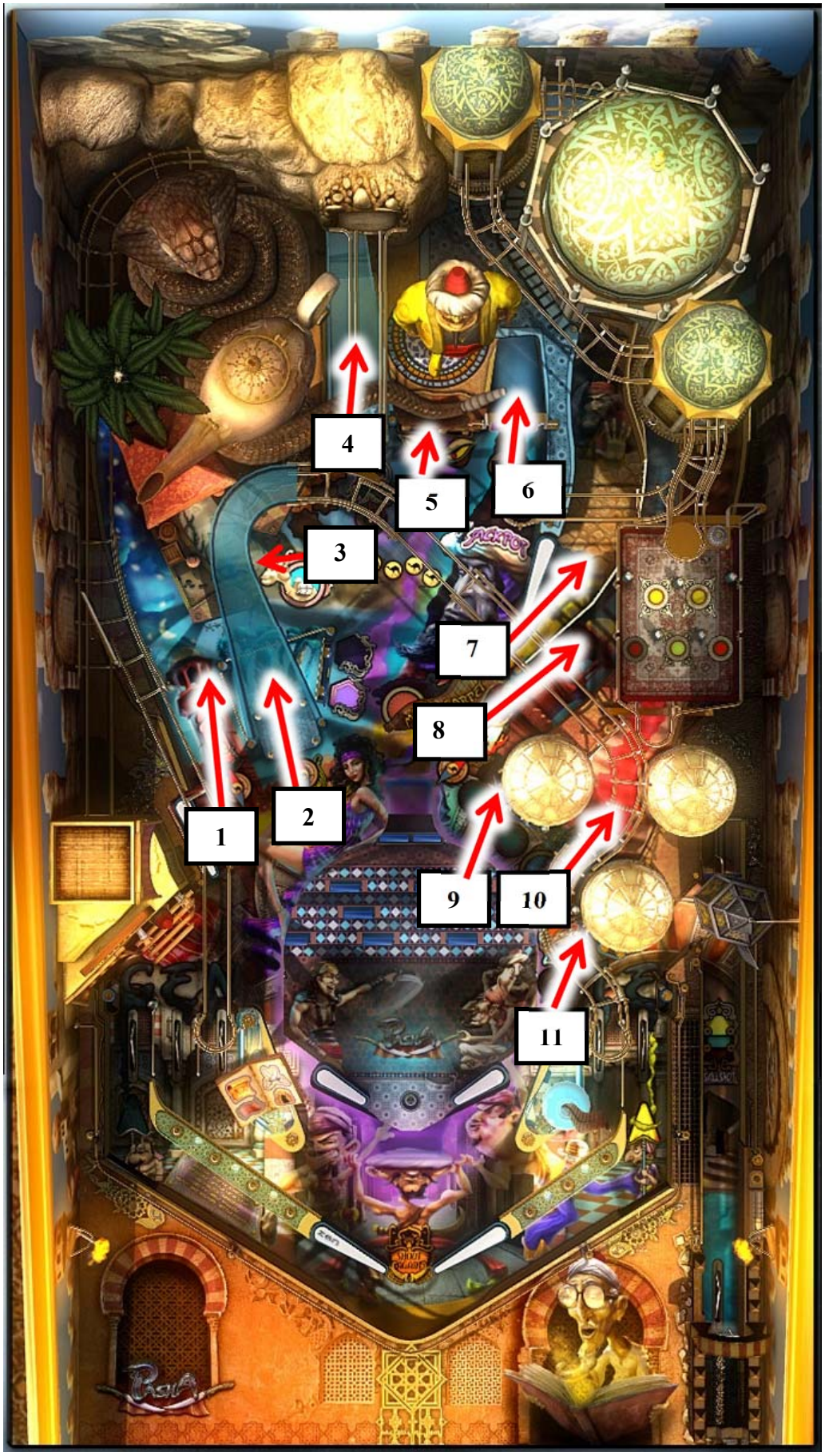
Pasha Table Guide
By ShoryukenToTheChin



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

1. Left Orbit
2. Cave Ramp
3. Caravan Sink Hole
4. Bazaar Ramp
5. Multiball Lock Targets
6. Right Orbit
7. Palace Ramp
8. Bumper Mini Orbit
9. Multiplier Targets
10. Story Book Ramp
11. Bazaar Target

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

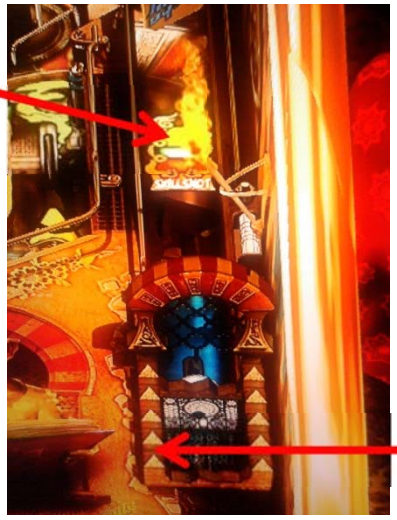
This Table was one of the first 4 Tables which were made available for Pinball FX2. It was a still is one of Zen Studios best works when it comes to original Table ideas; as it blends its Artwork and Music with the overall Theme perfectly.

