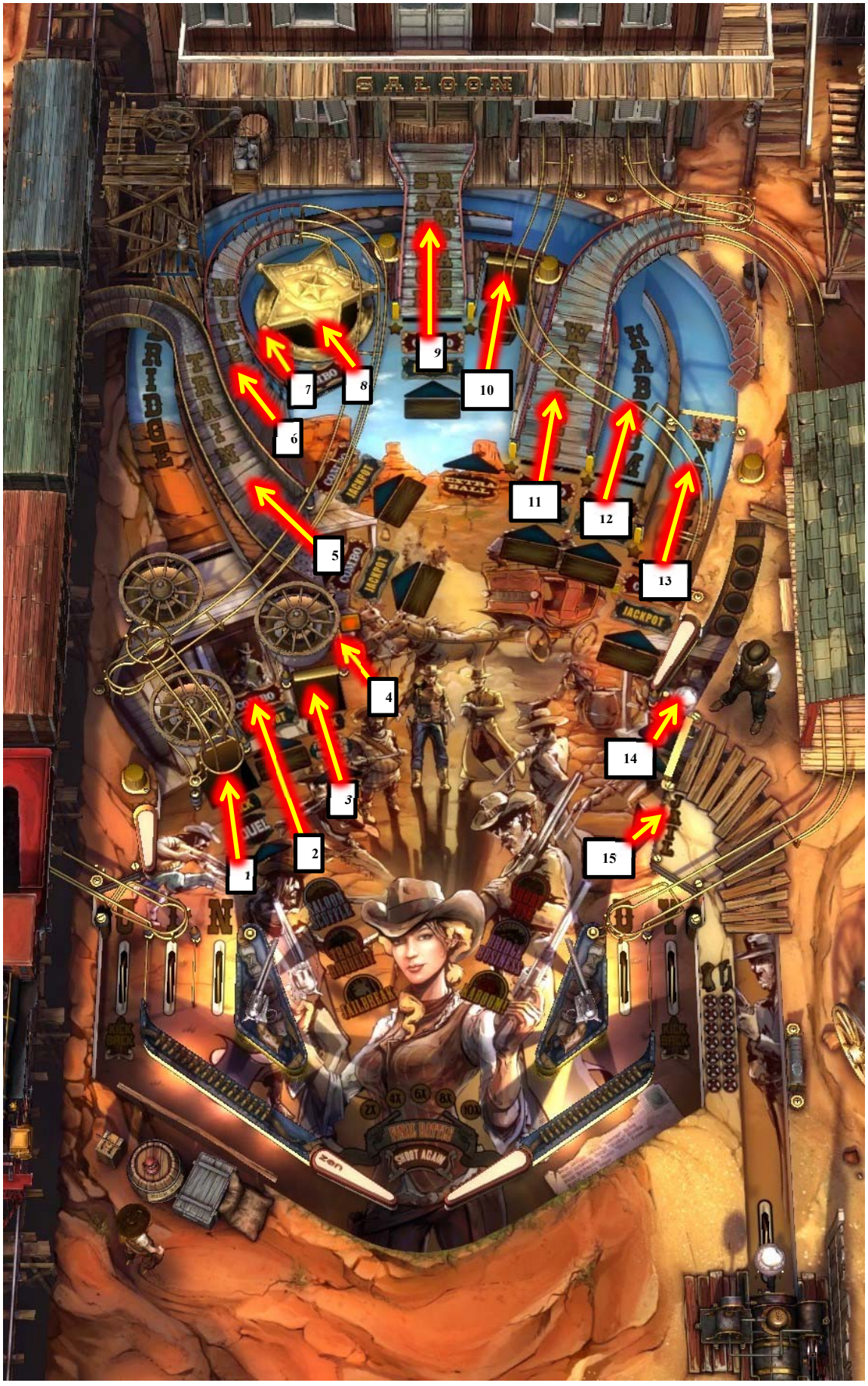
Wild West Rampage Table Guide
By ShoryukenToTheChin



