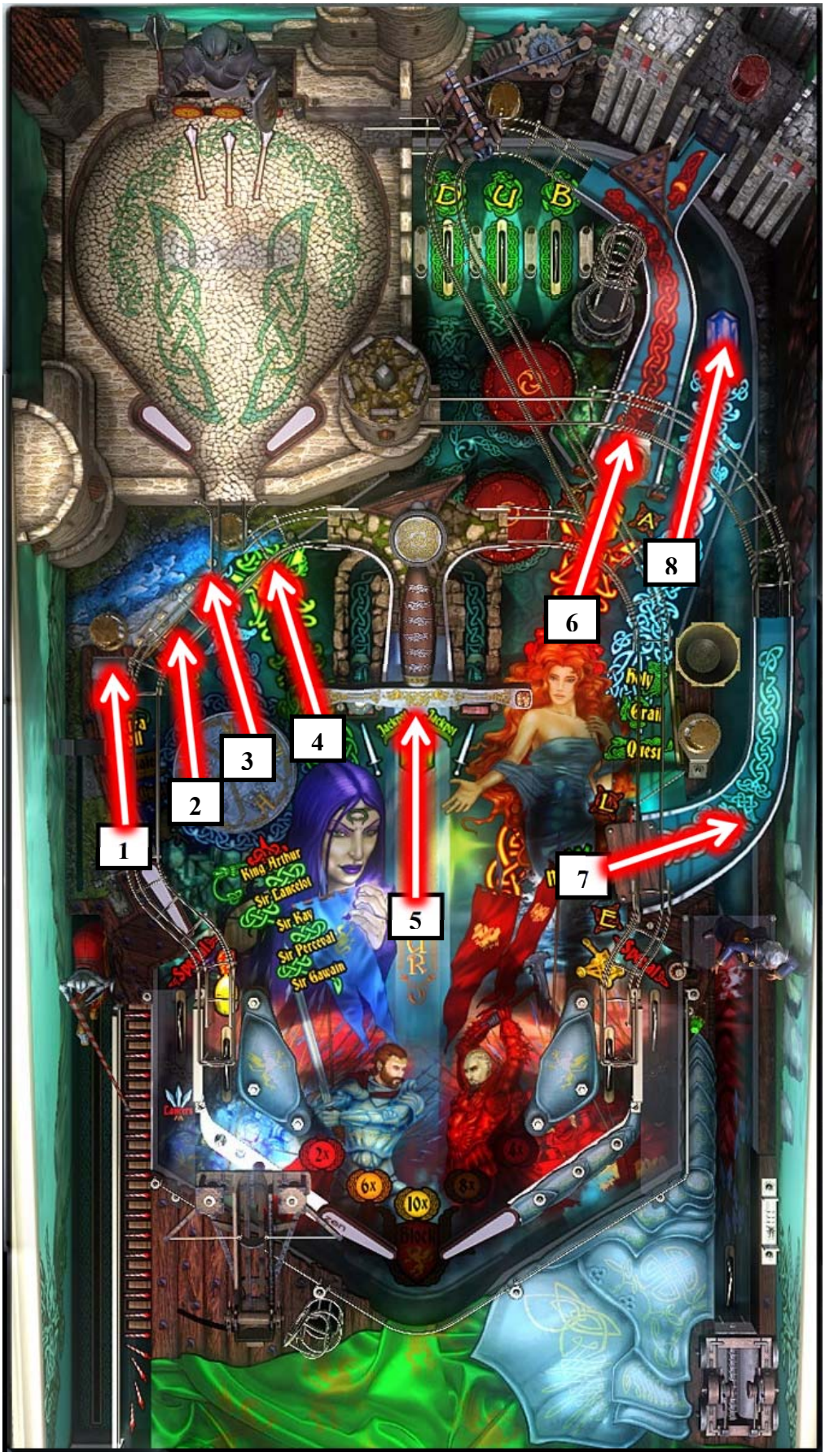
Excalibur Table Guide
By ShoryukenToTheChin



Key to Table Image Above *Thanks to Community Member - Cloda for the Overhead Image*

1. Quest Sink Hole
2. Hidden Path Sink Hole
3. Left Orbit
4. Siege Orbit
5. Excalibur Ramp
6. Mordred Ramp
7. Merlin Ramp
8. Right Orbit

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

This Table was one of the first Downloadable Content Tables which were made available for Pinball FX1. It was one of the most welcomed additions to the Table Library as it implemented a lot of new ideas which the Zen Community had not come across before, such as Unlimited Kickbacks for 40 Seconds etc. The Table featured breath-taking Artwork and its Background Music as well as Audio Cues was just the icing on the preverbal Cake. I had a lot of Fun cracking open this Table again to produce this Guide and I hope my love for this Table will engulf you as it's a real Gem.

Now when Zen Studios launched their new Platforms such as Pinball FX2 & Zen Pinball 2 etc. they decided to upgrade this Table among others to the new Platforms Physics & Graphics Engine. 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 ☺

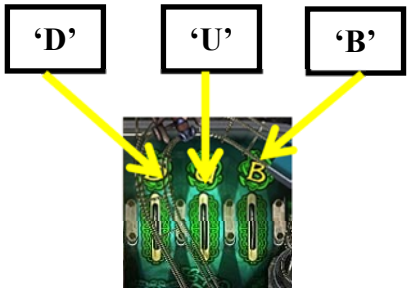
Make sure to try out the other classic Tables, as well as the newer Tables on the Platforms etc.

Notice: This Guide is based off of the Pinball FX 2 version of the Table on default controls. Some of the controls will be different on the other versions (Zen Pinball 2, Zen Pinball 3D, etc...), but everything else in the Guide remains the same.

Skill Shot

To attain a Skill Shot you must adjust the Plunger which is done by using the ‘Launch’ Button on your Controller. The Target is to make the Ball fall into the lit ‘DUB’ Rollover of which there are 3 available but only one will be lit, hitting the lit Rollover will reward you with 500,000 Points. The Rollovers are located at the Top Right of the Table.

Note - You can switch which of the 3 Rollovers is lit by using the Triggers on your Controller.