I will try to explain the ins and outs of this Table, as with every Table it becomes more fun if you know what it is you are actually doing ☺
Make sure to try out the other classic Tables from Pinball FX 1, as well as the Tables from Pinball FX2 & Marvel Pinball.

Skill Shot

Skill Shot is attained by pulling down the Plunger to have the Ball release with just the Right amount of power and at the Right time of course. Below is an Image showing when and how you should launch the Ball –

Power Bar - When this is full (3 Bars are lit) you should launch the Ball. Look at how the Plunger has been set up to see what power you should use.

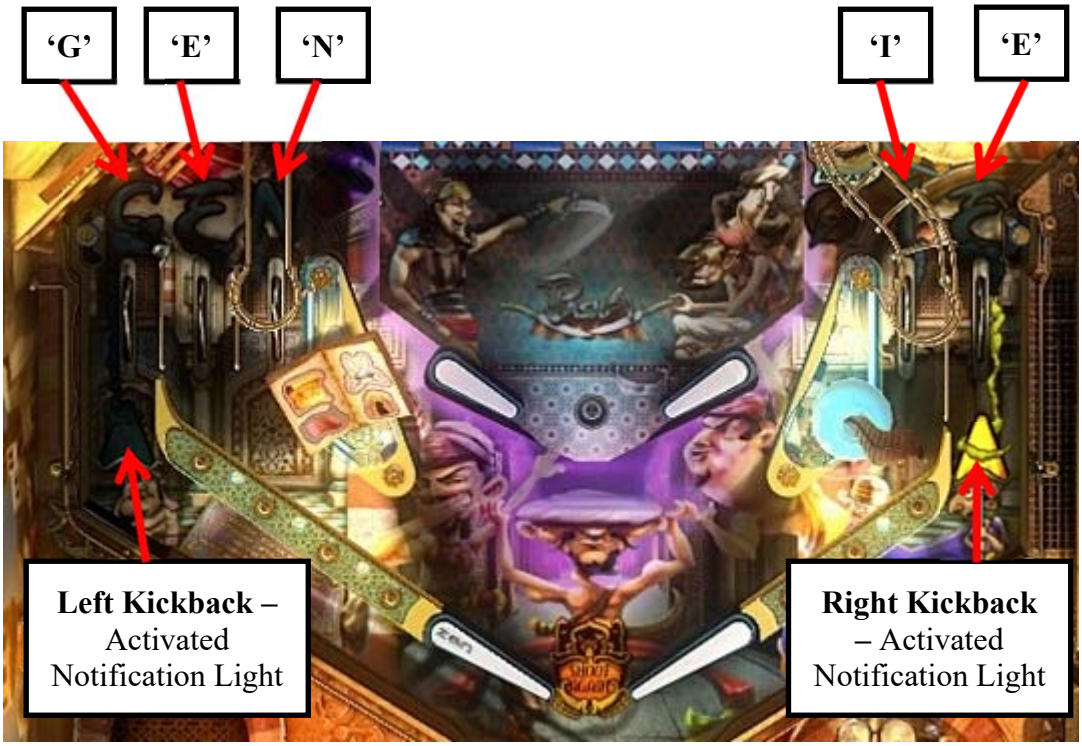


Plunger – have the top of the spring directly in line with the first Arrow Head, and only release/launch the Ball when the Power Bar is full.

Kick Back & Ball Save

Kickbacks – Both Kickbacks are activated by having the Ball roll down the 5 'GENIE' Rollovers on the Ins and Outlanes, but you will notice that the first time the Ball rolls down one of them it will light up in a Yellow colour but if you make the Ball roll down the same light again it turns to a Blue colour. Below I will explain this –

To activate the Left Kickback you must light all the 5 'GENIE' Rollovers once, so they will all be lit Yellow and you will need to repeat this process again but now the Rollovers will light up Blue which will now activate the Right Kickback.



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

Ball Save – this can be activated by hitting the 3 Ball Save Targets which are just to the Right of the Bazaar Ramp (4) entrance –



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

Extra Balls

The **2** Ways to achieve an Extra Ball –

- **Complete the Elixir of Life Multiball Mode –** This will be explained later in the Guide under the 'Multiball Modes' section.
- **Camel Caravan -** Get all Compasses shots and get to the Oasis via the Caravan Sink Hole (3) to complete the 'Advance to next Town' Side Mission a total of 3 times (This will be explained in more detail later in the Guide under 'Side Missions' section).

