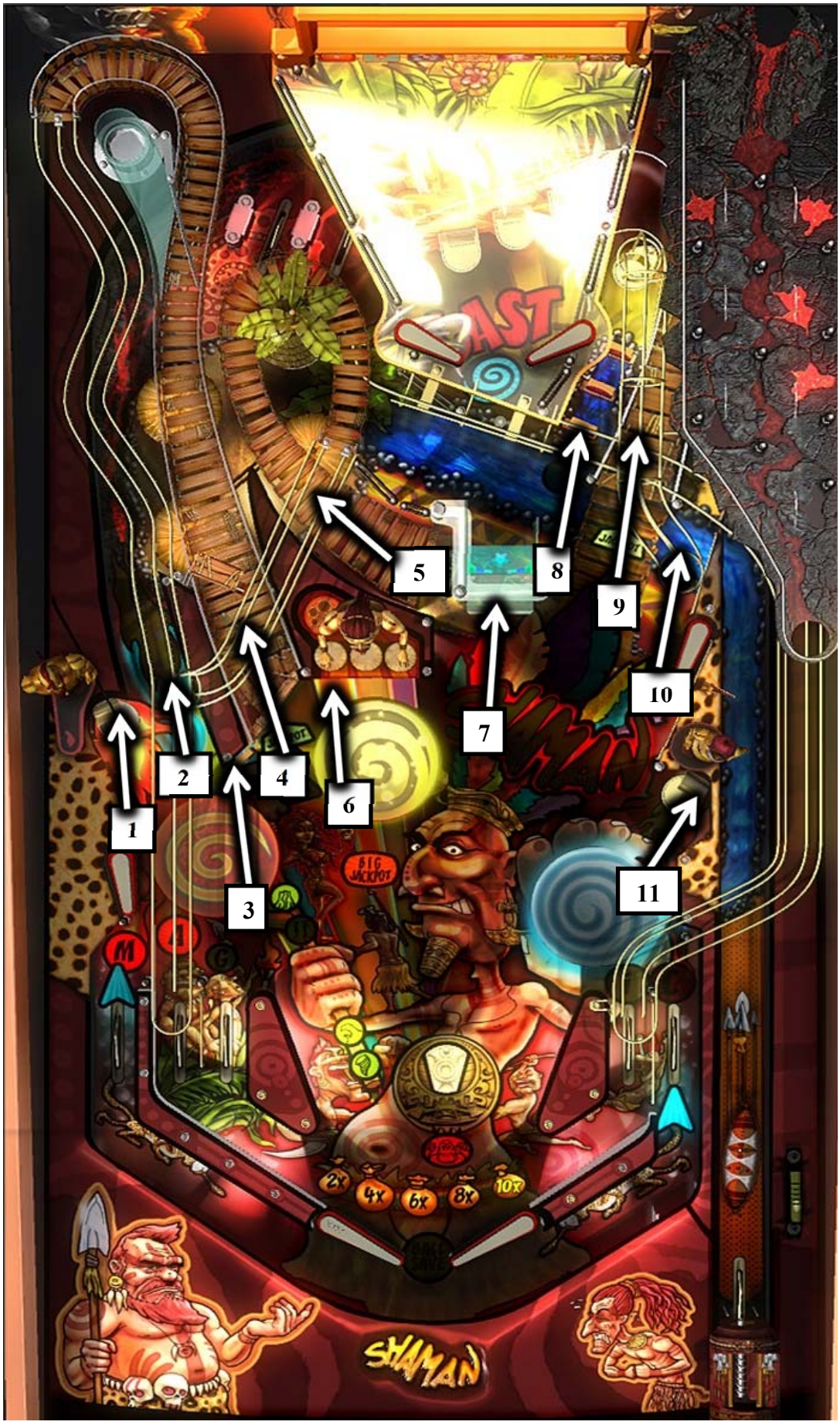
Shaman Table Guide
By ShoryukenToTheChin



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

1. Left Native Sink Hole
2. Left Orbit
3. Skull Target
4. Trick Ramp
5. Middle Ramp
6. Warlock Targets
7. Jump Ramp
8. Eclipse Multiball Targets
9. Volcano Ramp
10. Right Orbit
11. Right Native Sink Hole

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

TABLE SPECIFICS



Introduction

The original Zen Pinball came with a core pack of 4 Tables, one of these was Shaman. This in my opinion was the most challenging Table of the 4 which included V12, Tesla & El Dorado Tables respectively. The Table is based around a Warlock/Witch Doctor who wants to control his Tribe and amaze the unbelievers; therefore you are tasked to summon natural disasters to cement your reputation.

