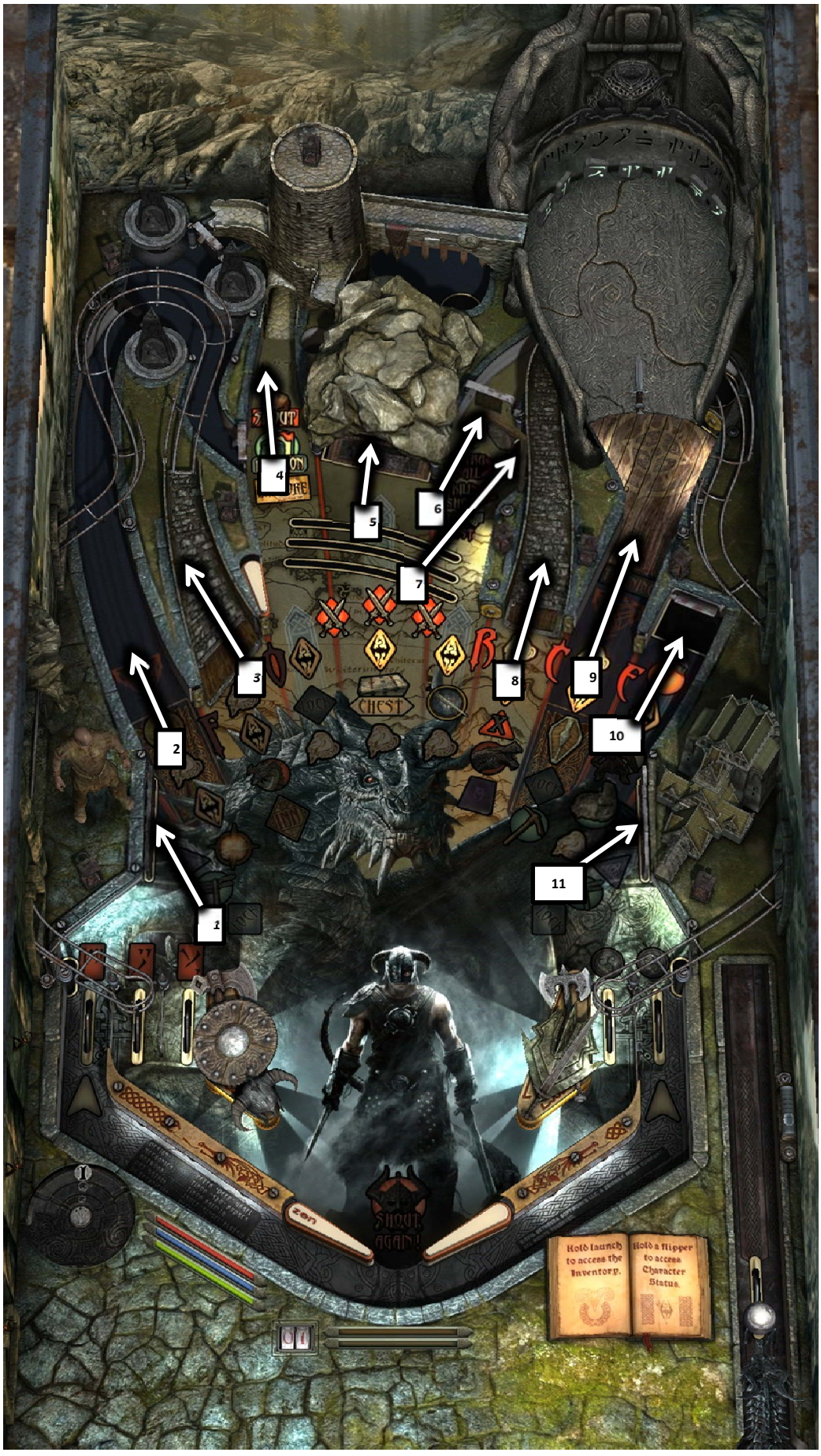
Skyrim Table Guide
By ShoryukenToTheChin



Key to Table Overhead Image –

1. Left Target Bank
2. Left Orbit
3. Left Ramp
4. Watchtower Ramp
5. Cave Sink Hole
6. Spinner Lane
7. Side Sink Hole
8. Right Ramp
9. Trainer Target Area
10. Right Sink Hole
11. Right Target Bank

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

TABLE SPECIFICS

***Notice*: This Guide is based off of the Zen Pinball 2 (PS4/PS3/Vita) version of the Table on default controls. Some of the controls will be different on the other versions (Pinball FX 2, etc...), but everything else in the Guide remains the same.**



INTRODUCTION

Zen Studios has teamed up with Bethesda to give us a new 3 Table pack called “Bethesda Pinball”. This is 1 of the 3 Tables released within the pack.

Skyrim Pinball sees you play through various Modes in homage to the Elder Scrolls Video Game series. The Table incorporates the art style of the Video Game Series, and various audio works from the characters to add that extra bit of authenticity.

I will warn you now, this Table has a very complex ruleset and it will take a while to explain. In the end, I hope my Guide will help you understand the Table better.

Skill Shot - *Starts at 1 Million Points, raised on each Ball*

The Skill Shot can be attained by launching the Ball with enough momentum to reach the Top Left Flipper, and using that Flipper to hit the Ball into the Side Sink Hole (7).



The Plunger is represented by the Dragon. As the Plunger is pulled back, the Dragon will raise its head and breath fire onto the Ball upon release. Below is roughly how the Dragon should be set to give the Ball enough momentum.



The Side Sink Hole (7) has to be hit within the time limit right after the launch to get a score and a random prize which can be:

- smaller amount of gold.
- random gem.
- random raw material (for crafting, see ***Workshop*** below).
- random minor potion.

Character selection:

At the start of this Table you will have the option to choose your character, or if you have already played a previous time instead you can continue with your character.



If the you choose **Human**; they also have to choose from:

+10% magic damage resistance.
find more gold than usual.
+10% physical damage resistance.

If you choose **Elf**, they also have to choose from:

+50 max magicka.
+10% magic damage resistance.
10 % faster magicka regeneration.

The other races would start with the following effects:

Khajiit: 10% faster stamina regeneration.
Argonian: 10% faster health regeneration.
Orc: +10% physical damage.

Health, Magicka, Stamina:



These will be very important to you to make the most out of your time playing this Table. Mostly because you will encounter a hefty number of Enemies which you will have to slay to continue on your Quest.

The values will start from 100 points and the damage taken will drain Health, melee attacks will drain Stamina, magic attacks will drain Magicka just like in the Skyrim game. Their depletion and regeneration values however differ from the original since they depend heavily on the gameplay. The additional 10 points at level up is the same as in the original game and can be chosen by the players.

Default regeneration values:
Health: 0.7/sec
Magicka: 3/sec
Stamina: 4/sec

Battle regeneration values:
Health: 0.49/sec
Magicka: 0.99/sec
Stamina: 1.25/sec

The **stamina works a bit differently** from the original: the damage dealt with melee weapons is affected by the amount of stamina. The lower the stamina level the smaller damage will be dealt.

Player/Character Level

The characters start at level 1 when a new game starts and just like in Skyrim, leveling up the skills will result in level up of the character which grants a chosen **10 additional points** to health, magicka or stamina. At the beginning, 3 skill level up needed for a character level up which goes up by 1 in every 10 levels, so between levels 10 and 20 it takes 4, between level 20 and 30 it takes 5, etc. The skill level up requirements will increase after every level up and will vary with every skill as you can see below:

Smithing: 3 crafted item for every level up, this is the only exception, it won't increase (the one-handed weapons worth 1 item, two-handed weapons worth 2 items, the armour sets worth 3 items)
Armours: 3 suffered melee hits for the 1st level up, +1/level
Block: 2 blocked melee attacks for the 1st level up, +1/level
Melee: 3 successful melee attacks for the 1st level up, +1/level
Archery: 3 successful arrow hits for the 1st level up, +1/level
Sneak: 2 successful sneak attacks for the 1st level up, +1/level
Lockpicking: 1 successful picked lock or 1 broken lockpick for the 1st level up, +1/level
Magic: 3 successful spell casting for the 1st level up, +1/level

***Training*:**

The Trainer Target Area (9) can be hit to find a Trainer (when there is no Quest or Battle running). The Ball will bounce automatically inside the area for a couple of seconds and the finding will progress during this time.