Raising the Multipliers

To raise the Multipliers on this Table you need to do hit the 2 Multiplier Targets (9) which are located to the Left of the Story Book Ramp (10) to raise the Multiplier level to the next, for example first its 2x Multiplier then 4x Multiplier etc. –



The Multiplier maxes out at 10x Multiplier, upon draining your Ball the Multiplier will **reset**.

Side Missions etc.

Camel Caravan –

When you first launch your Ball on this Table you will notice that on the Ramps/Orbits etc. there is a flashing Compass, the Compasses are located on the following –

- Left Orbit (1)
- Cave Ramp (2)
- Bazaar Ramp (4)
- Right Orbit (6)
- Bumper Mini Orbit (8).

Finally you will need to hit the Bazaar Target (11).

As you hit your Ball up the corresponding Ramp/Orbit/Target you will notice that the Compass of that particular feature will be lit solid instead of flashing, thus meaning you have hit that Compass shot. You can also see your progress by a Notification set of lights located just Right of the Caravan Sink Hole (4) –



Camel Caravan Progress –
Notification Lights

Now if you start hitting the Compass shots but then fail to hit another one within a short time limit then you will have to deal with the 'Find some Water' Hurry Up Mode which requires you to hit the Caravan Sink Hole (4) within 25 Seconds or so. Failing to hit that will cause your Compass shots to be reset.

Now if you hit all the Compass shots you will then need to his the Caravan Sink Hole (4) to complete this Side Mission thus finding the Oasis. Complete this Side Mission a further 2 times to acquire an **Extra Ball.**

Bazaar Video Mode –

This is activated by collecting the 6 letters of ‘BAZAAR’ this is done by hitting either 1of the 3 Ball Save Targets –

