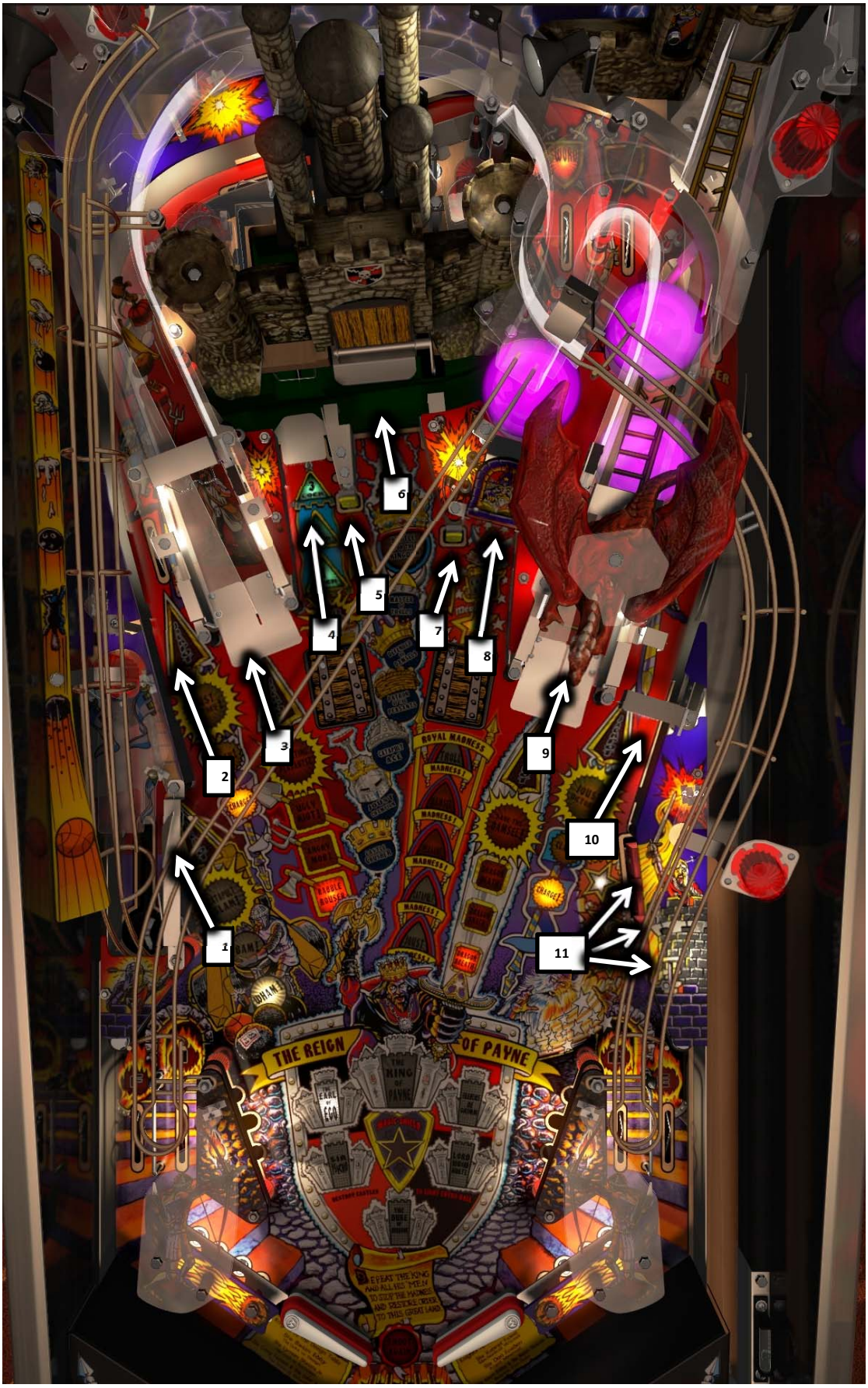
# Williams Pinball – Medieval Madness Table Guide

***By ShoryukenToTheChin***



**Key to Table Overhead Image** –

1. Catapult
2. Left Orbit
3. Left Ramp
4. Castle Lock
5. Left Troll Spot Target
6. Castle
7. Right Troll Spot Target
8. Merlin Saucer
9. Right Ramp
10. Right Orbit
11. Merlin Magic Spot Targets

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 feature is located.