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

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

Skill Shot – *250,000 Points*

A Skill Shot award is attained on this Table by pulling down the Plunger (Analogue Stick on your Controller controls this) to adjust the right amount of power needed to launch the Ball then releasing, so that the Ball has just enough momentum.
There are 3 'WIZ' Rollovers available; to attain a Skill Shot you must pull the Plunger down Approximately. ¾ power (Plunger pulled down) is needed to allow the Ball to drop the lit 'WIZ' Rollover just above the Bumpers

Note – it's quite hard to see which Rollover is lit, but on certain Table views you can make it out.

Due to you needing the pull the Plunger at least ¾ of the way down for either of these awards; you will come to a point that you can't see the Plunger as its hidden, this makes it more difficulty but with enough practicing Muscle Memory will kick in and you will be able to score a Skill Shot with ease.

(See section later in the Guide 'Raising the Multiplier' for more information on the 'WIZ' Rollovers)

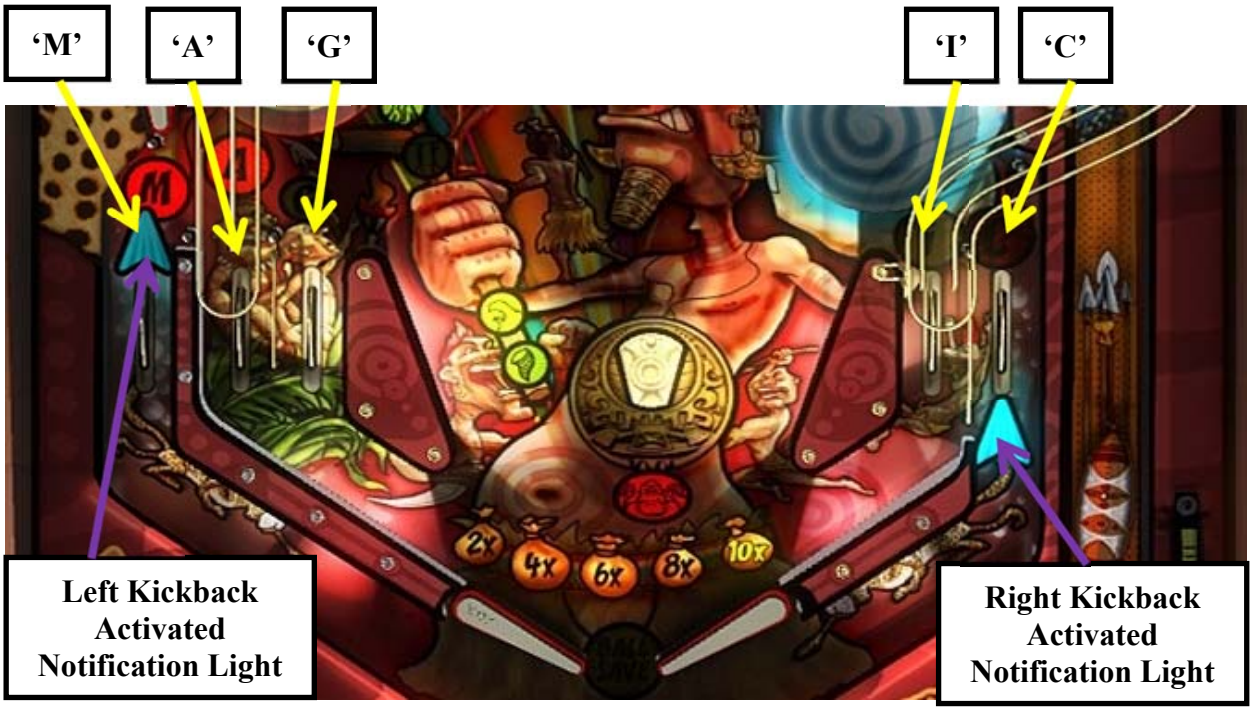


Power Bar/Plunger – As you pull back the Plunger (Analogue Stick on your Controller controls this) The Spring will get smaller.