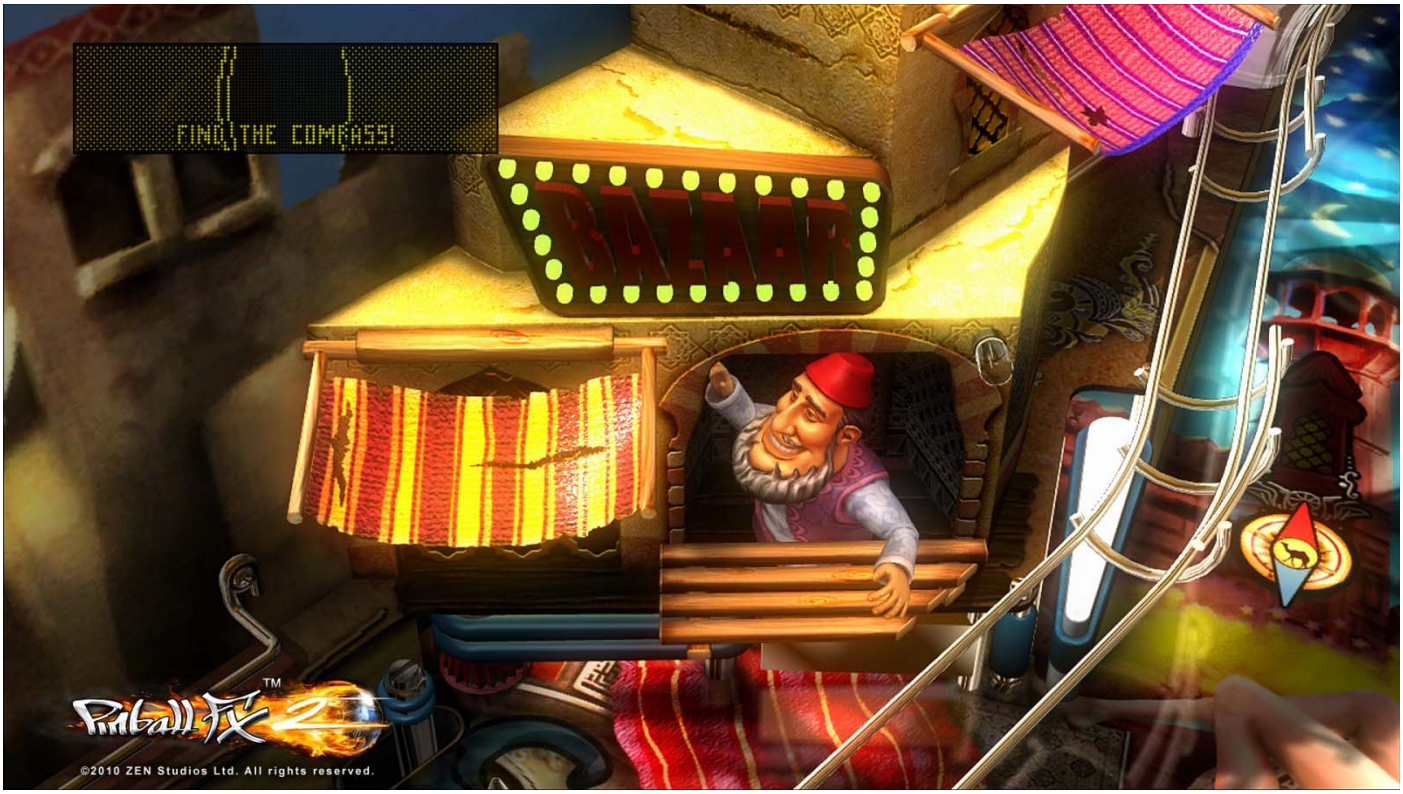


The 3 Ball Save Targets

Or 1 of the 2 Multiplier Targets –



Each time you hit one of them you gain a letter of 'BAZAAR' upon hitting either of these a total of 6 times the Bazaar Side Mission will be available. To start this you must hit the Bazaar Ramp (4); you will then be taken to his shop which you will then play a Mini – Game -



You will then be taken to the Dot – Matrix where you must find the Compass, which is hidden under 1 of the 3 Cups so you need to watch carefully –



You choose which one of the Cups by using the Trigger Buttons on your Controller, for example Left Trigger cycles to the Left whereas Right Trigger goes Right. Once you are happy, press the 'Launch Button' on your Controller to select the Cup you think the Compass is under.

Note – If you take too long the Game will select the Cup for you, so don't sleep on the job.

Cave of Wonder -

As you hit the Slingshots you will notice that the Dot – Matrix will be displaying some Points and with each hit to the Slingshots those Points decrease. You can also hit the 2 Cave Jackpot Accelerator Targets to double the amount of Points decrease each time you hit a Slingshot.



When it reaches 0 Points you then begin the Cave of Wonder Side Mission. A Sink Hole becomes available at the top of the Cave Ramp (2) which you can hit 3 times before it deactivates, don't worry it's not timed.

Other Side Missions –

There are 3 other Side Missions that are activated in the same manner as the main Book of Tales Main Missions, but only when the Book of Tales is closed (This will be explained later in the Guide under 'Book of Tales Main Missions' section).

These Side Missions are as follows –

- **Save the Princess** - this is completed in the exact same manner as the Book of Tales Treasure Map Main Mission.
- **Carpet Ride** - this is completed in the same manner as the Book of Tales Magic Carpet Main Mission.
- **Protect the Caravan** - this is completed exactly like the Book of Tales Defeat the Guards Main Mission.

Multiball Modes

There are 2 Multiball Modes on this Table –

Snake Multiball *3 Balls* –

To start this Multiball Mode you must first lock 3 Balls into the Snake, just is done by hitting the Right Orbit (6) a couple of times upon doing so you will be able to hit the 2 Multiball Lock Targets (5) which will then reveal a Hidden Sink Hole directly behind. The Table will also change its lighting and the Lamp at the centre of the Table will glow Purple thus leading all the way up highlighting where the Ball must be locked into –



Repeat the above process a further 2 times and the Multiball Mode will begin. You will be given 3 Balls to play with, the objective here is to hit the Lit Targets which range from Orbits to Ramps, after you have hit the Lit Targets you then are tasked with locking the remaining Balls into the Multiball Sink Hole which is hit via the Multiball Lock Targets (5). Depending on how many Balls you lock will affect how much completion bonus Points you are awarded.