After a certain amount hits, a **random Trainer** will be found and you will need to hit the revealed Sink Hole via the Trainer Target Area (9). You will then be prompted whether you want or not to train your Character for a certain amount of gold.

Levelling up is a very important aspect of this Table since your Character level is tied to a lot of things such as Skills, what you can purchase in the various Shops, even Perks which will influence various gameplay mechanics, and so much more.

***Skills*:**

There is no level cap for skills but they give new abilities until level 100. The players will get the following values with a fresh start:

Starting skill levels	Human mage	Human knight	Elf mage	Elf archer	Argonian	Khajiit	Orc
Smithing	15	20	15	15	15	15	15
Armours	15	20	15	20	20	15	25
Block	15	20	20	15	15	15	15
Melee	15	20	15	15	15	20	25
Archery	15	15	15	25	15	15	15
Sneak	20	15	20	20	20	25	15
Lockpicking	20	15	15	15	25	20	15
Magic	25	15	25	15	15	15	15

***Magic spells*:**

The spells can be bought for gold (apart from those available by default) at some of the shops but only those that can be used at the player's level. The ones that will be implemented are the following:

- **Destruction**

  - Novice
  - ¤ Flames (unlocked for all races at the start of a new game)
  - ¤ Frostbite
  - ¤ Sparks

  - Apprentice
  - ¤ Firebolt
  - ¤ Ice Spike
  - ¤ Lightning Bolt

  - Adept
  - ¤ FireBall
  - ¤ Ice Storm
  - ¤ Chain Lightning

  - Expert
  - ¤ Incinerate
  - ¤ Icy Spear
  - ¤ Thunderbolt

- **Alteration**

  - Novice
  ¤Oakflesh

  - Apprentice
  ¤ Stoneflesh

  - Adept
  ¤ Ironflesh

  - Expert
  ¤ Ebonyflesh

- **Conjuration**

  - Novice
  ¤ Bound Sword
  ¤ Conjure Familiar

  - Apprentice
  ¤ Bound Battleaxe
  ¤ Conjure Flaming Atronach

  -Adept
  ¤ Bound Bow
  ¤ Conjure Frost Atronach

  - Expert
  ¤ Conjure Storm Atronach

- **Restoration**

  - Novice
  ¤ Healing (unlocked for all races at the start of a new game)

  - Apprentice
  ¤ Fast Healing

  - Adept
  ¤ Close Wounds

***Perks*:**

These perks will unlock upon reaching certain levels.

- **Smithing:** 6 types of items that can be crafted and improved with smithing (Iron, Steel, Orcish, Elven, Glass, Dragon).

  ¤ **Iron smithing:** no requirements
  ¤ **Steel smithing:** reach level 20
  ¤ **Orcish smithing:** reach level 40
  ¤ **Elven smithing:** reach level 60
  ¤ **Glass smithing:** reach level 80
  ¤ **Dragon smithing:** reach level 100

- **Armours:**

  ¤ **Level 20:** +10% physical damage resistance if wearing armours.
  ¤ **Level 30:** 50% less stagger if wearing armour.
  ¤ **Level 40:** +10% physical damage resistance if wearing armours.
  ¤ **Level 50:** melee attacks with armour fitted consume 50% less stamina.
  ¤ **Level 60:** +10% physical damage resistance if wearing armours.
  ¤ **Level 70:** worn armour weighs nothing.
  ¤ **Level 80:** +10% physical damage resistance if wearing armours.
  ¤ **Level 90:** stamina regenerates 50% faster if wearing armour.
  ¤ **Level 100:** 10% chance to avoid all damage of an enemy's melee attack if wearing armour.

- **Block:**

  ¤ **Level 20:** blocking is 10% more effective.
  ¤ **Level 30:** blocking depletes 50% less stamina.
  ¤ **Level 40:** blocking is 10% more effective.
  ¤ **Level 50:** able to do Power Bash.
  ¤ **Level 60:** blocking is 10% more effective.
  ¤ **Level 70:** blocking with a shield reduces incoming magical damage by 50%.
  ¤ **Level 80:** arrows that blocked with shield do no damage.
  ¤ **Level 90:** Bashing does 2x damage.
  ¤ **Level 100:** 25% chance to disarm an enemy when Power Bashing.

- **Melee:**

  ¤ **Level 20:** melee attacks do 25% more damage.
  ¤ **Level 30:** melee attacks costs 25% less stamina.
  ¤ **Level 40:** power attacks do 25% more damage.
  ¤ **Level 50:** melee attacks have 10% more chance to do critical damage.
  ¤ **Level 60:** power attacks have 20% chance to stagger the enemy.
  ¤ **Level 70:** melee attacks do 25% more damage.
  ¤ **Level 80:** melee attacks cost 25% less stamina.
  ¤ **Level 90:** power attacks do 25% more damage.
  ¤ **Level 100:** power attacks have a 20% chance to paralyze the enemy (works like staggering but lasts longer).

- **Archery:**

  ¤ **Level 20:** bows do 10% more damage.
  ¤ **Level 30:** power attacks have 10% more chance to do critical damage.
  ¤ **Level 40:** shots to the block lane also reset timer till the next enemy attack (only with bow equipped).
  ¤ **Level 50:** bows do 10% more damage.
  ¤ **Level 60:** recover twice as many arrows from fallen foes.
  ¤ **Level 70:** all hits will stagger all the smaller enemies.
  ¤ **Level 80:** bows do 10% more damage.
  ¤ **Level 90:** shots to the flee targets add more time till the next enemy attack (only with bow equipped).
  ¤ **Level 100:** 20% chance of paralyzing the target.

- **Sneak:**

  ¤ **Level 20:** 10% longer sneak timer at the beginning of battles.
  ¤ **Level 30:** 5% more damage from sneak attacks.
  ¤ **Level 40:** sneak attacks with one-handed weapons do 4x damage.
  ¤ **Level 50:** 10% longer sneak timer at the beginning of battles.
  ¤ **Level 60:** 5% more damage from sneak attacks.
  ¤ **Level 70:** sneak attacks with two-handed weapons do 4x damage.
  ¤ **Level 80:** 10% longer sneak timer at the beginning of battles.
  ¤ **Level 90:** 5% more damage from sneak attacks.
  ¤ **Level 100:** sneak attacks with bows do 3x damage.

- **Lockpicking:**

  ¤ **Level 20:** novice locks are much easier to pick.
  ¤ **Level 30:** apprentice locks are much easier to pick.
  ¤ **Level 40:** find more gold in chests.
  ¤ **Level 50:** adept locks are much easier to pick.
  ¤ **Level 60:** 25% greater chance of finding items in chests.
  ¤ **Level 70:** expert locks are much easier to pick.
  ¤ **Level 80:** picking starts close to the opening position.
  ¤ **Level 90:** master locks are much easier to pick.
  ¤ **Level 100:** lockpicks won't break.