Even when the Spring becomes hidden it still will go down a bit.

Kick Back & Ball Save

Kickback – Both the Left & Right Kickbacks are activated by lighting the Letters present on the In's & Outlanes of the Table, once all 5 'MAGIC' Letters are lit the Left Kickback is activated, repeat the above to activate the Right Kickback. Shown below you can see where these are located –



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

Ball Save –

Activated by hitting the Ball up the centre of the Table into the Cast Sink Holes 4 times; each time lighting a Letter of 'CAST' (Shown below the 2 Sink Holes) which is hidden just above the Jump Ramp (7) –



After hitting it 4 times thus gaining the 4 'CAST' Letters, you will then be awarded with a temporary Ball Save.

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 –

- ***Method 1***: Whirlwind Juggler; Activate the 3 Whirlwind spinners then hit 3 successful juggler shots to get Millions plus and **Extra Ball** at the 3rd hit.

  Look later in the Guide at the section titled 'Whirlwind Juggler Hurry Up Mode' for information on how to start this Hurry Up Mode.



- ***Method 2***: *Eclipse Multiball;* While in the 3 Ball Multiball, hit one of the 2 Native Sink holes – Left Native Sink Hole (1) or Right Native Sink Hole (11). This will then lower the Jump Ramp (7) which will now allow access to the Upper Playfield upon hitting it. Get the Ball up there via that Ramp, now hit the 7 Targets on the Upper Playfield with the 2 Upper Flippers available and if you do so an **Extra Ball** will be awarded.

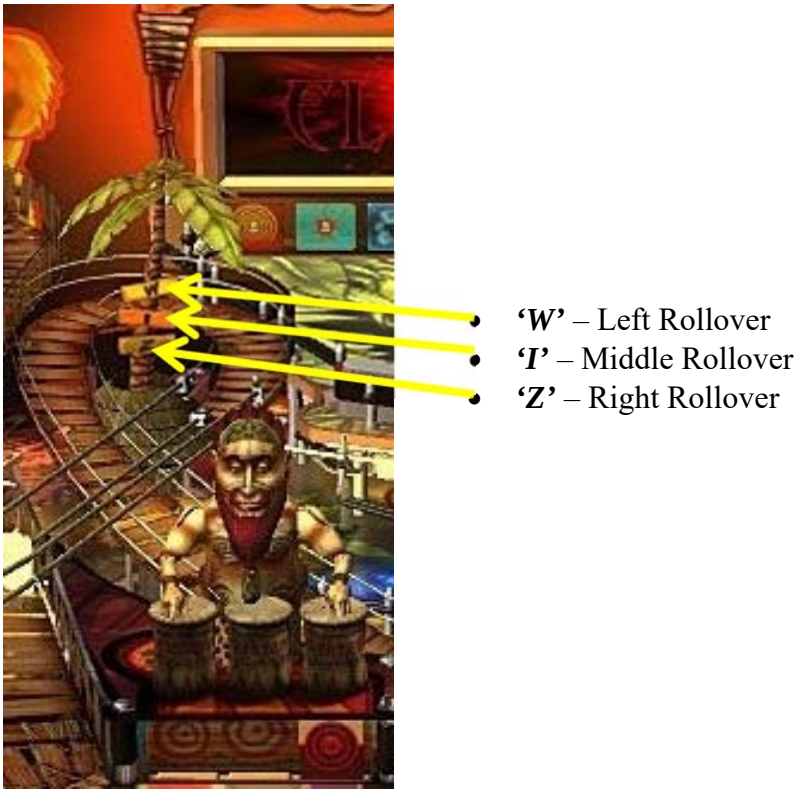
  Look later in the Guide at the section titled 'Multiball Modes – Eclipse Multiball' for information on how to start this Mode.