Key to Table Overhead Image –

1. Kick Sink Hole
2. Bridge Orbit
3. Back Sink Hole
4. Multiplier Target
5. Train Ramp
6. Mine Ramp
7. Sheriff Star Orbit
8. Sheriff Star Sink Hole
9. Saloon Ramp
10. Barrel Sink Hole
11. Wanted Ramp
12. Kaboom Orbit
13. Taunt Orbit
14. Sharpshooter Captive Ball Target
15. Jail Target

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 as part of the Iron & Steel Pack, which within included 2 Tables – Wild West Rampage & Castlestorm. This was the first set of original Tables from Zen in a long time; naturally the Pinball Community were very excited at the prospect.

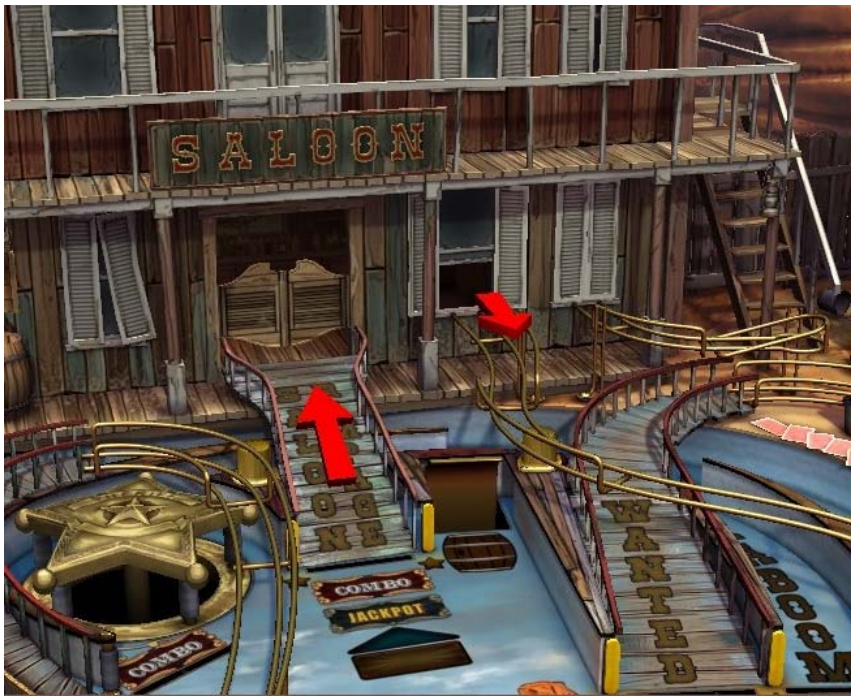
This Table is of course the Wild West Rampage. You play as Cindy, a Bounty Hunter who arrives in the western town of Rackton Point, her mission is to take down crooked Sheriff Evans and his men. The Table features everything you would hope to find within a Wild West theme; such as Swinging Saloon Doors and even a Six-Shooter Multiball Mode.

