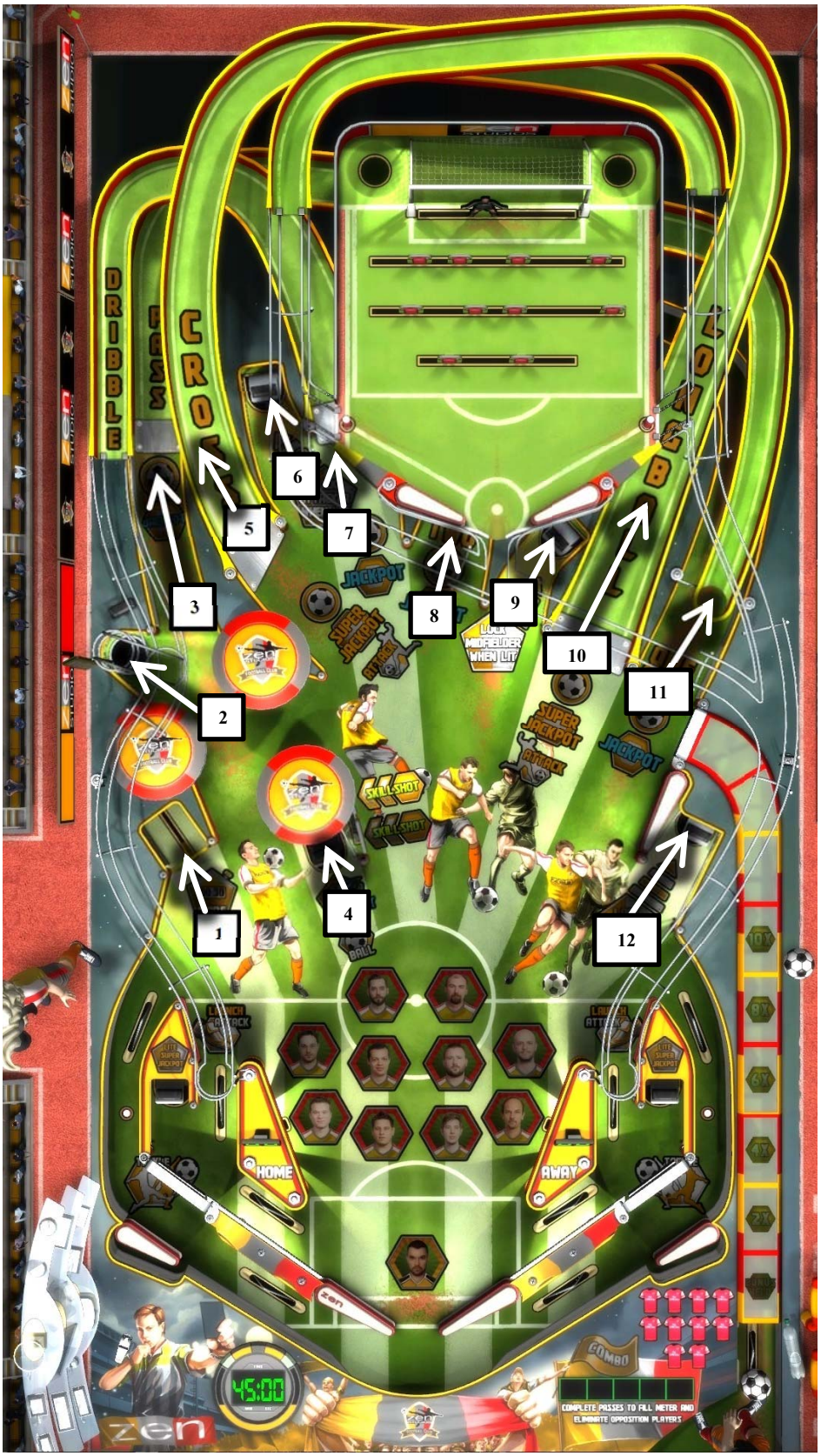
Super League Football Table Guide

By ShoryukenToTheChin



Key to Table Overhead Image –

1. Extra Time Target
2. Trick Upkicker
3. Pass Orbit
4. Dugout Sink Hole
5. Cross Ramp
6. Striker Sink Hole
7. Dribble Ramp
8. Middle One-Two Mini - Orbit
9. Midfielder Sink Hole
10. Longball Ramp
11. Right One-Two Mini - Orbit
12. Defender Sink Hole

In this Guide when I mention a Ramp, Lane or Sink Hole; 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 on 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, Marvel Pinball, etc...), but everything else in the Guide remains the same.**