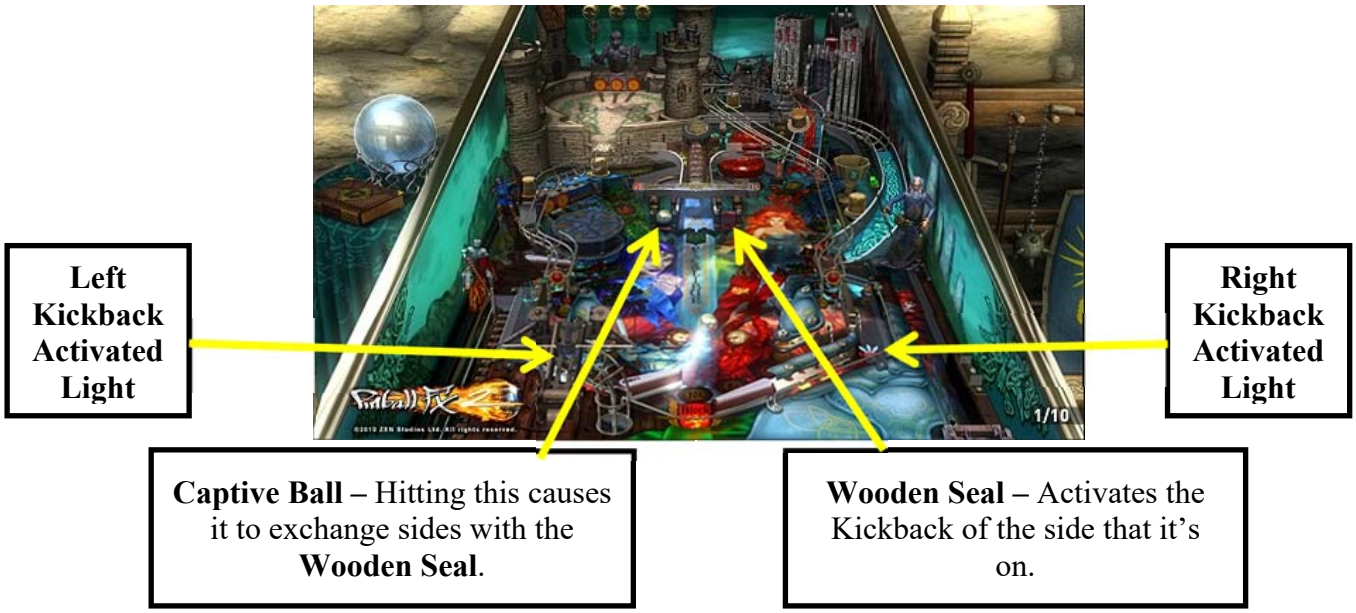


Kick Back & Ball Save

Kickbacks – Kickbacks are quite different on this Table instead of the usual Kickback mechanic that deactivates upon the Ball being returned from said Outlane, this Table gives you Unlimated Kickback for about 40 Seconds. Thus in those 40 Seconds its impossible to drain via said activated Kickback Outlane.

Now to activate the Kickbacks you must first hit the Wooden Seal which will either be on the Left or Right edge of the Excalibur Ramp (5). If the Wooden Seal is on the Left upon hitting that you will activate the ***Left Kickback*** likewise if its on the Right then the ***Right Kickback*** will activate.

To move the Wooden Seal to your chosen side if you want to activate a specific Kickback, just hit the Captive Ball and it will switch places with the Wooden Seal. For example, if the Wooden Seal is on the Right, then hit the Captive Ball on the Left and watch how they will change sides.



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

Ball Save – This Table has 2 Methods to activate this;

- **Method 1** - this can be activated by hitting the Quest Sink Hole (1) when there is no Mission lit. Once hit the Ball will then be released, you then need to hit the Ball with the Top Left Flipper, explained below;

  Note – The timing of this is very strict. You made need quite a bit of practice

  As the Ball is being released from the Sink Hole you will notice that the Dot – Matrix will display a Target, basically if you hit the Ball with the Top Left Flipper at the correct time you will be awarded with a Skill Shot which will grant you a long Ball Save. Now if you hit it but it wasn't a Skill Shot you may gain a "Nice Try!" which awards Ball Save but this one wont stay on as long.

- **Method 2** - Also given via Special (explained below this page in the section 'Specials') on the Outlanes, as well as random award for lighting the 3 'DUB' Rollovers (explained earlier in the Guide under 'Skill Shot' Section).

Note – This Ball Save remains active until you lose the Ball or after 30 seconds. Which ever comes first!

Extra Balls

There are **5** Ways to achieve an Extra Ball award on this Table –

- ***Method 1***: *'DUB' Rollovers Extra Ball;* Lighting all the 3 'DUB' Rollovers gives out a random reward when you go down the Outlane where 'SPECIAL' is lit, these include either an Extra ball, 500,000 Points, Raise the Multiplier or activation of Ball Save.

- ***Method 2***: *Expel the Invaders Extra Ball;* Complete the Expel the Invaders Side Knight Mission (explained Later in Guide in the 'Side Knight Missions & Hurry Up Modes - Expel the Invaders / Put the Fear of God into their Leader' section) then put the Fear of God into their Leader, after which collect via the Quest Sink Hole (1).

- ***Method 3***: *Joust Extra Ball;* Complete the 3rd Level (Expert Difficulty) of the Joust Side Knight Mission (explained Later in Guide in the 'Side Knight Missions & Hurry Up Modes - Joust' section).

- ***Method 4***: *Marching to Battle Extra Ball;* Complete the Marching to Battle Side Knight Mission (explained later in Guide in the 'Side Knight Missions & Hurry Up Modes - Siege of Mordred's Castle – Side Knight Missions' section) & then collect via the Quest Sink Hole (1).

- ***Method 5***: *Damsel in Distress Extra Ball;* Complete the 3rd Level (Expert Difficulty) of the Damsel in Distress Side Knight Mission (explained Later in Guide at the 'Side Knight Missions & Hurry Up Modes - Hidden Path - Side Knight Missions' section).

Special

Spelling out the 3 'DUB' Rollovers will make Special available on 1 of the Outlanes, that Outlane can be switched by hitting the Slingshot for that side. Shown Below –



Raising the Multipliers



To raise the Multiplier Level on this Table you need to do one of these following things –

- Completing the Quest for the Holy Grail Side Knight Mission (explained later in Guide in the 'Side Knight Missions & Hurry Up Modes – Quest for the Holy Grail' section).
- Completing Knights of the Renowned (explained Later in Guide in the 'Side Knight Missions & Hurry Up Modes – Knights of the Renowned' section) Hurry Up Mode.
- Given as a random award for lighting 3 'DUB' Rollovers and going down the Outlane where Special is lit (explained just above this Page/section of the Guide).
- Given as a random award for completing any other Mission (explained in the 'Main Knight Missions' section of the Guide).

Multiball Modes

There is only 1 Multiball Mode on this Table;

Merlin Multiball ***4 Ball Multiball****

To activate this Multiball Mode you must lock 3 Balls into the Caldron via the Merlin Ramp (7) this can only be achieved by hitting the Ball with the Top Left Flipper, so that it goes all the way up the Ramp and gets locked successfully. I do this by hitting the Quest Sink Hole (1) then timing my shot when the Ball gets released from the Sink Hole.

Tip – When the Ball is released from the Quest Sink Hole (1) a Kick out Sound can be heard use this Audio Cue to base your timing on as to when you should hit the Ball

You will then see the Ball land inside the Caldron upon getting the 1st Ball up the Ramp –



The 1st Locked Ball will award 500,000 Points, The 2nd gives out 750,000 Points and finally the 3rd Ball gives 1 Million Points and after which starts the Multiball Mode.

Once the Multiball Mode starts you can gain Jackpots by hitting the lit Ramps/Orbits. To increase the value of the Jackpots all you need to do is continually collect Jackpots awards over and over again, as each time you do you increase their value. Now if you want to get a Super Jackpot award you will need to hit the Ball up the Merlin Ramp (7) and it will allow you to collect Super Jackpots, but only for a short period of time.

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.

Side Knight Missions & Hurry Up Modes

Duel –

This is activated by causing the Roundtable to rotate a total of 20 times, to do this just keep hitting it and eventually it will rotate enough times.



After which you need to hit the Mordred Ramp (6) to enter the Camelot Playfield –



1 of the 3 Targets shown in the above Image will then flash (They will alternate between the 3), you will then need to hit the Target that is flashing to cause the Knight to be stunned.