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

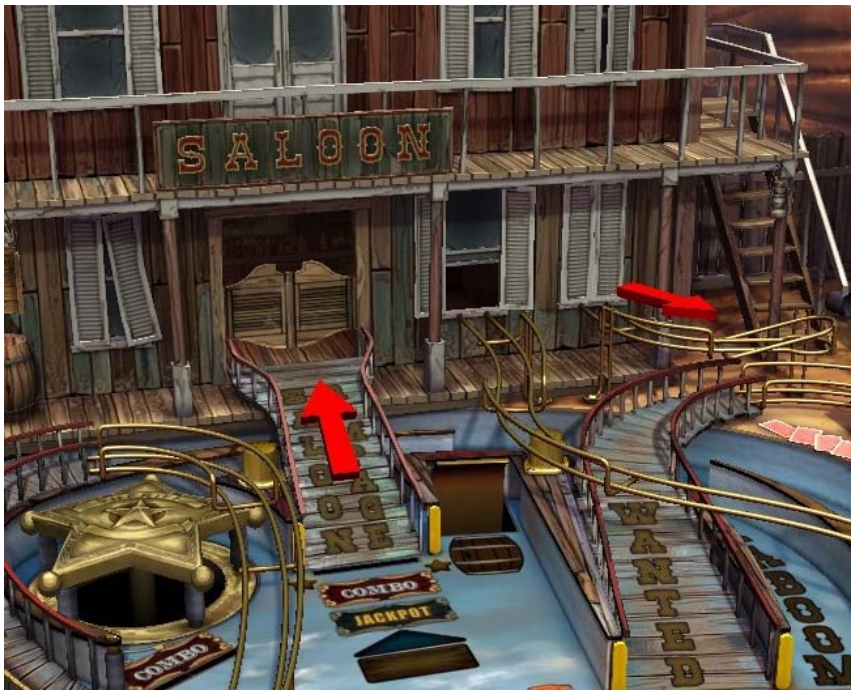
Table Mechanics

The Saloon Ramp (9) can send the Ball through 2 different Windows. Each of these will advance your activation of either the Saloon Scuffle Main Mission or Rampage Multiball Mode –

- **Saloon Scuffle Main Mode –**



- **Rampage Multiball Mode –**



You can alternate which Window the Ball goes through by hitting the Ball into the Barrel Sink Hole (10) –



Skill Shot - *1 Million Points*

Launch the Ball out onto the Table Playfield with enough momentum to hit 1 of the Multiplier Targets (4). If you manage to do that you will be rewarded with a Skill Shot award.



Set the Plunger as shown in the Image below –



Second Chance Skill Shot (Super Skill Shot) *2 Million Points* –

Now if you send the Ball out of the Plunger Lane with too much momentum then the Ball will go up the Train Ramp (5).



This will activate the **2nd Chance Skill Shot Hurry Up** you will have a few Seconds to hit the Ball up either the Wanted Ramp (11) or Taunt Orbit (13).



Hidden Skill Shot *1.5 Million Points*

Pull the Plunger just enough that it goes up the Launch Lane, but rolls back down into the Jail Target (15).

Kick Back & Ball Save

Kickbacks –

The Kickbacks on this Table are activated by performing the following actions; first you will need to hit all of the 5 Targets –



Once that is done, the Kick Sink Hole (1) will begin to flash, hit the Ball into it, now the Back Sink Hole (2) will begin to flash, lastly hit the Ball into that. Once this is done the Left Kickback will activate, repeat this process to engage the Right Kickback.



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

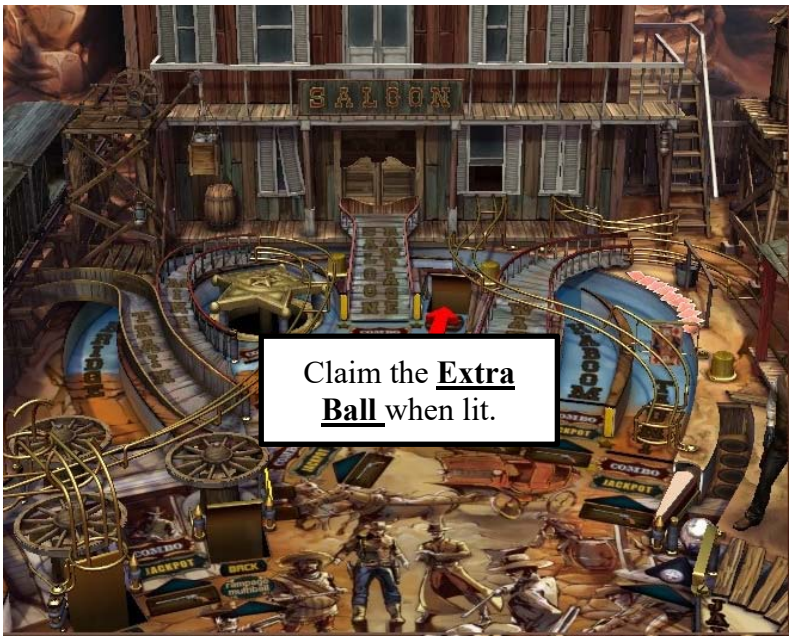
Ball Save -

Ball Save will activate in various Modes.