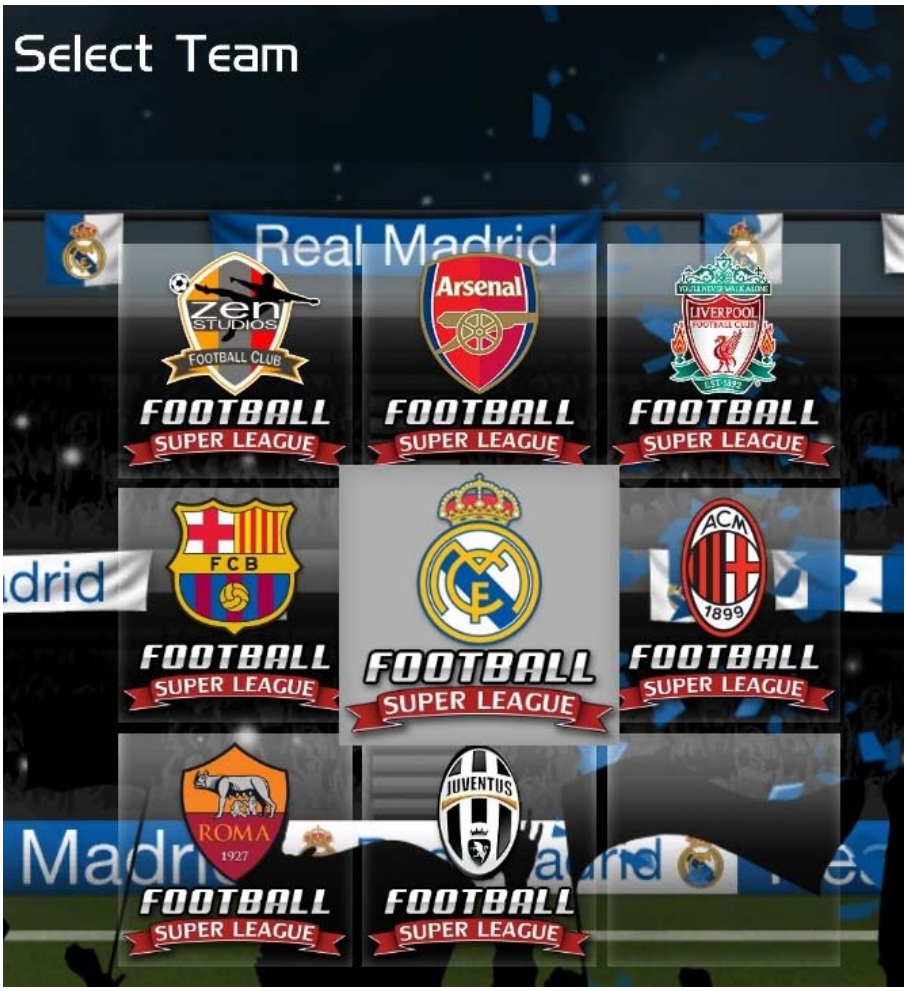
INTRODUCTION

Zen decided to combine arguably the most popular sport in the World, Football (Soccer) with Pinball. You'll be able to choose between real-life Clubs; Arsenal, Liverpool FC, FC Barcelona, Real Madrid C.F., A.C. Milan, Juventus, and A.S. Roma that will square off to dominate the Super Football League Season. Of course if you choose to support Zen you can always choose Zen Studios FC. It also seems as if there is room for Zen to add more Clubs at a later date, if your favourite Club didn't make it there remains hope they may.

The Table surprisingly captures the atmosphere of Stadiums on Match Day, incorporating images of the Clubs biggest stars, team mascots, chants and theme songs – which results in a totally authentic football experience. Scores you attain from playing will tally to each Club's global leader board depending on which Club you choose to represent, providing an overall rank for each club in the league on a global scale on each platform. As you lead your chosen Team through League play, you'll be able to earn Trophies and accolades which will be placed in each Club's trophy room. The Trophy Cabinet adds another level of replay value to the Table, one can only hope this feature be implemented on more Tables.

I hope my Guide will help you understand the Table better.

Club Selection -



Before you start playing you will have to select which Club you want to represent, please note no Table Functions. This is merely an ascetic change than anything else. Each of the Skins cost the same amount of money, but as I said before it's merely a Skin so there is no need to purchase all of the Skins if you don't wish too, since the Table is the same for each of them.

I play with the Real Madrid Skin, so you will see the screenshots in this Guide be taken mostly from that version of the Super League Football Table.

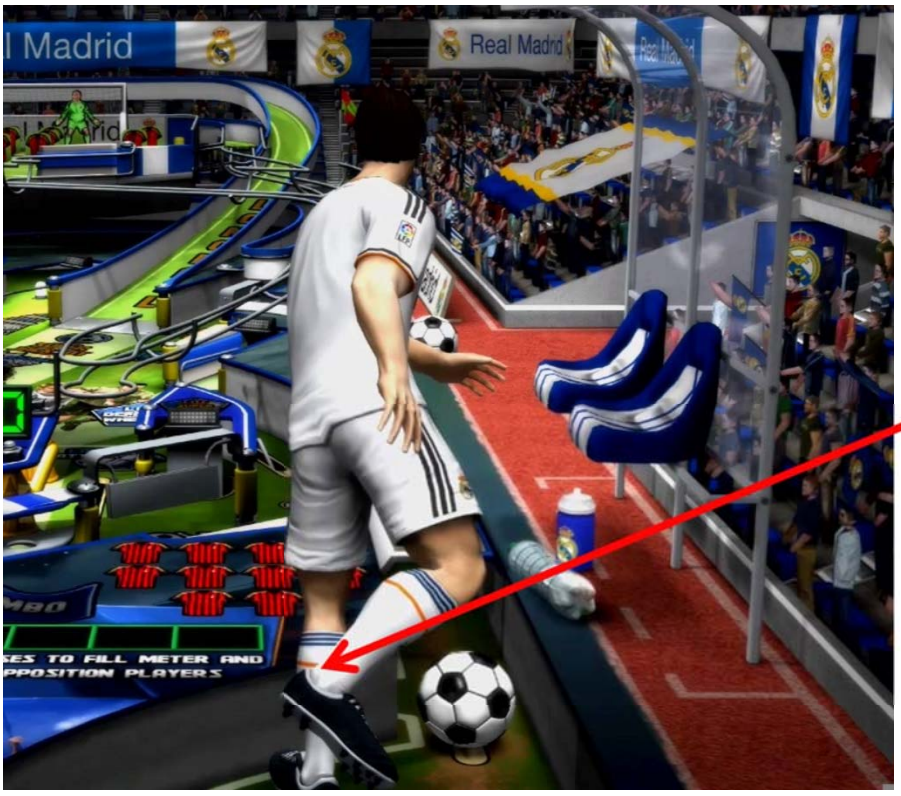
Skill Shot -

To acquire a Skill Shot award you will need to launch the Ball from the Plunger with enough power to hit the Skill Shot Target that is flashing (there are 2 possible Targets) -–

Top Skill Shot Target –



Hit this Target by pulling back the Plunger (in this case the Players Leg) as shown in the image below –