# TABLE SPECIFICS

***Notice*: This Guide is based off the Pinball FX3 (PS4) version of the Table on default controls. Some of the controls will be different on the other versions (Steam, etc...), but everything else in the Guide remains the same.**




## INTRODUCTION

Zen Studios is bringing world-renowned pinball tables to *Pinball FX3*! This three-pack of premium pinball perfection is comprised of classic tables from the iconic Williams Bally pinball library. The pack contains tables such as; Medieval Madness, Junkyard & The Getaway: High Speed II.

Fish Tales released as free content for all *Pinball FX3* and *Zen Pinball* Mac players. The table is fully unlocked—both classic and remastered versions along with all game modes are available for unlimited play.

Each table features a classic, exact replica version as well as a remastered version, transforming these tables into modern-day pinball experiences at the toggle of a button.

The table that this guide will cover is of course Medieval Madness. Medieval Madness is a Williams pinball machine which was released in June 1997. Designed by Brian Eddy and programmed by Lyman Sheats, it had a production run of 4,016 units.




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

## Skill Shot/Super Skill Shot -

Whenever the Ball gets in the Plunger Lane, press the “Launch” button to have the Ball roll down the required lit Upper Rollover. The Flipper Buttons will alternate which of these Rollovers are lit.




Gaining a Skill Shot will always increase the Multiplier by 5x & will score 50,000 Points for the first time. After gaining a Skill Shot, each Skill Shot awarded after that will increase by 10,000 Points.

## Super Skill Shot

This can be achieved by holding the Left Flipper Button down before you launch the Ball. This will cause the Ball to come around the Right Orbit (10) towards the Left Flipper and will light up 5 Lanes on the Table Playfield.

These are –




- Left Orbit (2)
- Left Ramp (3)
- Castle Lock (4)
- Right Ramp (9)
- Right Orbit (10)

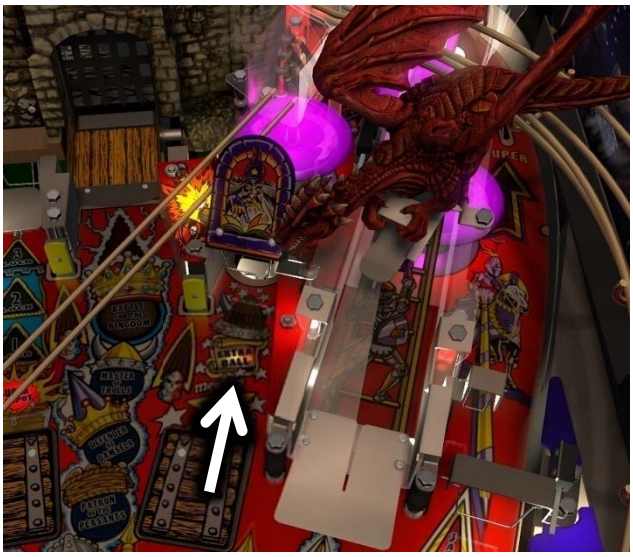
If you manage to hit any of the above Lanes within the few seconds you will have available it will score 100,000 Points and start up the "Castle Hurry Up" (explained later in the "Side Modes – Castle Hurry Up" section).



## Extra Balls

There are **8** Ways to achieve an **Extra Ball**;