Extra Balls

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

Hit the Barrel Sink Hole (10) to claim the **Extra Ball** for the below Methods -



- ***Method 1***: *Reaching a high combo count (10 hit combo);* hit successive lanes fast to accumulate a high enough combo count to be awarded with an **Extra Ball**.

- ***Method 2***: *Wild Card Award;* look later in the Guide at the section titled 'Wild Card Award' for information on how get this **Extra Ball**.

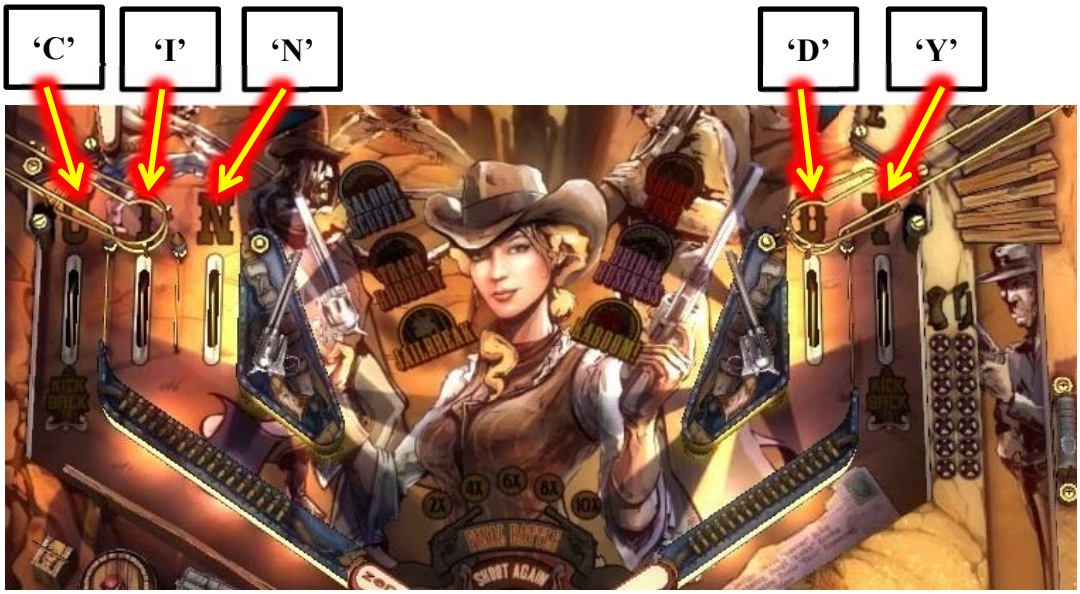
- ***Method 3***: *Maximizing the Bonus Multiplier;* look later in the Guide at the section titled 'Raising the Multiplier' for information on how get this **Extra Ball**.

- ***Method 4***: *Win 3 Duels;* look later in the Guide at the section titled 'Hurry Up Modes – Duel' for information on how get this **Extra Ball**.

- ***Method 5***: *Start up all Main Missions;* look later in the Guide at the section titled 'Main Missions' for information on how get this **Extra Ball**.

Raising the Multiplier

To raise the Bonus Multiplier you will first need to light all of the ‘CINDY’ Rollovers on the In’s & Outlanes –