Raising the Multipliers

Advancing the Multiplier on this Table is achieved by rolling the Ball down the 3 'WIZ' Rollovers (located just above the Palm Tree Bumpers) –



'WIZ' Multiplier Notification lights (under the Palm Tree) -



- ***'W'*** – Left Rollover
- ***'I'*** – Middle Rollover
- ***'Z'*** – Right Rollover

Alternate which Rollover is lit by using the Triggers on your Controller so that the Ball rolls down an un-lit Rollover, after you lit all 3 of the 'WIZ' Rollovers you will advance the Multiplier to the next level which to start off will be 2x times Multiplier

****Note – The Multiplier Level resets upon losing your Ball.****

Whirlwind Juggler Hurry Up Mode

To begin this mode you must hit the 3 Warlock Targets (6); once done a Sink Hole will be available just inside the Left side of opening the Warlock Targets (6) were covering -



Once you hit that you will start the Hurry Up Mode; you will have about 20 Seconds to hit the Left Native Sink Hole (1) & Right Native Sink Hole (11). This will now cause the 3 Whirlwind Spinners to begin spinning (***BE CAREFUL!*** – This can cause unwanted Ball drains).

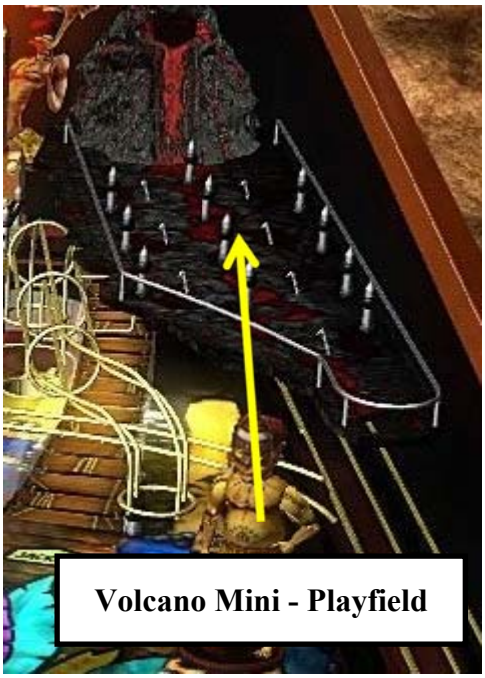
Now each of the 3 Whirlwind Sink Holes will award a Whirlwind Juggler Bonus –

- *Left Native Sink Hole (1)* – awards 1 Million Points.
- *Warlock Sink Hole (shown in above Image)* – awards 2 Million Points.
- *Right Native Sink Hole (11)* – awards 4 Million Points.



If you manage to hit any of those 3 times then you will be awarded with an **Extra Ball**. Easiest way is to constantly hit the Warlock Sink Hole (shown in the above Image), but if you want to gain some more Points hit the Right Native Sink Hole (11) 3 times as each time it awards 4 Million Points.

Volcano – Smoke Score

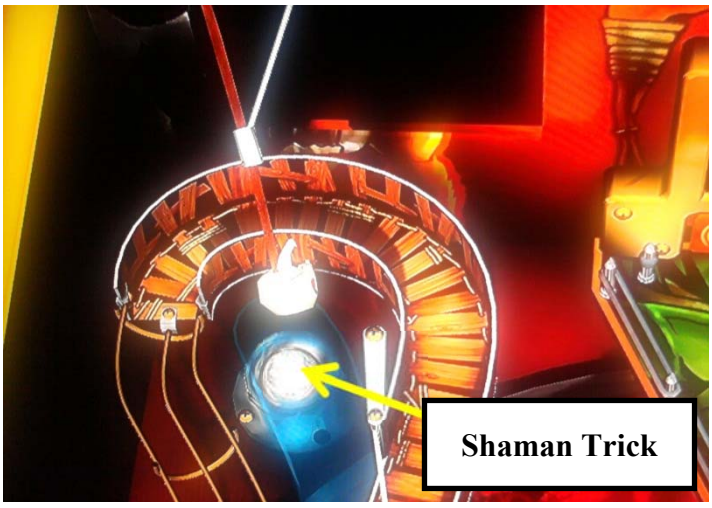


A hard shot up the Volcano Ramp (9) will send the Ball to the Volcano Mini – Playfield; as the Ball rolls down the Mini – Playfield it will light up Letters of 'VOLCANO' they will be represented by Red Rollover Notification lights. The objective here is to keep sending the Ball up the Volcano Ramp (9) to light up all the 7 'VOLCANO' Rollovers; you can alternate the lit lights by pressing the Trigger Buttons on your Controller. I tend to just spam the Trigger Buttons and sooner or later I light all the Letters, thus attaining the Smoke Score (first time is usually 2 Million Points).