Collect the **Extra Balls** by hitting the Ball into the Merlin Saucer (8) –



- ***Method 1***: *Destroying 2/5 Castles;* look later in the section titled "Main Modes – Castle Crusher" for information on how to get this **Extra Ball**.
- ***Method 2***: *Completing 10 & 40 Castle Hurry Ups;* look later in the Guide under "Side Game Modes – Castle Hurry Up" section for information on how.
- ***Method 3***: *Score a **Super Jackpot** in the Castle Multiball Mode;* look later in the Guide under "Side Game Modes - Multiball Modes – Castle Multiball" section for information on how.
- ***Method 4***: *Merlin's Magic – as a random reward;* look later in the Guide under "Side Game Modes – Merlin's Magic" section for information on how.
- ***Method 5***: *Completing the Battle of the Kingdom Wizard Mode;* look later in the Guide under "Wizard Mode – Battle of the Kingdom" section for information on how.
- ***Method 6***: *Completing the Royal Madness Mode;* look later in the Guide under "Main Modes – Royal Madness" section for information on how.
- ***Method 7***: *Destroy 20 Falcons in the Video Mode;* look later in the Guide under "Side Game Modes – FIRE Rollovers – Video Mode" section for information on how.
- ***Method 8***: *Replay Score;* reaching 28 Million Points will grant an Extra Ball. (As of writing this guide, this method isn't working but it will be fixed in a patch).

# Raising the End-of-Ball Bonuses Multiplier

To raise the Multiplier on this Table you will need to do the following;

- Scoring a Skill Shot increases it by 5x.
- Completing the 2 Upper Rollovers during gameplay, this will increase the Multiplier by 1x times.
- Completing the "FIRE" Rollovers on the Inlanes & Outlanes will increase the Multiplier by 2x times.
- Merlin's Magic awarding you "+5 Bonus" which increases the Multiplier by 5x times.

The Multiplier will reset when the Ball is drained, otherwise If you had previously gained the Merlin's Magic award "Hold Bonus X" then the Multipliers won't be reset upon the Ball draining. (look later in the section titled "Side Modes – Merlin's Magic" section).

## ***Side Game Modes***

- **Merlin's Magic**–

At the start of each game the Merlin Saucer (8) will be lit for Merlin's Magic.




It can be relit by hitting the 3 Merlin Magic Spot Targets (11).



When Merlin's Magic is available, hit the Ball into that Saucer to be granted 1 of the following rewards –

Awards available include:

- **Light Locks** – this will light up one of the Ball locks at the Castle if the Castle Multiball has been activated previously.
- **Award Lock** -this will credit you with a Ball locked at the Castle instantly.
- **Castle Multiball** – immediately activates this Mode.
- **Light Trolls** – lights Trolls at the Merlin Saucer (8).
- **Start Trolls** – starts-up the Trolls' Mode.
- **3 Troll Bombs** – grants you 3 Troll Bombs to use against the Trolls by pressing the "Launch" Button.
- **+5 Bonus X** – will add 5x to you Multiplier.
- **Hold Bonus X** – Multipliers won't be reset for the next Ball.
- **Light Extra Ball** – **Extra Ball** becomes available at the Merlin Saucer (8).
- **1,000,000** – grants you 1 Million Points.
- **500,000** – grants you 500,000 Points.
- **250,000** – grants you 250,000 Points.
- **Start Hurry Up** – starts up the Castle Hurry Up Mode, shoot the Castle to score the value displayed on the Dot-Matrix Display.
- **Lower Drawbridge** – lowers the Drawbridge at the Castle (6) exposing the Gate.
- **Destroy Gate** – Destroys the Gate blocking access to the Castle (6).
- **Destroy Castle** – this destroys the currently activate Castle instantly.
- **Video Mode** – starts the Video mini-game.
- **Smack-a-Troll** – starts up the Smack-a-Troll Mode. Trolls will pop up from the Playfield for a few seconds while a timer will count down from 15 Seconds. Each Troll hit is worth 300,000 Points and will reset the timer. Also, each of the Trolls that are destroyed will count towards the 10 you need to destroy to obtain the title of "Master of Trolls".
- **Multiball Madness** - can also start any of the Madness rounds for Multiball Madness. This will only ever happen if at least one of the Madness lamps are lit up.

- **Castle Hurry Up**–

Activation methods;

- Granted as a random reward from Merlin's Magic.
- Gaining a Super Skill Shot.
- Completing a "Catapult Slam" "Joust Victory" "Peasant Revolt" "Damsel Save" "Trolls" when the corresponding Madness Lamp is already lit.