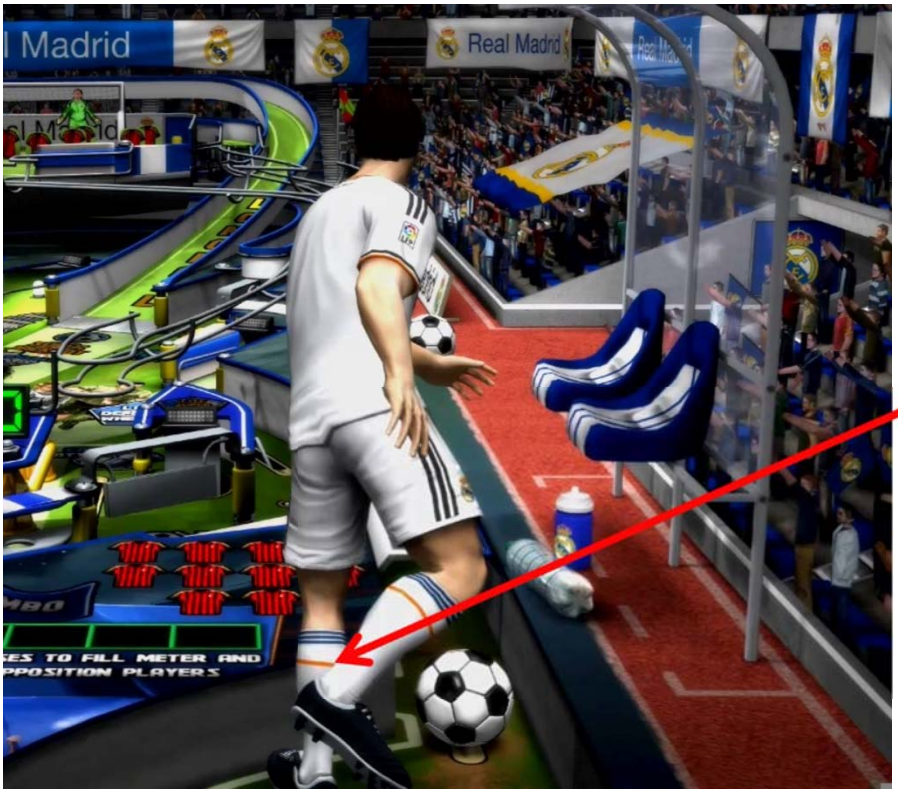
Power Gauge – As you pull back the Plunger (Analogue Stick on your Controller controls this) The Leg will pull back.

Pull back the Stick just enough to match the position in the Image to the Left. This should then result in you successfully hitting the Top Skill Shot Target.

Bottom Skill Shot Target –



Hit this Target by pulling back the Plunger (in this case the Players Leg) as shown in the image below –

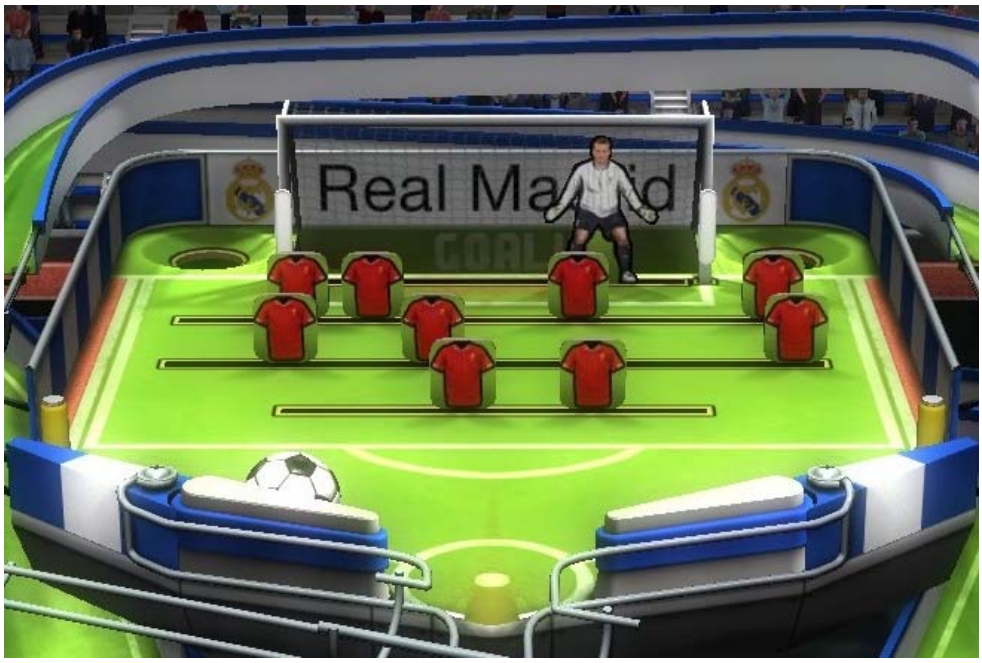


Power Gauge – As you pull back the Plunger (Analogue Stick on your Controller controls this) The Leg will pull back.

Pull back the Stick just enough to match the position in the Image to the Left. This should then result in you successfully hitting the Bottom Skill Shot Target.

Hitting a Skill Shot Target successfully 3 times in a game will result in the award of an **Extra Ball** which can be collected by sinking the Ball into the Dugout Sink Hole (4).

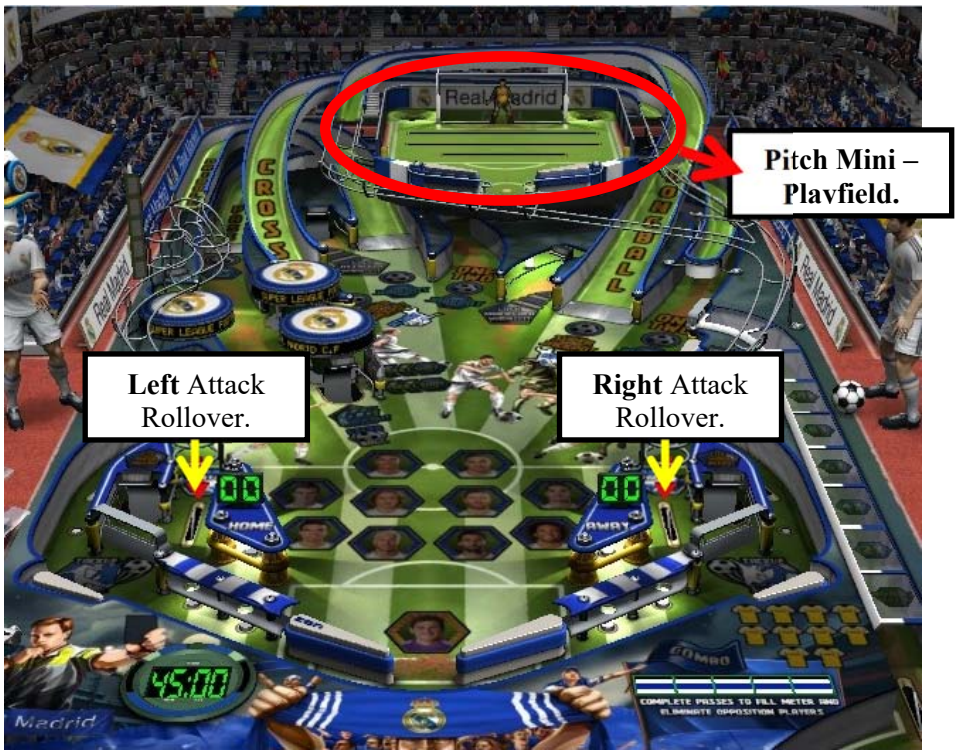
Pitch Mini – Playfield



You will notice at the Top of the Table Playfield there is an elevated Level of the Playfield, a Mini – Playfield if you will. This Guide will refer to this Mini – Playfield as the Pitch Mini – Playfield. This is where you will attempt to score the Goals necessary to win your Matches against you rival Teams.

