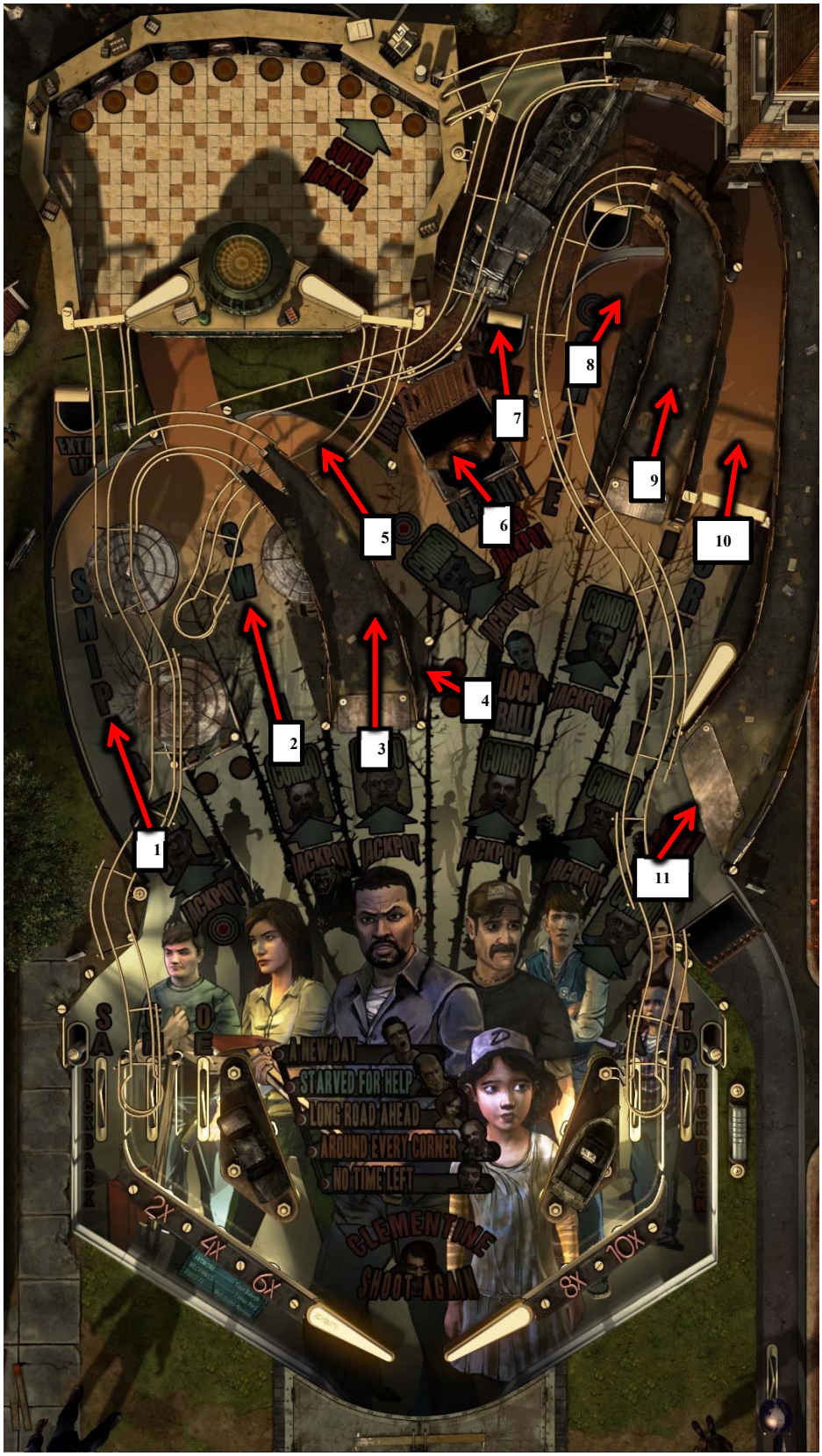


The Walking Dead Table Guide

By ShoryukenToTheChin





Key to Table Overhead Image –

1. Left Sniper Mini - Orbit
2. Swarm Orbit
3. Left Ramp
4. Ball Lock Targets
5. Right Sniper Mini - Orbit
6. Walker Target
7. Mission Sink Hole
8. Smile Mini - Orbit
9. Right Ramp
10. Fortify Orbit
11. Bell Tower Ramp

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

This Table came about as a result of the partnership between Zen Studios and Telltale Games; this license allowed Zen to produce a Table based on the hit game "The Walking Dead: A Telltale Game Series – Season 1".

This Table uses plot points from the first season of The Walking Dead game; the voice actors from the game even lend their voices to the Table and thus make it feel even more authentic. Match all that with chilling background music and you got one heck of a Pinball Table!

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

Skill Shot - *1 Million Points*

On this Table a successful Skill Shot is scored in 2 Stages –

1. First you must adjust the Plunger to give the Ball just enough momentum to launch onto the Playfield. Thus it will allow you to capture the Ball by holding up the Left Flipper.