- **Magic:**

  ¤ **Level 20:** cast novice level spells for half magicka, can dual cast spells (stagger).
  ¤ **Level 30:** can cast apprentice spells, attack spells do 25% more damage.
  ¤ **Level 40:** cast apprentice level spells for half magicka, healing spells cure 25% more health.
  ¤ **Level 50:** can cast adept level of spells, healing spells also restore stamina.
  ¤ **Level 60:** cast adept level of spells for half magicka, attack spells do 25% more damage.
  ¤ **Level 70:** can cast expert spells, healing spells cure 25% more health.
  ¤ **Level 80:** cast expert level of spells for half magicka.
  ¤ **Level 90:** unlock all spells.
  ¤ **Level 100:** once a day heals 250 health automatically to avoid death.

Inventory:

Hold the “Launch” Button down to gain access to the Inventory Menu. From here you can select & equip various Items, and view their statistics so you always have the right things equipped for the Quest at hand.



You gain new Items by completing various Modes, Smithing in the Workshop (dependent on your skill level & raw materials collected), and purchasing them in the Shop. The higher your character level will also play a part in it.

Below I have listed all of the Items that you can create/come across by playing this Table.

- Weapons:

- **One-Handed:**
  - ¤ **Daggers, Swords, Maces, War Axes:**
    - ¤ Iron
    - ¤ Steel
    - ¤ Orcish
    - ¤ Elven
    - ¤ Glass
    - ¤ Dragonbone

- **Two-Handed:**
  - ¤ **Battleaxes, Greatswords, Warhammers:**
    - ¤ Iron
    - ¤ Steel
    - ¤ Orcish
    - ¤ Elven
    - ¤ Glass
    - ¤ Dragonbone

- **Bows:** Bows are working similarly to melee weapons but when a bow is equipped to the character, an arrow type is needed to be equipped separately.
  - ¤ Long
  - ¤ Hunting
  - ¤ Orcish
  - ¤ Elven
  - ¤ Glass
  - ¤ Dragonbone

- **Arrows:**
  - ¤ Iron
  - ¤ Steel
  - ¤ Orcish
  - ¤ Elven
  - ¤ Glass
  - ¤ Dragonbone

- Shields:

¤ **Light shields:**
- ¤ Hide
- ¤ Elven
- ¤ Glass
- ¤ Dragonscale

¤ **Heavy shields:**
- ¤ Iron
- ¤ Steel
- ¤ Orcish
- ¤ Dragonplate

- Apparel:

- **Clothes:**
  - ¤ **Ragged clothes** (default at new game)
  - ¤ **Magic Robes:**
    - ¤ Novice: +10 more magicka, 5% magic resistance
    - ¤ Apprentice**:** 10% faster magicka regeneration, 10% magic resistance
    - ¤ Adept: +25 more magicka, 15% magic resistance
    - ¤ Expert: 25% faster magicka regeneration, 20% magic resistance
    - ¤ Master: +50 more magicka and +50% magicka regeneration, +20% magic resistance

- **Armours:**
  - ¤ **Light armours:**
    - ¤ Hide
    - ¤ Elven
    - ¤ Glass
    - ¤ Dragonscale
  - ¤ **Heavy armours**:
    - ¤ Iron
    - ¤ Steel
    - ¤ Orcish
    - ¤ Dragonplate

- **Amulets, rings:**
  - ¤ **Amulet of health**: +25 more health
  - ¤ **Amulet of magic:** +25 more magicka
  - ¤ **Amulet of stamina:** +25 more stamina
  - ¤ **Amulet of blocking:** +25% blocking
  - ¤ **Amulet of resist magic:** +20% magic defense
  - ¤ **Amulet of carrying:** +50 carry weight
  - ¤ **Amulet of sneaking:** +50% sneak time
  - ¤ **Amulet of archery:** +25% damage with bows and arrows
  - ¤ **Amulet of destruction:** +25% magic damage
  - ¤ **Ring of health:** +10% health regen
  - ¤ **Ring of magic:** +10% magicka regen
  - ¤ **Ring of stamina:** +10% stamina regen
  - ¤ **Ring of light armour:** +25% physical defense with light armour
  - ¤ **Ring of heavy armour:** +25% physical defense with heavy armour
  - ¤ **Ring of one-handed weapons:** +25% damage with one-handed weapons
  - ¤ **Ring of two-handed weapons:** +25% damage with two-handed weapons
  - ¤ **Ring of lockpicking:** picking locks is 25% easier
  - ¤ **Ring of mages:** magic spells use 25% less magicka

- Potions:

¤ **Potion of Magic:** +20% magic damage for 60 seconds
¤ **Draught of Magic:** +30% magic damage for 60 seconds
¤ **Philter of Magic:** +40% magic damage for 60 seconds
¤ **Elixir of Magic:** +50% magic damage for 60 seconds
¤ **Potion of Health:** health is increased by 25 points for 60 seconds
¤ **Draught of Health:** health is increased by 50 points for 60 seconds
¤ **Philter of Health:** health is increased by 75 points for 60 seconds
¤ **Elixir of Health:** health is increased by 100 points for 60 seconds
¤ **Potion of Armour:** reduce suffered physical damage by 20 % for 60 seconds
¤ **Draught of Armour:** reduce suffered physical damage by 30 % for 60 seconds
¤ **Philter of Armour:** reduce suffered physical damage by 40 % for 60 seconds
¤ **Elixir of Armour:** reduce suffered physical damage by 50 % for 60 seconds
¤ **Potion of Resist Magic:** reduce suffered magical damage by 20 % for 60 seconds
¤ **Draught of Resist Magic:** reduce suffered magical damage by 30 % for 60 seconds
¤ **Philter of Resist Magic:** reduce suffered magical damage by 40 % for 60 seconds
¤ **Elixir of Resist Magic:** reduce suffered magical damage by 50 % for 60 seconds
¤ **Potion of Magicka:** magicka is increased by 25 points for 60 seconds
¤ **Draught of Magicka:** magicka is increased by 50 points for 60 seconds
¤ **Philter of Magicka:** magicka is increased by 75 points for 60 seconds
¤ **Elixir of Magicka:** magicka is increased by 100 points for 60 seconds
¤ **Potion of True Shot:** bows do 20% more damage for 60 seconds
¤ **Draught of True Shot:** bows do 30% more damage for 60 seconds
¤ **Philter of True Shot:** bows do 40% more damage for 60 seconds
¤ **Elixir of True Shot:** bows do 50% more damage for 60 seconds
¤ **Potion of the Warrior:** melee weapons do 20% more damage for 60 seconds
¤ **Draught of the Warrior:** melee weapons do 30% more damage for 60 seconds
¤ **Philter of the Warrior:** melee weapons do 40% more damage for 60 seconds
¤ **Elixir of the Warrior:** melee weapons do 50% more damage for 60 seconds
¤ **Potion of Stamina:** stamina is increased by 25 points for 60 seconds
¤ **Draught of Stamina:** stamina is increased by 50 points for 60 seconds
¤ **Philter of Stamina:** stamina is increased by 75 points for 60 seconds
¤ **Elixir of Stamina:** stamina is increased by 100 points for 60 seconds
¤ **Potion of Regeneration:** health regenerates 50% faster for 300 seconds
¤ **Draught of Regeneration:** health regenerates 65% faster for 300 seconds
¤ **Philter of Regeneration:** health regenerates 80% faster for 300 seconds
¤ **Elixir of Regeneration:** health regenerates 100% faster for 300 seconds
¤ **Potion of Lasting Potency:** magicka regenerates 50% faster for 300 seconds
¤ **Draight of Lasting Potency:** magicka regenerates 65% faster for 300 seconds
¤ **Philter of Lasting Potency:** magicka regenerates 80% faster for 300 seconds
¤ **Elixir of Lasting Potency:** magicka regenerates 100% faster for 300 seconds
¤ **Potion of Vigor:** stamina regenerates 50% faster for 300 seconds
¤ **Draught of Vigor:** stamina regenerates 65% faster for 300 seconds
¤ **Philter of Vigor:** stamina regenerates 80% faster for 300 seconds
¤ **Elixir of Vigor:** stamina regenerates 100% faster for 300 seconds
¤ **Potion of Minor Healing:** restore 25 points of health
¤ **Potion of Healing:** restore 50 points of health
¤ **Potion of Plentiful Healing:** restore 75 points of health
¤ **Potion of Vigorous Healing:** restore 100 points of health
¤ **Potion of Extreme Healing:** restore 150 points of health
¤ **Potion of Ultimate Healing:** restore full health
¤ **Potion of Minor Restore Magicka:** restore 25 points of magicka
¤ **Potion of Restore Magicka:** restore 50 points of magicka
¤ **Potion of Plentiful Restore Magicka:** restore 75 points of magicka
¤ **Potion of Vigorous Restore Magicka:** restore 100 points of magicka