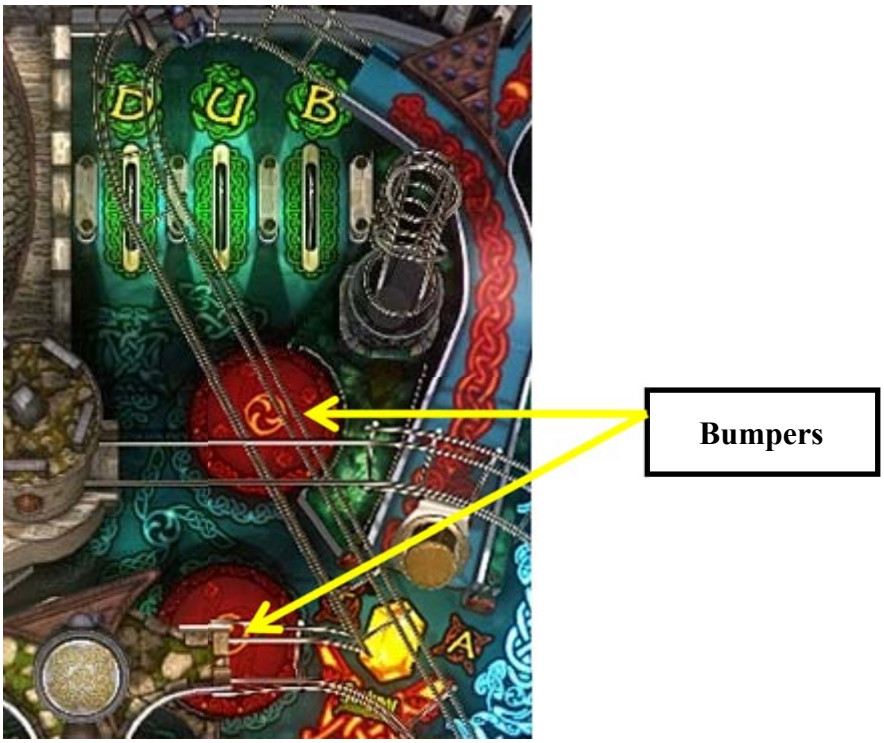
After he has been stunned his guard will drop (He will smash his Weapon into the ground), now here is your chance to attack him by simply hitting the Ball at the Weapon –



Each hit is worth about 500,000 Points, Repeat this a further 2 or so times to win the Duel and gain about 2 Million Point Completion Bonus.

Expel the Invaders / Put the Fear of God into their Leader *Timed* –

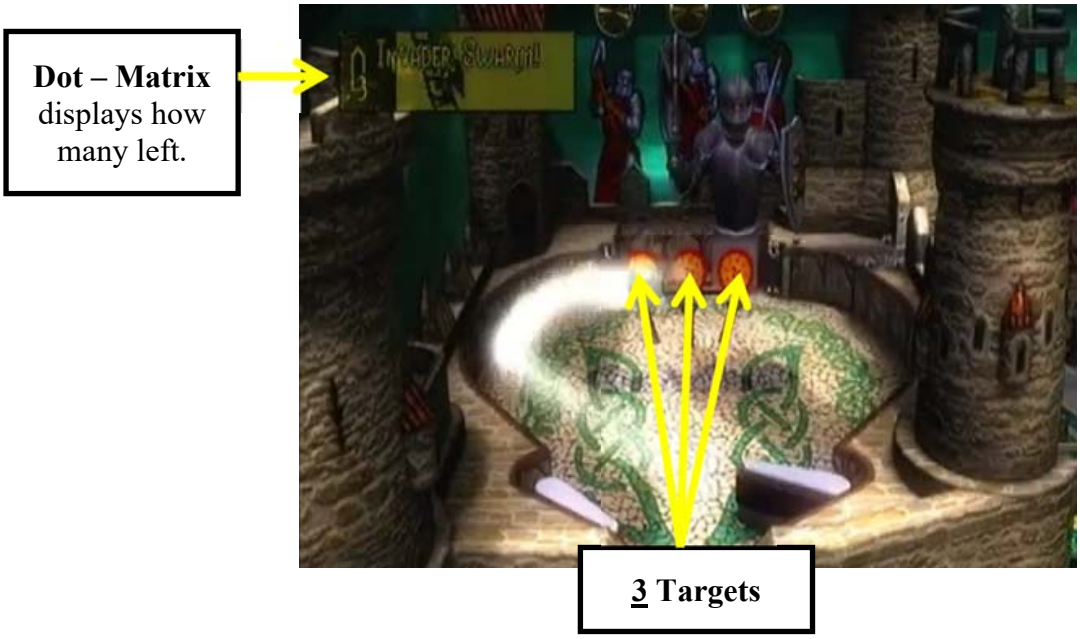
This is activated by hitting the Bumpers a certain numbers of times –



After a certain amount of hits the Expel the Invaders Side Mission will become available, after which you need to hit the Mordred Ramp (6) to enter the Camelot Playfield –

Expel the Invaders *Timed* -

You then have to get rid of all the Invaders by hitting the flashing 3 Targets (shown in the Image below), remember this is a timed Mission so try to do this as fast as possible or your Castle will be taken. There are about 10 Waves of Invaders which need to be defeat, if you manage that you will be awarded with 2 Million Point Completion Bonus.



Fear of God ***Completion of above 'Expel the Invaders' is required to activate**** -

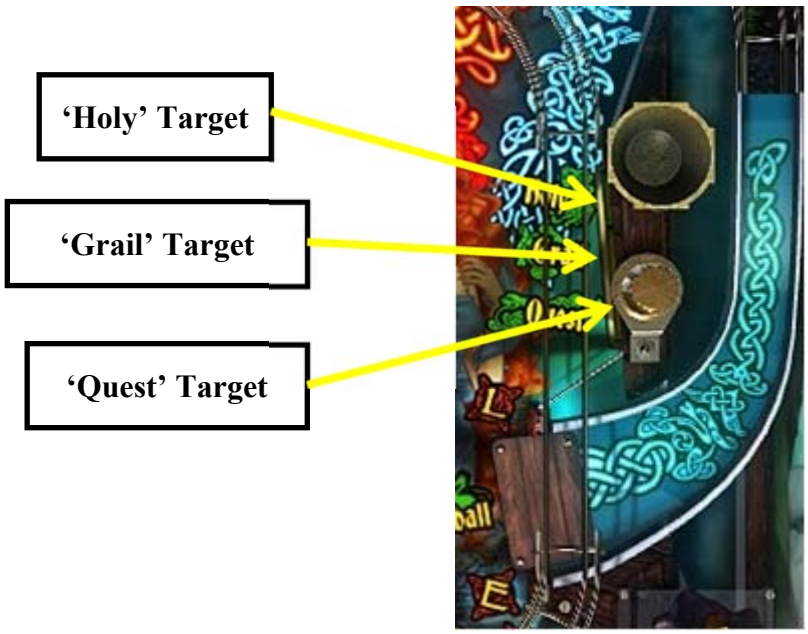
This is pretty much completed the same way that the Duel Side Mission is – 1 of the 3 Targets will then flash (They will alternate between those 3), you will need to hit the lit Target to cause the Knight to be stunned. When he is stunned he drops his guard (He will smash his Weapon into the ground), hit the Weapon to attack him. This can be seen in the below Image -



Each hit nets you 500,000 Points and the final hit nets you 1 Million Points. You are then awarded 2 Million Points and an **Extra Ball** will become available at the Quest Sink Hole (1).