When the Hurry Up begins the point value which starts at 1 Million Points will start decreasing quickly. It will decrease all the way down to 250,000 Points, hit the Castle (6) to collect the Hurry Up bonus. You can also stack "Castle Hurry Ups" thus increasing their value. If one is already active and you start another, then the value will increase by 2 Million Points. Each addition "Castle Hurry Up" you stack up will increase by a further 500,000 Points, therefore 3 of these will score you 5.5 Million Points.

- **“FIRE” Rollovers**–

These 4 “FIRE” Rollovers are located above each of the Inlanes & Outlanes. Each time all 4 Rollovers are lit, the Multiplier will be increased by 2x times. You can change the lit Rollover Lane by using the Flipper Buttons, so that the Ball will roll down an unlit Rollover. Spelling out “FIRE” 8 times will allow the activation of the “Video Mode” the next time you send the Ball into the Merlin Saucer (8). Remember that if Merlin’s Magic is not available at the time, you will need to hit the 3 Merlin Magic Spot Targets (11).

- Video Mode -

This Mode is played out on the Dot-Matrix Display, your goal here is to save 3 Children from being carried off by Falcons.



Control the Character on the screen using the Flipper Buttons to move Left & Right. The Falcons will swoop down from both sides of the Dot-Matrix Display; therefore, you will need to get in-front of the Falcons to collide into them and to be able to stop them before they carry off a Child. Each of the destroyed Falcons will be worth 100,000 Points and destroying 20 of them will earn you an **Extra Ball**. Collide with the “EB” Falcon to collect it (shown below).



Now destroying 30 of them will mean you win the Video Mode and are awarded 1 Million Points.

Easter Egg - Now if you launch 3 of the Cow items at the Castle when you completed “Catapult Slams”, the Children will instead by replaced by calves.

The Video Mode will also be started automatically from Merlin’s Magic once you complete the “FIRE” Rollovers 50 times.

- **Super Jets**–

Each hit to the Bumpers will grant you scores of 5,330 Points, now if you hit them 50 times it will grant you a 1 Million Points bonus and thus in doing so activates the Super Jets.




During the Super Jets each hit to the Bumpers will score 25,330 Points. Hitting them 40 times will complete the 1st level of Super Jets and scores yet another 1 Million Points. Each time you complete a level of the Super Jets it will take more Bumper hits to activate the next level. The Point value will also increase with each passing level.

# Multiball Modes –

- ## Castle Multiball *3 Ball Multiball Mode*:

### Activation –

This is activated by shooting the Castle Lock (4) 3 times.




After the 1st Castle Multiball you will need to hit the Locks 6 times.

### Mode itself -

The 3 Ball Multiball begins; 5 Soldiers will then be visible on the Dot-Matrix Display.



The goal here is to destroy them. This is done by hitting the Left Ramp (3) or Right Ramp (9) 5 times.




Hit either of these Ramps 5 times or in combination. Each of these shots will grant a **Jackpot** award worth 750,000 Points. If you complete the 5 Ramp shots, this will light up "**Super Jackpot**" for collection at the Castle Lock (4).




This is worth 1.5 Million Points and lights up **Extra Ball** for collection at the Merlin Saucer (8).

At this stage these Lanes will grant you a **Super Jackpot** worth 1.5 Million Points –




- Catapult (1).
- Left Orbit (2).
- Left Ramp (3).
- Castle Lock (4).
- Right Ramp (9).
- Right Orbit (10).

Completing all of the above **Super Jackpot** shots will reset the Soldiers on the Dot-Matrix Display and you will need to destroy them all over again. This will repeat each time you destroy the Soldiers and collection all of the **Super Jackpot** awards. Each time this is achieved the **Jackpot** will increase by 250,000 Points & the value of the **Super Jackpots** will increase by 500,000 Points.

***Note – Extra Ball will only light on the first time you score a Super Jackpot at the Castle Lock (4). ***

This Multiball Mode will continue if 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. After the 1st Castle Multiball you will need to hit the Locks 6 times.