¤ **Potion of Extreme Restore Magicka:** restore 150 points of magicka
¤ **Potion of Ultimate Restore Magicka:** restore full magicka
¤ **Potion of Minor Restore Stamina:** restore 25 points of stamina
¤ **Potion of Restore Stamina:** restore 50 points of stamina
¤ **Potion of Plentiful Restore Stamina:** restore 75 points of stamina
¤ **Potion of Vigorous Restore Stamina:** restore 100 points of stamina
¤ **Potion of Extreme Restore Stamina:** restore 150 points of stamina
¤ **Potion of Ultimate Restore Stamina:** restore full stamina

- Misc.:

- **Raw materials:** These can be found in ***Chests,*** can be looted from enemies or bought in ***Shops.*** They are used for crafting weapons and armours using the smithing skill.
  - ¤ **Leather**
  - ¤ **Leather strips**
  - ¤ **Iron ingot**
  - ¤ **Steel ingot**
  - ¤ **Refined Moonstone**
  - ¤ **Refined Malachite**
  - ¤ **Orichalcum ingot**
  - ¤ **Ebony ingot**
  - ¤ **Dragon Scales**
  - ¤ **Dragon Bone**

- **Gems:** Gems can only be sold in shops for gold and can be found in ***Chests*** or can be looted.
  - ¤ **Amethyst**
  - ¤ **Diamond**
  - ¤ **Emerald**
  - ¤ **Garnet**
  - ¤ **Ruby**
  - ¤ **Sapphire**

- **Lockpick**

Kick Back & Ball Save

Kickbacks –

The Kickbacks on this Table are activated by hitting all of the “FORCE” Targets.



Once the above is done, a Kickback will be enabled. Repeat again to activate the other sides.

***Note** – Any Kickbacks activated will remain activate upon the Ball draining. **

Ball Save -

Ball Save is temporary activated at the start of the many Game Modes.

***Note** – This Ball Save will expire once its 30 Second timer expires or you drain the Ball, whichever comes first. **

Extra Balls

There are **5** Ways to achieve an **Extra Ball**;

Collect the **Extra Balls** by hitting the Ball into the Side Sink Hole (7) -



- ***Method 1***: *Shooting 3 Balls into the Chest to finish the Treasure Chest MultiiBall Mode;* look later in the guide under the section 'Multiball Modes – Treasure Chest Multiball" for information on how to get this **Extra Ball**.

- ***Method 2***: *Defeating a Dragon;* These battles differ from the regular battles. They can be started with every collected ***Dragon Shout*** (except the ones that start with Main Quests, e.g., the 3rd or the final battle (Wizard Mode) with Alduin). look earlier in the Guide under "Dragon Shout" or "Main Quest" sections for information on how.

- ***Method 3***: *Raise the Multiplier level to above max;* look below this page at the section titled "Raising the Multiplier" for information on how to get this **Extra Ball**.

- ***Method 4***: *Found randomly in Mining;* This is a Side Quest. More information can be found in the "Side Quest" section of the guide to acquire this **Extra Ball**.

- ***Method 5***: *Found randomly in a Cave;* More information can be found in the "Caves of Skyrim" section of the guide to acquire this **Extra Ball**.

Raising the Multiplier

To raise the Multiplier level you will have to light all of the 3 “DOV” Rollovers on the left In’s & Outlane. Remember the Flipper buttons will alternate which Rollover is lit. shown in the Image below.



Once done, the Right Ramp (8) will be flashing for a limited amount of time. Hit the Ball up that Ramp to raise the Multiplier from 1x times all the way to 10x times.



The Multiplier level will increase to 1x times with each hit. Repeat the above process to raise the Multiplier. Once the Multiplier reaches 10x times, do the process once more and an **Extra Ball** will become available to collect.

Ballout bonus earned for:

- Earned points.
- Main Quests started.
- Places discovered.
- Inn visited.
- Side Quest started.
- Enemies defeated.
- Dragon shouts learned.
- Dragons defeated.
- MultiBall Modes started.
- Guilds joined.
- Items crafted.
- Trainers visited.
- Chests opened.
- Caves completed.
- Materials mined.
- Watchtowers visited.
- Skills leveled up.
- Character leveled up.
- Overall character level.

Exploring Skyrim

You can discover new places by hitting the Target Banks on the sides of the Table –



Once a new place a shot is then required up the Watchtower Ramp (4) to explore it.



Depending on the place you have arrived to, you will find –

- Chests
- Enemies
- Inns
- Mining Sites
- Caves
- Towns

Every place will start with its own Mode to complete so you can move on to the next one.

Chests

Treasures Chests will be found many times while you are doing either explore a Cave or eploring other places. These could be locked, so you will need lockpicks to open them.



Try to find the opening spot using the Flipper Buttons and then hit the “Launch” Button to open it.

Enemies - Foes of Skyrim



Battle actions

- **Sneak:** activates at the beginning of every regular battle (not vs Dragons) if you have equipped a melee weapon or a bow. The right Sink Hole (10) is available for a certain time (The timer to perform a sneak attack will be doubled if you use a bow) keep the character undetected, sink the Ball into it and hit the enemy for boosted damage. By default, the timer counts from the sneak skill divided by 3 and it is hidden. This timer will restart if you hit the Sink Hole and until it is counting you can perform sneak attacks. If anything, else than the Sink Hole gets hit, or the timer expires, or you hit the Enemy without hitting the Sink Hole first - the Lane will become inactive and the Enemy will detect you. In this case you can relight the Sink Hole with the flee/hide feature (see below).

- **Regular attack:** It can be performed via hitting the cardboard targets or in case of a Dragon battle, the Watchtower or the Dragon himself.

- **Power attack/dual cast:** If the player holds a Flipper for several seconds before shooting the Ball that triggers an attack that will result in a power attack/dual cast. This will be indicated with a **Power Attack / Dual Cast bar** at the Flippers and when it is full, a flashing **Power Attack / Dual Cast Ready** lamp will be flashing. Dual casting a spell is only possible with a magic spell equipped to the character and with no shield equipped.

- **Block:** The Trainer Target Area (9) has to be hit when its lamp is flashing between the Right Ramp (8) and the Right Sink Hole (10) to perform a block. It is available continuously to hit the block lane in which case the next incoming attack will be blocked. Additional hits to the Targets there will result in a **Bash** attack (or a Power Bash if the perk is unlocked). **Power Bashing** can **disarm** Enemies (if perk is unlocked) in which case the enemy won't be able to attack for several seconds.

- **Heal:** The Bumpers through the Left Orbit (2) can be used for healing if the character is hurt. This is the only magic spell that does not need to be applied on the character so it **can be used any time**.



- **Flee/hide:** The Left Target Bank (1) and Right Target Bank (11) can be hit any time during a battle for fleeing. This **extends the time** till the next attack of the enemy. After a flee shot, the Target banks will go down and a saucer behind them can be hit for **hiding**. The players can decide if they want to "come out from hiding" and continue fighting, or stay there and quit the battle. If they decide to come out, the Right Sink Hole (10) will be lit again for a short time.

