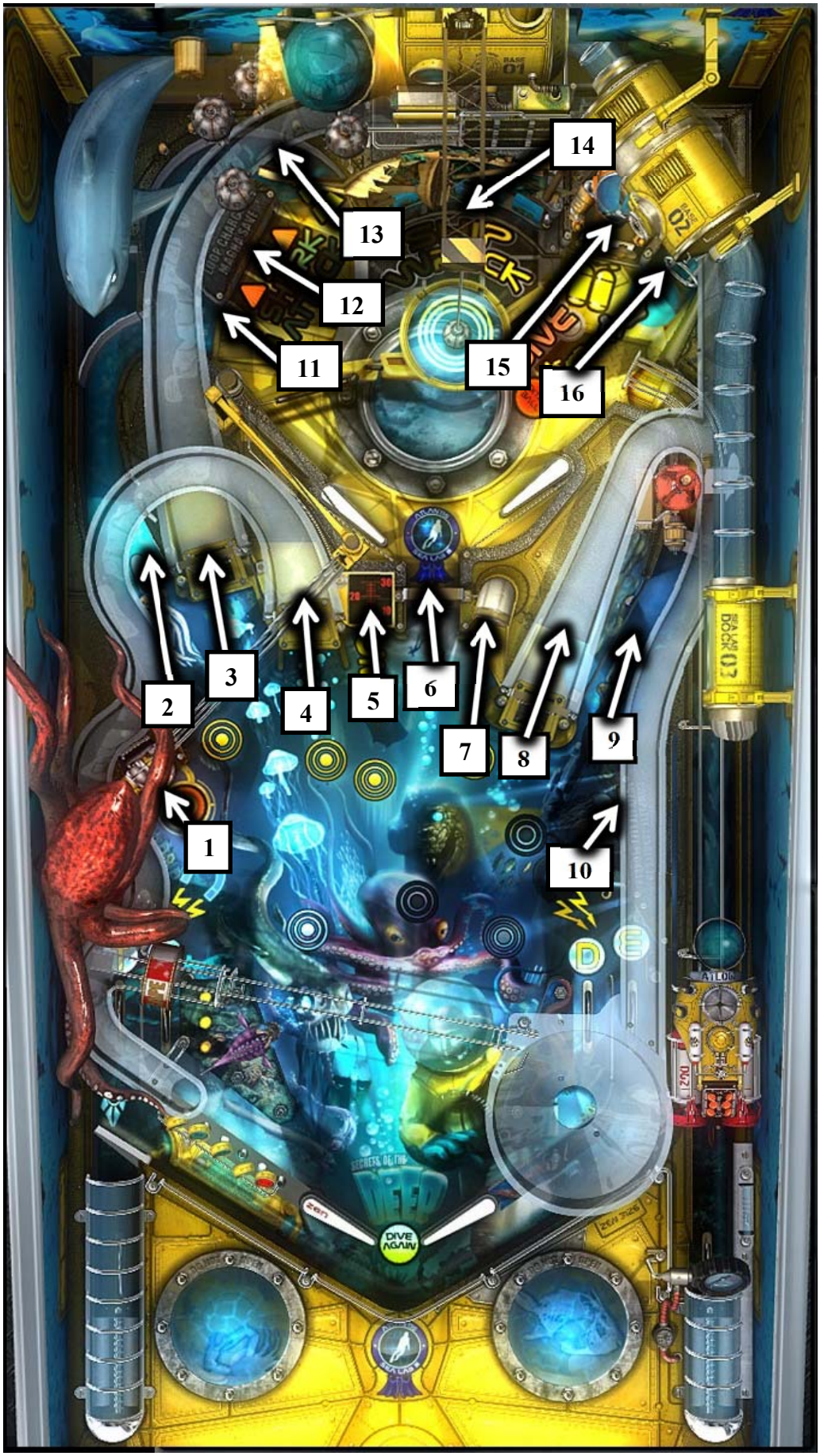
Secrets of The Deep Table Guide
By ShoryukenToTheChin



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

1. Probe Sink Hole
2. Left Orbit
3. Mine Ramp
4. Kraken Ramp
5. Crank Target
6. Spinner
7. Periscope Sink Hole
8. Reef Ramp
9. Right Orbit
10. Multiplier Targets
11. Left Magna Save Mini – Orbit
12. Shark Targets
13. Right Magna Save Mini – Orbit
14. Ship Wreck Targets
15. Dive Targets
16. Side Mission Sink Hole

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

TABLE SPECIFICS

Introduction

This Table was one of the first 4 Tables which were made available for Pinball FX2. It was and 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. Literally this Table is Multiball crazy! You'll see why as you reads through this Guide.

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.

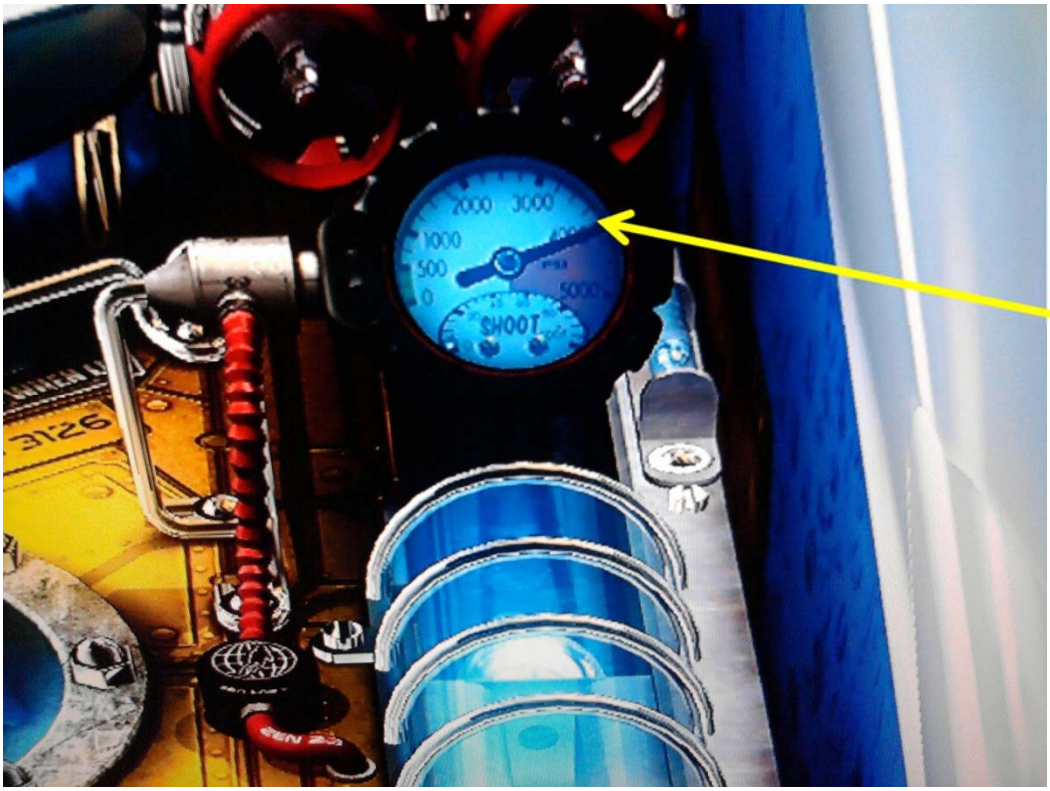
Skill Shot

A Skill Shot award is attained by pulling down the Plunger to have the Ball release with just the Right amount of Power to hit the Skill Shot Target which is lit. There is 3 Targets which are available and one of them will be lit.

Low Skill Shot Target –



Low Skill Shot Target



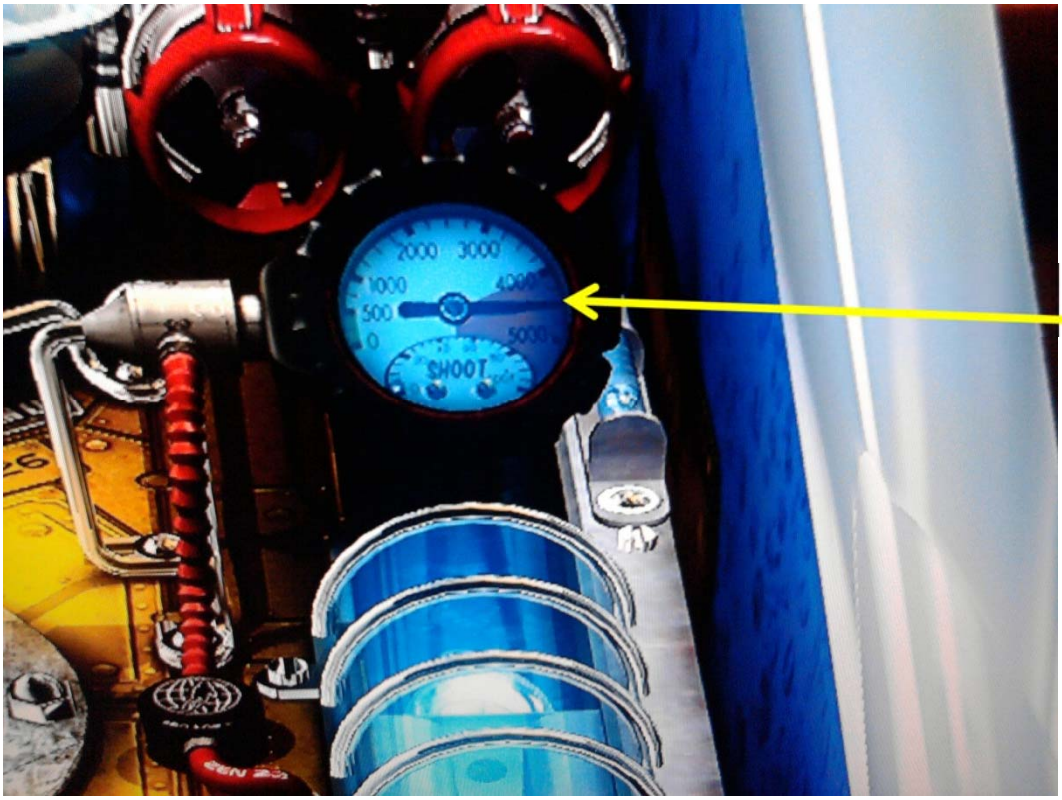
Depth Gauge /Plunger – You will notice a Depth Gauge just above the Plunger. As you pull back the Plunger (Analogue Stick on your Controller controls this) it increases.

To hit the Low Skill Shot Target you must have the Depth Gauge at 4000 (as shown in the Image to the Left).