Each time this is redone the Smoke Score awarded will increase.

Shaman Trick

Hit the Ball up the Middle Ramp (5) when the Ramp has a Purple Arrow lit (represents Shaman Trick); you then will have about 10 Seconds to hit the Ball up the Trick Ramp (4), if you manage to do this in time your Ball will be taken and you will be rewarded with a Shaman Trick, first time is usually 80,000 Points –



Multiball Modes

There are 2 Multiball Modes on this Table –

Raise the base Jackpot by engaging the Delirium Hurry Up Mode & hitting the Upper Level Targets –

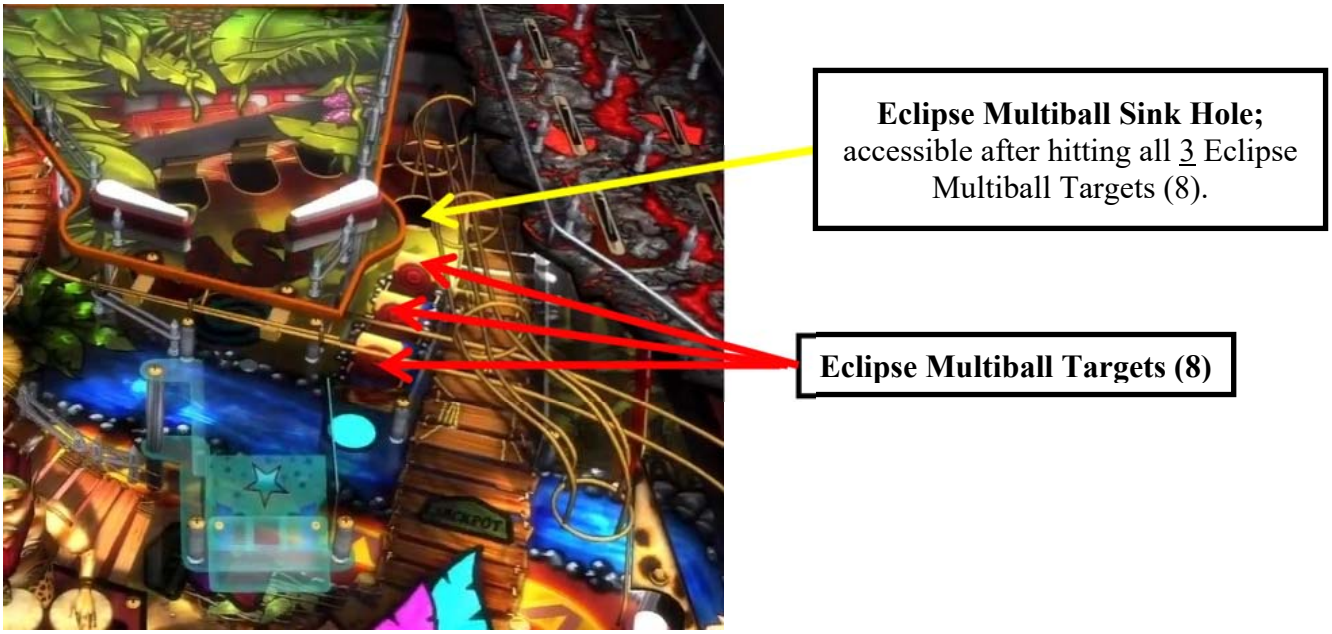
Delirium Hurry Up (Jackpot Increase) –

To start this you must perform a Super Combo; thus you must hit Ramps/Orbits in a 4 combo sequence, once this is done the Upper Level will becoming accessible via the Jump Ramp (7) which has lowered. Hit the Jump Ramp (7) within 10 Seconds, failure to do so will mean having to repeat the Super Combo to try to get to the Upper Level again; now if you manage to hit it in time just try to keep the Ball alive up there for as long as you can with the 2 Upper Flippers, hitting all 7 of the 'JACKPOT' Upper Targets will increase the base Jackpot of the Multiball Modes.