Quest for the Holy Grail *Timed* –

To activate this you must first hit the 3 'HOLY GRAIL QUEST' Targets –



Now after you have done the above you will be able to start the Side Mission, just hit the Quest Sink Hole (1). You then have about 30 Seconds to hit the flashing Ramp/Orbit which is indicated by a Gem flashing in front of its entrance. Each successful hit will reset the timer back to 30 Seconds.

After you do that about 5 or so times the Side Knight Mission will then be complete. You then will gain a 5 Million Point Completion Bonus for successfully completing the Mission and it will advance the Multiplier to the next level.

Joust *Timed* -

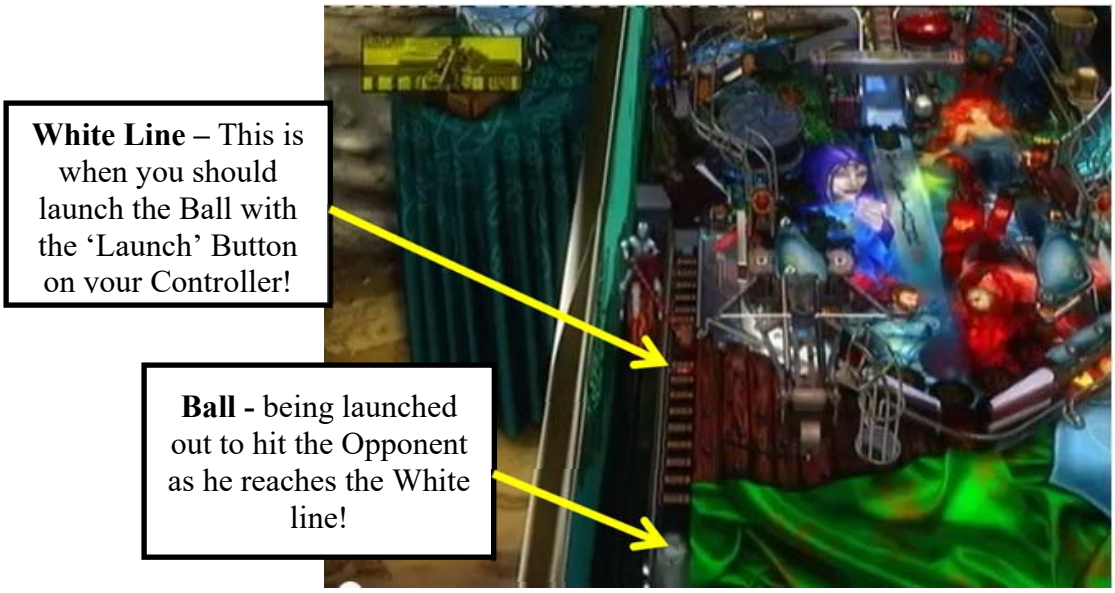
The Joust Side Knight Mission is activated by first hitting the Orbits about 5 or so times, either of these Orbits –

- Left Orbit (3)
- Siege Orbit (4)
- Right Orbit (8)

After hitting the Orbits enough times you will hear "A Tournament has been announced!" now you will then need to hit the Quest Sink Hole (1) to begin this Side Knight Mission.
You will then be taken to the Joust Playfield (shown in the below Image), upon entering this Playfield you will need to beat your opponent a total of 3 times to win the Tournament.

Your Opponent which is represented by the armed Warrior at the top of this Playfield will begin to charge at you, working his way down the Playfield. You will then notice something rising from the lower part of the Playfield; it looks like a little White line, this is you and you are on a collision course with your Opponent.

Now I will explain how to attack the Opponent correctly because if you are too late or earlier the Side Knight Mission will fail, thus resulting in you needing to repeat the above to retry this Side Knight Mission. Attacking the Opponent is as easy as pressing the 'Launch' Button on your Controller. The secret to completing this Side Knight Mission is; to press the 'Launch' Button just about when the Ball of the Opponents Joust is touching you (represented by the White line), this may take some practice but after a while it will become Muscle Memory.



Upon beating the Opponent 3 times you will win the Novice Tournament and be rewarded with a 5 Million Point Completion Bonus. There are 3 levels of the Joust Side Mission which are - Novice, Medium & Advanced. Each level is the same as the last in that you have to defeat 3 Opponents, but of course the Medium Tournament will have the Opponent moving towards you at a faster rate, even more so when you attempt to win the Advanced Tournament. You will need to repeat the process of activating the Joust Side Mission upon completion or failure, if you wish to attempt a higher difficulty or retry.

You are award 20 Million Points for winning the Medium Tournament & about 30 Million Points for the Advanced Tournament as well as an **Extra Ball**.

Note* - *Any difficulty you have beaten will remain even if you drain*

Knight of Renowned *Timed* –

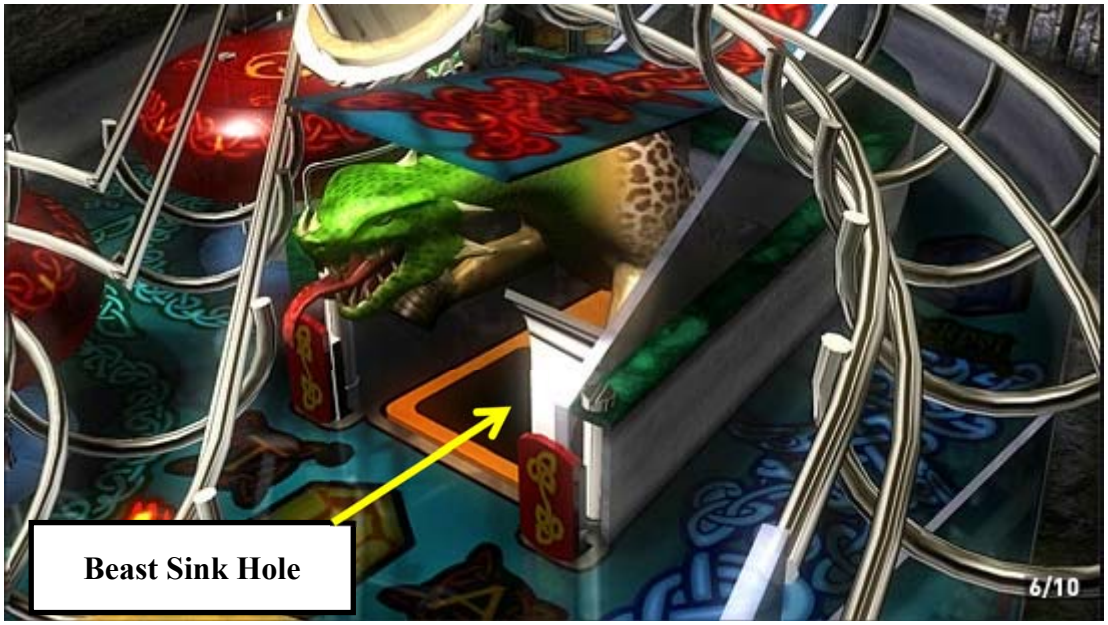
Send the Ball up the Excalibur Ramp (5) repeatedly until the Knights Renown is at level 11.