- **Barnyard Multiball *3 Ball Multiball Mode***:

**Activation –**

This is activated once you have launch all 5 different items at the Castle during a "Catapult Slam" -

These Items are -




- **Bowling Ball** – 250,000 Points.
- **Cow** – scores 10,000 Points.
- **Duck** – scores 100,000 Points.
- **Cat** – scores 500,000 Points.
- **Skull** – scores 50,000 Points.

At this point, Barnyard Multiball will be available at the Catapult (1). Hit the Ball into the Catapult (1) to start the Multiball.



### Mode itself -

The 3 Ball Multiball begins; hitting these Lanes will score Barnyard **Jackpots** –




- Catapult (1).
- Left Orbit (2).
- Left Ramp (3).
- Castle Lock (4).
- Merlin Saucer (8).
- Right Ramp (9).
- Right Orbit (10).

The **Jackpot** value will begin at 150,000 Points, but after every hit another 75,000 Points will be added to that value. Once the **Jackpot** is collected, the value will then reset.




This Multiball Mode will continue if 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.

# Main Modes

**Battle for the Kingdom**:

The main goal of this Table is to defeat the King of Payne and all of the Kings Men. This is achieved by completing various tasks to obtain 6 titles, and then to defeat the King in a "Battle for the Kingdom."

Below you can view explanations on how to obtain those 6 Titles.



They can be obtained in any order -

# “Master of Trolls” Title *Timed*

Obtaining this title will require you to defeat 10 Trolls. To activate the Trolls round, you will need to shoot both of the Troll Spot Targets (5) & (6) 8 times.




This will activate the light for “Trolls” at the Merlin Saucer (8). Shot the Ball into that Saucer to start this Mode.




***Note – Trolls can also be started if given as a random reward through Merlin’s Magic. ***

**Troll Mode**:
Immediately after starting the Mode, 2 Trolls will pop up out of the Tables Playfield.




The goal here is to destroy both of them. You achieve this by doing the following; hitting each of them 3 times each within the 30 Second time limit.

Scoring -

- **1st** hit scores 200,000 points.
- **2nd** hit scores 250,000 Points.
- **3rd** will score 300,000 Points.

Destroying both of the Trolls will score an additional 1 Million Points and lights up the "Troll Madness" (more on this later in the guide).

Trolls can also be destroyed during the "Smack-A-Troll" Mode that can be randomly activated from "Merlin's Magic" and during Multiball Madness when "Troll Madness" is lit. Remember you can also use Troll Bombs to hit the Trolls, these can be earned by hitting the Troll Spot Targets (5) & (6) 8 times or by rebounding a shot off a Troll that lands into the Castle Lock (4) or Merlin Saucer (8). Once you have earned a Troll Bomb, you can use it by pressing the "Launch" Button.

# "Defender of Damsels" Title *Timed*

Obtaining this title will require you to score 3 "Damsel Saves." To achieve this, you must hit the Ball up the Right Ramp (9) 4 times.

Scoring -

- **1st** hit scores a "Dragon Breath" which is worth 25,000 Points.
- **2nd** hit scores a "Dragon Snack" which is worth 50,000 Points.
- **3rd** hit scores a "Dragon Death" which is worth 75,000 Points.
- **4th** hit scores a "Damsel Save" which is worth 100,000 Points.

Once it has been successfully hit for the 4th time, "Damsel Madness" will then light up under the Merlin Saucer (8) and be available to start-up. You must score 3 "Damsel Saves" to earn this title.

# "Patron of Peasants" Title *Timed*

Obtaining this title will require you to score 3 "Peasant Revolts". To achieve this, you must hit the Ball up the Left Ramp (3) 4 times

Scoring -

- **1st** hit scores a "Rabble Rouser" which is worth 25,000 Points.
- **2nd** hit scores a "Angry Mob" which is worth 50,000 Points.
- **3rd** hit scores a "Ugly Riot" which is worth 75,000 Points.
- **4th** hit scores a "Peasant Revolt" which is worth 100,000 Points.

Once it has been successfully hit for the 4th time, "Peasant Madness" will then light up under the Merlin Saucer (8) and be available to start-up. You must score 3 "Peasant Revolts" to earn this title.