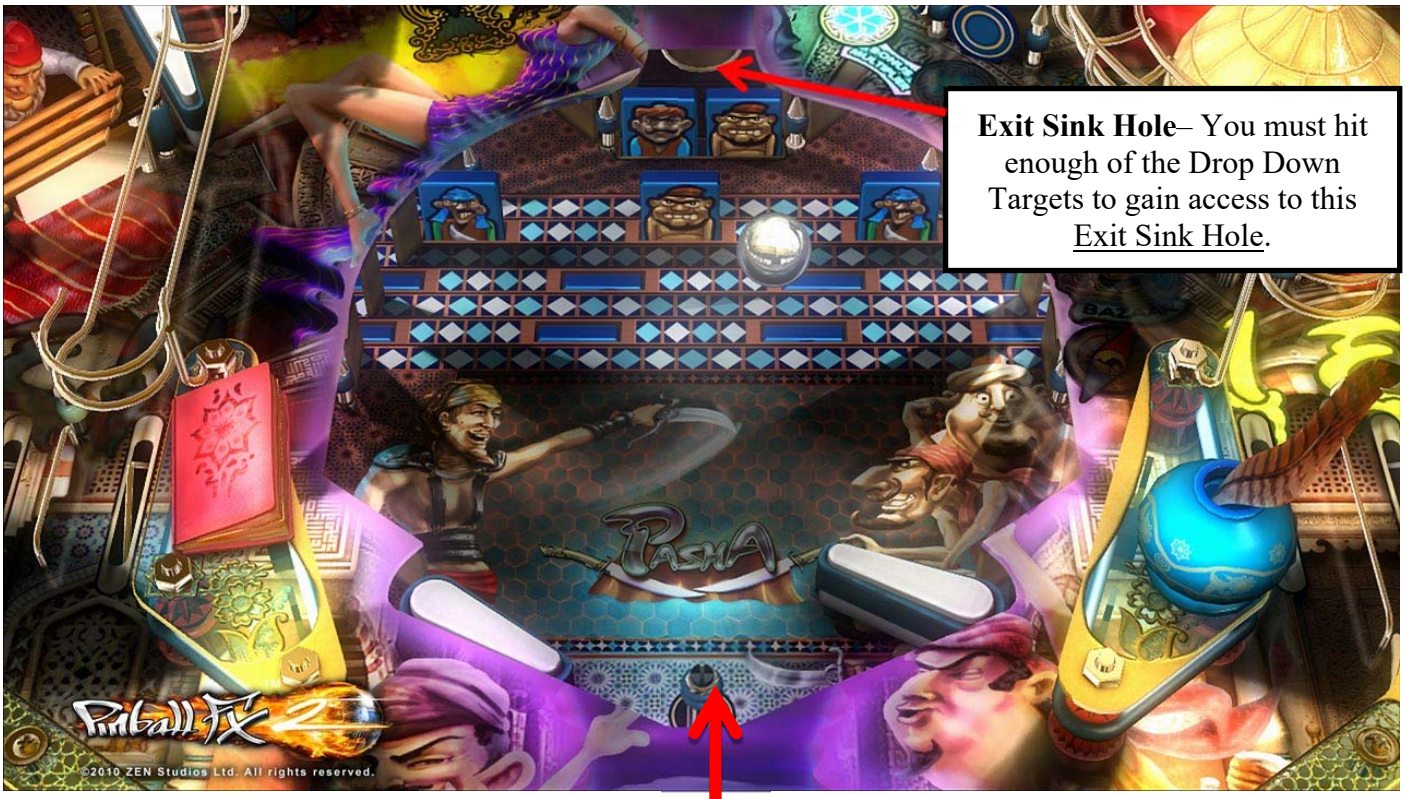
The Multiball will continue as long as you have a minimum of 2 Balls in play, you will have to repeat the above process again if you wish to re-enter this Multiball Mode again.

Elixir of Life Multiball *2 Balls* –

To start this Multiball you must activate/complete the Protect the Caravan Mini – Game (explained earlier in the Guide under 'Other Side Missions') this can be done by hitting the Caravan Sink Hole (4) while not in the Story Book Mode (Explained later in the Guide) or by hitting the Ball into the Palace which will then either give you the Protect the Caravan Mini – Game or another like Carpet Ride etc.

Upon starting the Protect the Caravan Mini – Game you will be taken to the Mini – Playfield which you must hit the Drop Down Targets to escape –

Note – The Centre Drain of this Playfield has a little Peg in the Middle this will sometimes bounce the Ball back into to play, so try to keep your cool if it's going down the Middle as it might be bounced back up. After a couple of Seconds the Pin should re-errect.



You only need to successfully Exit through the Exit Sink Hole to complete this Mini – Game. Upon doing so you will start a 2 Ball Multiball Mode. The Objective here is to hit the Flashing Orbits/Ramps, upon doing so you must lock the 2 Balls into the Multiball Sink Hole which is hit via the Multiball Lock Targets (5). Once you do so you will be awarded the Elixir of Life **Extra Ball** and some completion bonus Points.

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.

Book of Tales Main Missions

To start the Book of Tales Main Missions you must first hit the Story Book Ramp (10) this will then begin a Hurry Up Mode, which you need to hit the Ball into either and to gain more time re-hit the Story Book Ramp (10) –

- **Caravan Sink Hole (3)** – this will start the Defeat The Guards Main Mission
- **Palace Ramp (7)** – this will start either the Magic Carpet or Treasure Map Main Missions, depending on which cycle it's on. You will see 2 Notification Lights (each represents 1 or the 2 Main Missions available at that Ramp) just outside the entrance to the Palace Ramp (7), to change which one is lit you can hit either the Bazaar Ramp (4) or Right Orbit (6).