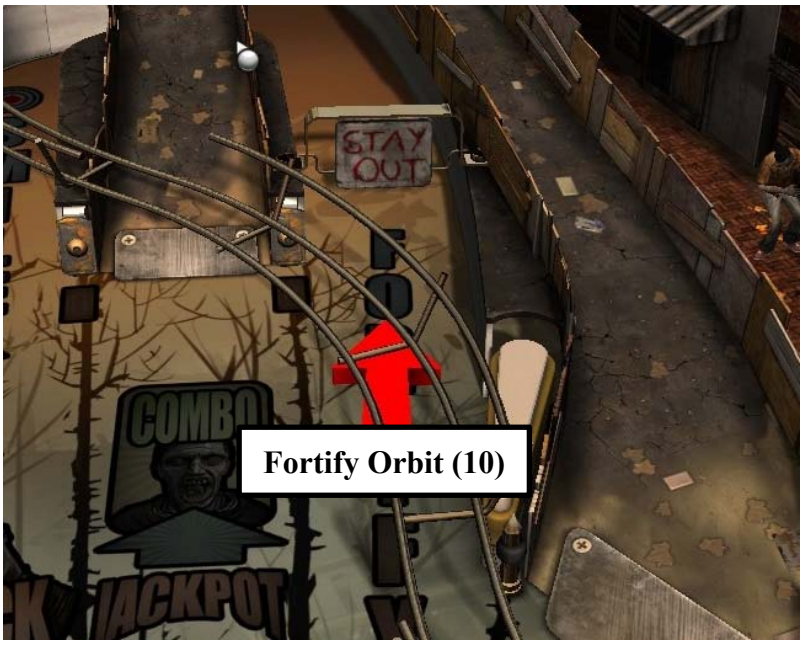


2. Upon the Ball leaving the Launch Lane you will have 5 Seconds to send the Ball up the Bell Tower Ramp (11) to gain the Skill Shot award.



Kick Back & Ball Save

This Table uses a different method of which you may be accustomed in gaining the Kickbacks. For this Table you will need to send the Ball through the Spinner located at the entrance of the Fortify Orbit (10).



Repeatedly do this until the Spinner has rotated 15 times and thus the Left Kickback will activate. Repeat this process again to active the Right Kickback.

Once both Kickbacks are activated, repeating the process will earn you the **Savannah Bonus** award, the first award is 500,000 Points. Every 15 spins after that increases it by 500,000 Points up to 5 Million Points max. It resets when you lose a Ball, as do any activated Kickbacks.

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

Ball Save –

The Ball Save is activated within various Modes.

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

Extra Balls

There are **4** Ways to achieve an Extra Ball – hit the Left Sniper Mini – Orbit (1) to land in the flashing Sink Hole to claim the Extra Ball.



- ***Method 1***: *Topping the Bonus Multiplier;* look just below this Section of the Guide at the Section titled 'Raising the Multiplier' for information on how get this **Extra Ball**.

- ***Method 2***: *Performing a 6-hit combo of shots;* hitting lit Lanes within quick sequence will cause a combo to begin, if you manage to link a minimum of 6 lit Lanes then an **Extra Ball** will become available.

- ***Method 3***: *Completing 10 of the Side Modes;* just complete one or a combination of the Side Modes 10 times to get this **Extra Ball**. How to start/complete these Side Modes can be found later in the Guide under 'Side Mode' section.

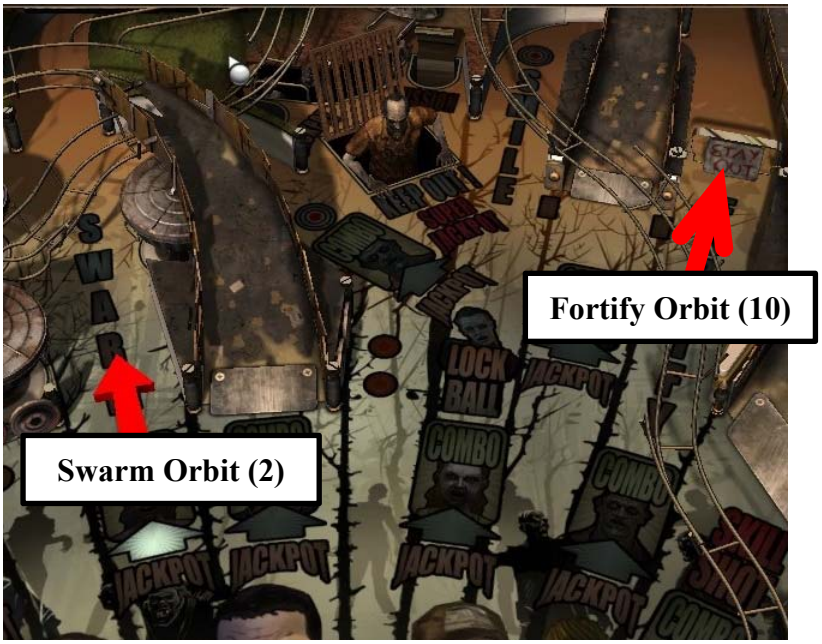
- ***Method 1***: *Locking 7 Balls;* look later in the Guide at the Section titled 'Multiball Modes – Ball Lock' for information on how get this **Extra Ball**.

Raising the Multiplier

To raise the Bonus Multiplier you will need to hit the Ball up the Right Ramp (9) to activate the Magnet at the Bumpers for a limited amount of time -



Now send the Ball towards the Bumpers either via the Swarm Orbit (2) or Fortify Orbit (10) -



The Magnet will cause the Ball to bounce around on the Bumpers. You need to have the Ball hit the Bumpers a total of 15 times. Repeat this process until the Multiplier level advances to 2x times

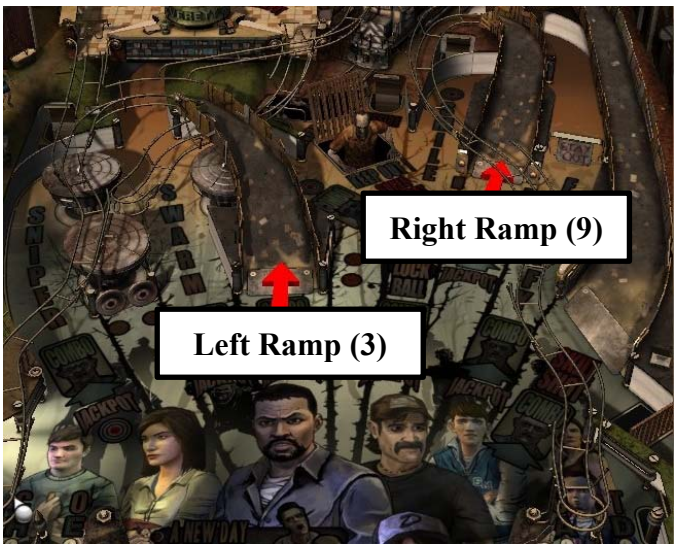
Repeat this process again and again to raise the Bonus Multiplier until it maxes out at 10x times. Also, once the Multiplier is maxed you get the **Extra Ball** the next time you complete 15 Bumper hits. Then each time you complete 15 Bumper hits you get a Walker Bonus which starts at 500,000 Points and increases by that amount.