Middle Skill Shot Target –



Middle Skill Shot Target



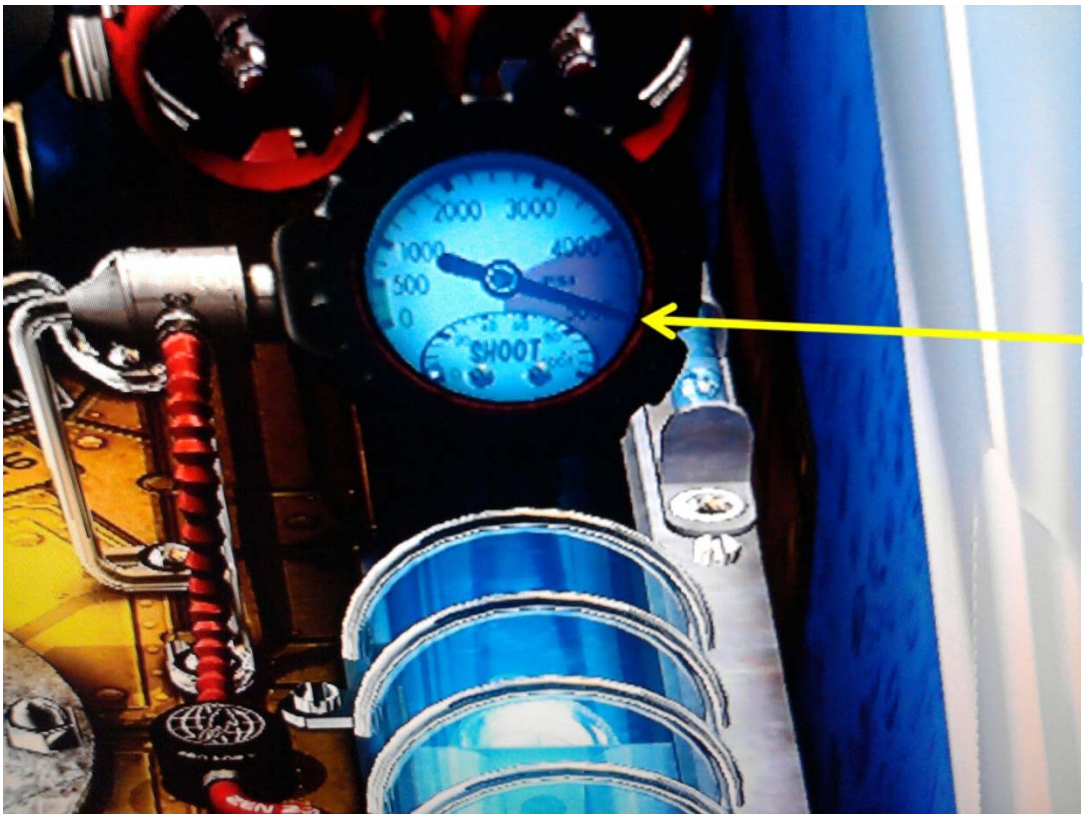
Depth Gauge /Plunger – You will notice a Depth Gauge just above the Plunger. As you pull back the Plunger (Analogue Stick on your Controller controls this) it increases.

To hit the Middle Skill Shot Target you must have the Depth Gauge at 4500 (as shown in the Image to the Left).

Top Skill Shot Target –



Top Skill Shot Target



Depth Gauge /Plunger – You will notice a Depth Gauge just above the Plunger. As you pull back the Plunger (Analogue Stick on your Controller controls this) it increases.

To hit the Top Skill Shot Target you must have the Depth Gauge at 5000 (as shown in the Image to the Left).

Magna Save (Kick Back) & Ball Save

Magna Save – This Table offers a Kickback mechanic which uses Magnets instead of the usual Plunger based Kickback; this Magna Save is available on either side of the Tables Playfield to magnetise the Ball upon it draining down the Outlane of that particular side, each of the Magna Saves – Left & Right are activated by hitting the Ball round the 2 Magna Save Mini – Orbits located at the Upper Left of the Tables Playfield.

The 2 Mini – Orbits represent the Magna Saves for the Left & Right sides of the Table;

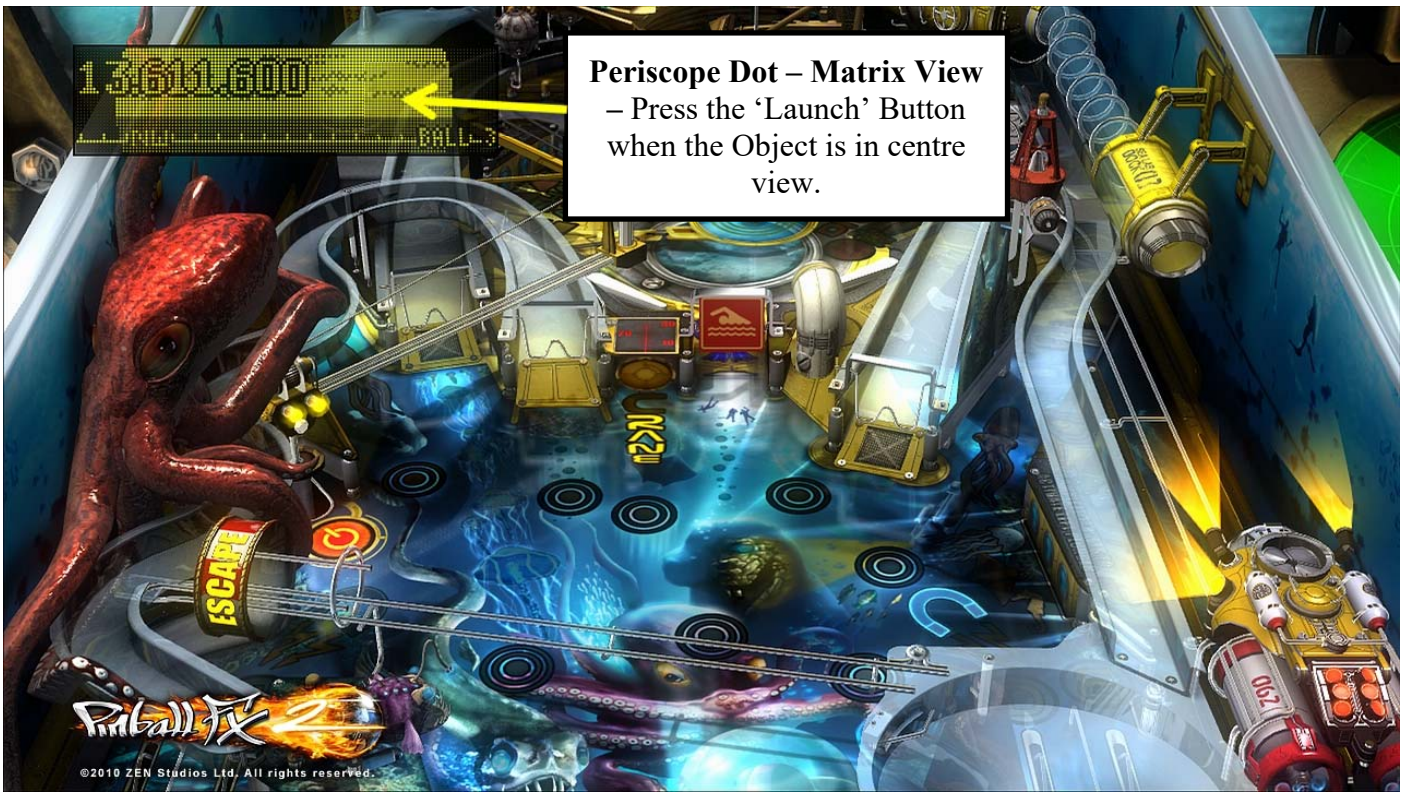
- **Left Magna Save Mini – Orbit (11)** – Hitting this builds up the Power for the Left Magna Save to become activated.

- **Right Magna Save Mini – Orbit (13)** - Hitting this builds up the Power for the Right Magna Save to become activated.

Hit the Mini – Orbits with the 2 Top Flippers available on the Upper Playfield of the Table.

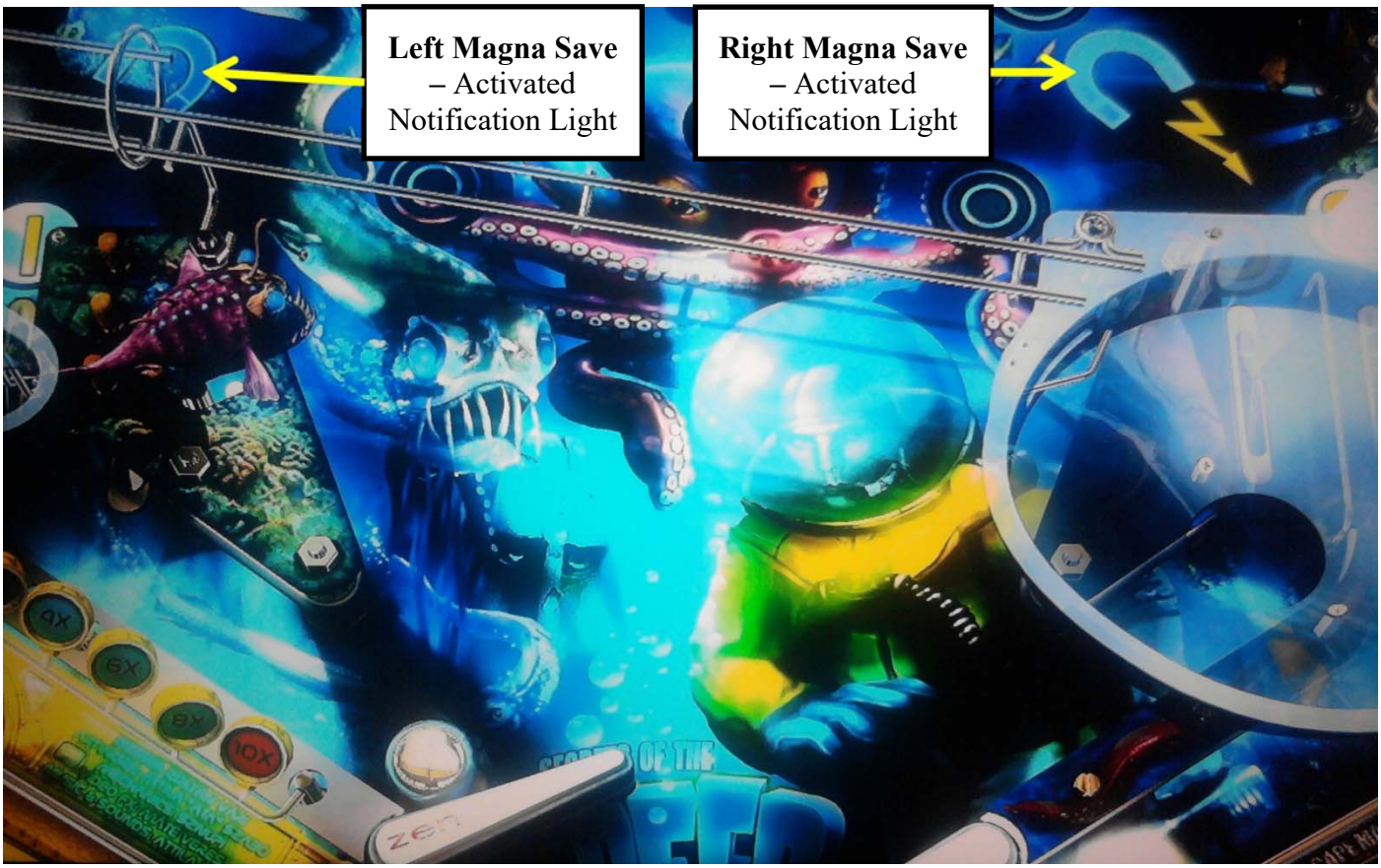
***Periscope* Mechanic helps to activate the Magna Saves faster* –**

You can essentially activate the Magna Save (Left or Right depending which Mini – Orbit you hit) with only one Orbit rotation; this is usually done using the Periscope by hitting the Periscope Sink Hole (7) –



Then you will see on the Dot – Matrix an animation of looking through the Periscope and you sometimes see something in the Water. This acts like a notification of sorts as when the object is in sight that's when the Periscope is in line with the a Mini – Orbit. Now to shoot the Ball out of the Periscope all you do is press the 'Launch' Button on your Controller, but try to do that when the Object is in sight on the Dot – Matrix and the closer it is to the Middle of the Dot – Matrix the more likely it will hit one of the Mini - Orbits.