Defeat the Guards

Upon starting the Defeat the Guards Main Mission you will be taken to the Mini – Playfield which you must hit the Drop Down Targets to escape –

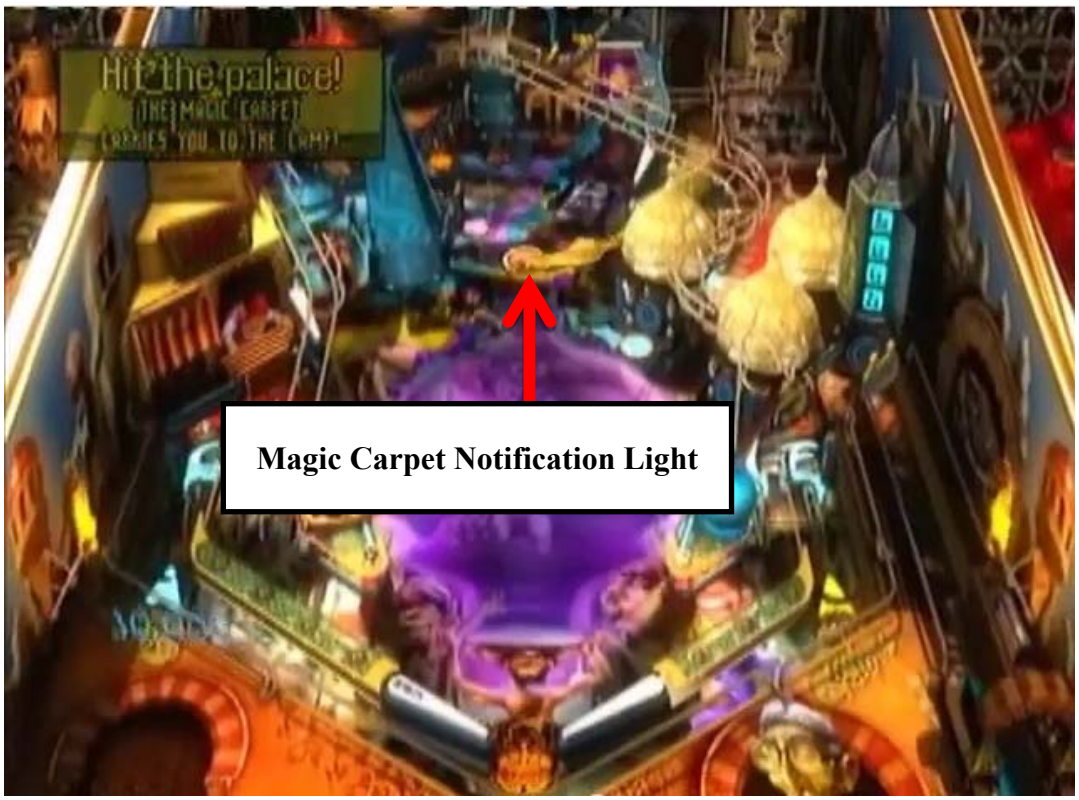
Note – The Centre Drain of this Playfield has a little Peg in the Middle this will sometimes bounce the Ball back into to play, so try to keep your cool if it's going down the Middle as it might be bounced back up. After a couple of Seconds the Pin should re-errect.



You only need to successfully Exit through the Exit Sink Hole to complete this Mission and you will be awarded with completion bonus Points. If you don't roll down the lit lights then you will have to reactivate the whole process to re-attempt this Mission.

Magic Carpet

To activate this Mission you must hit the Palace Ramp (7) when the Magic Carpet Notification Light is lit, shown below –



Once you hit the Palace Ramp (7) you will be taken to the Magic Carpet Playfield, the objective here is to make the Ball roll over the 2 lit lights by tilting the Carpet Left by holding on the Left Trigger on your Controller if you need the Ball to roll Left. To make the Ball roll to the Right you then need to hold the Right Trigger on your Controller to make the Carpet tilt to the Right. If you manage to roll over the 2 lit lights then you complete the Mission and you will be awarded with completion bonus Points. If you don't roll down the lit lights then you will have to reactivate the whole process to re-attempt this Mission.