***Note** – Multiplier Level resets upon draining the Ball.**

Side Modes

Food is Scarce

To start up this Hurry Up Mode you will need to produce 3 quick successive hits on the Left Ramp (3) &/or Right Ramp (9) –



Once done the Hurry Up Mode will begin. At the start of the Mode you will have 17 Seconds to acquire 5 Rations -



You gain these Rations by hitting either of these Lanes –

- Left Sniper Mini – Orbit (1)
- Swarm Orbit (2)
- Smile Mini – Orbit (8)
- Fortify Orbit (10)

Each time one of those Lanes are hit you will also gain a **+4** Seconds to the overall timer of the Mode.

Scout Ahead

You will need to light all of the ‘SCOUT AHEAD’ Rollovers on the In & Out lanes to start up this Hurry Up Mode –



Use the Flipper Buttons to alternate which Rollover is lit as to try and make sure the Ball is rolling down an un-lit Rollover as much as possible.

Once the 10 ‘SCOUT AHEAD’ Rollovers are lit, the Mode will begin –



You will be given 37 Seconds to find 5 Paths, basically you just need to hit 1 of the 2 flashing Lanes to find 1 Path and then repeat the process a further 4 times to complete the Mode. Note that the flashing Lanes will vary and for each Path you find a **+5** Seconds will be added to the timer.

There is something though that makes this a bit trickier; a Walker Ball, that will be moving from side to side at the entrances of the flashing Lanes. Hitting your Ball at it will result in the Ball disappearing and another being launched out, causing you to lose time. You should therefore time your shots carefully so that you can be more efficient.

Swarm

To start up this Hurry Up Mode you will need to send the Ball around the Swarm Orbit (2) a total of 5 times, since each time you will light 1 Letter of 'SWARM' and finally send the Ball around one more time to begin the Mode.



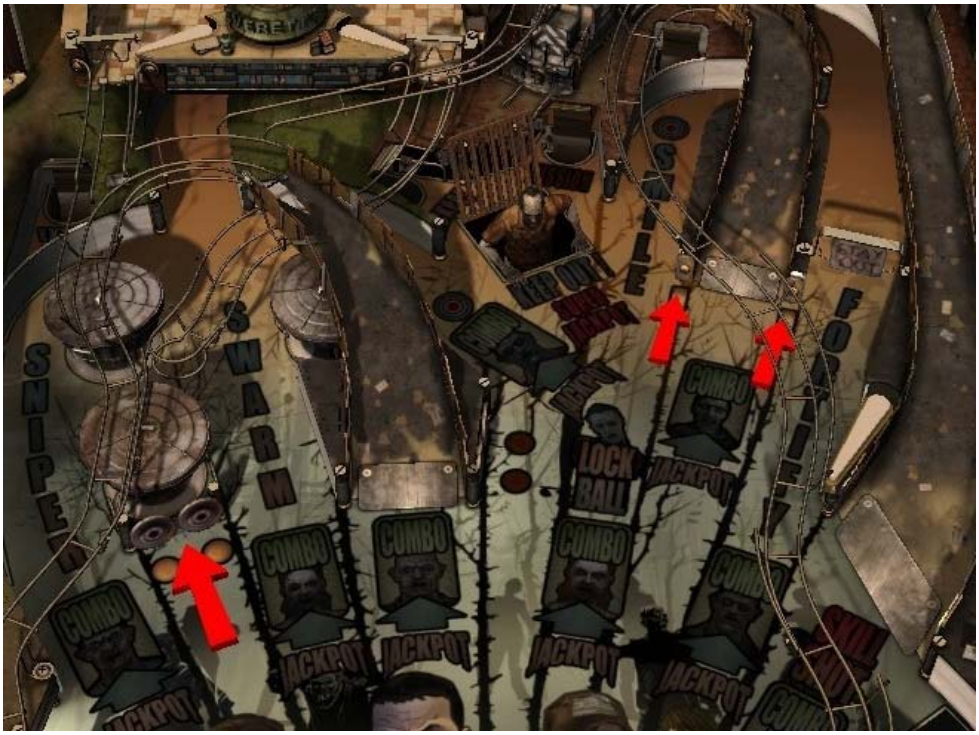
Once the Mode begins the Playfield will enter its Night state and Walkers will start rising from the Playfield –



You will have 42 Seconds to hit 15 Walkers with your Ball. The Mode will end if a Walker makes it to your Flippers or if the time runs out.