Eclipse Multiball *3 Balls* –

To start this Multiball Mode you must first hit the 3 Eclipse Multiball Targets (8);

Note – The Eclipse Multiball Targets reset upon draining your Ball.



After which you will need to lock 3 Balls into the Middle Ramp (5), this can be done by using the Top Right Flipper from a Left Orbit (2) shot or you can simply hit the Ball into the Sink Hole via where the 3 Eclipse Multiball Targets (8) were since this will cause the Ball to drop just above the Top Left Flipper.

Once you have locked 3 Balls into the Middle Ramp (5) the Multiball Mode will begin.

You can collect **Jackpots** by hitting these Ramps –

- Trick Ramp (4)
- Middle Ramp (5)
- Volcano Ramp (9)

You can also gain access to the Upper Level by hitting one of the 2 Native Sink Holes - Left Native Sink Hole (1) & Right Native Sink Hole (11). You then will have 10 Seconds to hit the Ball up the lower Jump Ramp (7), this time however the Game won't zoom into the Upper Level since you are in a Multiball Mode. Now use the 2 Upper Flippers to hit the 7 'ECLIPSE' Targets, if you manage to hit all 7 you will be rewarded with an **Extra Ball**.

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

Quick Multiball *2 Balls* –

To start this Multiball Mode you must first hit the 3 Eclipse Multiball Targets (8); After which you will need to lock at least 1 Ball into the Middle Ramp (5), this can be done by using the Top Right Flipper from a Left Orbit (2) shot or you can simply hit the Ball into the Sink Hole via where the 3 Eclipse Multiball Targets (8) were since this will cause the Ball to drop just above the Top Left Flipper.

Now once you have locked a minimum of 1 Ball you will need to hit the Skull Target (3) twice in quick secession (2nd hit needs to be done within 5 Seconds);



During this Mode you can gain **Jackpots** by –

- *Hitting the Middle Ramp (5).*
- *Hitting all 7 of the Upper Level Targets*; hit the Ball up the Jump Ramp (7) to get to the Upper Level after hitting 1 of the Native Sink Holes - Left Native Sink Hole (1) & Right Native Sink Hole (11).

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

Disaster Main Missions

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

1. Get the Ball into the Upper level; do this by lowering the Jump Ramp (7) by hitting either of the 2 Native Sink Holes - Left Native Sink Hole (1) & Right Native Sink Hole (11). Go to **Step 2** if you hit a Native Sink Hole.

2. You now have 10 Seconds to hit the Jump Ramp (7);

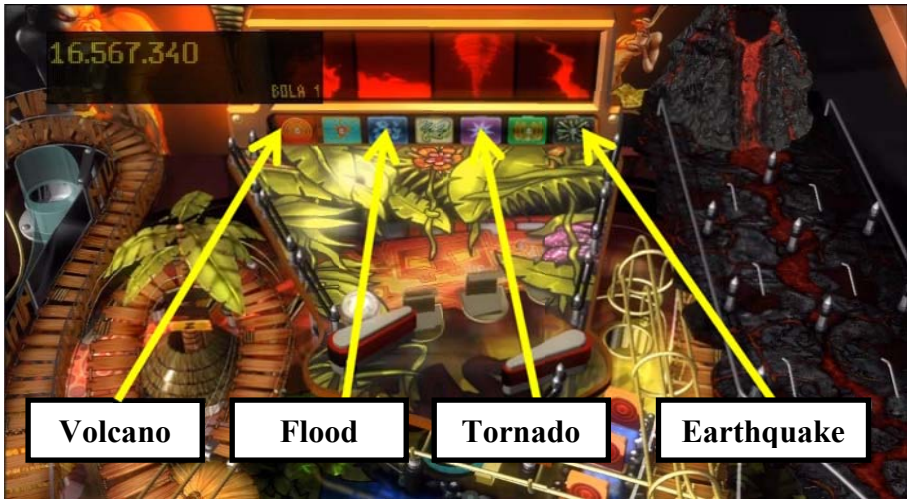
- Successfully hit the Jump Ramp (7) to get to Upper level – continue to **Step 3**
- Whereas failure will result in having to repeat **Step 1**.