If you manage to do that correctly, the Ball should be fired around the lit Mini – Orbit with enough force that it will activate that Magna Save (Dependant on which Mini – Orbit you hit) straight away.



Note - This Table doesn't reset the Magna Saves (Kickbacks) earned if you lose a Ball, the Kickbacks are also stackable up to 3 per Magna Save – Left & Right (meaning if you redo the Left Magna Save for example the Magna Save will instead work 2 times and so forth

Ball Save– There seem to be a bunch of ways to activate it :

- ***Method 1*** - When you advance the Submarine (located to the right of the Reef Ramp (8)) towards locking a Ball or during Abyss Multiball Mode (explained later in the Guide under '**DEEP** - Multiball Modes' section) - each time it docks then lock one of the Balls into it.

- ***Method 2*** - When one of the Multiplier Targets (10) are hit (explained later in the Guide under 'Raising The Multipliers' section).

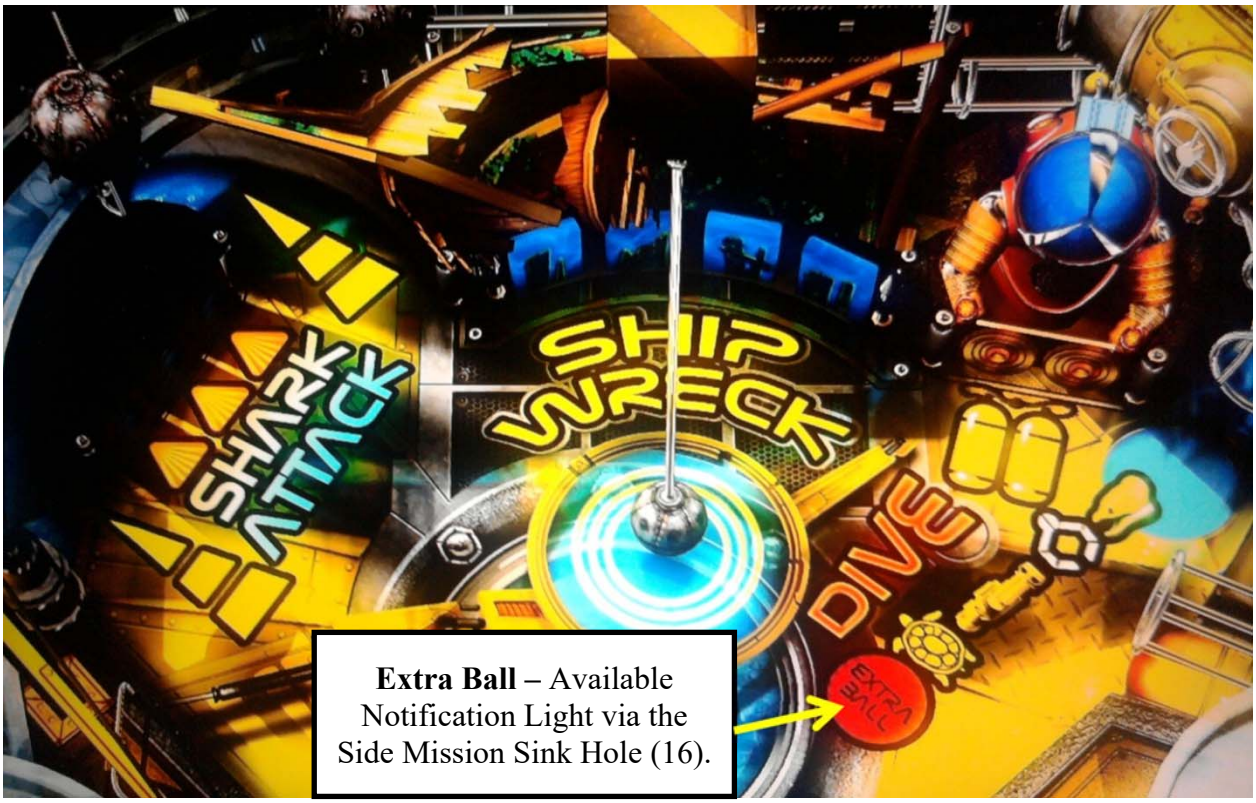
- ***Method 3*** - During Mine Chaos Multiball Mode (explained later in the Guide under '**DEEP** - Multiball Modes' section) when a big charge is detonated this is done by performing a 2 shot Ramp combo.

- ***Method 4*** - During Shark Attack Multiball Mode (explained later in the Guide under '**DEEP** - Multiball Modes' section) when a Ball is shot into the Sharks Mouth via the Left Orbit (2).

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

Extra Balls

The **3** Ways to achieve an Extra Ball – To collect any Extra Ball you need to hit the Side Mission Sink Hole (16) after the light has been lit by doing any of the below light Extra Ball Methods –



TIP - some of the methods e.g. the Dive Side Mission can be awarded more than once within the same Game!

- ***Side Missions Extra Ball*** - finish Level 3 of the Narrow Trench or Hungry Moray Eels, collect 5 Samples or save 10 Turtle's (explained later in the Guide under 'Side Missions' section).

  ****Beware!**** As if you drain your Ball; the Side Missions – Narrow Trench & Moray Eels reset to Level 1.

- ***Underwater Diver Walk Extra Ball*** - Hit either the Spinner (6) or Orbits – Left Orbit (2), Left Magna Save Mini – Orbit (11), Right Magna Save Mini – Orbit (13) & Right Orbit (9) 5 times; during the DIVE Side Mission (explained later in the Guide under 'Underwater Driver Walk' section).

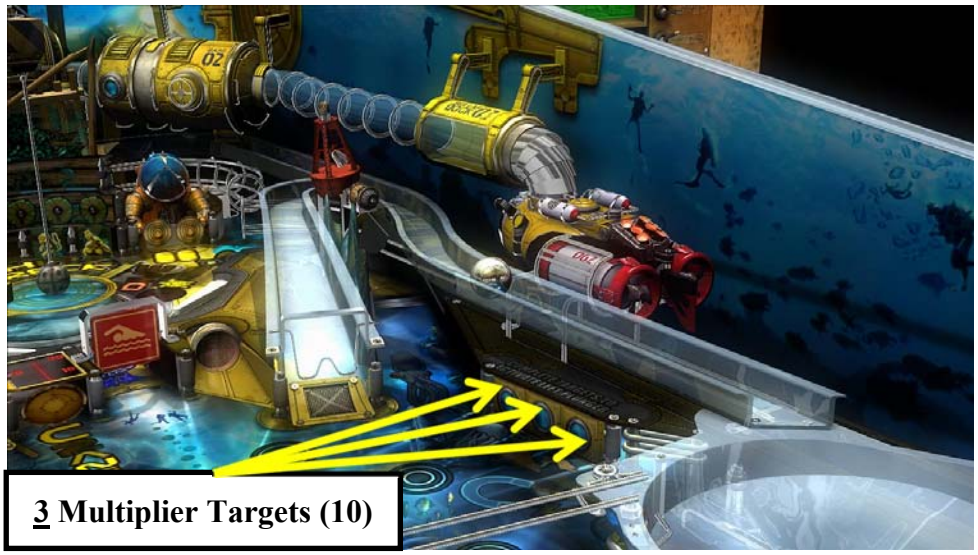
- ***Ship Wreck Targets (14) Extra Ball*** - Once you have lit 'SHIP', and activated the wrecking Ball and then proceeded to spell out 'SHIP WRECK' twice it will then pull up the Ship Wreck so you can explore it for Treasure.

  Now hit the Ship Wreck Targets (14) and each shot will score a Treasure, ****Be Careful!**** - *As it will open a Sink Hole behind the Targets you hit which if hit it will lock the Ball in to it fully explore the Ship Wreck.*

  Now what you want to do is hit the entire Ship Wreck Targets (14) before locking the Ball to finish the Ship Wreck as this will reward you with an Extra Ball.

  Note - You don't get the Ship Wreck Targets (14) Extra Ball if you do it in a Multiball Mode.