Life – Saving Arms

To start up this Hurry Up Mode you will need to hit these 4 Targets; 2 Targets are located under the Bumpers and the others 2 are located either side of the Right Ramp (9) entrance; as shown in the Image below –



Once done, a Sink Hole will become available via the Left Sniper Mini – Orbit (1). Hit the Ball into it to begin the Mode –



Left Sniper Mini – Orbit (1)

Once the Mode begins the Playfield will enter its Night state –



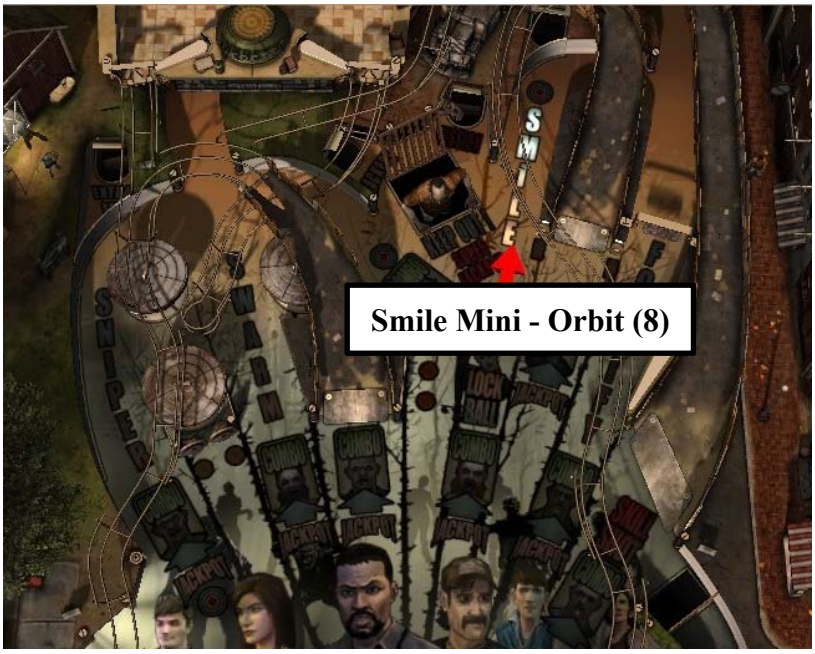
You will then have 22 Seconds to hit these 3 Orbits –

- Left Sniper Mini – Orbit (1)
- Swarm Orbit (2)
- Right Sniper Mini – Orbit (5)

If you manage to complete this Mode you will gain 3 more Sniper Bullets (for use on the Sniper Hurry Up Mode which will be detailed later in the Guide).

Make Them Smile

To start up this Hurry Up Mode you will need to send the Ball around the Smile Mini - Orbit (8) a total of 5 times, since each time you will light 1 Letter of 'SMILE' and finally send the Ball around one more time to begin the Mode.



Once the Mode begins the Ball will change into a Yellow Football/Soccer Ball –



Within this Mode 2 or 3 Ramps/Orbits will be flashing, hit the Ball up them within the allotted time to complete the Mode (starts at 13 Seconds but after hitting a flashing Lane **+5** Seconds will be added to the timer).

Supply Run

To start up this Hurry Up Mode you will need to hit all of the Walker Head Targets on the Travelier Motel Mini – Playfield located at the Top Left of the Table Playfield. You gain access to this Mini – Playfield by sending the Ball all the way up the Bell Tower Ramp (11).



Use the 2 Flippers (these are reversed; the Right Flipper is actually controlled by the Left Flipper Button, and the Left Flipper is controlled by the Right Flipper Button) on the Mini – Playfield to send the Ball towards the Walker Head Targets. If the Ball drains down the side of the Mini – Playfield just send the Ball back up the Bell Tower Ramp (11), and don't worry your progress of Walker Head Targets hit will remain.