You will only gain access to this Mini – Playfield if you're launching an attack on your Opponent.

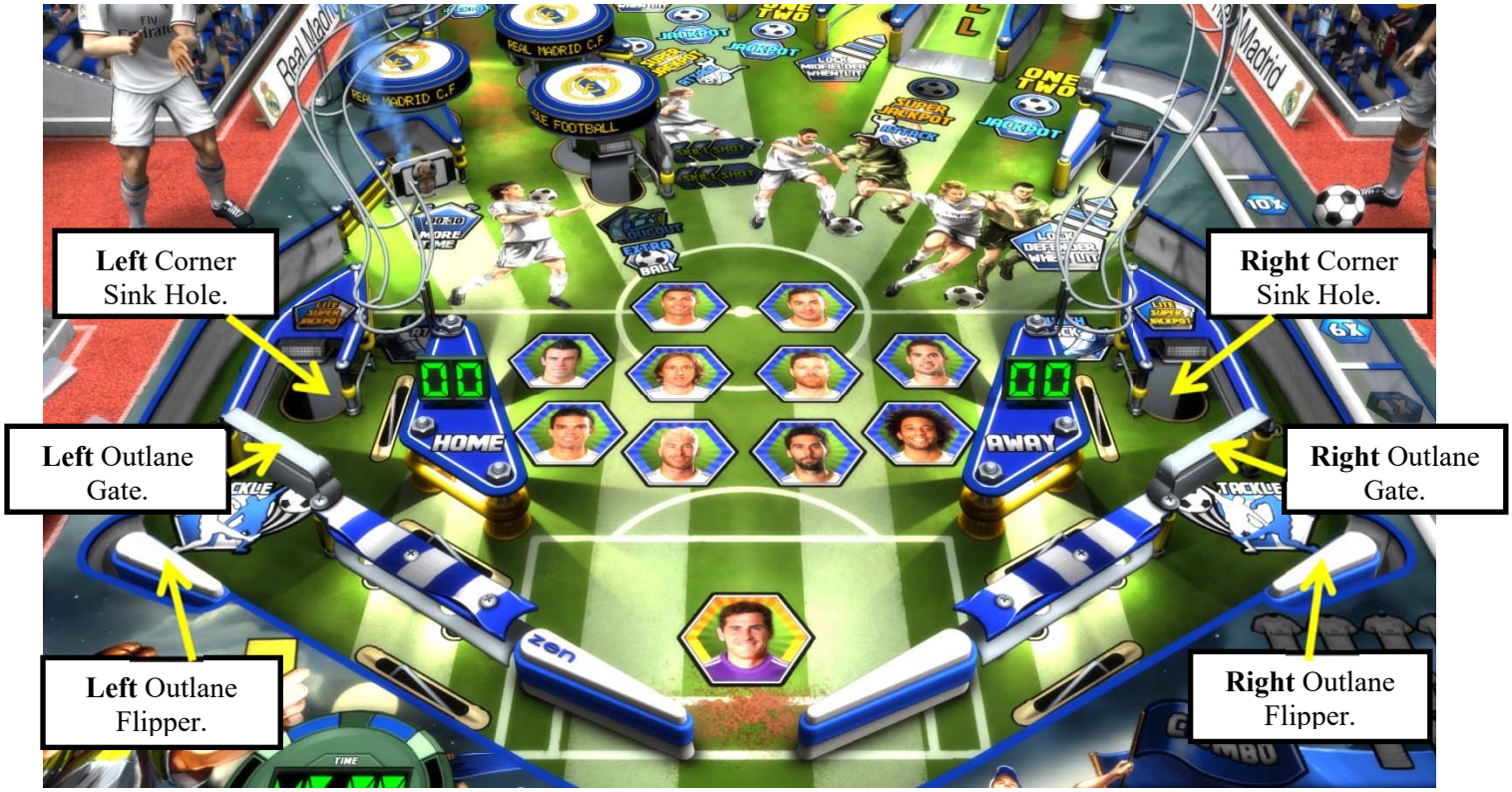
To launch an attack on the opposition simply light up the 2 Rollovers located on the 2 Inlanes –



Using the Flipper Buttons to alternate the lit Rollovers, you can successfully roll down the Ball through an unlit Rollover. You can then access the Pitch Mini – Playfield by sending the Ball up the Cross Ramp (5) or Longball Ramp (10).

Kick Back (Tackle) & Ball Save

Kickback (Tackle) – The Kickback mechanic is quite different on this Table. Allow me to explain; when you are in possession of the Ball (and no Multiball Mode is running), if the Ball rolls down 1 of the 2 Outlanes the opposition will then break down the wing.



You will notice that there is a Flipper at the bottom of the Outlane, use that Flipper to return the Ball into play through the Gate this results in you performing a 'Tackle' thus stopping the oppositions attack.



Now if you manage to put the Ball into the Corner Sink Hole which is located just above the Gate and you will then have to hit a flashing Lane to defend the Corner otherwise the opposition will score. Draining the Ball from the Outlanes will result in going a Goal down (and off-course lose a Ball).

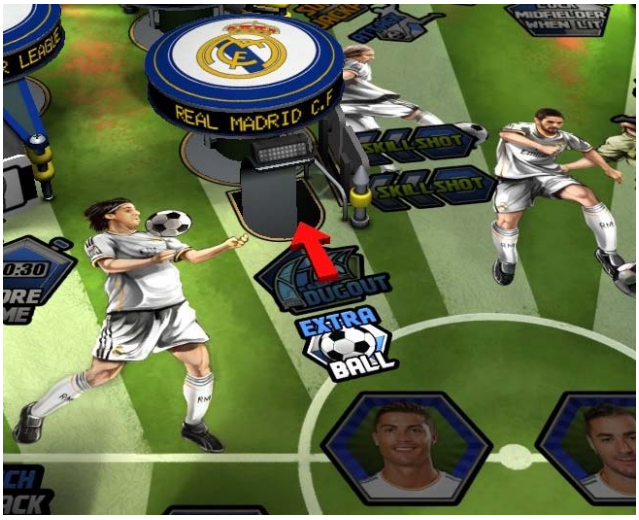
Ball Save –

This is activated in certain Modes, but can also be given as a random Manager's award from the Dugout Sink Hole (4).