Raising The Multipliers

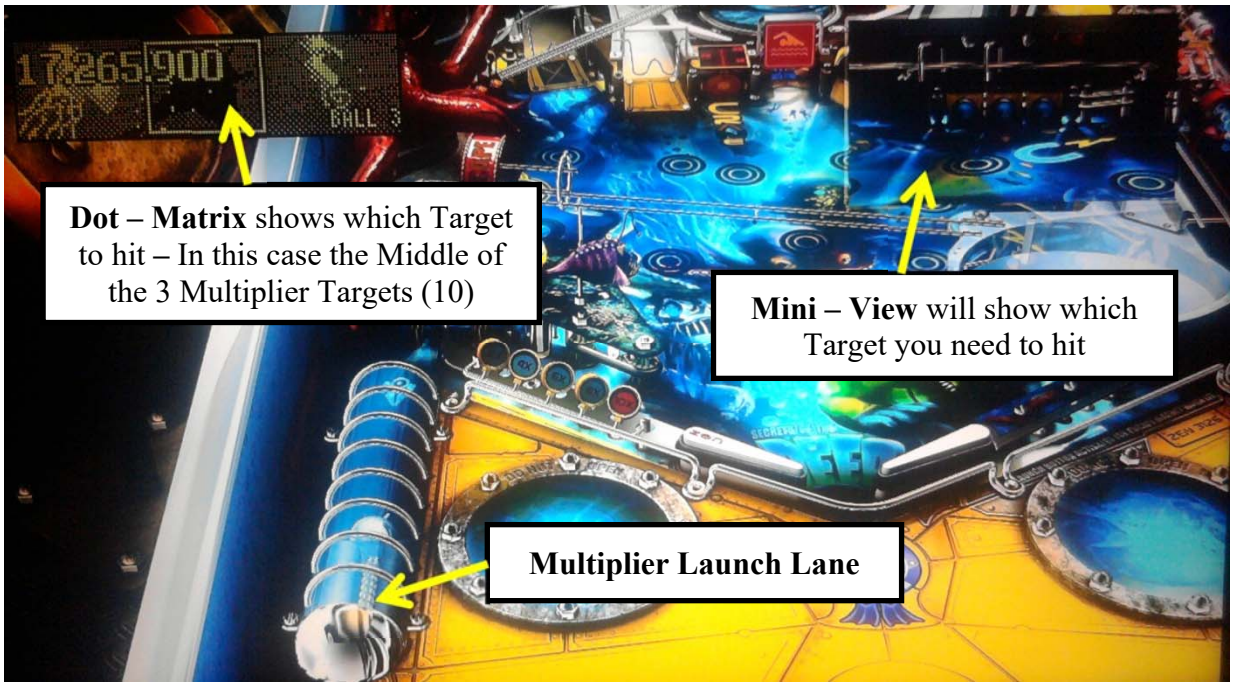


To advance the Multipliers on this Table you must first hit the 3 Multiplier Targets (10) which are located just to the lower Right of the Reef Ramp (8). When you hit one of the Targets you will notice that the lit Target will then cycle through all of the 3 Targets, try to hit the remaining un-lit Targets when they are either in the Top or Middle Target position as it will be easier to hit the Ball at them.

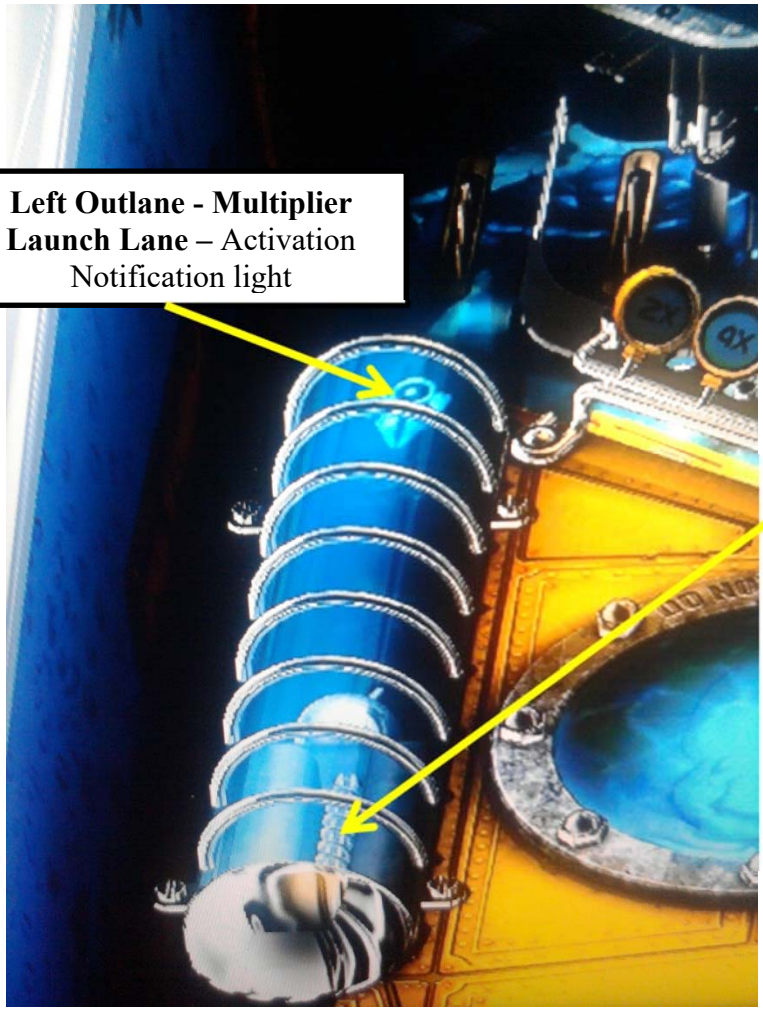
Note – if you take too long to hit all 3 Multiplier Targets (10) they will reset, requiring you to repeat the above process from Stage 1.

After you have done the above the Left Outlane will have a Notification Light meaning if the Ball drops down there it will be taken to the Multiplier Launch Lane. I have found the easiest way to get the Ball to go down the Left Outlane is to hit the Ball into the Periscope Sink Hole (7) then when it's in line with the Left Outlane, shoot the Ball at it by pressing the 'Launch' Button on your Controller.

Now once the Ball goes down the Left Outlane you will be taken to the Multiplier Launch Lane –



After you have seen which Target is required to be hit you must then adjust the Plunger accordingly so that the Ball is launched with just enough power to hit that particular Target you have about 20 Seconds to Launch the Ball at the Target or it will Launch the Ball automatically –



Plunger –Adjust by pulling back the Analogue Stick on your Controller.

To hit the lit Target you will need to set the Plunger at specific rates to hit the -

- **Top Target –** you will need to pull the Plunger just above Half Way down.
- **Middle Target** - you will need to pull the Plunger Half Way down.
- **Low Target** - you will need to pull the Plunger just over Half Way down.

If you manage to hit the lit Target the Multiplier will advance to the next stage i.e. 2x times Multiplier, repeat the above process to advance to 4x, 6x, 8x etc.

If you fail to hit the lit Target you will need to repeat the above process for another chance.

Ship Wreck



Hit the Ball at the Ship Wreck Targets (14); Once you have lit ‘SHIP’, this will then activate the wrecking Ball and then you can proceeded to spell out ‘WRECK’ once that is down ‘SHIP WRECK’ will be spelt out then it will reset. Repeat the Above process to light up ‘SHIP WRECK’ again as this will pull up the Ship Wreck so you can explore it for Treasure.

Now hit the Ship Wreck Targets (14) yet again and this time each shot will score a Treasure, ***Be Careful!*** - As it will open a Sink Hole behind the Targets you hit which if hit it will lock the Ball in to it fully explore the Ship Wreck. Then it reset the Ship Wreck Targets (14) back to stage 1 but awards the Completion of Ship Wreck Bonus Points.

What I would suggest you do is hit the entire Ship Wreck Targets (14) before locking the Ball to finish the Ship Wreck as this will reward you with the Ship Wreck **Extra Ball** which can be collected by hitting the Ball into the Side Mission Sink Hole (16).

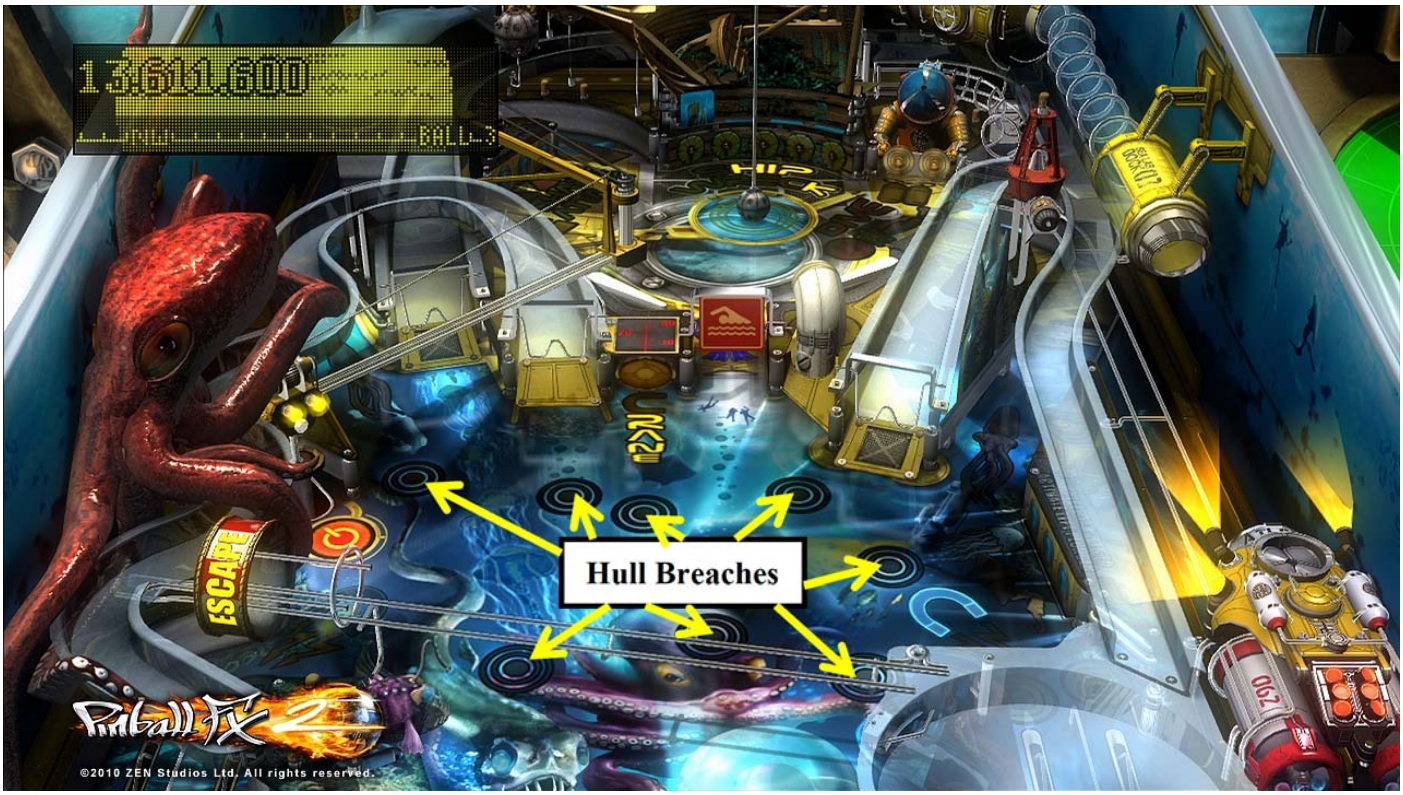
Note - You don’t get an Extra Ball if you do it in a Multiball Mode.

Hull Breach – Hurry Up Mode

Hull Breaches occur in 3 ways –

- Your Ball doesn't make it all the way up the Reef Ramp (8) and returns.
- Failure of the Roar of The Kraken Hurry Up Mode (explained later in the Guide under 'Roar of The Kraken' section).
- Failure to complete any of the Side Missions (explained later in the Guide under 'Side Missions' section).