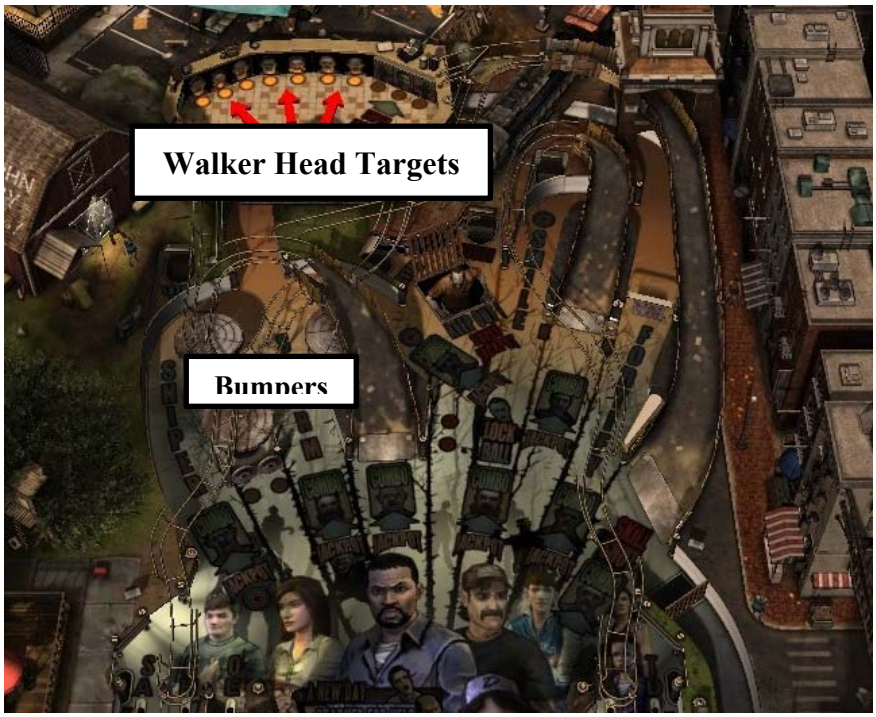
Once done the Mode will begin –



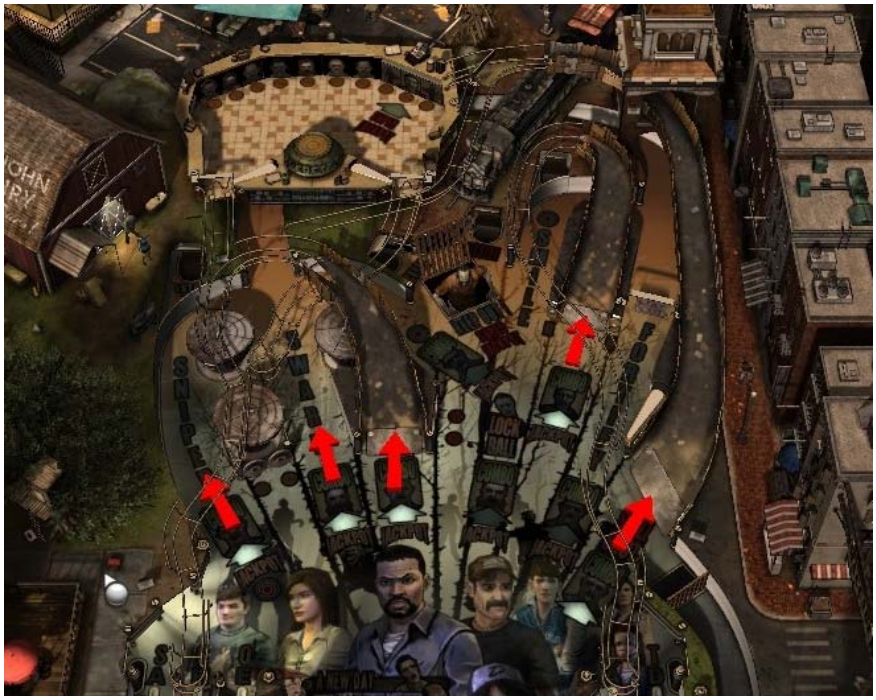
You will have 37 Seconds to collect 25 Items.

Hitting the various Targets, Lanes etc. will award –

- Hitting the **Walker Head Targets & Bumpers** will award you with 1 Item.



- Hitting the **Ramps/Orbits** will award you with 3 Items.



All of these will award you with increased Scores.

Everett's

To start up this Frenzy Mode you need to have the Ball bounce off of the Everett Bumper (located on the Travelier Motel Mini – Playfield) a total of 8 times.



Upon doing so the Mode will begin –



During the 22 Seconds of the Frenzy, the Ball won't be able to drain down the sides of the Mini – Playfield. Instead you can just concentrate on scoring as many Points as possible by raising the Everett's **Jackpot**; this is done by hitting the Walker Heads.

Finally to claim the Points you will need to sink the Ball behind the Targets like so. When a gap appears within the Walker Head Targets hit the Ball there to sink it before the heads reappear –



Sniper

To start up this Hurry Up Mode you will need to send the Ball around either the Left Sniper Mini - Orbit (1) or Right Sniper Mini – Orbit (5) a total of 6 times, since each time you will light 1 Letter of 'SNIPER' and finally send the Ball to the Sink Hole now available via the Smile Mini – Orbit (8).

Upon doing so you will be taken to the Sniper Playfield –



Walkers will randomly appear at the windows of the ruin buildings. Use the Flipper Buttons to move the crosshair Left or Right, and then press the 'Launch' Button to fire. Remember you have 48 Seconds to hit as many Walkers as possible, as well as having a limited amount of Ammo and therefore make sure every shot counts!



Tip – Completing the Life – Saving Arms Hurry Up Mode (detailed a few pages above) will award you with more Bullets that can be used during this Mode.

Multiball Modes

Ball Locking –

If you manage to hit both of the Ball Lock Targets (4) –



You will then have the chance to lock a Ball in the Sink Hole available via the Smile Mini – Orbit (8) –



The award for doing so is it will add an additional Ball to the next Multiball Mode –

- Lure Them Away
- Fortify The Shelter

- Clementine Wizard Mode

Also you should note if you manage to lock 7 Balls within a game, you will light **Extra Ball**.

There are 2 Multiball Modes available on this Table (outside the Side Modes and the Wizard Mode);