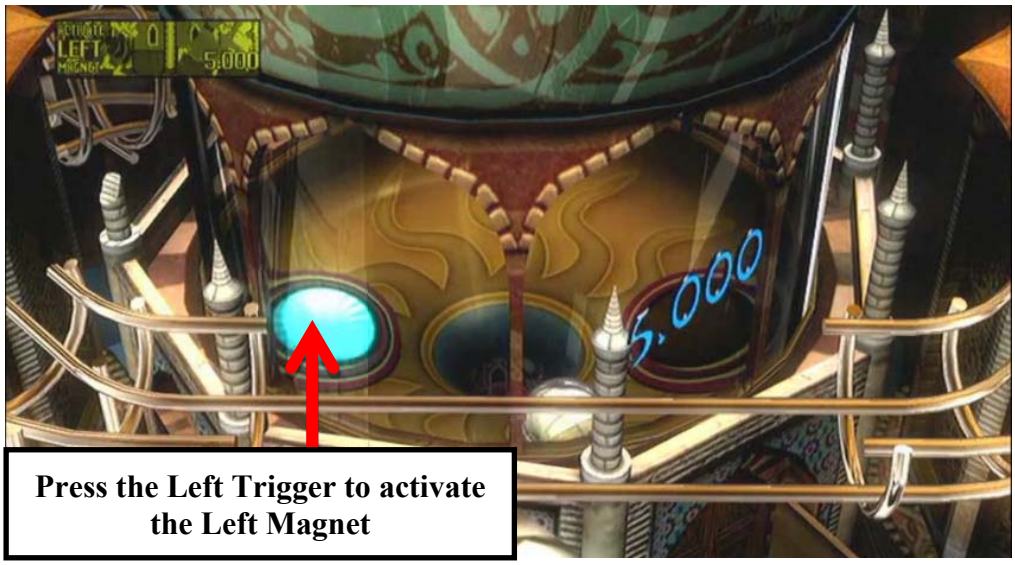
Treasure Map

To activate this Mission you must hit the Palace Ramp (7) when the Treasure Map Notification Light is lit, shown below –

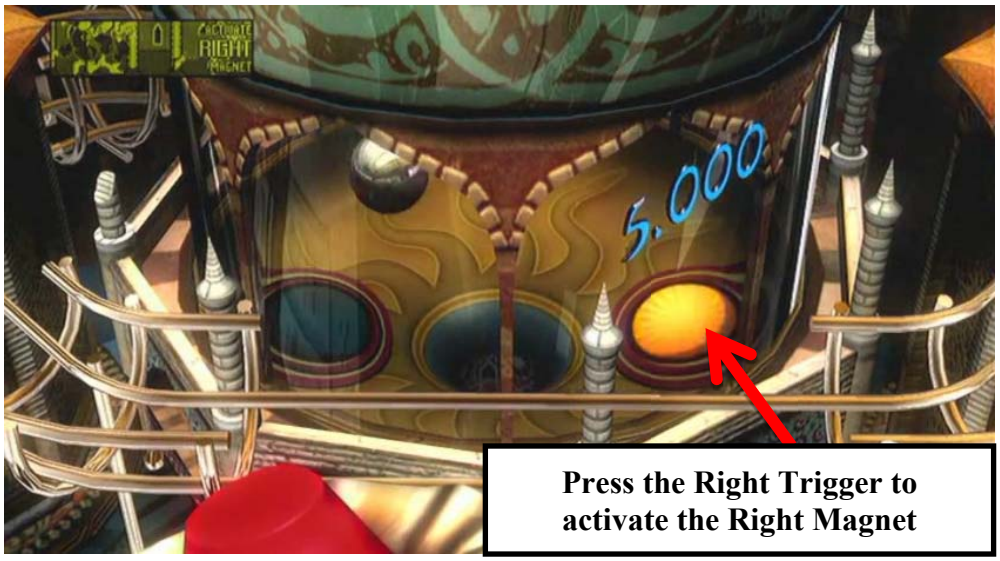


Once you hit the Palace Ramp (7) you will be taken to the Treasure Map Playfield, the objective here is to keep the Ball moving in a Circle by using the Magnets on either side of the Playfield. The Left Trigger activates the Left Magnet & the Right Trigger activates the Right. You want to press the Left Trigger to activate the Left Magnet first as the Ball rolls in from the Right Side, this will cause the Ball to move to the Left and then as soon as it reaches there press the Right Trigger to activate the Right Magnet to make it move to the Right. Keep doing this to keep the momentum going, try to get a rhythm of about 2 Trigger presses per Second.