You will then have to hit both of the Multiplier Targets (4) –

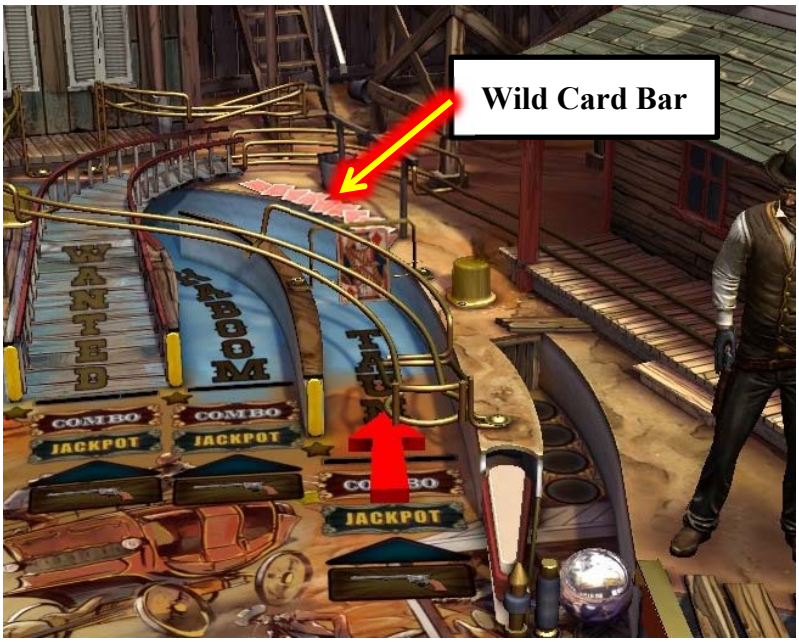


Once that is done the Multiplier will raise by 2x times, repeat the process to raise it again to 4x times, each time it will raise by 2x times until it maxes out at 10x times. After which you will light **EXTRA BALL** at the Barrel Sink Hole (10).

Note – Multiplier Level resets upon draining the Ball.

Wild Card Award

Shooting the Ball through the Wild Card Spinner (located at the entrance of the Taunt Orbit (13)) will fill up the Bar next to it.



The Bar will reach it's maximum once you earnt 50,000 Points from the Spinner (one spin equates to 1,000 Points). This will then reward you one of these awards –

- Ball Save.
- **EXTRA BALL** is lit.
- Light Kickback.
- Point based bonuses – 1, 2, 3 or 5 Million Points.

Multiball Modes

There are 3 Multiball Modes on this Table –

Sharpshooter Multiball Mode *2 Balls*

This can be started by hitting the Sharpshooter Captive Ball Target (14) 4 times –



After the fourth time, Cindy will shoot the Captive Ball and it will then be release onto the Tables Playfield, thus the Multiball Mode will begin.

To score **Jackpot** awards hit the flashing Lanes –



To increase the base **Jackpot** reward you will need to hit a Ball into the Sheriffs Star via the Orbit (7) or Sink Hole (8) of the same name.



The Multiball 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 Multiball Mode.

Rampage Multiball Mode *Up to 6 Balls*

You will first need to activate the Revolver Locking mechanism. This is done by spelling out ‘RAMPAGE’ on the Saloon Ramp (9), each time the Ball is successful hit up that Ramp a Letter will be gained.

***Note* - *You can alternate which Window the Ball goes through by hitting the Ball into the Barrel Sink Hole (10). Since one of Windows will light a Letter of ‘SALOON’ while the other adds ‘RAMPAGE’**



The Revolver Locker will then appear on the Table Playfield, you will then have a short time period to lock Balls into it.



Locking a minimum of 2 Balls will allow you to start up the Multiball Mode by sinking the Ball into the Back Sink Hole (3). Or instead you can repeat the Revolver Locking process again to lock some more Balls; up to 6 Balls can be locked. –



When you're ready to start the Multiball Mode hit the Back Sink Hole (3). In this Multiball Mode the **Jackpot** lanes will be constantly changing, but shooting the same **Jackpot** Lane twice will switch it off and activate another.



The Multiball 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 Multiball Mode.

Train Multiball Mode *4 Balls*

If you manage to collect 30 Bumper hits, the Train Mini – Playfield will become active via the Train Ramp (5). This will start the Train Trouble Mini – Playfield Mode, starting a Mode on the Mini – Playfield also locks a Ball towards the Train Multiball Mode, when 3 Balls are locked the Multiball Mode will begin.