Lure Them Away Multiball **3 Balls** -

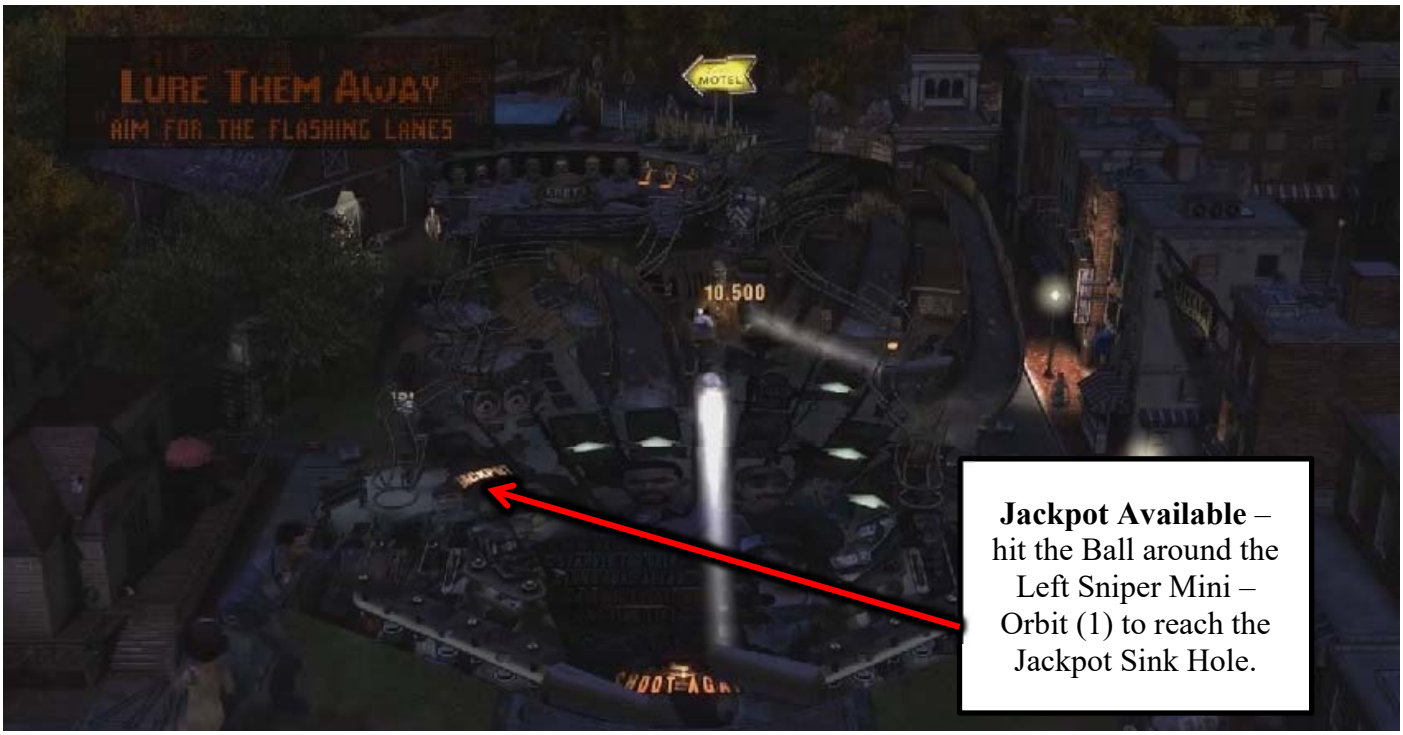
To start up this Multiball Mode you will need to hit all 3 of the Target Bank on the Right side of the Travelier Motel Mini – Playfield, and then sink the Ball behind it to begin the Multiball Mode –



Once the 3 Ball Multiball begins the Playfield will go into its Night state and 6 Lanes are flashing to start with.



Hitting one will cause it to deactivate (un-lit) for 9 Seconds and lights the **Jackpot** at the Left Sniper Mini – Orbit (1). After 9 Seconds it will re-light and has to be hit to un-light it again.



If you hit the **Jackpot** Sink Hole (by going up the Left Sniper Mini – Orbit (1)) with 1 Lane unlit you get just a **Jackpot** (around 1 Million Points), if you hit it with 2-4 Lanes unlit you get a **Double Jackpot** (around 2 Million Points) and if you hit it with 5 or all 6 Lanes unlit you get the **Super Jackpot** which is usually 2.5, 3 or 4 Million Points.

Repeat this process after collecting the Jackpot to relight the Jackpot at the Left Sniper Mini – Orbit (1).

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.

Fortify The Shelter Multiball ***2 Balls*** **-**

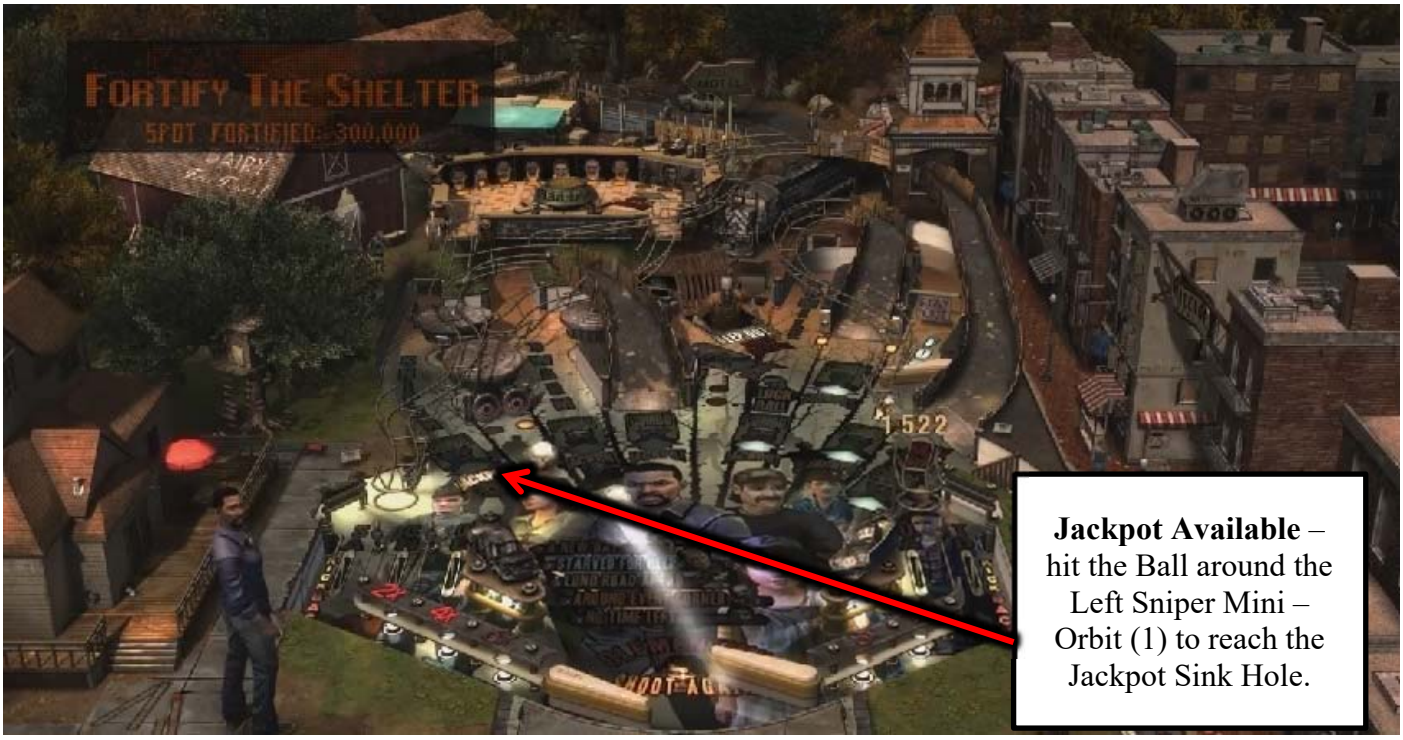
To start up this Multiball Mode you will need to send the Ball around either the Fortify Orbit (10) a total of 7 times, since each time you will light 1 Letter of 'FORTIFY'



Upon hitting it a 7th time the Multiball Mode will begin, a 2 Ball Multiball.