Note – Ball Save remains active until you lose the Ball or the Ball Save 30 Second time limit runs out!

Extra Balls

There are **5** Ways to achieve an **Extra Ball** – which can be collected once any of the 5 Methods (detailed below) are completed, by sinking the Ball into the Dugout Sink Hole (4).



- ***Method 1***: ***Skill Shot;*** simply achieve 3 successful Sink Shots. Look earlier in the Guide under the 'Skill Shot' section for more information on how to perform a Skill Shot.
- ***Method 2***: ***Tika-Taka;*** perform an 8 way combo of shots.
- ***Method 3***: ***Coach's Award***; successfully complete 3 Free Kicks. Look later in the Guide under the section titled 'Coach's Award' for details on how to acquire this **Extra Ball**.
- ***Method 4***: ***Manager's Award***; given as a random award at the Dugout Sink Hole (4). Look later in the Guide under the section titled 'Manager's Award' for details on how to acquire this **Extra Ball**.
- ***Method 5***: ***Skill Mastery***; start all 7 possible Skill Mastery Multiball Modes. Look later in the Guide under the section titled 'Multiball Modes – Skill Mastery Multiball' for details on how to acquire this **Extra Ball**.

Raising the Multiplier

You can raise the Multiplier Level on this Table by hitting the Ball into the Dugout Sink Hole (4) when it's unlit to claim one of the Coach's Awards; in this case you want the award called 'Raise Bonus X'. After which the Multiplier Level will advance to 2x times Multiplier.



Raise Bonus X: raises the Multiplier Level by 2x times.

Repeat the above again to reach 4x times Multiplier and so forth.

The max Multiplier Level is 10x times Multiplier.

***Note** – Multiplier Level resets upon draining the Ball, unless you have acquired the Manager Award – 'Hold Bonus X'.**

Coach's Award -

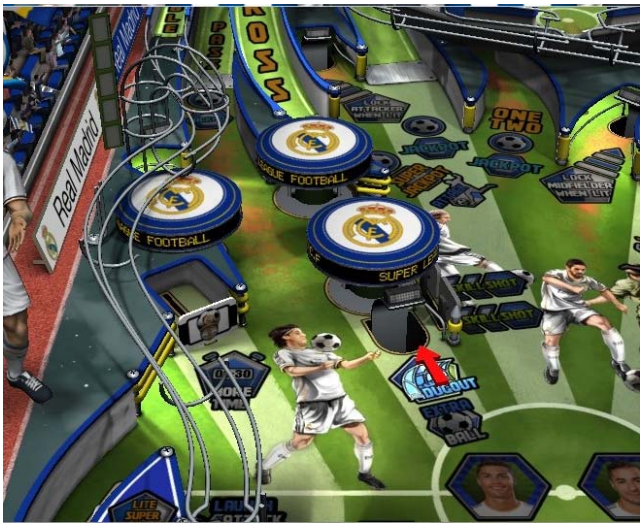
Sinking the Ball into the unlit Dugout Sink Hole (4) will net you with 1 of 6 random awards -



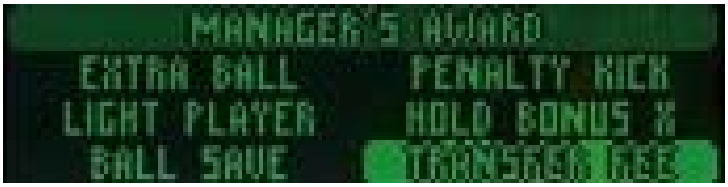
- ***Free Kick***: you will have to hit the lit Lane within the time limit to advance your Attack.
- ***Remove Target***: this removes one of the opposing players from the Pitch Mini – Playfield.
- ***Player's Bonus***: this grants you some bonus Points.
- ***Penalty Save***: you will be taken to the Pitch Mini – Playfield where you will be controlling the Keeper, Right Flipper Button moves the Keeper to the Right and the Left Flipper Button to the Left. You will need to block the Ball to stop the opponent from scoring.
- ***Raise Bonus X***: after which the Multiplier Level will advance by 2x times Multiplier, refer to the 'Raising the Multiplier' Section of the Guide earlier for more information.
- ***Halftime Snacks***: this is an end of Ball bonus Points award.

Manager's Award -

After hitting the Bumpers a certain amount of times, the Dugout Sink Hole (4) will become lit –



Sink the Ball into the lit Dugout Sink Hole (4) to be rewarded 1 of 6 Manager Awards –



- ***Extra Ball***: Extra Ball will become available at the Dugout Sink Hole (4).
- ***Light Player***: lights up 1 of your 10 Outfield Players.
- ***Ball Save***: activates Ball Save.
- ***Penalty Kick***: you will be taken to the Pitch Mini – Playfield where you will be 1 on 1 with the Keeper, simply hit the Ball using the Flippers into the Goal to score a Penalty. The Keeper will move Left or Right depending on which Flipper Button you press in attempt to block the Ball.
- ***Hold Bonus X***: this allows you to keep your Multiplier Level even after draining your Ball.
- ***Transfer Fee***: this is an end of Ball Bonus Points award.

After being awarded with a Manager's Award you will need to hit the Bumpers a few more times than the previous to relight the Dugout Sink Hole (4).

Multiball Mode

Skill Mastery Multiball *2 Balls* -

There are 7 versions of this Multiball Mode and they are tied to certain aspects of the game of Football. To activate them you simply need to hit the corresponding Lane/Sink Hole etc. a set number of times.

Note – if you have managed to lock a Ball in each of the 3 Player Sink Holes: Striker Sink Hole (6), Midfielder Sink Hole (9) & Defender Sink Hole (12) you will not be able to access this Multiball Mode until you score a Goal.



- ***Pass Skill Mastery Multiball***: send the Ball round the Pass Orbit (3) a total of 4 times, each time a Letter of '**PASS**' is lit.

- ***Trick Skill Mastery Multiball***: hit the Ball into the Trick Upkicker (2) a total of 5 times, each time a Letter of '**TRICK**' is lit.

- ***One-Two Skill Mastery Multiball (Middle)***: send the Ball round the Middle One-Two Orbit (9) a total of 6 times, each time a Letter of '**ONE-TWO**' is lit.

- ***Cross Skill Mastery Multiball***: hit the Ball up the Cross Ramp (5) a total of 5 times, each time a Letter of '**CROSS**' is lit.