3. You now have to hit all 7 'ELEMENT' Targets using the Upper Flippers –



- Successfully hit all 7 – continue to **Step 4**.
- Whereas failure will result in having to repeat **Steps 1** onwards.

4. Now select which Disaster you want to summon –



Hit one of the 4 available Disaster Targets;

- Successfully hit 1 of the 4 Targets then let the Ball drain and it will now be captured – go to **Stage 5**.
- Failure to hit one before draining will result in needing to repeat **Step 1** then skip to **Step 4**

5. Spell ‘CAST’ by hitting the Ball up the centre of the Table into the Cast Sink Holes 4 times; each time lighting a Letter of ‘CAST’ (Shown below the 2 Sink Holes) which is hidden just above the Jump Ramp (7) –



6. Disaster selected will begin;

- Repeat all **Steps** to retry a Disaster or try another 1 upon completing a Disaster.

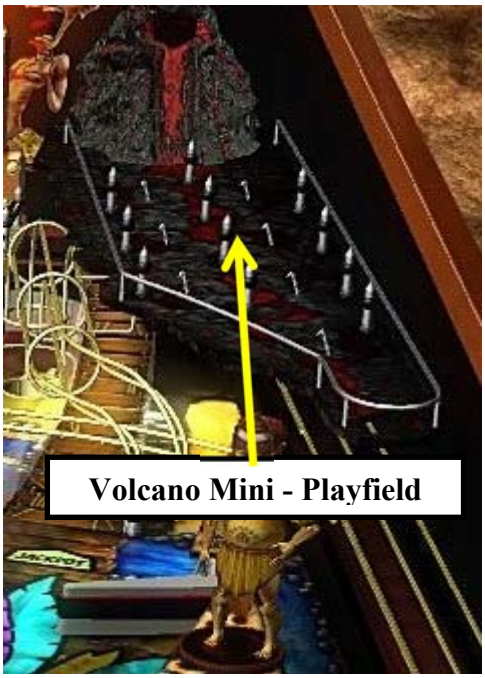
I will now detail how to complete each of the 4 Disaster Main Missions successfully on the next page –

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

Volcano Disaster



You need to hit the Volcano Ramp (9) with a hard shot; this is so that the Ball will get up to the Volcano Mini - Playfield. The objective once up there is to spell out 'VOLCANO' with the 7 Rollovers. This is going to take a few attempts, since you have zero control of which path the Ball will take on the Mini – Playfield but do note that you can shuffle the lights around to try and make the Ball roll down an un – lit Rollover –



Once all 7 ‘VOLCANO’ Rollovers are lit; the ball will become fiery Orange –



You will now need to hit the 3 Juggler Sink Holes to complete the Mission –



However, there is a catch in that you need to hit them with the fiery Orange Ball in this Mission. You only have about 10 Seconds before the Ball returns to normal state. Just shoot the Ball back into the volcano to make it fiery Orange again via a hard Volcano Ramp (9).

Note - You don't need to spell out ‘VOLCANO’ again to light up the Ball.

Once done you will receive some Completion Bonus Points.

Flood Disaster



In this Mission, you need to hit the lit Orbits – Left Orbit (2) or Right Orbit (10) 3 times. This is a very easy Mission compared to ZP1 version, where the Ball got very heavy. They removed the effect in ZP2, so Happy Days!

Once you do the above, now need to hit the 3 Juggler Sink Holes to complete the Mission –



Once done you will receive some Completion Bonus Points.

Tornado Disaster



You need to make the Spinners spin in the same direction –

***Note** - **BE CAREFUL!** The Spinners will spin and if the Ball goes near them it will move the Ball violently which can cause many unwanted Ball Drains.**



You do this by hitting the 3 Ramps –

- ***Trick Ramp (4);*** controls the Red Spinner (Right of the Tables Playfield).
- ***Middle Ramp (5);*** hit it with the Top Right Flipper; this controls the Yellow Spinner (Middle of the Tables Playfield).
- ***Volcano Ramp (9);*** controls the Blue Spinner (Left of the Tables Playfield).

You just need to hit each Ramp once to get the Spinners to spin in the same direction. However, if you accidentally hit the Ramp a 2nd time, the Spinner will spin in reverse. Just hit the Ramp in question again to correct it.