***Note** – if you lose the Ball you will keep your Knights Renown Level. Also there is a faster way to level up – what you do is have the Ball pass through the Left Inlane (This Inlane has a Yellow Diamond visible on it) this causes the Level to increase by 2x if I'm not mistaken for a short amount of time.**



After you reach the desired Level, Merlin will then stop your Ball & you will then see a random Beast appear at the entrance of the Mordred Ramp (6).

An example of one of the Beasts –



Underneath it you will see a Sink Hole, to complete this you will have to hit the Ball into it about 5 times, you have about 15 Seconds to hit the Sink Hole each time and the timer will reset each time. Each time you hit the Sink Hole you are awarded with 500,000 Points, whereas completion grants you 3 Million Points and advances the Multiplier to the next stage.

You can play this again by repeating the activation process but this time your Knight Level will be at 22 when it activates and so forth.

Dungeons of Mordred's (Morgana's Lair) *Timed* -

You must first hit the Mordred Ramp (6) 5 times ***Note – If you drain your Ball the count is reset!***

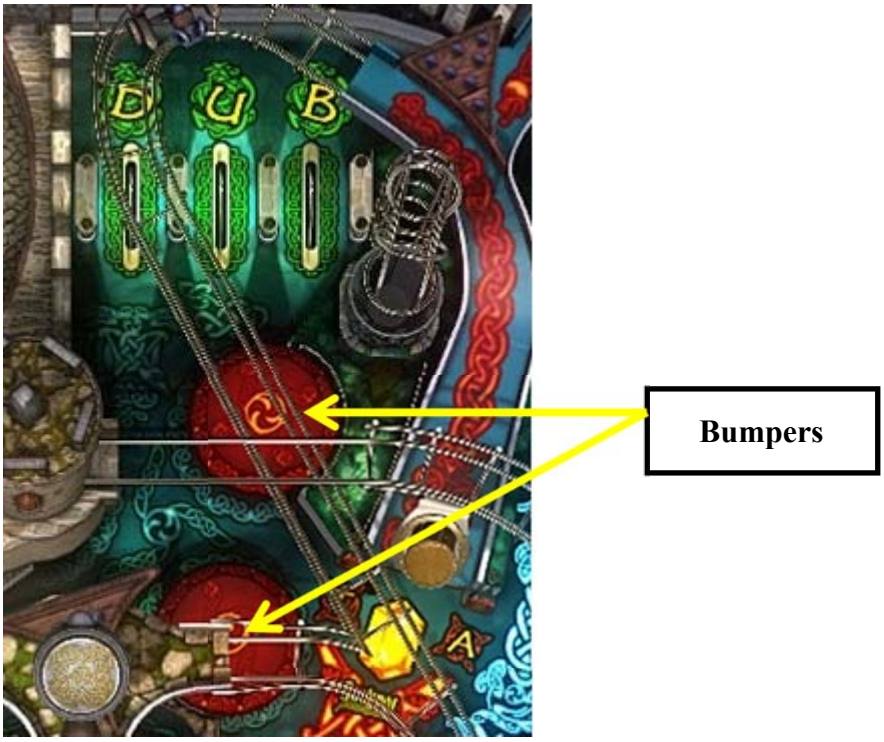
Once you have done the above, hit the Ball up the Mordred Ramp (6) again but this time the Ball will divert into Mordred's Castle. Once done the Side Knight Mission will begin; the objective here is to find your way out of Mordred's Castle Maze, and you will see that a certain Ramp/Orbit will be lit. Hit the Lit Ramp/Orbit to advance through the Maze.

Note - Be very careful because if you hit any Ramps/Orbits etc. that's not lit you will be returned to the start of the Castle's Maze.

When you hit a lit Ramp/Orbit the timer will reset each time, you will have about 30 or so Seconds to hit the next lit Ramp/Orbit. Keep hitting the flashing/lit Ramps/Orbits until the Side Mission is completed, upon which you will be awarded a Completion Bonus.

Knights of the Round Table Hurry-up *Timed*-

When you hit the Bumpers –



You will notice that the Dot – Matrix will display a certain amount of Points. This activates Hurry Up Mode which is active when all the Names under the Roundtable flash, hit the Roundtable repeated to multiply the Points.

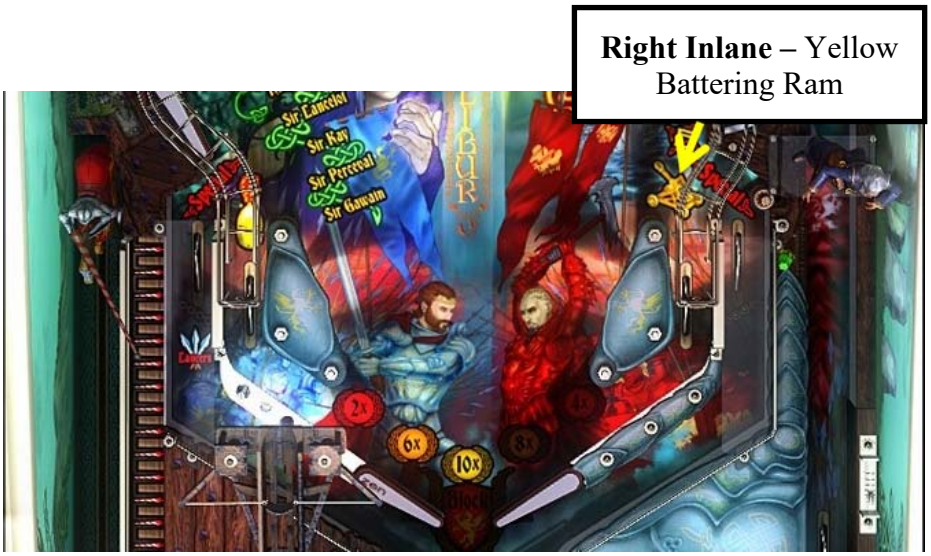


Tip - This is actually a very easy method to score some Points and it is quite safe to start up as well.