- ***Dribble Skill Mastery Multiball***: hit the Ball up the Dribble Ramp (7) a total of 7 times, each time a Letter of '**DRIBBLE**' is lit.

- ***Longball Skill Mastery Multiball***: hit the Ball up the Longball Ramp (10) a total of 8 times, each time a Letter of '**LONGBALL**' is lit.

- ***One-Two Skill Mastery Multiball (Right)***: send the Ball round the Right One-Two Orbit (11) a total of 6 times, each time a Letter of '**ONE-TWO'** is lit.

Once any of the above is done the Multiball Mode will begin; you will then have 2 Balls. I find this practically usefully in building up my Pass Meter (look later in the Guide under 'Seasons – Attacking & Defending - Attacking' Section for more information on how this is done) as it's easier to do combo shots thus remove Opposing Players on the Pitch Mini – Playfield faster.

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.

If you manage to start all 7 Skill Mastery Multiball Modes then you will be able to collect an **Extra Ball** at the Dugout Sink Hole (4).

Seasons

Your chosen Team will compete against others in a Season which consist of 5 Home Matches and 5 Away Matches. Your aim is to guide your Team to as many wins as possible, ultimately to be crowned Super League Champion! The score of the Match between you and your Opponent can be seen on the Slingshots.

Each of these Matches is divided into 2 halves. To win the Match you simply need to score more Goals than your Opponent. If the Match ends in a Draw, a Penalty Shoot-Out may determine the Winner of the Match.

Each Half is timed; the elapsed time can be seen on the Stopwatch at the Bottom Left of the Tables Playfield –



When the Stopwatch timer runs out, any Balls on the Playfield will be drained. You will then begin the Half Time Show Multiball Mode, which is a 3 Ball Multiball.



This is simply a chance to earn some extra Points or to achieve some tasks. I for instance, use this time to spam the Dugout Sink Hole (4) to raise my Multiplier Level.

The Multiball will continue as long as you have a minimum of 2 Balls in play, after which you will need to hit the remaining Ball into the Dugout Sink Hole (4) to start the 2nd Half of the Match.

Trophy Cabinet

No Football themed Pinball Table would be complete without a Trophy Cabinet of some sort. The Trophy Cabinet is filled up over the course of your Seasons by completing various requirements within Matches. These Trophies will be saved between games, so you always have a permanent reminder of your Team achievements. Below I have provided explanations on what is required of you to attain these Trophies -

Score a Goal **with** all 10 Outfield opposing Players.

Finish **top** of the League at the end of a Season.

Win a Match.

Receive no **Red** Flags during the course of a Season.

Therefore don't nudge twice in quick succession.

Score a Goal after **removing** all 10 Outfield opposing Players.



Score a **Billion Points.**

Win all 10 Matches in a Season.

Complete 5 Seasons.

Score 10 Goals in a **single** Match.

Save 3 Penalties from the opposition.

This occurs as a Coach's Award called '***Penalty Save***'. Explained earlier in the Guide under 'Coach's Award' section.

Concede **no** Goals against **difficult** opposition.

The Announcer will say before the Match begins if the opposition you face will be difficult.

Earn all 5 Extra Balls in a single game.

Explanation can be found earlier in the Guide under 'Extra Ball' section.

Successfully lit all your Players and started the Wizard Mode – Golden Ball.

Score **4 or more Super Jackpots** during Multiball.

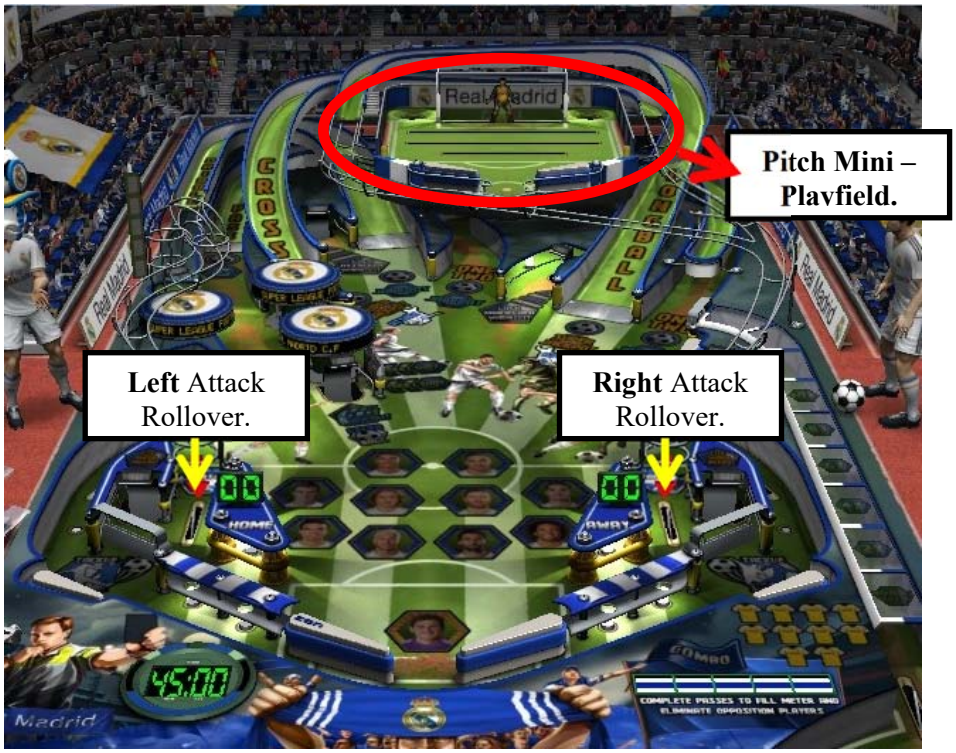
Explanation can be found later in the Guide under Seasons - Lighting Players, Ball Locking, Goal Celebration Multiball Mode etc. - Goal Celebration Multiball'

I will now explain how to win the Matches (scoring Goals, defending), Seasons etc. thus allowing you to acquire the above Trophies. Continue on to the next page.

