two and the Multiball ends. Now you have a free shot at the Orcanium and your next fight begins. Pretty nifty I know not my ideal strategy though as you won't have ball save during the fight. It's more of a speed thing to progress through the Mill quickly but it's admittedly short sighted. Just something worth noting is all. If you want to join me in the Billionaires club then you may want to prioritise with all of the lessons above this.*

10. ***Lesson 10)*** *Opinions are opinions, but I can't see why too much credence is leant to Bat Frenzy: Sorry it just doesn't score great when measured against the risk. Eventually ball save will run out during it, and no matter how good you are at Pinball, eventually you WILL make a mistake. When you get this you can still set up your two smash shots during it, but sit patiently and let it pass. If you want to stay alive for a long time, this mode isn't the answer in my opinion. Here the lesson name is important .Different Strokes for Different Folks.*

11. ***Lesson 11)*** *Why accumulate your skill shot? Seriously, it maxes out at 3m. Instead use every Skill Shot you get to shoot straight through with full power and into the Orcanium instead. Because you will be using the Smash Target to stay alive you will be getting a lot of skill shots. Use them to get the scrolls. Then when you have all 4 you get 2 million every time you pass through the Orcanium during a skill shot. It never goes, down, never goes up, but it's more reliable. It's an easy shot to make and also you don't have to waste time with working on the power, you can just get straight back on the table, and if you have been reading everything carefully, you will already know why that is so important.*

12. ***Lesson 12)*** *Keep your spells: Don't use them unless you find yourself on the final fight. Without them you don't get the constant 2 million for the Orcanium during skill shot, and the only other place you might use them is during Bat Frenzy....Not a great mode for scoring in comparison to Princess Multiball, as established.*

Special Thanks to all the Zen Studios Forum Community! Members such as **Cloda, Wednesday, Wims, Steviej, shogun00, Hypno74 & BittenByThePinballBug** 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 on PlayStation Network, Zen Pinball on the Apple AppStore, and Zen Pinball THD on Android Marketplace.

Thanks for viewing my Guide,

"Bats! Your Blindness doesn't scare me!!!"

Yours

ShoryukenToTheChin