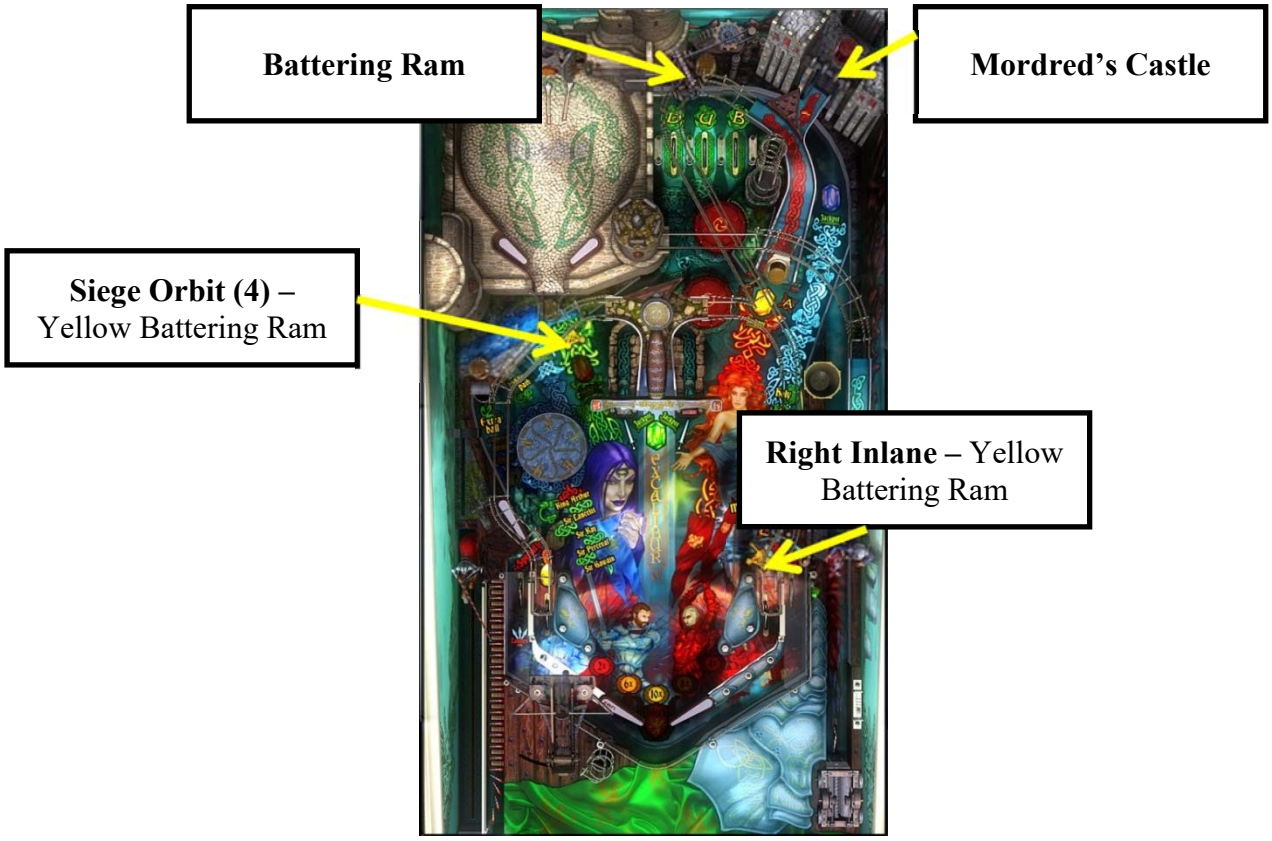
Siege of Mordred's Castle – Side Knight Missions

Marching to Battle –

When the Ball rolls down the Right Inlane; you will notice a Yellow Battering Ram which lights up upon the Ball being dropped down that Inlane. The easiest way to have the Ball roll down that is to hit the Mordred Ramp (6), since the Ball will near always be returned to you via that Inlane –

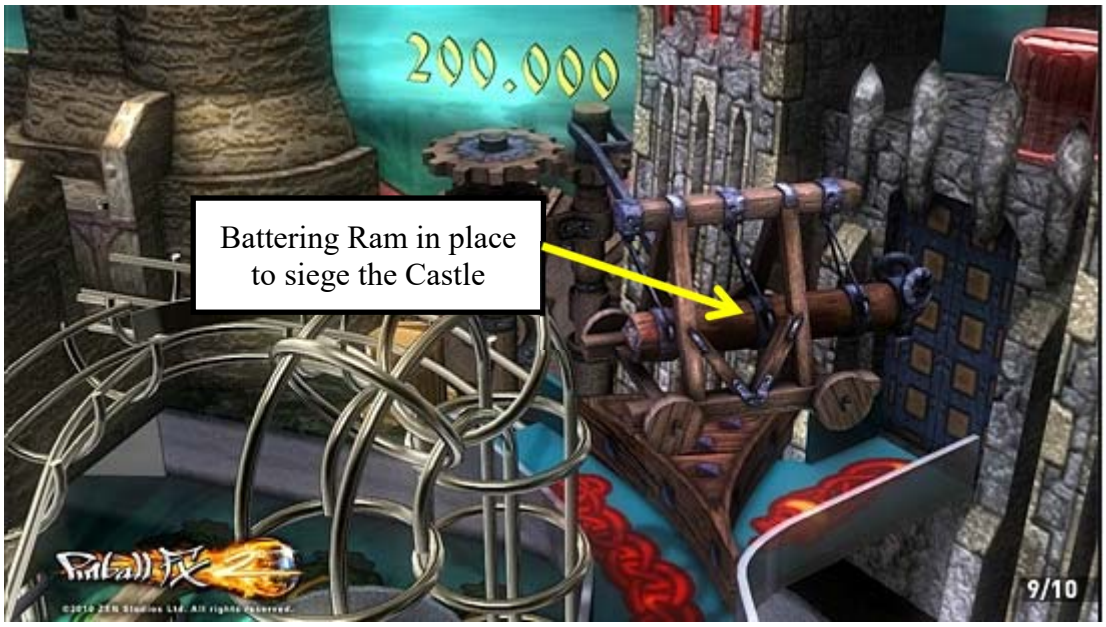


You then are given about 15 Seconds to hit the Siege Orbit (4) if you manage to hit that it will cause the Battering Ram to move a bit towards Mordred's Castle. Failure to do so will mean you must repeat the above step to have the Ball roll down the Right Inlane etc.



After you have done the above 3 Times the Siege Mordreds Castle Side Knight Mission will begin.

Siege Mordred's Castle *Timed*-



Upon this starting you will be given about 40 Seconds in which you need to hit the Mordred Ramp (6), successfully doing so will result in you hearing "Load The Catapult!" this means you must hit the Mordred Ramp (6) again to load it. So hit the Mordred Ramp (6) again to do so.



Upon which the Catapult will fire the Ball at Mordred's Castle, this nets you 1 Million Points each time. Time will then be added to the timer, repeat the above a further 2 times to break through Mordred's Castle defences. Now hit the Mordred Ramp (6) yet again; this will then activate the Battering Ram to break down the Door of the Castle, which will again award you with 1 Million Points.

Now siege the Castle by hitting the Mordred Ramp (6) since the Door has been destroyed in the previous step you just did, upon doing so you will net 500,000 Points. Repeatedly hit the Mordred Ramp (6) until you complete the Side Mission, it will take about 2 more hits up the Mordred Ramp (6) to complete. Completion will earn a 6 Million Point Completion Bonus; it will also light **Extra Ball** at the Quest Sink Hole (1) and so hit that to claim the **Extra Ball**.

Hidden Path - Side Knight Missions

To gain access to the below 2 Side Knight Missions you must first hit the 2 Hidden Sinkhole Targets;

1st you need to hit 1 of them, this will then make that Target move from Left to Right and as it gets to the farthest Right hit the Target again to make it stop there. Repeat this process for the 2nd Target, the objective is to move both of the Targets to the Right which will reveal a secret Sink Hole which is the Hidden Path.