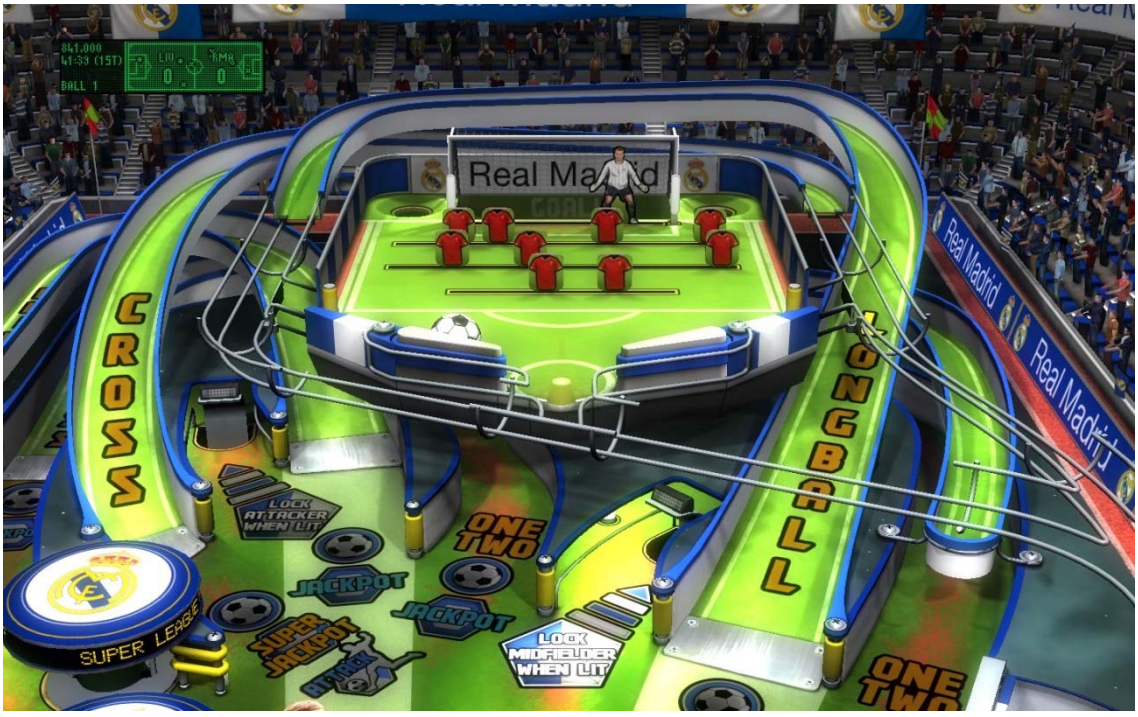
Attacking & Defending

Attacking

To launch an attack on the opposition simply light up the 2 Rollovers located on the 2 Inlanes –

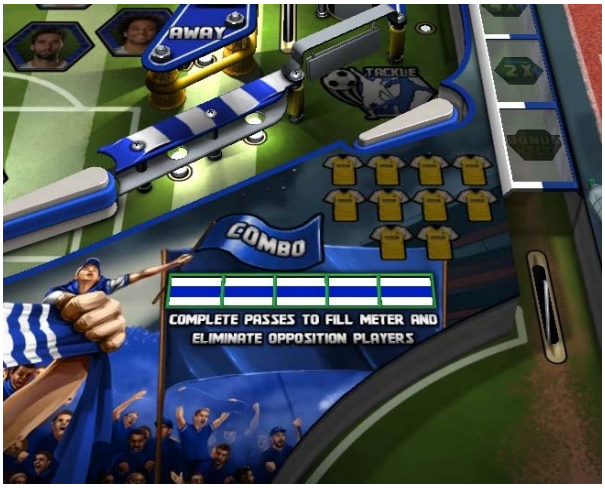


Using the Flipper Buttons to alternate the lit Rollovers, you can successfully roll down the Ball through an unlit Rollover. You can then access the Pitch Mini – Playfield by sending the Ball up the Cross Ramp (5) or Longball Ramp (10) -



Note that you only have a short time limit (counted down on the Dot – Matrix) to get the Ball up either of those Ramps but you can extend that timer by hitting the Extra Time Target (1). Once you are on the Pitch Mini – Playfield you will need to send the Ball into the Goal using the 2 Flippers provided.
You can also score a Goal by gaining the '***Penalty Kick***' award from the Manager's Award (explained earlier in the Guide under the section 'Manager's Award'). You will be taken to the Pitch Mini – Playfield where you will be 1 on 1 with the Keeper. Simply hit the Ball using the Flippers into the Goal to score a Penalty. Right Flipper Button moves the Keeper to the Right and the Left Flipper Button to the Left.

*****TIP***** But Before doing the above, I would advise you to maximise your Pass Meter -



Since each time it's built up, an opposing Player is removed from the Pitch Mini – Playfield thus making it easier to score a Goal. Build up the Pass Meter by performing Combo shots one after the other, don't take too long about it, as the opposing Players will start to return as the Pass Meter starts to deplete.

There are other ways of removing the opposing Players like -

- Gaining the '***Remove Target'*** award from the Coach's Award (explained earlier in the Guide under the section 'Coach's Award') as this removes an opposing Player.
- Gaining the '***Free Kick***' award from the Coach's Award (explained earlier in the Guide under the section 'Coach's Award'). If you hit the lit Lane in time, this increases the Pass Meter.

I think you will find that scoring a Goal on the Pitch Mini – Playfield with no opposing Players to be much easier –



Defending

Occasionally your opponent will steal possession. You will know when this happens as the Announcer will tell you so and the background music will change its tempo. To gain back possession, you simply need to hit the flashing Lanes within the time limit. Remember you can increase the timer by hitting the Extra Time Target (1).

There are also other times you will need to defend –

- When you concede a **Corner**. This usually happens when you hit a Ball back through the Outlane into the Corner Sink Hole which is located just above the Gate. You will then have to hit a flashing Lane to defend the Corner otherwise the opposition will score.

- When you concede a **Penalty**; this occurs as a Coach's Award called '***Penalty Save***'. You will be taken to the Pitch Mini – Playfield where you will be controlling the Keeper. Right Flipper Button moves the Keeper to the Right and the Left Flipper Button to the Left. You will need to block the Ball to stop the opponent from scoring.

Depending on the type of opposition you are facing, the time limits and requirements to defend successfully will defer. Before the Match begins the Announcer will usually give you a clue such as "The opposition has been looking strong." Etc.

Lighting Players, Ball Locking, Goal Celebration Multiball Mode etc.