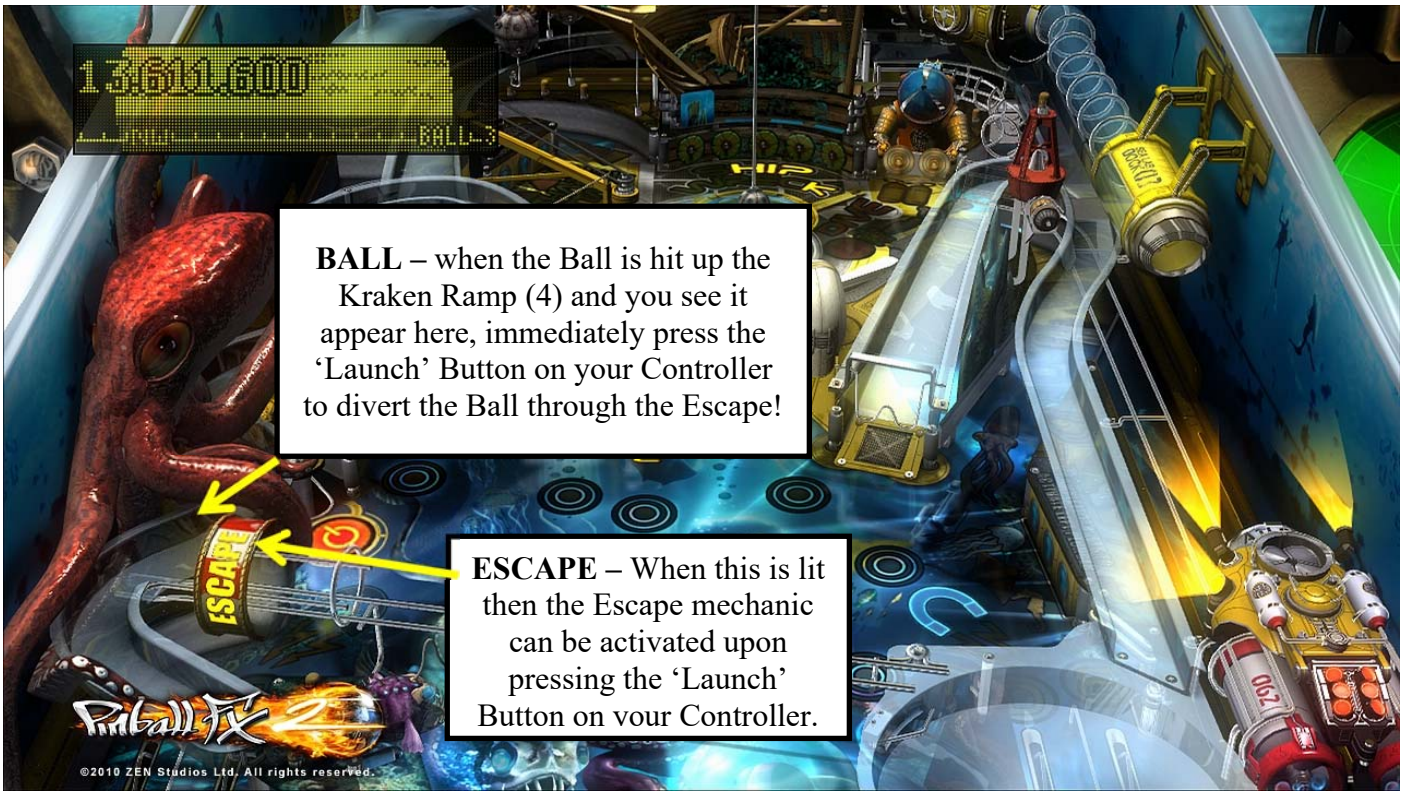
When it occurs you will have to to seal a minimum of 2 leaks to fix the Hull (also gets rewarded 400 000 Points). Activating the Probe Crane (explained later in the Guide under 'DEEP - Multiball Modes' section) can also be used to assist in sealing leaks. During a Hull Breach you don't score any Points etc. until all the leaks are sealed.



Completion of this just requires you to hit the Circular Water Spout Magnets (represents the Hull Breach) which will occur on the lower central area of the Playfield which is shown in the Image above just above the Flippers, each time they will appear in a different place until all leaks are sealed.

Roar of The Kraken – Hurry Up Mode

This Mode starts upon hitting the Kraken Ramp (4) a total of 10 times, but you can avoid starting this Mode starting you can use the Escape mechanic which becomes active on the Kraken Ramp (4) upon hitting the Ramp about 5 times –



Now if you begin the Mode you will see an animation of a Kraken and a Health Bar (represents the time left to complete the Mode).

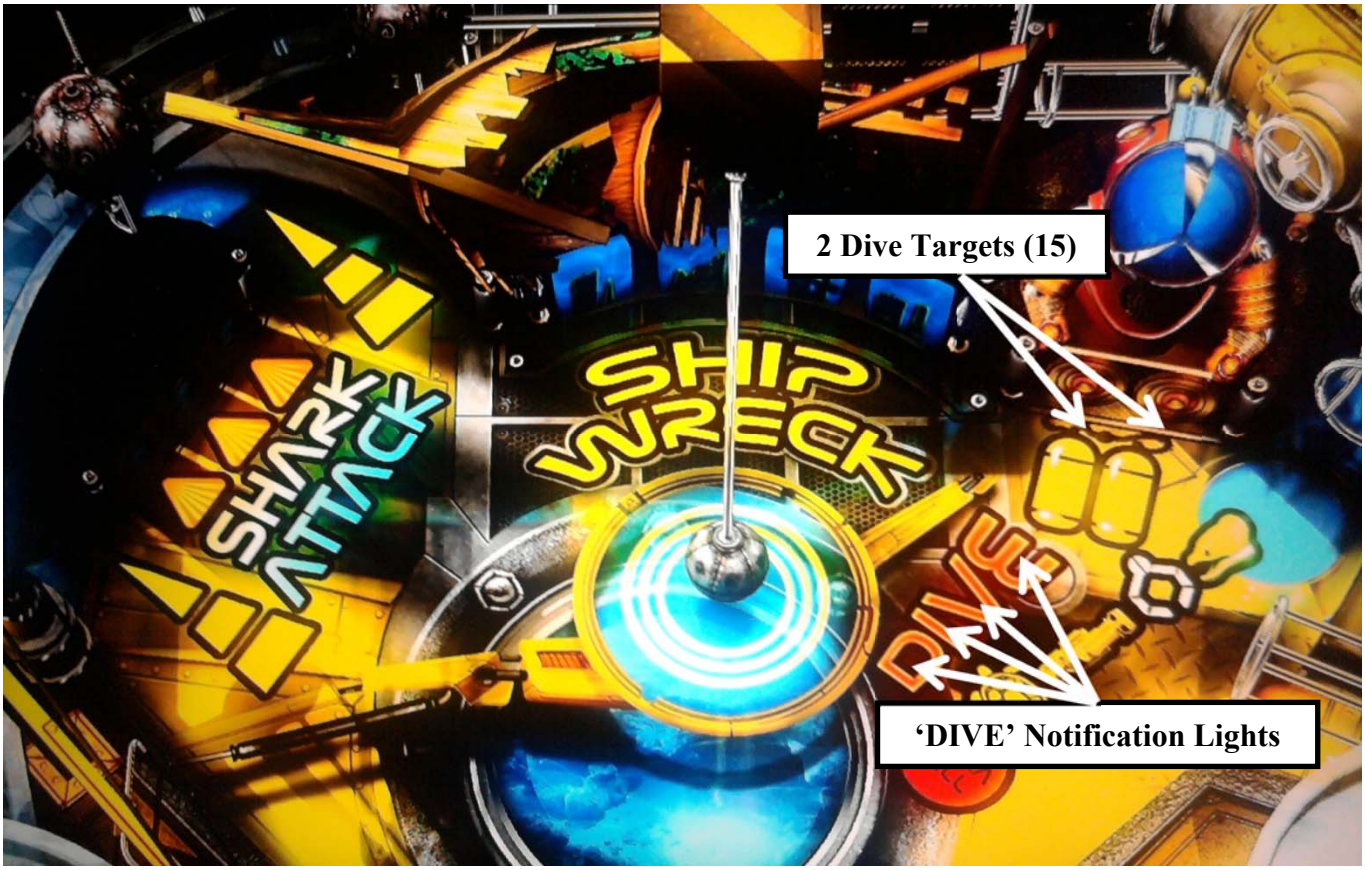
To complete this mode you must hit these Ramps/Orbits –

- Left Orbit (2)
- Mine Ramp (3)
- Kraken Ramp (4)
- Reef Ramp (8)
- Left Magna Save Mini – Orbit (11)
- Right Magna Save Mini – Orbit (13)

Upon hitting those you will complete the Mode and gain some Completion Bonus Points.

Underwater Diver Walk – Hurry Up Mode

To activate this Mode you must hit the 2 Dive Targets (15) a total of 4 times, meaning each hit to both of them will award you with one Letter of 'DIVE' and when you have lit all the Letters of 'DIVE' –



You will then need to hit the Ball into the Sink Hole which is now available via hitting the Ball at the Dive Targets (15). Upon doing that the Mode will start; hit the 2 Dive Targets (15) to further the underwater walk and hit the Spinner (6) to increase the Oxygen (represents the timer of the Mode). The Mode ends when the Oxygen runs out.

If you manage to hit the Spinner (6) or Orbits – Left Orbit (2), Left Magna Save Mini – Orbit (11), Right Magna Save Mini – Orbit (13) & Right Orbit (9) 5 times you will light the Underwater Diver Walk **Extra Ball** which can be collected by hitting the Ball into the Side Mission Sink Hole (16).

Tide Upkicker

If you manage to light all the 4 'TIDE' Rollovers located on the Inlanes & Outlanes you will activate the Tide Upkicker mechanic on the inner most Left Inlane –



Now if you manage to make the Ball roll down the inner most Left Inlane (shown above) after light all the 4 'TIDE' Rollovers the Ball will then 'Ride The Tide' and be shot up the Mine Ramp (3) which will advance the Submarine quite a bit towards the Abyss Multiball locking mechanic (explained later in the Guide under '**DEEP** - Multiball Modes' section).

Golden Coin Found

Not quite sure but I think it has something to do with the Upper part of the Tables Playfield when you hit some of the Ship Wreck Targets (14) seems to be a random award of sorts.

Side Missions



To make the Side Missions available via the Side Mission Sink Hole (16) you must first rotate the Spinner (6) at least once by hitting the Ball through it etc. it will then cycle through the 4 Side Missions (shown above). You will then need to hit the Ball into the Side Mission Sink Hole (16) to start the Side Mission that the Spinner (6) stopped on.