The 2 Targets are located just above where the Roundtable is –



Once the 2 Targets have been moved to the Right by following the above method, you then need to hit the Ball into Hidden Path Sink Hole which has been revealed (Under where the Targets were). Upon doing so, the Dot – Matrix will display 2 options

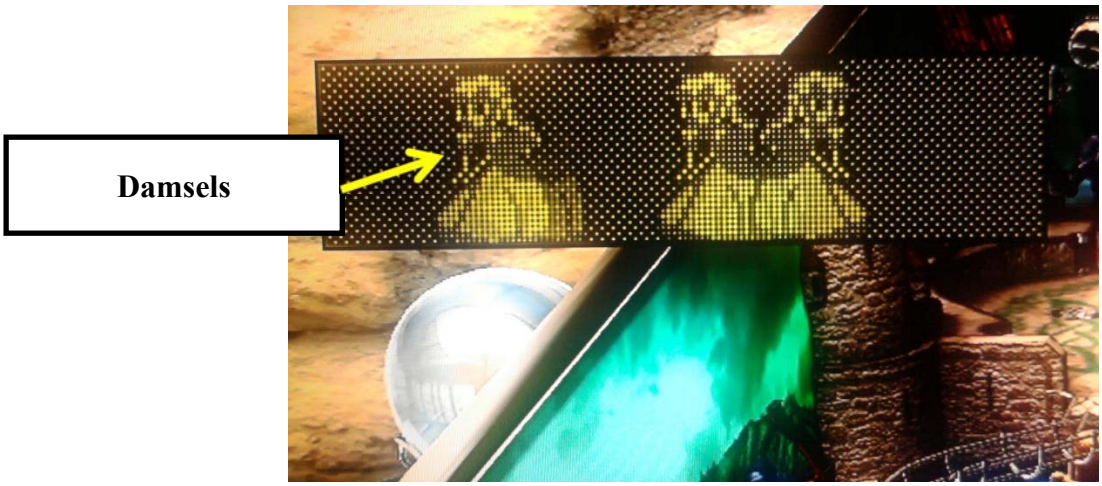
- Press the Right Flipper Button on your Controller to select ***the Damsel in Distress Side Knight Mission***.

- Press the Left Flipper Button on your Controller to select ***the Breath of The Dragon Side Knight Mission***.

The below Page will explain each of the above Side Knight Missions;

Damsel in Distress –

If you select the Damsel in Distress; this Side Knight Mission is a Video Mode meaning it will all take place on the Dot – Matrix. The objective here is to pick out the right Princess from the 3 available (2 are fake) if you pick the correct one the Mission is completed, if not then you fail and must repeat the above process of moving the Hidden Path Targets etc. to retry the Side Knight Mission.



Now to complete this you need to save/select the Damsel/Princess which will always start in the Middle of the 2 fake ones, they all will then start to swap places and your job is to keep an eye on where the real Damsel/Princess is at all times. After they stop moving; you then need to select which 1 you think is the real Damsel/Princess, this is done by using the Flipper Buttons on your Controller. The Right Flipper Button moves the selection circle to the Right, whereas the Left moves it to the Left. Once you have made up your Mind, press the 'Launch' Button on your Controller to select your chosen Damsel/Princess. The reward for completion is 5 Million Points.

You can reactivate this Mission again via the Methods already explained above, but each time you complete it the reward for the Completion increases –

- 2nd time – 10 Million Points
- 3rd time – 15 Million Points

Etc.

If you complete the Mission 3 times in one game, you will then be rewarded with an **Extra Ball**.

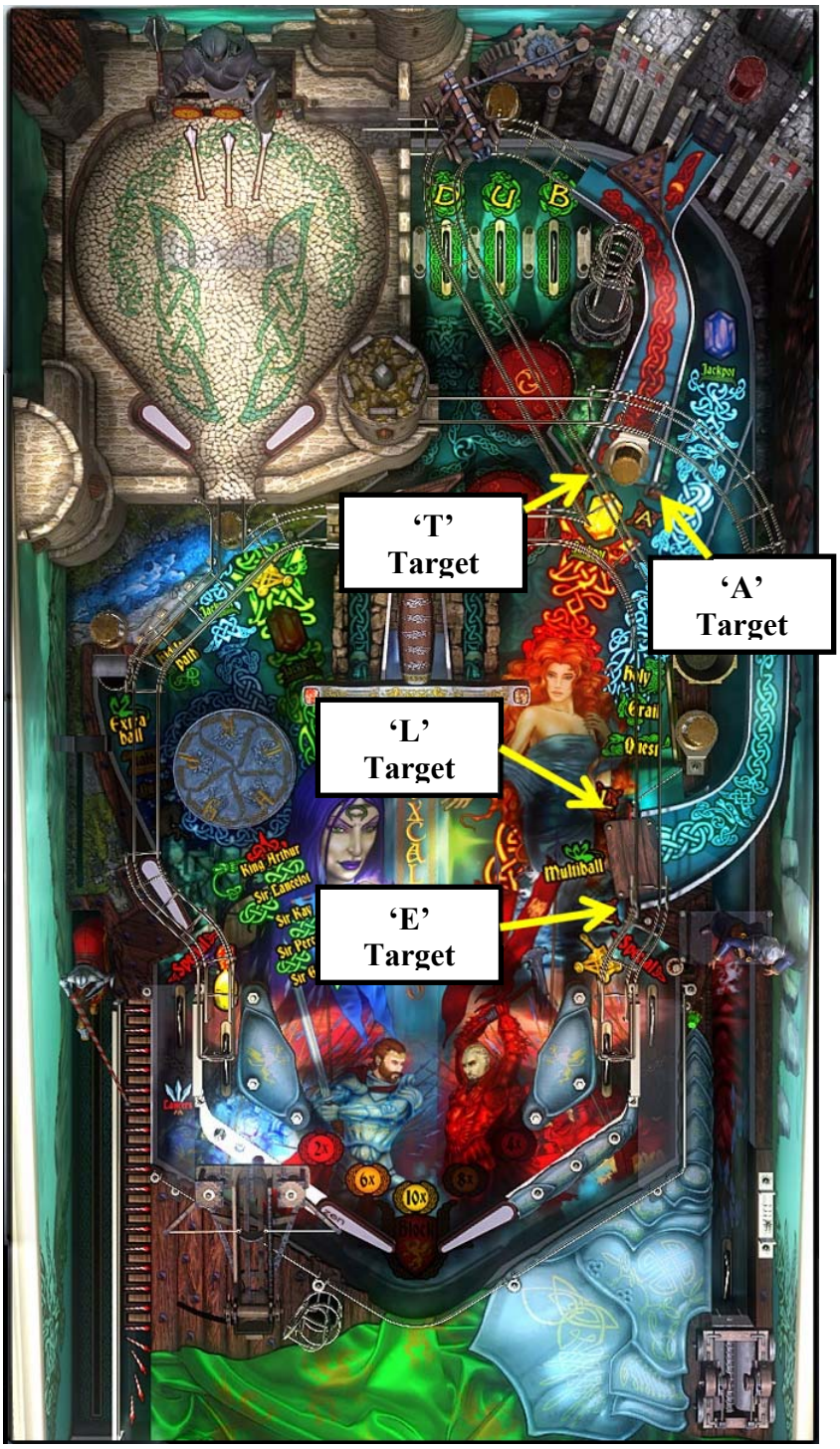
Breath of the Dragon *Timed* -

If you select the Breath of The Dragon Side Knight Mission, Morgana will release a Dragon to try and kill you. Thus you need to hit the lit Ramps/Orbits to run away from the Dragon, you can see your progress on how far away you are from it via the Dot – Matrix. If you manage to successfully escape you will be awarded about 10 Million Points Completion Bonus.