The Enemies will attack in variable timeframes depending on their kind. A Wolf for example will attack far more often than a giant. Between these attacks the players can hit the **block** or the **flee** lanes to avoid or decrease the suffered damage or extend the time for attacking. The Enemies can **stagger** the character occasionally. In this case, the Ball slows down for a couple of seconds (a Ball Saver will relaunch the Ball in case of drains). If the players defeat an Enemy, they can **loot** them via a shot to the Right "loot" Sink Hole (10).

When the character's health reaches zero or below, the character **dies.** In this case the actual quest, battle, and running modes will end and has to start over. Additionally, 10% of your gold will be stolen and there is 20% chance of losing your horse (if you have one).

Enemy types:

- Draugrs
- Bears
- Wolves
- Frostbite Spiders
- Falmers
- Skeletons
- Bandits
- Wraiths
- Vampires
- Mages
- Giants
- Trolls
- Soldiers
- Dwarven Spheres

The Enemies will **be evolving** with the Player's level. However, there will always be easier and harder Enemies considering the Player's actual level. The enemies can also use magic, melee weapons, or a bow with arrows. So, the Dragonborn's armour and used magic spells or potions will affect the damage according to the used weapon of the enemy.

Dragon Shout:

Hit the Ball up the Watchtower Ramp (4) when its “SHOUT” notification is flashing.



Now you will be brought to the Shout Mini – Playfield. Hit all of the Targets using the Sword Flipper – Left Flipper Button moves it Left, while Right Flipper Button will of course move it Right.



Once the above is done. A Dragon battle will begin, follow the above steps to defeat the Dragon!

After defeating a Dragon, an **Extra Ball** will become available to collect.

Inns

You can enter Inns and Taverns and rent a room for gold to have a rest. There is a day-night cycle in the game so this way you can **skip time**. This can be useful if the players want to use the death save skill which can be used once a day, or want to access a shop which will be closed at nights normally. Inns are also add ***Side Quests***. Increasing amount of right orbit shots will light the left ramp for accessing an inn.

Shoot the Spinner Lane (6) to find an Inn.



Then shoot the Left Ramp (3) when the “INN” notification light is flashing.



Now the Side Quest notification light will be lit. These Side Quests can be activated via a shoot into the Side Sink Hole (7).



Side Quests:

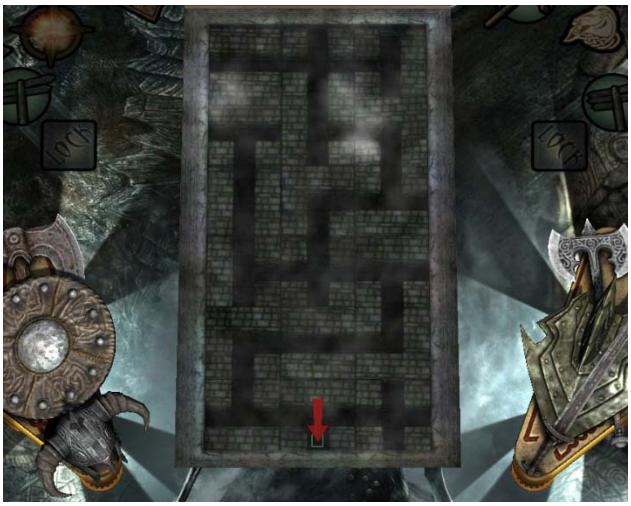
The available Side Quests can be chosen at the Side Sink Hole (7) that can be hit with the Top Left Flipper. The players can **select the Side Quest** that they want to start. Side Quests can be unlocked with visiting Inns and can be the following:

- Eliminate Enemies (most commonly bandits, wild animals, rarely greater Enemies).
- Find an Item (shoot flashing Lanes to find an item on a random Lane for reward).
- Bring an Item (hit all the flashing Lanes in time for reward).
- Explore a Cave mini - playfield for reward.
- Mine Materials for reward.
- Weapon Dealer (get a specific weapon via ***Smithing*** or buy it in a ***Shop*** for reward and bring it to an Inn)
- "Bossfights" (against greatest Enemies, or hordes of Enemies).

Rewards will be gold which will added to the player's inventory automatically after finishing the Modes.

Caves

Occassionally you will come across Caves on your travels. The Cave will be in the form of a tiltable Mini – Playfield.



Controls:

- Left Flipper Button: tilts towards the Left.
- Right Flipper Button: Tilts towards the Right.
- “Launch” Button: Titls the Cave up or down.

The goal here is to reach the exit located at the bottom of the Cave. On your way down to the exit you can encounter such things randomly –

- Find some gold.
- Treasure Chest.
- An Emeny.

An **Extra Ball** can also be found randomly.You decide whether you want to head to the exit immedietely or explore the Cave system for hidden loot.

Towns & Cities

When you arrive to a Town or City. You will have the chance to visit a Shop via the flashing “SHOP” notification light at the Side Sink Hole (7). You can also visit the Workshop if you have that skill, and required Materials via the Right Sink Hole (10).



Shop:

Shops are available only in Towns**.** You can reach Towns with exploring (shoot the left and right side Target Banks, then the Watchtower Ramp (4) when lit, after 4-6 explored places you'll reach a Town). In Shops you can buy various Items from Weapons to Potions, even a Horse which impacts the gameplay with faster traveling. You even can exchange gold to points but this option is limited to around 1000 gold and 5 million points in each Shop. To access the Shop, the Side Sink Hole (7) needs to be hit when lit with the Top Left Flipper (Shop opening hours: 7:00 - 22:00, only in Towns).
The amount and type of Items will be randomized every time the player reaches a new Town. You can sell items also, the sellers will have an unlimited amount of gold.

Workshop - Smithing:

You can create Weapons and Armours here. It is available only when you are in a Town. When you hit the lit Right Sink Hole (10), a Dot-Matrix menu opens up and prompts to choose between Weapons and Armours. The submenus will show the items that you can create according to your smithing level and available raw Materials. The unlit ones will show what Materials or skill level is needed to create them.

Guilds & Factions

The Guilds & Factions can be joined in any order and any time (except during Quests, battles or MultiBall Modes) via hitting the Spinner Lane (6) at certain times then choosing one on the Dot-Matrix.



These are basically score multipliers or other modifications for specific shots and Modes. They will carry over between games but will **reset** in case of the Dragonborn (Character) **dies**. They can be **stacked**, so the you can be a member to all of them at the same time and will **affect permanently** the game in the following ways:

- **Bards College:**
  Raised Bumper and Spinner scores.
- **The Blades:**
  Defeating Dragon worth raised scores.
- **College of Winterhold:**
  Scores for magical activities worth raised scores.
- **Dark Brotherhood:**
  Raised score for sneak attacks.
- **Dawnguard:**
  Eliminating Vampires worth raised scores.
- **The Greybeards:**
  Collecting Dragon shouts worth raised scores.
- **House Telvanni:**
  Defeat an opponent with magic worth raised scores.
- **Imperial Legion:**
  Light armour wearing worth more scores in battles.
- **Stormcloaks:**
  Fleeing in battles worth more scores.
- **The Companions:**
  Melee attacks worth raised scores.
- **Thieves Guild:**
  Opening Chests worth more scores.

Hurry Ups

The Bastion (Watchtower):

Activation:

This small Hurry Up Mode can be started via lighting both of the right In & Outlane rollovers (increasing number of completions needed for every activation).



This will activate 2 diverters in the Watchtower, that will send the Ball out from the Bastion if it gets there.

Completion:

Hit the Ball up the Watchtower Ramp (4) for raising scores.



The 1st Ball will get out at the first level for a great score. The 2nd Ball will get out at the second level and will go to the bumper area for big bumper scores. The 3rd Ball will go up to the Dragon Shout Mini - Playfield and can be hit with the sword shaped Flipper for huge scores.