When the Ball is on the **Right** –



When the Ball is on the **Left** –

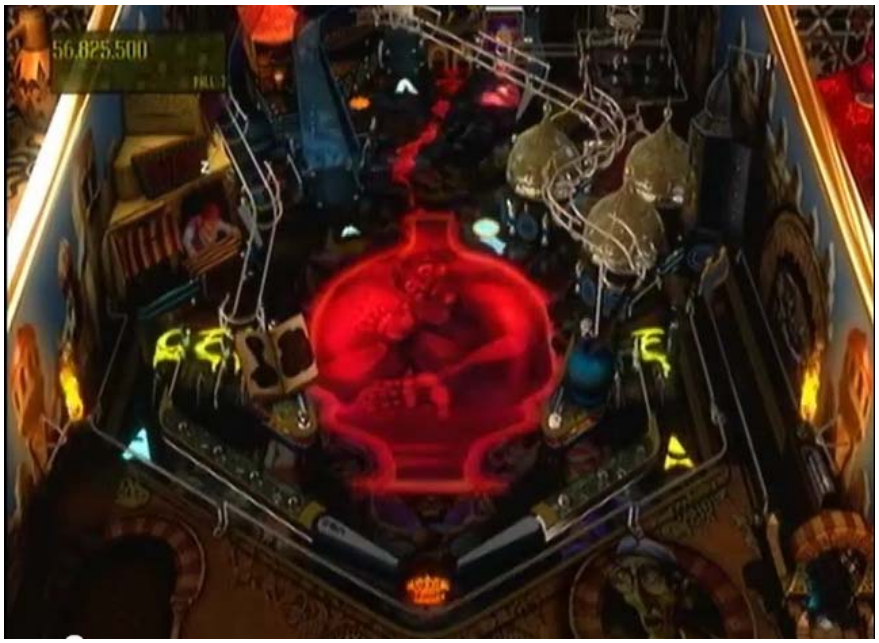


After a couple of successful orbits you will complete the Mission and you will be awarded with completion bonus Points. If you don't do enough rotations and the Ball drops down the Centre Drain, then you will have to reactivate the whole process to re-attempt this Mission.

WIZARD MODE (Final Mission)

First you must complete the 3 Tales (Book of Tales Main Missions) to be allowed access to this Tables Wizard Mode.

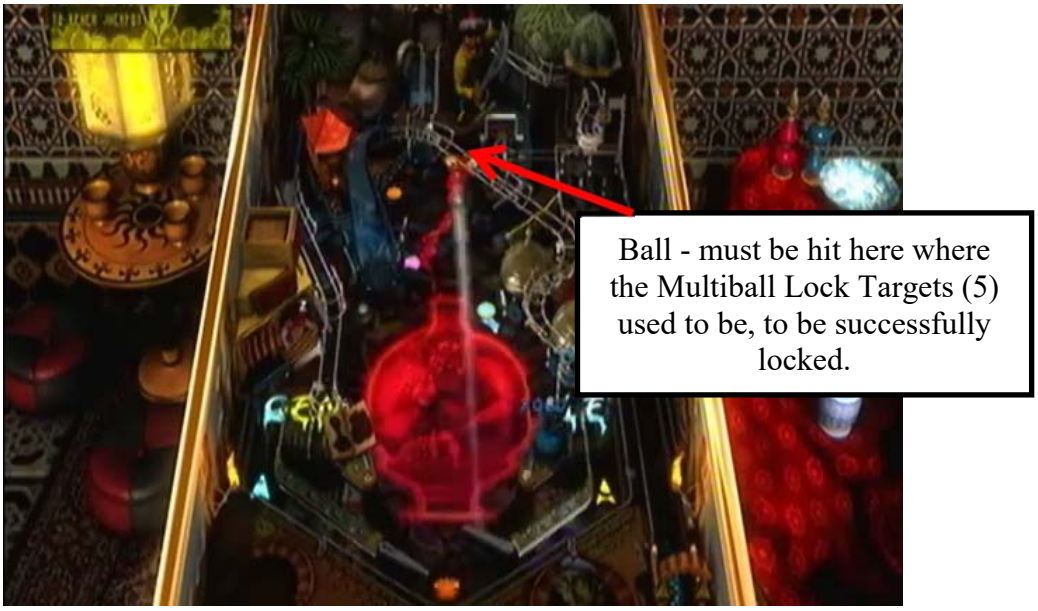
Hit the Story Book Ramp (10) then hit the Cave Ramp (2) to begin the Wizard Mode –



You will notice that the Lamp will now glow Red and you will be given a 3 Ball Multiball. The Objective here is to hit one of these –

- Cave Ramp (2)
- Bazaar Ramp (4)
- Right Orbit (6)

Once you hit one of these Ramps/Orbits the voiceover Lady will say "This is your chance, hit the Snake!" and the Multiball Lock Targets (5) will drop and you will need to hit one of the Balls into the Locker which is available just behind them. Sink one of the 3 Balls into that Hole to attack the Snake.



You will then hear "The Snake is wounded!" and you will be down to 2 Balls. Repeat this process for the remaining 2 balls to defeat the Snake and complete the Wizard Mode. You will gain 50 Million Points Completion Bonus.

The Wizard Mode will continue as long as you have a minimum of 2 Balls in play, you will have to complete the above Book of Tales Main Missions again etc. if you wish to re-enter this Wizard Mode again.

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

Then 100 Million Points for each Wizard Mode you complete after that (even if you lose the Ball between the Book of Tales Main Missions).

Special Thanks to all the Zen Studios Forum Community! Members such as **Cloda, Wims, Flynn74 & 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,

"You are now fully charged with Magic!"

Yours

ShoryukenToTheChin