Hitting 1 of the flashing Lanes will result in the **Jackpot** Sink Hole to open on the Left Sniper Mini – Orbit (1). You can increase that **Jackpot** award by hitting more flashing Lanes before sinking the Ball via the Left Sniper Mini – Orbit (1).



Hit the Ball around the Left Sniper Mini – Orbit (1) into the **Jackpot** Sink Hole to claim the **Jackpot** award when you see the above notification light.

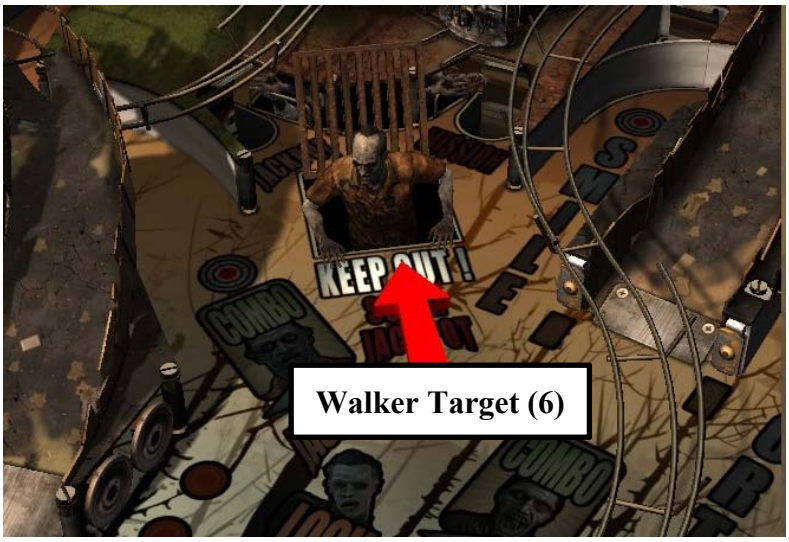
You can also claim a **Super Jackpot** by hitting all the Walker Head Targets on the Travelier Motel Mini – Playfield and sinking the Ball into the revealed **Super Jackpot** Sink Hole (Right Side of the Mini – Playfield), this Mini – Playfield is accessed via the Bell Tower Ramp (11).



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.

Episodes

To gain access to the Episode Mission Selection you will first need to clear the Walker which is blocking your path to the Mission Sink Hole (7) –



After 3 hits the Walker will go down and the Mission Sink Hole (7) will become available –



Note that you are able to cycle through the Episodes available using the Flipper Buttons and select the Episode using the 'Launch' Button.

Each Episode Mission will start off with you needing to make a decision (2 options) -



These options merely change the vocals heard within the Episode and has no bearing on what you need to do within the Episode.

Episode 1 "A New Day" – *Timed*

Upon starting this Episode you will need to score 1 Million Points within 28 Seconds. This is done by spinning the Spinner at the entrance of the Fortify Orbit (10) and hitting the Bumpers. Failure to do so will result in failure of the Episode Mission. –



If you manage to do the above in time you will then have a choice of 4 Lanes, hit 1 of them. This must be done within 10 Seconds, otherwise the Episode will fail. –



Completion of this Episode will award you with 5 Million Points.

Episode 2 "Starved For Help" – *Timed*

Upon starting this Episode you will have 18 Seconds to hit 1 of the 2 randomly selected flashing Lanes to bring up the Walker Target (6) (just below the Mission Sink Hole (7)) –



After doing the above you will need to hit the Walker Target (6) once within the 19 Second time limit.



Once you hit the Walker Target (6), you will then need to repeat the above process again of hitting 1 of the flashing lanes etc. only this time when the Walker Target (6) erects you will need to hit it twice. Once more repeat the above process, and when the Walker Target (6) erects it will require 3 hits.

If you manage to do the above you will then have 20 Seconds to sink the Ball into the Mission Sink Hole (7) –



And finally after sinking the Ball you will then have a choice of 4 Lanes, hit 1 of them. This must be done within 10 Seconds, otherwise the Episode will fail.

Completion of this Episode will award you with 5 Million Points.

Episode 3 "Long Road Ahead" – *Timed*

Upon starting this Episode you will have 23 Seconds to hit 1 of the 2 randomly selected flashing Lanes (every 6 Seconds the flashing Lanes will change) to bring down the Walker Target (6) (just below the Mission Sink Hole (7)) –



You then will have 24 Seconds to hit the Ball into the Walker hands (located just left of the Mission Sink Hole (7) and behind the "Keep Out" Sign) –



The timer will then reset, you then need to repeat the above process a further 2 times.

And finally you will then have a choice of 4 Lanes, hit 1 of them. This must be done within 10 Seconds, otherwise the Episode will fail.



Completion of this Episode will award you with 5 Million Points.