Multiball Modes

There are 2 Multiball Modes available for activation on this Table;

Dragonball Multiball Mode *3 Balls*

Activation –

First you will need to The players have to lock 3 Balls to start this traditional Multiball. They first have to spell “DOVAHKIIN” on the ramps (9 shots to the Ramps altogether) which will light the locks.



The locks are behind of the Left (1) and Right Target Banks (11) and in the Watchtower Ramp (4) and these can be hit in any desired order.



After the third lock, the Balls will be released and the Multiball starts.

Mode itself -

The 3 Ball Multiball will then begin:



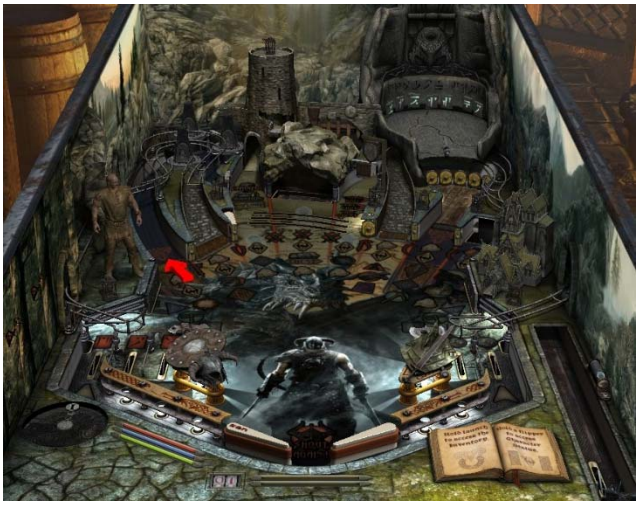
There are **Jackpots** on all lanes which will reduced by one and re-randomized with every hit (the two side target banks and the loot hole raise the **Jackpot** values) and if all get hit, a **Super Jackpot** will be available at the Cave Sink Hole (5) and a shot to it will reset the **Jackpots**. **This Multiball can be stacked** with many other modes and can be considered as a help if a Mode proves to be too difficult to complete with just 1 Ball.

The Multiball Mode will continue as long as you have more than a single Ball alive on the Playfield. Otherwise the Mode will end, and you will need to repeat the above activation process to re-enter this Mode.

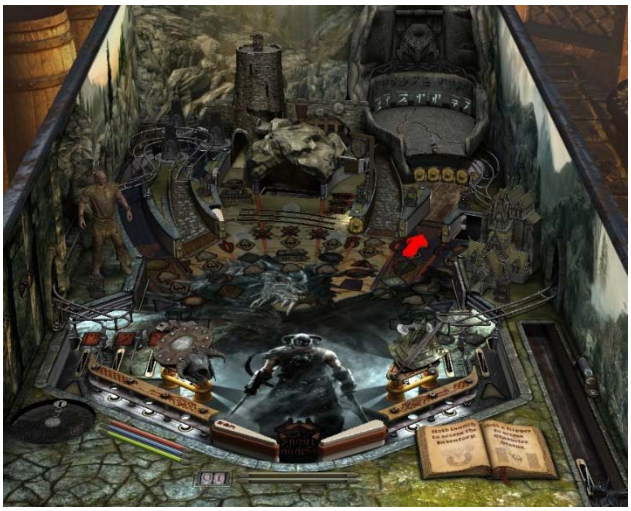
Treasure Chest Multiball Mode *4 Balls*

Activation –

There are **3 columns on the Bumpers** which represent the ones in Sarthaal where you had to solve puzzles with animal figures. These columns will rotate when the Ball hits the Bumpers.



Once the columns are put into a certain (random) order, a **hidden door opens** at the Trainer Target Area (9) for a limited time.



This is a Ball locker mechanism, so a shot into it will lock the Ball. After **4 locks**, the Treasure Chest will come up at the Cave Sink Hole (5) and tips off the 4 Balls to begin the Multiball Mode.

Mode itself -

The 4 Ball Multiball will then begin:



The **Jackpot** lanes will raise an amount of gold that can be acquired with a shot to the Chest which will open in this Mode halfway sunk into the Playfield. After a time limit the Balls will stay in the Chest when it gets hit. This means the Mode will not end only with losing the Balls but with locking the Balls into the Chest.

Main Quests

Completion of all 11 Main Quests at least **once** will allow access to the Wizard Mode (Quest 11).

To start a Main Quest, you will need to hit the Ball into the Cave Sink Hole (5).



The Main Missions can be played in any order.

While playing through these Main Quests you will acquire many weapons, armours & other items which you can equip by holding down the “Launch” Button at any time to bring up the Inventory menu and selecting them.

Quest 1 - “Unbound” *Timed*

In this Quest you will need to escape by hitting the flashing Lanes. Avoid the flames because if you hit them you character will take damage.

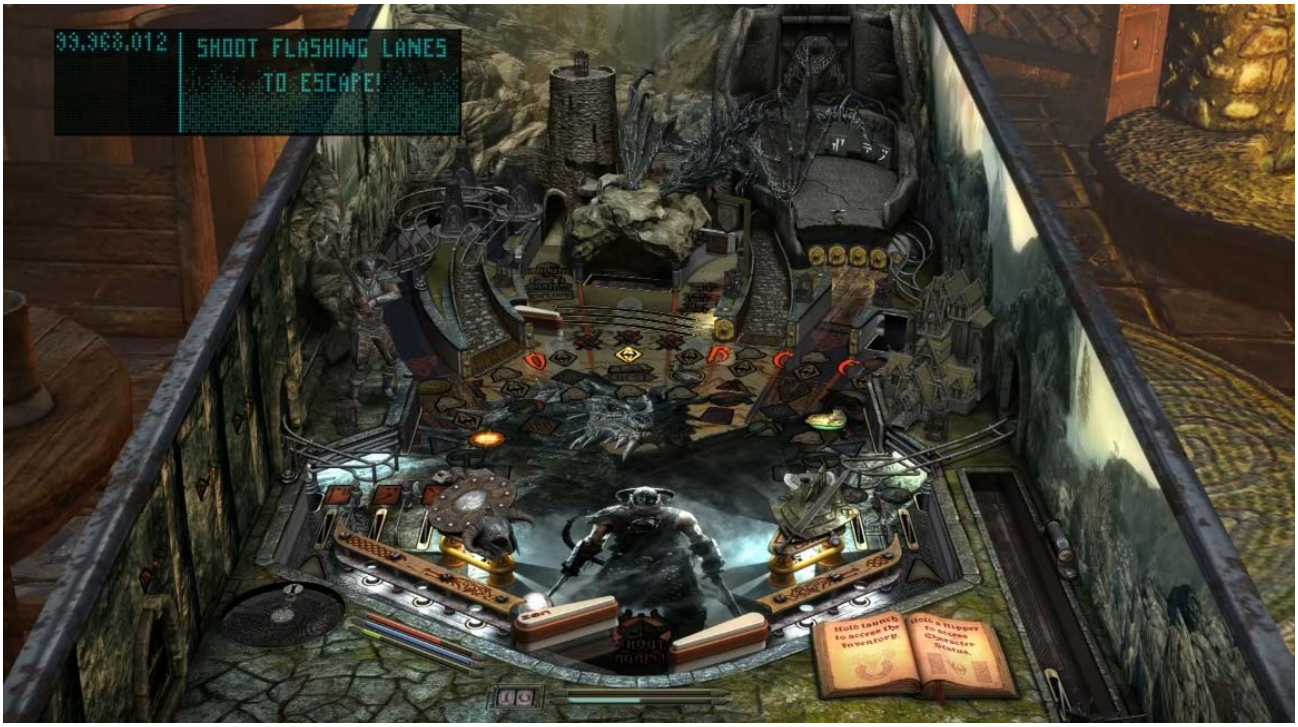


The Quest is timed in a sense that on the Dot-Matrix a decreasing score will be visible. Whenever you hit a flashing Lane you will be awarded with the points shown on the Dot-Matrix at the time.