I will now example how to complete each of the 4 Side Missions -

Save The Turtles -



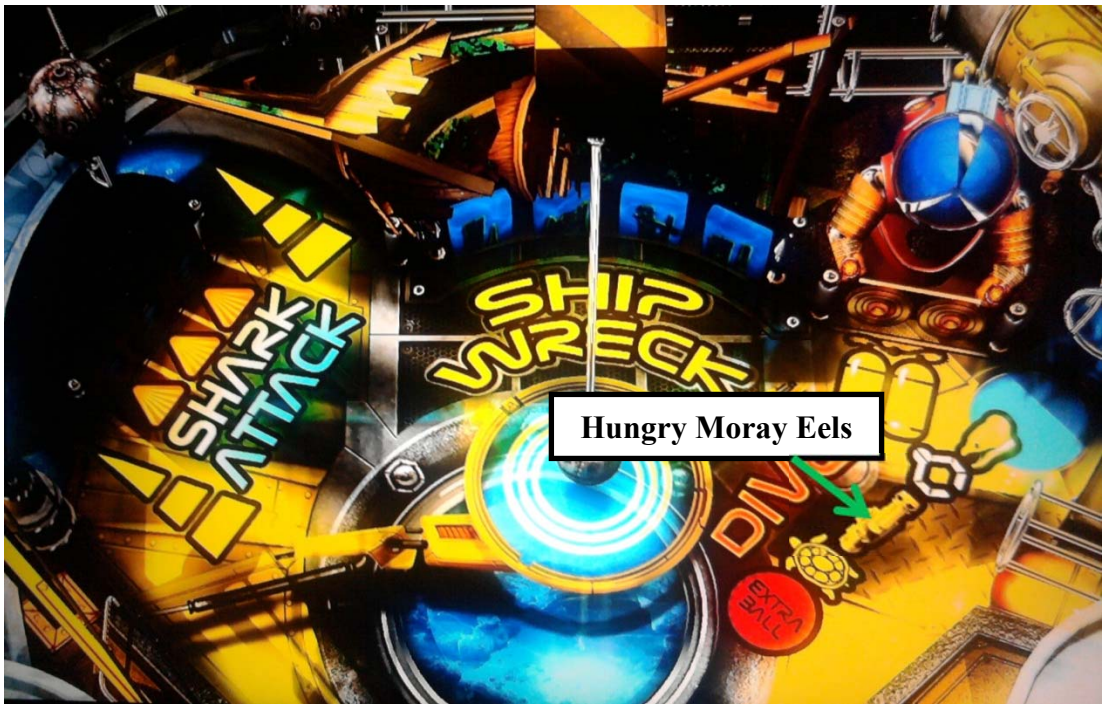
Upon starting this Side Mission; 1 of 3 will be lit up –

- Left Orbit (2)
- Spinner (6)
- Right Orbit (9)

Hit whichever of the above is lit before the time runs out, and rack up as many Turtle saves as you can to amass as much Points as possible. Each time you hit and save a Turtle the timer will be reset. If you can't hit what's lit then you will fail the Side Mission; therefore you will need to repeat the above to retry it.

If you manage to save 10 Turtles in a row you will light the Side Mission **Extra Ball** which can be collected by hitting the Ball into the Side Mission Sink Hole (16).

Hungry Moray Eels -



Upon starting this Side Mission you will be zoomed into the Dot – Matrix



The objective of this Video Mode is to guide the Submarine through the hungry Fish using the Triggers on your Controller - Right Trigger goes Right whereas Left Trigger goes Left. Remember there is a time limit to successful navigate your Submarine, failure to complete this in time will result in the Side Mission failing. You can't touch any of the Fish or you will fail the Side Mission; therefore you will need to repeat the above to retry it.

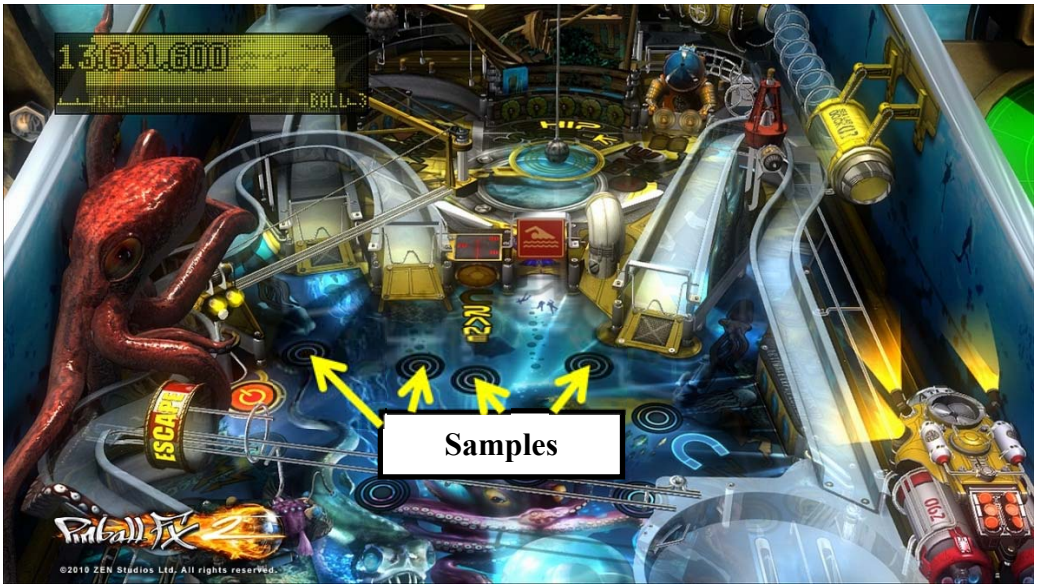
There are 3 difficulty levels to this Side Mission, every time you complete this Side Mission the difficulty will move up a Level and when you repeat the process of starting this Side Mission you will be on Level 2 instead of 1 etc. Each time you restart the Side Mission upon completing it last time it will add 3 more Fish to navigate through.

Completion of this Side Missions Level 3 difficulty will light the Side Mission **Extra Ball** which can be collected by hitting the Ball into the Side Mission Sink Hole (16).

Collecting Samples -



Upon starting this Mission you will see one of the top Circular Magnets light up –

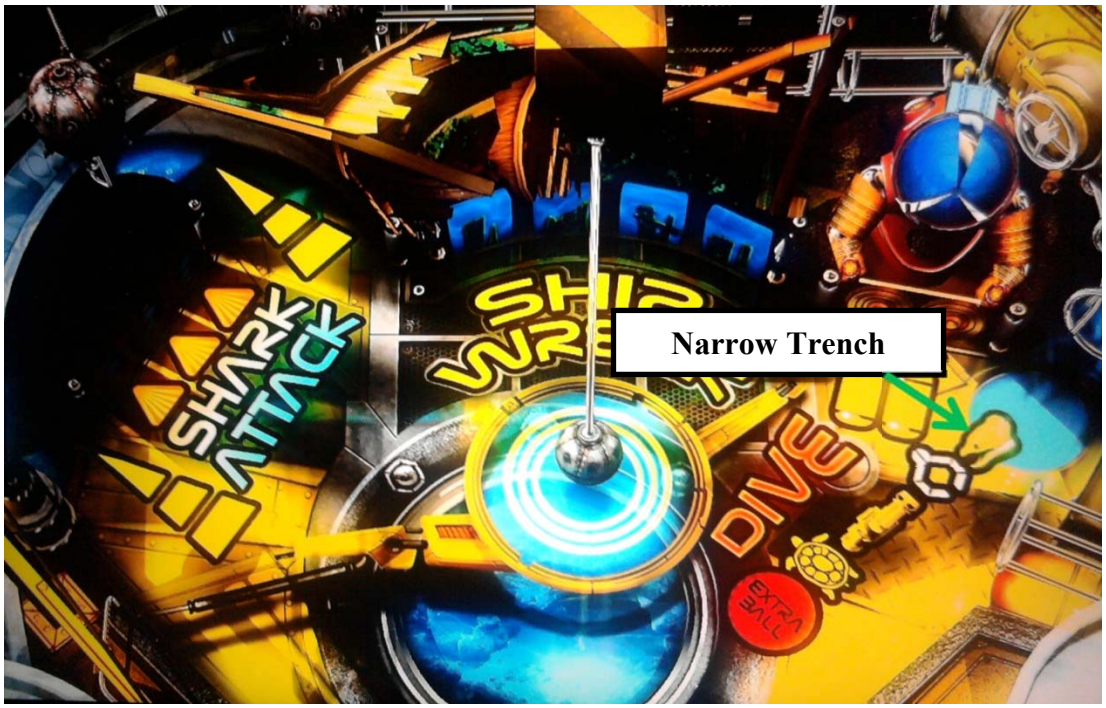


Get the Ball to the lit Circular Magnet Target remember this is timed so get it there as fast as possible, once you have done that the Crane will then begin to make its journey to the Right side of the Tables Playfield then back again to the Left. When the Crane is near the magnetised Ball you will need to press and hold one of the Triggers on your Controller; this will make the Crane rise up and you will need to judge when/how much you want to do this. Then when you are sure it's in the right place release the Trigger Button to attempt to grab the Ball, if done correctly the Ball will be magnetised to the Crane thus you will have collected one Sample. Failure to capture the magnetised Ball will result in the Sample Side Mission Failure; therefore you would need to repeat the above to retry it.

After you have done that you will have the chance to collect another Sample, repeat the above to collect this Sample and so forth.

If you manage to collect 5 Samples in a row you will light the Side Mission **Extra Ball** which can be collected by hitting the Ball into the Side Mission Sink Hole (16).

Narrow Trench -



Upon starting this Side Mission you will be zoomed into the Dot – Matrix



Now you will need to guide the Submarine through the Narrow Trench by using the Triggers on your Controller - Left Trigger will make it go Up whereas Right Trigger makes it go Down to avoid the Rocks coming from the Floor & Ceiling. You can't touch any of the Rocks or you will fail the Side Mission; therefore you will need to repeat the above to retry it.

There are 3 difficulty levels to this Side Mission, every time you complete this Side Mission the difficulty will move up a Level and when you repeat the process of starting this Side Mission you will be on Level 2 instead of 1 etc. Each time you restart the Side Mission upon completing it last time each one will become faster and longer than the previous.

Completion of this Side Missions Level 3 difficulty will light the Side Mission **Extra Ball** which can be collected by hitting the Ball into the Side Mission Sink Hole (16).

‘DEEP’ - Multiball Modes

There are 4 ‘**DEEP**’ Multiball Modes on this Table –



This Table is basically a Multiball Table as it just revolves around that very mechanic. In order to reach the Wizard Mode; you will need to complete all 4 ‘**DEEP**’ Multiball Modes.

Completing the minimum requirement (hitting 5 flashing Ramps/Orbits etc.) of any of these Modes will reward a 5 Million Point Completion Bonus. Doubling the Mode minimum (hitting 10 flashing Ramps/Orbits etc.) rewards 10 Million Point Completion Bonus, which then maxes out 20 Million Points for 20 or more flashing Ramps/Orbits hit etc. (descend 200 Metres in the case of the Abyss Multiball).