# "Catapult Ace" Title *Timed*

Obtaining this title will require you to score 3 "Catapult Slams". To achieve this, hit the Ball into the Catapult (1) 3 times. If you manage to hit a special target within the Catapult it will count as 2 hits.

Scoring -

- **1st** hit scores a "Catapult Wham" which is worth 50,000 Points.
- **2nd** hit scores a "Catapult Bam" which is worth 75,000 Points.
- **3rd** hit will result in you being prompted to select 1 of the 5 items available to launch towards the Castle.

  These Items are -




  - **Bowling Ball** – 250,000 Points.
  - **Cow** – scores 10,000 Points.
  - **Duck** – scores 100,000 Points.
  - **Cat** – scores 500,000 Points.
  - **Skull** – scores 50,000 Points.

  The Items will then begin cycling on the Catapult which is visible on the Dot-Matrix Display. Press both Flippers down to select 1 of them. This will then launch your chosen item to the Castle, and thus award a "Catapult Slam" which is worth 100,000 Points in itself and add the bonus value of the item which you previously selected.

Once it has been successfully hit for the 3rd time, "Catapult Madness" will then light up under the Merlin Saucer (8) and be available to start-up. You must score 3 "Catapult Slams" to earn this title.

Note that once you have thrown all 5 items at the Castle, the Catapult (1) will then be lit for "Barnyard Multiball" the next time you hit the Ball there.

# "Joust Champion" Title *Timed*

Obtaining this title will require you to score 3 "Joust Victories". To achieve this, you must hit the Ball into the Left (2) or Right (10) Orbit 3 times.

Scoring -

- **1st** hit scores a "Joust Charge" which is worth 50,000 Points.
- **2nd** hit scores a "Joust Clash" which is worth 75,000 Points.
- **3rd** hit scores a "Joust Victory" which is worth 100,000 Points.

Once it has been successfully hit for the 3rd time, "Joust Madness" will then light up under the Merlin Saucer (8) and be available to start-up. You must score 3 "Joust Victories" to earn this title.

# "Castle Crusher Title *Timed*

Obtaining this title will require you to destroy the 6 Castles which belong to the King of Payne.




To achieve this, you must do the following -

Castle destroying process/scoring –

1. **Lower the Drawbridge**



by hitting the Ball at the Castle (6). For the **1st** Castle it will take 1 hit to lower it. For each subsequent Castle it will require an additional hit to lower. This scores 50,010 Points, and 100,010 Points when its lowered.

2. **Destroy the Gate**



Achieved by hitting it with the Ball via the Castle (6) a few times. For each Castle it will take 2 hits to destroy the Gate and after each subsequent Castle it will require an additional shot to destroy the Gate. Each hit to the Gate will score 200,000 times the Castle number.

3. **Send the Ball into the Castle**



Achieved by hitting the Ball into the Castle (6).

This action will finally destroy the Castle you are currently on.




Destroyed Castles are worth 2 Million Points times the Castle number, all except for the final Castle which belongs to the King of Payne. Destroying the King of Payne's Castle will instead grant you 20 Million Points and earn you the title of "Castle Crusher."

**Extra Ball** is available for collection after 2 Castles have been destroyed.

# Multiball Madness

This is started by hitting the Ball into the Merlin Saucer (8) when at least 1 of the 5 Madness Lamps are lit beneath it.




How to get each light:

- Troll Madness: finish Trolls!
- Damsel Madness: score a Damsel Save.
- Peasant Madness: score a Peasant Revolt.
- Catapult Madness: score a Catapult Slam.
- Joust Madness: score a Joust Victory.

***Tip - Before starting this Mode try to light as many of those Lamps as possible because it will determine how many Balls you will get in the Mode. Another reason is that the more Lamps that are lit will correspond to the higher scoring potential of the Mode. 1 Madness Lamp being lit will grant 2 Balls, 2-4 Lamps will grant 3 Balls and finally 5 Lamps will grant you 4 Balls. ***

During the Mode; the below will grant either a **Jackpot** or **Super Jackpot** –




- Catapult (1) - Catapult Madness.
- Left Orbit (2) & Right Orbit (10) – Joust Madness.
- Left Ramp (3) – Peasant Madness.
- Castle Lock (4) – Troll Madness.
- Right Ramp (9) – Damsel Madness.