Episode 4 "Around Every Corner" – *Timed*

Upon starting this Episode you will be taken to the Sniper Playfield, and Walkers will randomly appear at the windows of the ruin buildings. Use the Flipper Buttons to move the crosshair Left or Right, and then press the 'Launch' Button to fire. You will have 13 Seconds to hit a Walker (every successful hit will add +3 Seconds), as well as having a limited amount of Ammo and therefore make every shot count!



The Dot – Matrix will display –

- How many Walkers left to down.
- Ammunition left.
- Time left.

Once you hit 10 Walkers the normal Playfield will then return. And finally you will then have a choice of 4 Lanes, hit 1 of them. This must be done within 10 Seconds, otherwise the Episode will fail.



Completion of this Episode will award you with 5 Million Points.

Episode 5 "No Time Left" – *Non - Timed*

Upon starting the Episode, the Table will go to its night state and Walkers will rise from the Playfield. You will need to hit all 5 Walkers before they reach the Flippers, as this would result in failing the Episode.



Note – Draining the Ball at the above stage won't result in a Ball loss.

After hitting all 5 Walkers the captive Ball will release and now a 2 Ball Multiball will begin. The goal here is to send a Ball up the Bell Tower Ramp (11) a total of 3 times, as well as making sure the oncoming Walkers don't make it to your Flippers (results in failure of the Episode). This Episode 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 Episode.



Finally you will then have a choice of 4 Lanes, hit 1 of them. This must be done within 10 Seconds, otherwise the Episode will fail.



Completion of this Episode will award you with 5 Million Points.

Wizard Mode – Clementine *Multiball Mode*

The Clementine Wizard Mode will immediately begin upon completion of all 5 Episode Missions.



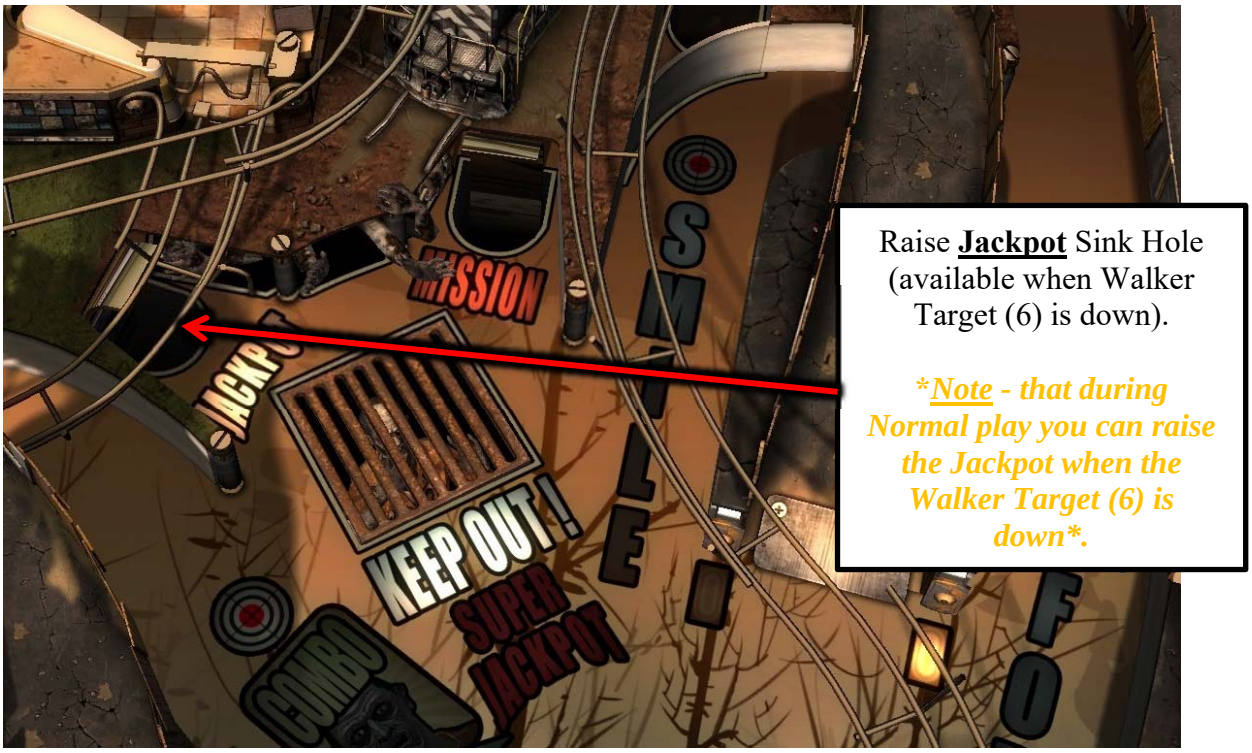
The Wizard Mode is actually more of a 3 Ball Multiball Frenzy; every Lane will be flashing and hitting them will award you with a Jackpot as well as raising the base Jackpot Award. The Jackpot will go up by 10,000 Points each time.



You can score a Super Jackpot by hitting the Ball into the Mission Sink Hole (7) or the Super Jackpot Sink Hole on the Travelier Motel Mini – Playfield. The Below Image shows the Super Jackpot being attained by hitting a Ball into the Super Jackpot Sink Hole –



The Super Jackpot base award (4 Million Points) can be raised by hitting a Ball into the Jackpot Sink Hole (located just to the Left of the "Keep Out!" Sign) using the Top Right Flipper. I believe the max Super Jackpot Award which can be acquired is 5 Million Points. –



This Wizard Mode will continue as long as you have a minimum of 2 Balls in play. After losing the Multi-Ball, you will have to re-complete the Episodes to regain access to this Mode (Table Reset!).

Special Thanks to all the Zen Studios Forum Community! Members such as **shogun00, Cloda, 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 -

"They're nudging with the wrong people!"

Yours
ShoryukenToTheChin