When the Points reach near 100,000 an Enemy will pop up, and you will need to defeat it. Follow the instructions listed earlier in the guide under “Enemies - Foes of Skyrim” section on how to defeat Enemies.



Once the Enemy is defeated. Hit the Ball into the Cave Sink Hole (5).



You will now be taken to the Cave Mini-Playfield.



Navigate the Ball to the Exit. Once done, the Quest will be completed.

Quest 2 - "Bleak Falls Barrow" *Non-Timed*

First hit 6 of the flashing Lanes.



Once done, defeat the Enemy to proceed. Follow the instructions listed earlier in the guide under "Enemies - Foes of Skyrim" section on how to defeat Enemies.



Send the Ball towards the Bumpers via the flashing Lanes. So as to hit the Bumpers a total of 30 times.



Once done, defeat the Enemy to proceed. Follow the instructions listed earlier in the guide under “Enemies - Foes of Skyrim” section on how to defeat Enemies.



Hit 6 of the flashing Lanes. The flashing Lanes will change after each successful hit.



Finally defeat the Enemy who is holding the Dragonstone. Follow the instructions listed earlier in the guide under “Enemies - Foes of Skyrim” section on how to defeat Enemies.



Once done, the Quest will be completed.

Quest 3 - "Dragon Rising" *Non-Timed*

This Quest will require you to defeat a Dragon to complete it. As soon as the Quest begins a Dragon will perch itself at the Dragon Shout Mini - Playfield. You can send the Ball up there by hitting the Ball up the Watchtower Ramp (4). When the dragon is up there, you can **damage** it with only bows or destruction magic. Keeping the Ball up there with the Sword Flipper (Left Flipper Button moves it Left, while Right Flipper Button will of course move it Right) is only good for divert the Dragon's attention to the Ball and it won't damage the character by breathing fire.



Rinse & Repeat until the Dragon moves to the centre of the Playfield. For this you can change your weapon to something more suitable say a sword. Now hit the Dragon with the Ball to damage it, & send the Ball towards the Trainer Target Area (9) with enough Target hits earning a bash attack. Heal yourself with a healing potion or send the Ball towards the Bumpers via the Left Orbit (2), each Bumper hit will regenerate some health.



If you & your weapons are not strong enough, then the Dragon will fall back to the Dragon Shout Mini – Playfield. Just repeat the above until the Dragon's health is fully depleted, and the Quest is completed.

Quest 4 - "Get to The Greybeards" *Non-Timed*

First you will need to hit 7 flashing Lanes. These Lanes will change each time a flashing Lane is successfully hit.



You will then have to defeat an Enemy to continue. Follow the instructions listed earlier in the guide under "Enemies - Foes of Skyrim" section on how to defeat Enemies.



Now shoot the Ball up the alternating flashing Lanes. A decreasing score will be visible on the Dot-Matrix. Whenever you hit a flashing Lane you will be awarded with the points shown on the Dot-Matrix at the time.



Once the score displayed shows 50,000 points, hit 1 more flashing Lane to complete the Quest.

Quest 5 - "A Blade in The Dark" *Non-Timed*

First you will need to hit 8 flashing Lanes.



After the above is done. A Dragon will perch itself at the Dragon Shout Mini - Playfield. You can send the Ball up there by hitting the Ball up the Watchtower Ramp (4). When the dragon is up there, you can **damage** it with only bows or destruction magic. Keeping the Ball up there with the Sword Flipper (Left Flipper Button moves it Left, while Right Flipper Button will of course move it Right) is only good for divert the Dragon's attention to the Ball and it won't damage the character by breathing fire.



Rinse & Repeat until the Dragon moves to the centre of the Playfield. For this you can change your weapon to something more suitable say a sword. Now hit the Dragon with the Ball to damage it, & send the Ball towards the Trainer Target Area (9) with enough Target hits earning a bash attack. Heal yourself with a healing potion or send the Ball towards the Bumpers via the Left Orbit (2), each Bumper hit will regenerate some health.



If you & your weapons are not strong enough, then the Dragon will fall back to the Dragon Shout Mini – Playfield. Just repeat the above until the Dragon's health is fully depleted, and the Quest is completed.

Quest 6 - "Alduin's Wall" *Non-Timed*

Upon the Quest starting you will be given a 2 Ball Multiball; First you will need to hit 16 flashing Lanes. Note - that going down to 1 Ball doesn't automatically fail the Quest.



You will then enter a Cave will be in the form of a tiltable Mini – Playfield. Remember the controls are listed earlier in the guide under "Caves" section.



In the final stage of this Quest you will need to hit 8 or so flashing Lanes while fighting an Enemy. Follow the instructions listed earlier in the guide under “Enemies - Foes of Skyrim” section on how to defeat Enemies.



Once the above is done, the Quest is completed.

Quest 7 - "Throat of The World" *Non-Timed*

First you will need to hit 8 flashing Lanes. As you begin to hit the flashing Lanes, a Dragon will arrive & the flashing Lanes will begin to alternate between the Lanes.



Once 8 flashing Lanes have been hit, the Quest will be completed.

Quest 8 - “Locate The Elder Scroll” *Non-Timed*

You will need to hit the flashing Lanes to find the next location.



An Enemy will then appear, continue hitting the flashing Lanes while fighting. Follow the instructions listed earlier in the guide under “Enemies - Foes of Skyrim” section on how to defeat Enemies.



As you continue to hit the flashing Lanes in search of the Elder Scroll, another Enemy will join the fight. Follow the instructions listed earlier in the guide under “Enemies - Foes of Skyrim” section on how to defeat Enemies.



Once you find the Elder Scroll, the Quest will be completed. A 3rd Enemy will join the fight as a sort of bonus. You can defeat the remaining Enemies if you wish.

Quest 9 - "Alduin's Bane" *Non-Timed*

First you will need to send the Ball up the Trainer Target Area (9) enough times to hit the Targets a total of 20 times.



Once the above is achieved. Send the Ball up the Watchtower Ramp (4) a total of 3 times.



A Dragon will then enter the Playfield & land in the centre.



Now hit the Dragon with the Ball to damage it, & send the Ball towards the Trainer Target Area (9) with enough Target hits earning a bash attack. Heal yourself with a healing potion or send the Ball towards the Bumpers via the Left Orbit (2), each Bumper hit will regenerate some health.

After a few hits, the Dragon will flee and the Quest will be completed.

Quest 10 - "The Fallen" *Non-Timed*

In this Quest you will first need to hit the Dragon Shout Targets, a total of 20 times. You can get to them via these Lanes.

- Left Ramp (3)
- Watchtower Ramp (4)
- Spinner Lane (6)
- Right Ramp (8)



Hit the Targets using the Sword Flipper (Left Flipper Button moves it Left, while Right Flipper Button will of course move it Right).



Once that is achieved, the Dot-Matrix will show a decreasing score. Whenever you hit the Watchtower Ramp (4) you will be awarded with the points shown on the Dot-Matrix at the time. When the score reaches 5000,000 points, you will need to hit that Ramp once more.



After the above is done, the Quest will be completed.

Wizard Mode – Quest 11"Dragonslayer" *4 Ball Multiball*

This Wizard Mode is available to start once you have completed all of the previous 10 Main Quests.