This is worked out by if the Madness Lamp which is associated with the above Lanes was lit up before starting Multiball Madness, then that Target will be available for a **Super Jackpot**. Otherwise the Lane will just grant a **Jackpot** award. **Jackpots** will score 75,000 Points, plus another 25,000 Points for the amount of lit Madness Lamps. If "Troll Madness" is activate, then shooting a Troll will score a **Troll Super Jackpot**, which is worth half of a **Super Jackpot**. The Castle Lock (4) will always be lit for a **Super Double Jackpot** which will score double the current **Super Jackpot** value.

***Tip – Light all of the Madness Lamps except for Troll Madness then light "Trolls" at the Merlin Saucer (8) by hitting the Troll Spot Targets 8 times. Once you start Multiball Madness it will also start-up Trolls and hitting both of the Trolls 3 times will then start-up Troll Madness. This will then relaunch any of the Balls you have lost basically restarting the Multiball Madness. ***

## Royal Madness

Royal Madness becomes active at the Merlin Saucer (8) if all 5 of the Madness Lamps are flashing and you have already played through a Multiball Madness.

During this Mode, you have to hit 10 Lanes within a 20 second time limit. When any of these Lanes are hit, the timer will be reset.




- Catapult (1) – 2 hits.
- Left (2) & Right Orbits (10)- 2 hits.
- Left Ramp (3) – 2 hits.
- Right Ramp (9) – 2 hits.
- Trolls – 1 hit.

The 1st time you hit the above Lanes you will score 200,000 Points. The 2nd time, it will score a **Jackpot** which is worth 1.5 Million Points. Making all of the shots before the timer expires will also earn you an **Extra Ball** and the Madness Lamps will be reset.

# Wizard Mode – "Battle for the Kingdom" *4 Ball Multiball*

To start the Wizard Mode, you will first need to obtain all 6 of the above titles.




Once done, the "Battle for the Kingdom" will be lit at the Castle (6). The Gate will open, and you will need to send the Ball into the Castle (6) to start the final battle.

**Wizard Mode Itself:**

This is a 4 Ball Multiball Mode; you will need to hit the following in any order –




- Catapult (1).
- Left Orbit (2).
- Left Ramp (3).
- Castle Lock (4).
- Right Ramp (9).
- Right Orbit (10).

Hitting the above will score a Battle **Jackpot** which is worth 2.5 Million Points. Once you have managed to hit all of the above, start shooting the Castle (6) Gate. Each of these hits will score a Battle **Jackpot** which is worth 5 Million Points.

Note that if you lose ¾ Balls, a 10 Second timer will begin to count down. Failure to hit the Castle (6) Gate within those 10 Seconds will cause the Wizard Mode to fail. Although, hitting the Gate before it expires will reset the timer back to 10 Seconds.

Hit the Gate a total of 7 times to destroy it and send the Ball into the Castle (6) to finally defeat the King of Payne. At this point you will be rewarded 50 Million Points for winning the Battle for the Kingdom Wizard Mode.

When that is done, these will Lanes will be lit up and hitting them will result in a “Victory Lap” which is worth 500,000 Points.

- Catapult (1).
- Left Orbit (2).
- Left Ramp (3).
- Right Ramp (9).
- Right Orbit (10).

Collecting a “Victory Lap” will relight all of the above for a few seconds, and If you manage to hit any of those within that time and “Ultra Combo” will be awarded and this is worth twice the value of the “Victory Lap”.

This Wizard Mode will continue if 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. The Table will also **reset**.

*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!), Captain B. Z., Deep, 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, they are available to download on the PlayStation 4, Xbox One & Windows 10, Steam, Nintendo Switch and Mac. Also, on the iOS Appstore and Google Play on Mobile***

*Thanks for viewing my Guide; any feedback would be greatly appreciated -*

***"My guide will help you defend yourselves!"***

*Yours*
*ShoryukenToTheChin*