The Jackpots, Super Jackpots & Mega Jackpots work like this for each of the ‘**DEEP**’ Multiball Modes -

- ***Jackpot*** - will be rewarded upon successfully hitting a flashing Ramp/Orbit.
  ***Tip - The Jackpot award can be increased by hitting the 2 Dive Targets (15), then sinking the Ball into the Sink Hole via hitting the Ball at the Diver Targets (15)*.**

- ***Super Jackpot*** (2x Jackpot Points awarded) - by completing a series of Flashing Ramp/Orbit shots in quick secession i.e. a Combo shot.

- ***Mega Jackpot*** (4x Jackpot Points awarded) - can be earned by raising the Ship Wreck and dropping the 4 Ship Wreck Targets (14) during the Multiball Mode (explanation earlier in the Guide under ‘Ship Wreck’ section).

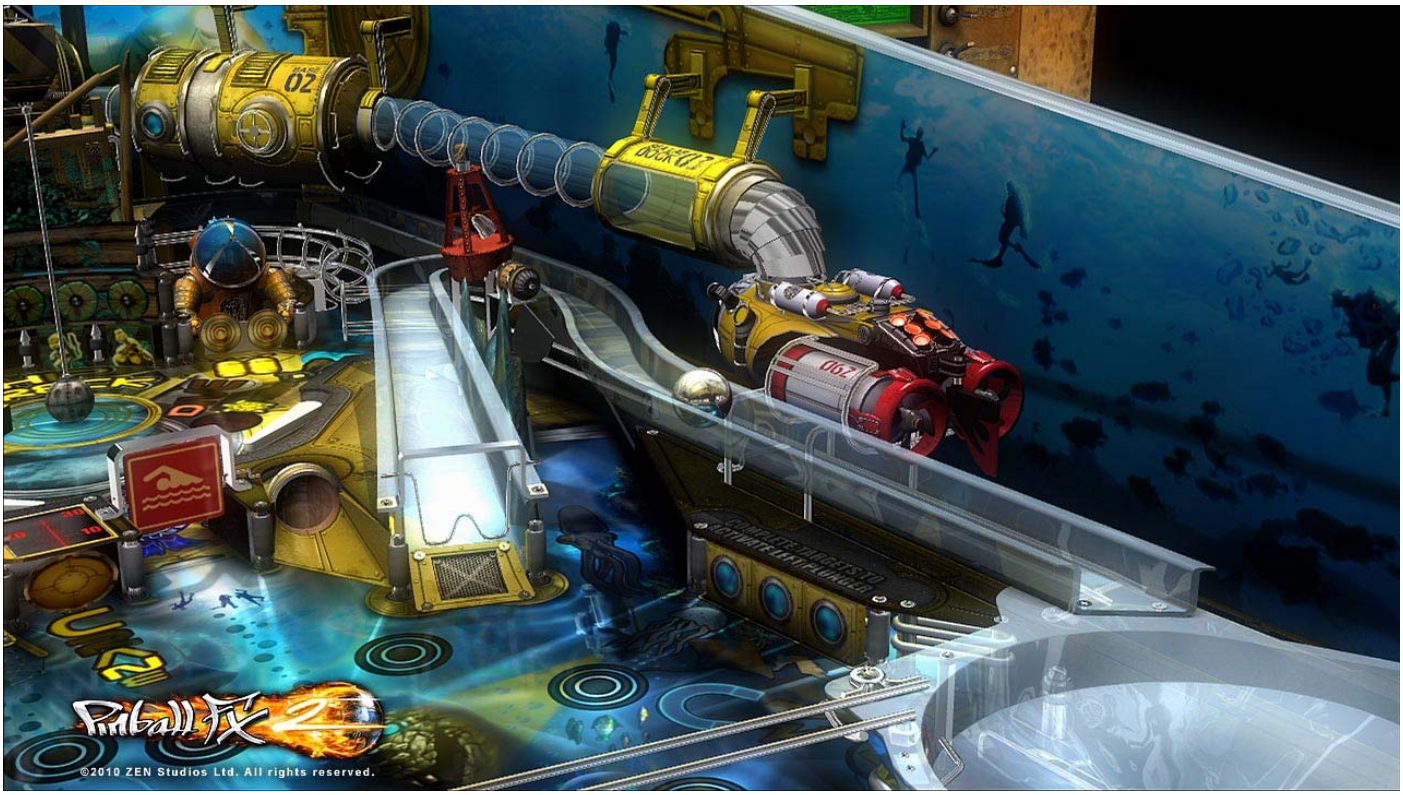
The Multiball Modes will continue as long as you have a minimum of 2 Balls in play; If the minimum requirements have been met, the corresponding ‘**DEEP**’ Letter will be lit, otherwise you will have to repeat the below process again (Different for each ‘**DEEP**’ Multiball Mode) if you wish to re-enter this ‘**DEEP**’ Multiball Mode again.

Explanation on how to start/complete each of the ‘**DEEP**’ Multiball Modes –

‘D’ - *Abyss Multiball* *4 Balls*: Descend at least 50 Metres

To start this Multiball Mode you will need to hit either the Mine Ramp (3) or the Reef Ramp (8), upon hitting either of these once the Ball will be locked into the Submarine and another will be shot back out of the Launch Lane.

Now as you have 1 Ball locked you need to advance the Submarine to the docking station; this is done by continuously the Mine Ramp (3) or the Reef Ramp (8) after about 5 or so hits the Ball will be docked (Ball 1 Locked!) -

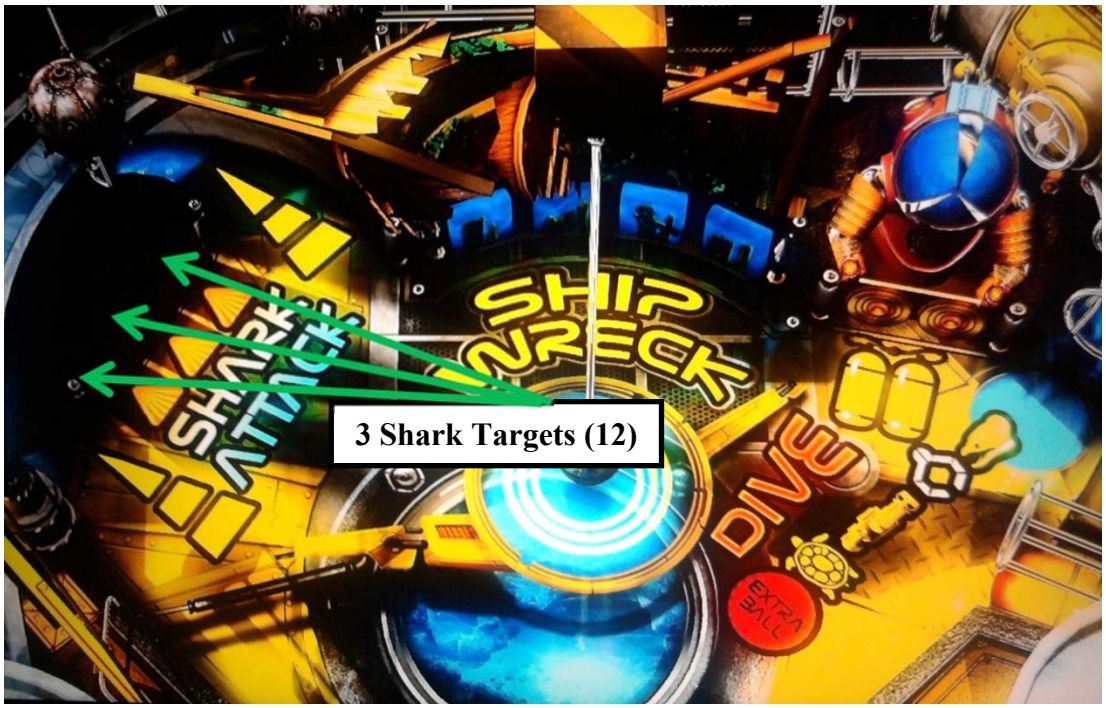


You will then need to repeat the above process again to lock/dock a further 2 Balls.

Once that is done you will be given 4 Balls; you will now need to descend the Submarine to a minimum of 50 Metres this is done by hitting the lit Ramps/Orbits, if you lose a Ball it can be re-engaged by hitting the advancing the Submarine to the docking station by hitting the Mine Ramp (3) or the Reef Ramp (8) continuously while the Multiball Mode is active.

When you go down to 1 Ball the Abyss Multiball will end, if you descended to 50 Metres within the Mode you will gain the **‘D’** Letter of **‘DEEP’**, otherwise you will need to repeat the above process to restart this Mode and try again.

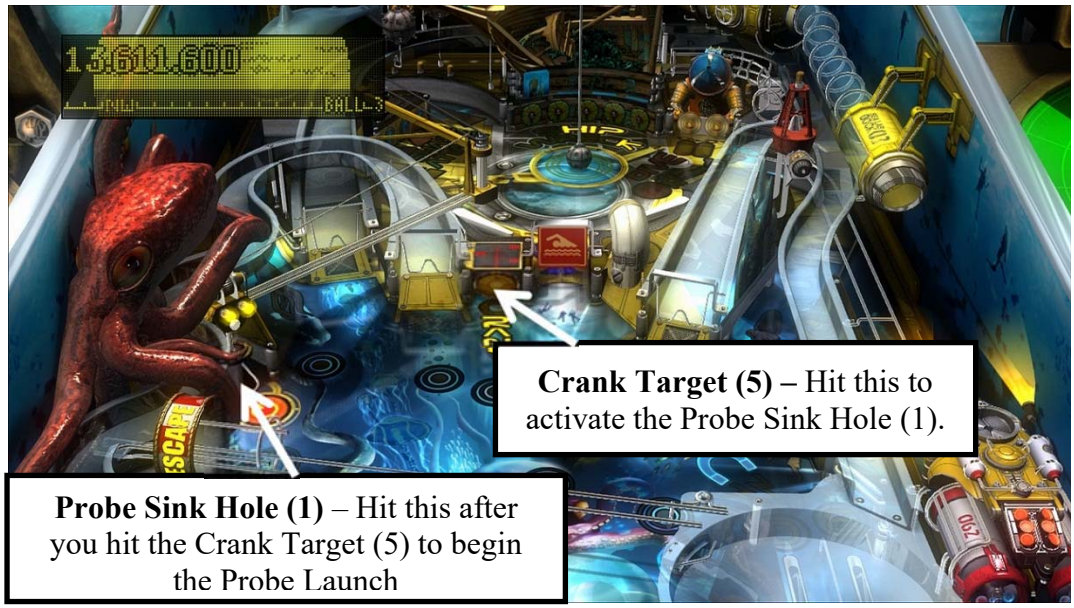
‘E’ – *Shark Attack Multiball* *3 Balls*: hit the Ball into the Shark’s Mouth via the Left Orbit (2) a total of 5 times



Upon hitting the 3 Shark Targets (12) the Shark Attack Multiball will begin, giving you 3 Balls.