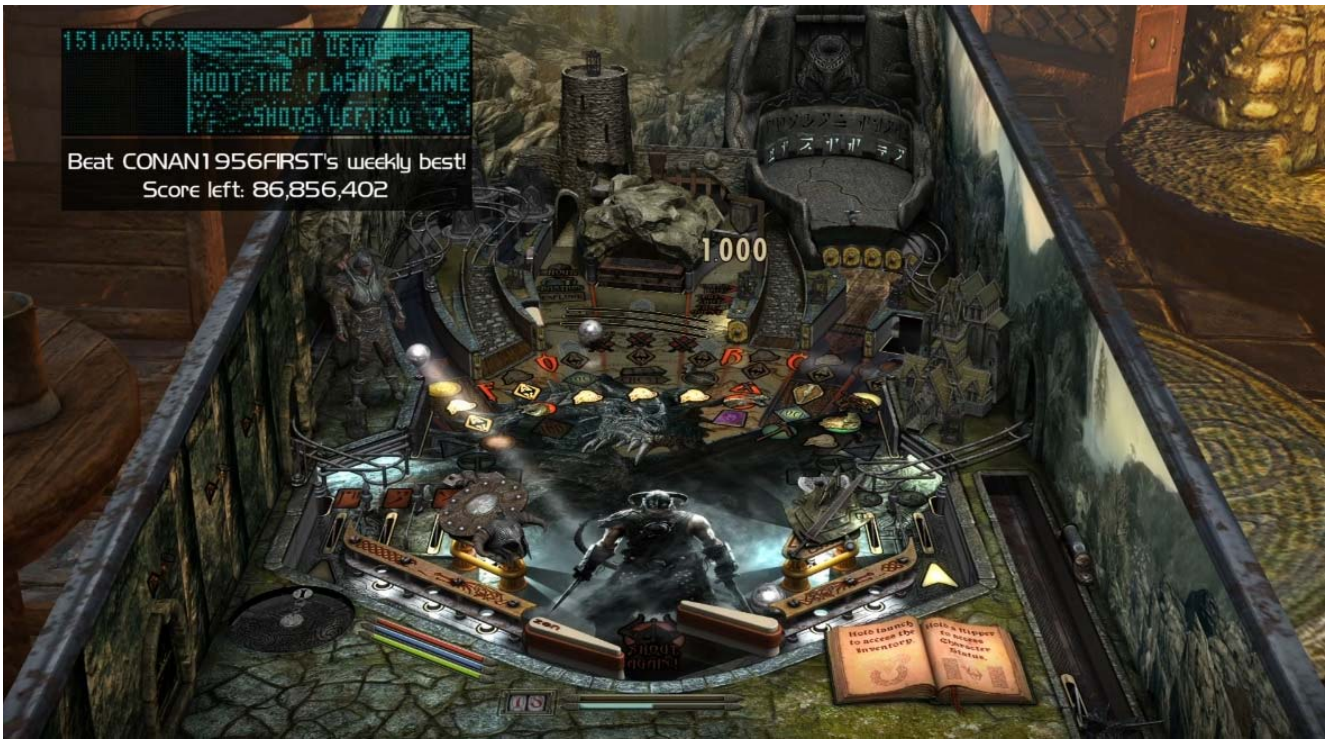
To start-up the Wizard Mode, just repeat the same process you had been doing to start the Main Quests previously.

Wizard Mode itself:

This Wizard Mode is divided into 2 parts.

1st Part:

The first part of the Wizard Mode requires you to hit 10 flashing Lanes.



Once done, the Wizard Mode will then enter its 2nd part.

2nd & Final Part:

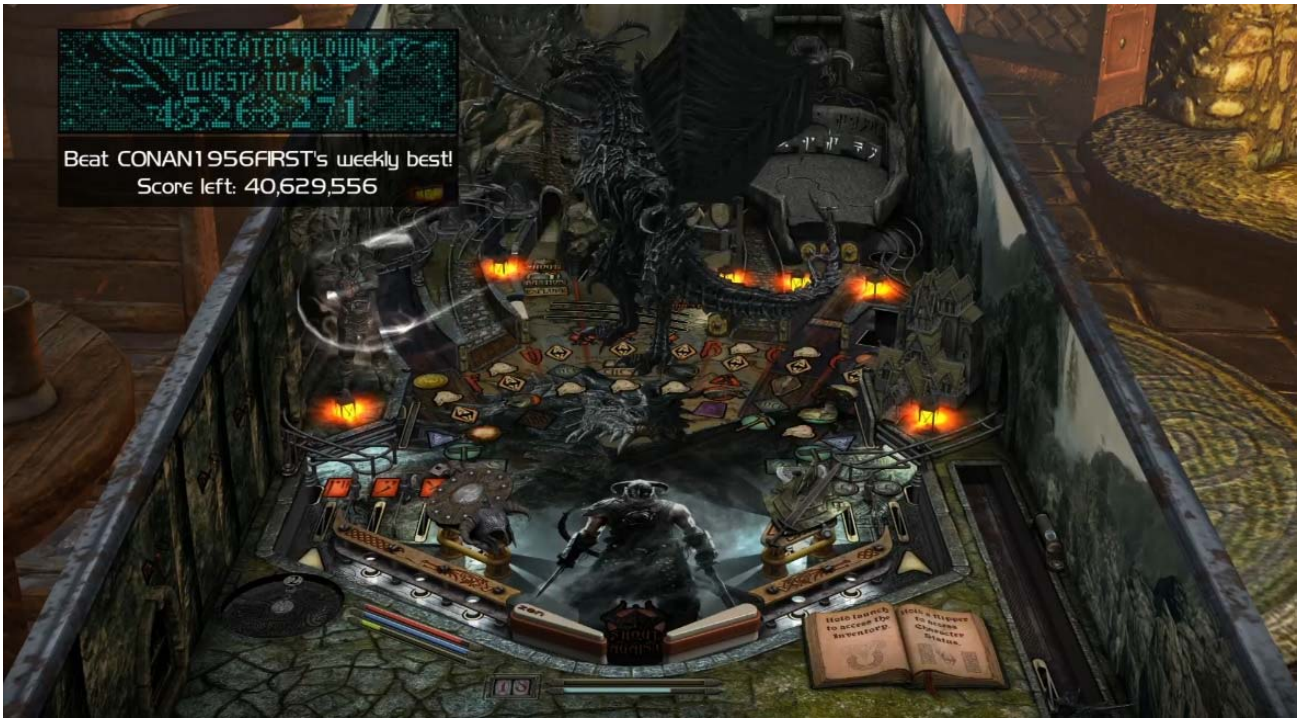
The battle with Alduin now begins. Alduin (the Dragon) will perch itself at the Dragon Shout Mini - Playfield. You can send the Ball up there by hitting the Ball up the Watchtower Ramp (4). When the dragon is up there, you can **damage** it with only bows or destruction magic. Keeping the Ball up there with the Sword Flipper (Left Flipper Button moves it Left, while Right Flipper Button will of course move it Right) is only good for divert the Dragon's attention to the Ball and it won't damage the character by breathing fire.



Rinse & Repeat until the Dragon moves to the centre of the Playfield. For this you can change your weapon to something more suitable say a sword. Now hit the Dragon with the Ball to damage it, & send the Ball towards the Trainer Target Area (9) with enough Target hits earning a bash attack. Heal yourself with a healing potion or send the Ball towards the Bumpers via the Left Orbit (2), each Bumper hit will regenerate some health.



If you & your weapons are not strong enough, then the Dragon will fall back to the Dragon Shout Mini – Playfield. Just repeat the above until the Dragon's health is fully depleted, and the Quest (Wizard Mode) is completed.



Once the Wizard Mode is completed, the Table will also **reset** and you will need to repeat the above activation process to re-enter this Mode.

Special Thanks to all the Zen Studios Forum Community! Members such as **shogun00, Cloda, Ty-43, Deep (without his help this guide wouldn't have been possible!), wims, skyway73, tenorhero, DiscoKing & surf1der**. 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.

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; any feedback would be greatly appreciated -

"You Are Dragonborn!!!"

Yours
ShoryukenToTheChin