Once you do the above, now need to hit the 3 Juggler Sink Holes to complete the Mission –



Once done you will receive some Completion Bonus Points.

Earthquake Disaster



This is a Multiball Mode Mission it's usually a 2 Ball Multiball, but if you have a Ball locked in the Middle Ramp (from the locking process of Eclipse Multiball; look earlier in the Guide under 'Multiball Modes – Eclipse Multiball' for more information) then it will become a 3 Ball Multiball.

The Mission 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 Mission Mode again since it will fail upon going down to 1 Ball.

You just need to hit the each of the 3 Juggler Sink Holes twice –



1 of those is complete the trial and the other to complete the Mission (like always).

***Note** - **BE CAREFUL!** The Table will shake periodically to throw off your Game causing unwanted Ball drains.**

Once done you will receive some Completion Bonus Points.

Feast Frenzy *2 or 3 Balls* (Occurs after completion of the Earthquake Disaster Mission) **–**



Frenzy will occur after this Mission (Earthquake), since that Mission is a Multiball Mode from the get go. When you complete the Mission, the Multiball will remain and the Frenzy starts. The Frenzy can be 2 or 3 Balls. It really depends on how many you have left after completing the Mission.

The Frenzy Jackpots are only a few Hundred Thousand Points easy, but everything is lit (Sink Holes, Targets, Orbits & Ramps).

The Frenzy 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 the Frenzy Mode again.

WIZARD MODE (Final Mission)

First you must complete 4 Main Missions to be allowed access to this Tables Wizard Mode/Frenzy known as Wrath of the Gods.

To start the Wizard Mode –

1. Get the Ball into the Upper level; do this by lowering the Jump Ramp (7) by hitting either of the 2 Native Sink Holes - Left Native Sink Hole (1) & Right Native Sink Hole (11). Go to **Step 2** if you hit a Native Sink Hole.

2. You now have 10 Seconds to hit the Jump Ramp (7);
   - Successfully hit the Jump Ramp (7) to get to Upper level – continue to **Step 3**
   - Whereas failure will result in having to repeat **Step 1**.

3. You now have to hit all 7 'ELEMENT' Targets using the Upper Flippers –



   - Successfully hit all 7 – continue to **Step 4**.
   - Whereas failure will result in having to repeat **Steps 1** onwards.

4. Now hit the Wizard Mode Target (far Right Target) –



- Successfully hit the Wizard Mode Target. You will know that you hit it since you will hear an "Owl hoot" to let you know that you selected the Wizard Mode. Then let the Ball drain and it will now be captured – go to **Stage 5**.
- Failure to hit it before draining will result in needing to repeat **Step 1** then skip to **Step 4**

5. Spell 'CAST' by hitting the Ball up the centre of the Table into the Cast Sink Holes 4 times; each time lighting a Letter of 'CAST' (Shown below the 2 Sink Holes) which is hidden just above the Jump Ramp (7) –



6. Wizard Mode will begin;

Wizard Mode instructions on next page….

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

Wrath of The Gods



To complete the Wizard Mode; you just hit the 3 Juggler Holes (**1** at a time) –



After each hit you then need to lock the Ball into Trick Ramp (4).

Once done a Hand will collect the Ball –



A new Ball will launch after you lock the Ball. Just rinse and repeat the process the above process until you have hit all 3 Juggler Sink Holes and locked the Ball.

You will then gain a 50 Million Point Completion Bonus.

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

Special Thanks to all the Zen Studios Forum Community! Members such as **Cloda, shogun00, skippycue & YouTube Member - StOrMtRoOpErMx19** I couldn't have completed the Guide without your help either directly or indirectly - you are all awesome!!!

In closing I hope you enjoyed this Table, I certainly have and I hope by using this Guide it increases that Fun factor for you and everyone else who plays with you etc.

Check out the other Tables available, they are all available to download on the Xbox Live Marketplace in Add-Ons section or download it straight from the PFX2 Platform itself. Zen Pinball 2 on PlayStation Network, Zen Pinball on the Apple AppStore, Zen Pinball 3D on Nintendo 3DS and Zen Pinball THD on Android Marketplace.

Thanks for viewing my Guide,

"Amaze the Unbeliever's!"

Yours

ShoryukenToTheChin