Lighting Players & Ball Locking

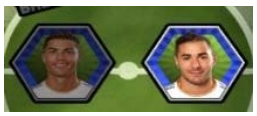
Before you go about scoring a Goal it is wise for you to lock 1 or more Balls into the flashing Player Sink Holes. This will allow you to enter the Goal Celebration Multiball after scoring a Goal and light up some of Team Players to further your progress to the activation of the Golden Goal Wizard Mode (lighting up all 10 Outfield Team Players) –

- ***Striker Sink Hole (6)***
- ***Midfielder Sink Hole (9)***
- ***Defender Sink Hole (12)***

Only 1 of the Sink Holes will be flashing thus available to lock at any given time. The Sink Hole flashing moves on when the Ball bounces off the Slingshots. You will gain various bonuses from locking the Balls and it will result in a Player from your Team, corresponding with the locked Sink Hole, to start flashing -



- ***Striker Sink Hole (6)***; this will cause one of the Strikers to start flashing. It will also reward you with activating the Super Jackpots from the start of the Goal Celebration Multiball.



- ***Midfielder Sink Hole (9)***; this will cause one of the Midfielders to start flashing. It will also reward you with increasing the Jackpots by 1 Million Points in the Goal Celebration Multiball.



- ***Defender Sink Hole (12)***; this will cause one of the Defenders to start flashing. It will also reward you with increasing the Ball Save timer by 10 Seconds in the Goal Celebration Multiball.



Locking Balls in all the Player Sink Holes before scoring the Goal, allow you to light up Players easier/faster. Look later in the Guide under the Section 'Wizard Mode – Golden Goal' for more details. Locking Balls in the Sink Hole gives you more chances of scoring higher Jackpots awards as explained above.

Goal Celebration Multiball Mode *2, 3 or 4 Balls*



***TIP** – I would advise you first remove all the opposing 10 Players from the Pitch Mini – Playfield before you score a Goal as it will make it easier to score Super Jackpots and they will be worth more. Simply fill up the Pass Meter to remove all the Player Targets, as was explained earlier in the Guide under the 'Seasons – Attacking' section.*

*You can still remove Player Targets within the Multiball by doing Combo Shots, but I find doing the above first a lot easier.**

The Goal Celebration Multiball will activate after scoring a Goal only when you have a minimum of 1 Ball locked within a Player Sink Hole. This will mean that the Goal Celebration Multiball will be a 2 Ball affair, but you can lock a further 2 Balls before scoring a Goal to instead have a 4 Ball Multiball.

Depending on which Player Sink Holes you have Balls locked, will be rewarded with the following –

- ***Striker Sink Hole (6):*** this will cause one of the Team **Strikers** to start flashing. It will also reward you with the Super Jackpots lit up from the start of the Goal Celebration Multiball.

- ***Midfielder Sink Hole (9):*** this will cause one of the Team **Midfielders** to start flashing. It will also reward you with increasing the Jackpots by 1 Million Points in the Goal Celebration Multiball.

- ***Defender Sink Hole (12):*** this will cause one of the Team **Defenders** to start flashing. It will also reward you with increasing the Ball Save timer by 10 Seconds in the Goal Celebration Multiball.

Once the Multiball begins, the goal is to score as many Points as possible. This is achieved by scoring **Jackpots** when you hit the flashing **Jackpot** Lanes. After you have hit all of the **Jackpot** Lanes, the 2 **Super Jackpot** Ramps will become active. Send the Ball up either of those, and then sink the Ball into the Goal on the Pitch Mini – Playfield the same way you did to score a Goal previously. You will then be awarded with a **Super Jackpot**. Repeat this process again to light up **Super Jackpot**, and then collect it by scoring a Goal.

The Multiball will continue as long as you have a minimum of 2 Balls in play, once ended, the Icon for each Team Mate represented by a Ball will become lit solid. You will then need to repeat the above process if you wish to gain access to this Multiball again and to light each of the 10 Outfield Team Players to gain access to the Wizard Mode. Refer to the Section 'Wizard Mode – Golden Goal' next for more details.

Wizard Mode – Golden Goal *4 Ball Multiball*

When you have lit up all 10 Outfield Team Players by following the instructions explained above, the Golden Goal Wizard Mode to start.

****TIP** – You can start up the Golden Goal Wizard Mode by scoring just 4 Goals. This can be achieved by always first locking a Ball in all 3 Player Sink Holes before scoring a Goal. Refer to the 'Lighting Players & Ball Locking' Section above for instructions of how to do it.***

By following the above Tip you can start up the Golden Goal Wizard Mode by scoring just 4 Goals.



***TIP for Highscoring in the Golden Goal Wizard Mode** – it is also wise to lock Balls into the 3 Sink Holes just before you score the last Goal required to activate the Wizard Mode as they award you with various bonuses during the Wizard Mode –*

- ***Striker Sink Hole (6):** Super Jackpots will start lit; therefore you won't need to hit all the Jackpot Lanes to enable them upon starting the Multiball.*
- ***Midfielder Sink Hole (9):** Increases Jackpots by 1 Million Points.*
- ***Defender Sink Hole (12):** Increases Ball Save timer by 10 Seconds.**

Explanation on how to make the most out of the Golden Goal Wizard Mode starts on the **Next Page…..**

Golden Goal Wizard Mode * 4 Balls*

Once you have lit all 10 of your Team Players, the Golden Goal Wizard Mode will begin;



***TIP** – I would advise you to first remove all 10 opposing Players from the Pitch Mini – Playfield before you score the last Goal required to activate the Golden Goal Wizard Mode as it will make it easier to score Super Jackpots and they will be worth more. Simply fill up the Pass Meter to remove all the Player Targets, this was explained earlier in the Guide under 'Seasons – Attacking' section.*

*You can still remove Player Targets within the Multiball by doing Combo Shots but I find doing the above first a lot easier.**

Once the Golden Goal Wizard Mode begins you will be given a 4 Ball Multiball and each of the Balls will become inflamed Yellow. Within this Wizard Mode the Jackpots & Super Jackpots you experienced within the Goal Celebration Multiball will be doubled. You can gain **Jackpot** awards of up to 8 Million Points by hitting the **Jackpot** Lanes and **Super Jackpot** awards of up to 20 Million Points by hitting a Ball into the Goal at the Pitch Mini – Playfield.



The Golden Goal Wizard Mode will continue as long as you have a minimum of 2 Balls in play. Once the Mode is over, the 10 lit Team Players will reset (none will be lit) and you will need to repeat the process of lighting up all 10 of them to enter the Golden Goal Wizard Mode again.

Special Thanks to all the Zen Studios Forum Community! Members such as **shogun00, surf1der. Chewable C++, Sun Vulcan & Cloda**. 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 -

"Goooooooooooal!"

Yours
ShoryukenToTheChin