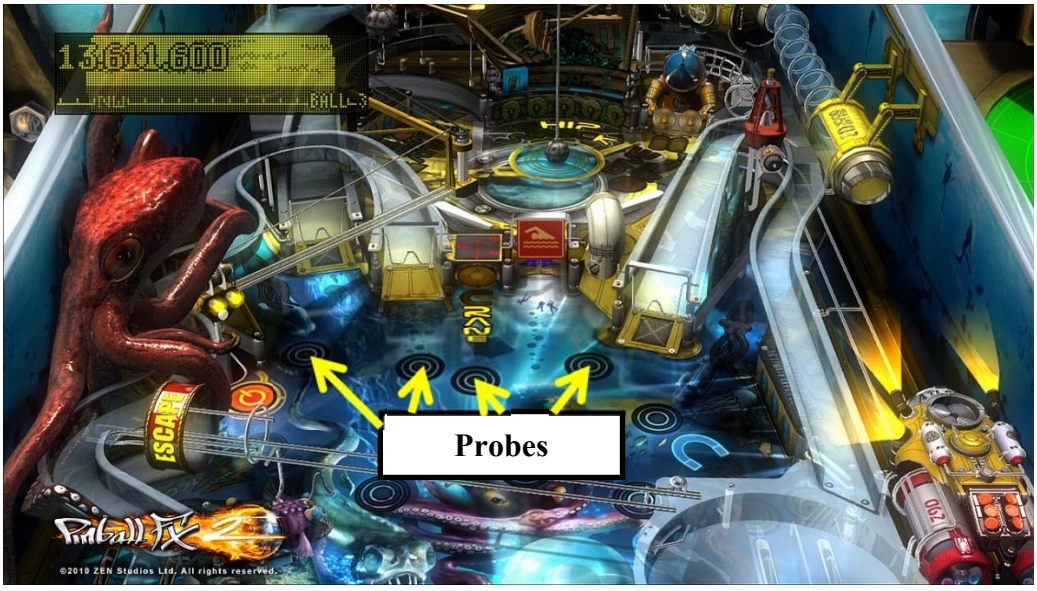
After hitting the Ball into the Shark’s Mouth which is done by hitting a Ball up the Left Orbit (2) a total of 5 times you will be awarded with a **‘E’** Letter of **‘DEEP’** when you go down to 1 Ball i.e. the Mode will end, otherwise you will need to repeat the above process to restart this Mode and try again.

‘E’ – *Probe Frenzy Multiball* *2 to 4 Balls*: Launch and successfully collect 5 Probes (3 normal and 2 with the Probe Frenzy Multiball)



As shown in the Image above you must first hit the Crank Target then hit the Probe Sink Hole (1) before the Crank resets (Depending on how hard you hit it, hardest being 20 Seconds awarded to hit the Probe Sink Hole(1)). If you don’t manage to hit the Probe Sink Hole (1) you will need to hit the Crank Target (5) again.

If you do hit the Probe Sink Hole (1) in time the Ball will then be carried out by the Crane, and 1 of 4 Probe Circular Magnets will be lit –



When the Crane is near the lit Probe Circular Magnet you will need to press and hold one of the Triggers on your Controller; this will make the Crane rise up and you will need to judge when/how much you want to do this. Once you are happy where it’s raised to release the Trigger Button, if done correctly the Ball will be Land on the lit Probe Circular Magnets thus you will have completed 1 successful Probe.

Repeat the above process a further 2 times to start/complete the Probe, after you have done that you will activate the Probe Frenzy; the Crane will sweep across the Tables Playfield with a 2nd Ball on it. Shoot the Ball off of the Crane's magnet to start a 2 Ball Multiball. Continue hitting the Crane Target (5) and then the Probe Sink Hole (1) to make the Crane bring out another Ball. Hit that Ball to now start a 3 Ball Multiball,

repeat process again to start a 4 Ball Multiball. Failure to free a captive Ball from the Crane's magnet will end the mode and you will need to repeat the above process to restart this Mode and try again.

Upon completing the 5th Probe (3 Normal Probes with 1 Ball, then 2 Probes within the Probe Frenzy's 2 Ball Multiball Mode) you will then have completed the Probe Frenzy Mode; you will be awarded with a **'E'** Letter of **'DEEP'** when you go down to only 1 Ball i.e. the Mode will end.

Helpful tips for this Mode by Community Member; **Cloda**

Cloda's approach for the Probe Frenzy Multiball Mode:

- As soon as launch your 3rd Probe and the Probe Frenzy Multiball starts get the Ball on the Right Flipper if you can and shoot at the 2nd Ball hanging from the Crane just as it comes onto the playing area. I find that this is my best chance of hitting it and if I miss it to get a second chance at shooting it down before the Crane makes it back again and the Mode ends.

- Focus then to get a Ball on each Flipper. Shoot at the Crank Target (5) with the Right Flipper. As soon as you hit it, work at getting a Ball on each Flipper again.

- Shoot the Ball on the Left Flipper into the Reef Ramp (8) and just after that shoot the Ball on the Right Flipper into the activated Probe Sink Hole (1) to release the 2nd Ball hanging from the Crane.

- The 1st Ball will come out of the Reef Ramp (8) to roll onto the Right Flipper to more or less give you a shot as the new Ball comes out of the Probe Sink Hole (1) on the Crane.

- After that try to steady one or both of the Balls on the Flippers so that you can have a better chance of hitting the 2nd Ball swinging out on the Crane. Play safe though because if you miss the 2nd Ball on the Crane you can still continue with the Multiball Mode.

- At that point you will have 2 or 3 Probes launched and you need a minimum of 5 to meet the requirements for a successful completion of the Probe Frenzy Multiball Mode.

- If you have 3 Balls in play either just play to keep them alive while hoping to hit the Crank Target (5) and Probe Sink Hole (1) or try to catch 2 Balls on the Left Flipper and 1 on the Right to shoot at the Crank Target (5) to take it from there. In the end I find it easier to lose 1 Ball and play from the position again where I have 1 Ball on each Flipper.

- This is the basics of the approach that work for me. 1:10 success ratio - but it took me lots and lots of Hours of only playing the Probe Frenzy Multiball Mode to finally get better at it. At least it is relatively quick to activate again so you can practice it often.

‘P’ – *Mine Chaos Multiball* *2 Balls*: Make at least 5 Ramp shots

To start this Multiball Mode just hit the Ball up the Mine Ramp (3) a total of 5 times; upon doing so the Mine Multiball Mode will begin and it will be a 2 Ball Multiball.

To complete this simply hit any of these Ramps 5 times –

- Mine Ramp (3)
- Kraken Ramp (4)
- Reef Ramp (8)

If you manage to hit at least 5 shots up any of those Ramps when you go down to 1 Ball i.e. Mode ends you will be awarded with a **‘P’** Letter of **‘DEEP’**.

WIZARD MODE (2 Part Final Mission)

This Wizard Mode is one of the hardest to get to and complete that Zen Studios has ever created!

Upon collecting all the Letters of **'DEEP'** you will be able to start the Wizard Mode which is in 2 Parts.

I will now explain how to begin and complete the Wizard Mode –

First hit the Ball into the Side Mission Sink Hole (16) to begin the Wizard Mode

Part 1 – Escape The Vortex

In this you must hit the 4 Ship Wreck Targets (14) to start the Vortex and then the madness begins ☺

A Vortex will appear in the Upper Playfield of the Table; this will really screw with your shots. Basically you just have to repeat the same thing you did to start the Vortex in that you hit the 4 Ship Wreck Targets (14). What makes this so difficult is that the Vortex will throw your Ball around very violently which basically can lead to unwanted Ball drains and it's a freaking hazard to aim shots with the Upper Flippers. Also To add to the fun, all of the Circular Magnets on the Lower Playfield of the Table will be active, making it more difficult to get the Ball back to the Upper Playfield if it falls down.

Be Careful! – As when you hit the Targets a Sink Hole will replace them and if you sink the Ball into one of them while trying to raise the Ship Wreck, the Wizard Mode ends and the **'DEEP'** Letters reset meaning you would have to repeat the whole process of collecting the Letters etc. to attempt this Wizard Mode again.

Once you have hit all the Ship Wreck Targets (14) therefore raising the Ship Wreck totally you will see on the Dot – Matrix ***"ATLANTIS DISCOVERED!"*** and this will then activate the Vortex Frenzy (2nd Part of the Wizard Mode).

Part 2 – Vortex Frenzy *Timed - 120 Seconds*

This is merely a Bonus Mode of sorts; just score as many Points as possible in the time limit; everything will be lit on the Tables Playfield from Orbits, Ramps, Sink Hole, and Targets including the Multiplier Targets (10).

Each hit to any of the above rewards a few Million Points; you will get a 10 to 20 Million Points Bonus for completing a set for example the Ship Wreck Targets (14). The total for all of the shots is about a 100 Million Points, with an additional bonus of 50 Million Points for hitting everything on the Table within the time limit.

Upon clearing the table or the timer counting down, the mode will end and the **'DEEP'** letters will reset.

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

Now that you understand the Table, here is a little treat from Community Member; **Cloda**

Cloda's Table Tips/Strategy

- I start a Game by first activating the Magna Save on each side. Because they carry over once you lose a Ball it is usually enough to activate it at the beginning of the Game because throughout normal game play you will stack some more from time to time.

- You can avoid the Roar of The Kraken if you missed the Escape (explained earlier in the Guide under the 'Roar of The Kraken' section) by starting a Multiball Mode.

- The key to a High Score: You have to increase the Jackpot for each of the Multiballs by hitting the 2 Dive Targets (15) and shooting into the Sink Hole via the Dive Targets (15). This increases the Jackpot value by 100 Points and also increases the end of Mode Bonus e.g. if you hit it once during a Multiball it doubles your Bonus but only for that time. You need to raise the Jackpot again when you next play the Multiball to get the increase in end of Mode Bonus. If you lose a Ball all the Jackpots are reset to 500 Points.

- I find that I concentrate longer by playing all of the Multiball Modes and not just the Mine Chaos one. Else it gets too boring and I lose focus. You can activate 3 of the Multiballs by sticking to safe shots (played from a caught Ball) - Mine Ramp (3) (and then shooting the Shark Targets (12) when the Ball comes out on the upper playfield) and Reef Ramp (8).

- Only go for the Crank Target (5) and Probe Sink Hole (1) when Ball Save is active as it is more risky shots e.g. from locking a Ball with the Submarine for the Abyss Multiball Mode.

Big Thanks to Cloda for this Tips etc.

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

"What's that in the Water?!"

Yours

ShoryukenToTheChin