Main Knight Missions

This Table has **5 Main Knight Missions;** – To activate one of these Missions you must first hit 4 'TALE' Targets which are located at the sides of the entrances to –

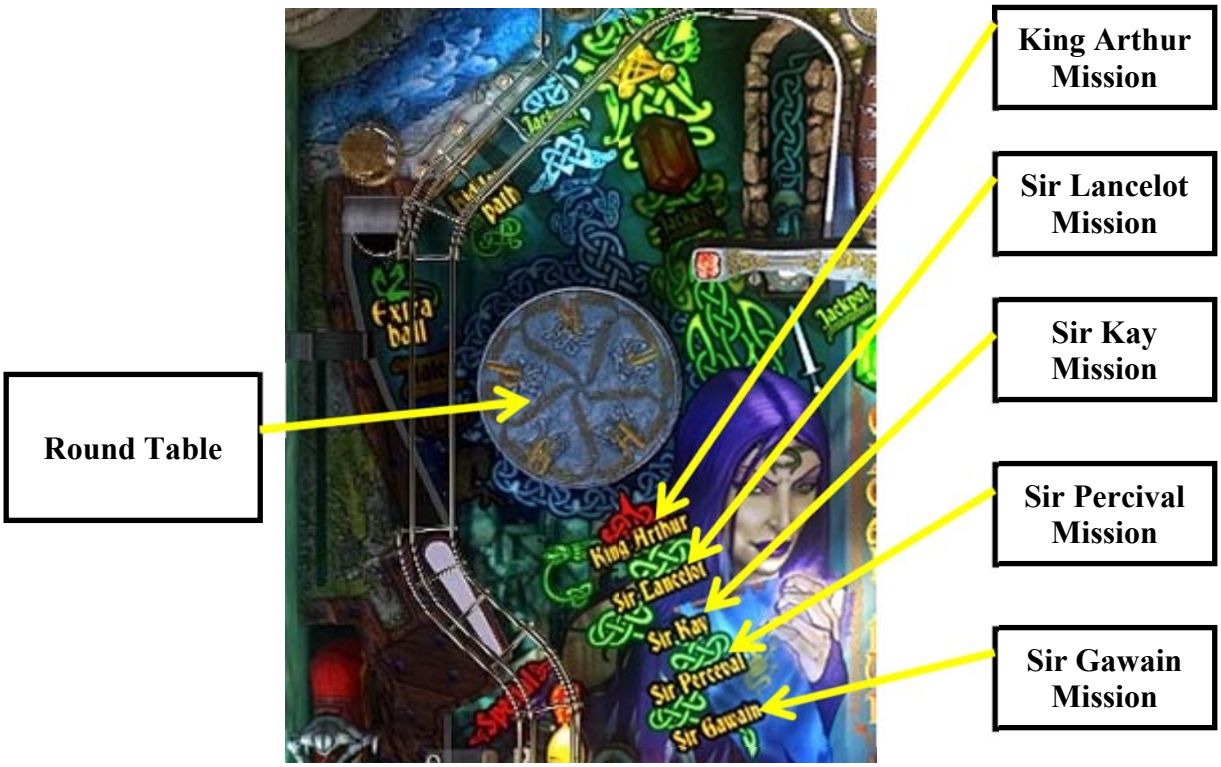
- Mordred Ramp (6) which has the **'T' & 'A' Targets** on either side of its entrance.
- Merlin Ramp (7) which has the **'L' & 'E' Targets** on either side of its entrance.



Upon hitting all of them you can start up a Main Knight Mission by hitting the Ball into the Quest Sink Hole (1).

Or –

You can hit the Roundtable to cycle through which Main Knight Mission you want to attempt first, it's kind of a Wheel of Fortune thing as there is no definite way to make it stop on your desired Mission (that I know of).



Thus that's why I just get on with it and hit the Quest Sink Hole (1) to begin whatever Mission.

I will explain how to complete each Mission on the next Page -

Mission Completion Explanations -

King Arthur *Timed*

To complete this Mission you must perform a combo of 10 shots up the Excalibur Ramp (5). This Mission is timed, but when you perform a combo the timer will stall. But if you fail to hit the ramp in time to perform or keep the combo going the timer will instead restart. Thus you will have to begin again. Don't fret as any combo you do will be counted, it's not a continuous combo of 10 so take it easy. You will then be awarded with a Completion Points Bonus.

Sir Lancelot *Timed*

To complete this Mission you must find Guinevere to rescue her from a Prison Cell before the timer runs out. The Dot Matrix plays a very important part if you wish to complete this Mission as it will display 3 locked Doors & one of them contains a Damsel which you must rescue. To know which of the 3 Doors is holding a Damsel just look for the one with the biggest lock on it.

Now each of the Doors is represented by a Ramp or Orbit –

- The Left Door – **Left Orbit (3)**
- The Middle Door – **Excalibur Ramp (5)**
- The Right Door – **Mordred Ramp (6)**

Just keep hitting the Ramp/Orbit which corresponds to the Door with the biggest lock on the Dot – Matrix until you find Guinevere. Now if you hit a different Ramp/Orbit, this will instead unlock an empty Cell and you will be awarded some Points. Upon finding Guinevere which if I remember is after you have found 7 or so Damsels, you will then complete the Mission and be awarded with 20 Million Points.

Sir Kay*Timed*

To complete this Mission you must hit the Excalibur Ramp (5) about 3 times, ***but remember to look on the Dot – Matrix & follow the path that is indicated.*** This means if it says to go Left you must make sure the Captive Ball is on the Left side of the Excalibur Ramp (5), if it says to go Right then make sure the Captive Ball is on the Right before hitting the Ball up the Excalibur Ramp (5). View the Image below if you are still unsure about this process -



Captive Ball – Hitting this causes it to exchange sides with the **Wooden Seal**.

Wooden Seal

After you have done the above about 3 times a Beast will appear on the Mordred Ramp (6). Hit the Mordred Ramp (6) to hit the Beast & then repeat the above process in which you must select the correct path a second time to complete this Mission. You will also receive a Completion Points Bonus.

Sir Percival – 2 Ball Multiball Mode *Timed*

Upon starting this Mission you will begin a 2 Ball Multiball which means you need to have both Balls in play or the Mission will fail. To complete this Mission you need to hit the **Glowing Ball** which will be one of the 2 Balls which were given out at the start of the Mission into the **Hidden Path** which will be open at all times during this Mission –



After you have done this, hit the **Hidden Path** a further 2 times with the **Glowing Ball** to complete the Mission & award you with Completion Bonus Points.

Sir Gawain *Timed*

To complete this Mission you must do about 15 Orbit shots within the time limit, this means full Orbit shots no shots that come up short which land into the Bumpers or 'DUB' Rollovers. The Orbits are –

- Left Orbit (3)
- Siege Orbit (4)
- Right Orbit (8)

You can keep hitting the same Orbit if you desire, just make sure to pick one etc. that you are confident of hitting. From what I saw it appears that if you combo your Orbit shots then you can complete this Mission faster. After you have done 15 full Orbit shots the Mission will be completed & you will be awarded with Completion Bonus Points.

WIZARD MODE (Final Mission)

This Wizard Mode is a reward for completing all the **5** Main Knight Missions, The reward is about 100 Million Points & Merlin will say something like "It appears I'm not the only Wizard Here!"

After completion of all the Main Knight Missions & the award of doing so, the progress of the Tables Missions etc. will be reset thus Table Reset!

Special Thanks to all the Zen Studios Forum Community! Members such as **Cloda, shogun00, Wims, IndyRC_Racer, Flynn74, rapierdwit, steviej, StOrMtRoOpErMx19 & E113** 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, Zen Pinball 3D on Nintendo 3DS and Zen Pinball THD on Android Marketplace.

Thanks for viewing my Guide,

"Are you a Pinballer? Or merely a Mortal?!"

Yours

ShoryukenToTheChin