Train Trouble

I will now explain the 3 Stages of the Train Trouble Mini – Playfield Mode. Cindy is after the Sheriff's deputy, who is trying to escape the Town via the Train, chase him through the 3 separate Stages –

- **Stage 1**

  First hit the Ball around the flashing Orbits.



  Then hit sink the Ball into the Sink Holes which have been revealed.



- **Stage 2**

Hit the Ball around the flashing Orbits.



Sink the Ball into the revealed Sink Hole.



- **Stage 3**

Hit the 2 Bumpers until the Sink Hole is revealed.



Sink the Ball into the Sink Hole.



Once 3 Balls are locked the Multiball Mode will begin, collect as many **Jackpot** rewards as possible by hitting the flashing Lanes.







The Multiball 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 Multiball Mode.

Hurry Up Modes

Duels

Activation –

There are 6 different Gunslingers available for you to defeat. This Mode is started by having the Sheriff Star spin a total of 10 Times; either by hitting the Ball around the Sheriff Star Orbit (7) or Sheriff Start Sink Hole (8), since most of the time either will cause the Star to spin.



After that is done, the Kick Sink Hole (1) will have a ‘DUEL’ Notification lit and you have to sink the Ball into it to begin the Mode.



Completion –

Once the Mode begins you will have a choice of 2 Lanes to hit – Train Ramp (5) or Wanted Ramp (11). Hitting the Train Ramp (5) will allow you to gain more point for completion.



Depending on which Lane you hit the Ball will roll down the corresponding sides Flipper. Train Ramp (5) it will roll down the Left Flipper, and for the Wanted Ramp (11) it will roll down the Right Flipper. The Ball will be magnetized for a few Seconds on the Flipper and a Random Bandit Target will appear in front of either the Kick Sink Hole (1) or Back Sink Hole (3)

Below shows an example of hitting the Wanted Ramp (11), the Ball is then magnetised for a bit on the Left Flipper and I have to hit the Target at the Back Sink Hole (3) to complete the Mode.



Completion of 3 Duels will result in an **EXTRA BALL** becoming available at the Barrel Sink Hole (10).

Golden Pact

Activation –

This Mode is activated by spelling out the Letters of ‘MINE’ via the Mine Ramp (6). Each time the Ball goes up that Ramp a Letter of ‘MINE’ is collected.



Once ‘MINE’ is collected the Mode will start up.

Completion –

Now upon the Mode starting there will be Bandit Targets appearing throughout the Tables Playfield. Hit all of the Targets within the time limit to complete the Mode, after every successful hit the Points for each hit are increased.



Punch & Pistol

The Lanes on the Table Playfield have Punch or Pistol Lamps. If no Mode is running on the Table they can be collected by hitting all of the Lanes, once a Lane has been hit the Lamp will turn off. You can change if the Lamp is a Punch or a Pistol by sinking the Ball into the Sheriff Star Sink Hole (8).

Activation –

Hitting all of these will activate one of these Modes:

- **Early Days Mode**: This is activated by turning off all of the **Punch** Lamps.



- **Shooting Practice**: This is activated by turning off all of the **Pistol** Lamps.



Completion –

I will now explain how to complete these 2 Modes –

- **Early Days Mode**: Random Bandit Targets will appear throughout the Table Playfield. Hit them all to complete the Mode.



The faster you hit the Targets, well, the bigger the Score received will be.



- **<u>Shooting Practice Mode</u>**: Some Cans, Bottles etc. Targets will appear throughout the Table Playfield. Simply hit all of them to complete this Mode



Taunt

Activation –

This Mode is activated by spelling out the Letters of ‘TAUNT’ via the Taunt Orbit (13). Each time the Ball goes around that Orbit a Letter of ‘TAUNT’ is collected.



Once ‘TAUNT’ is collected the Mode will start up.

Completion –

Once the Mode begins you will need to hit the flashing Targets within the time limit, each time you do some you will throw another insult back at the Sheriff.

The Targets usually occur in this order –

1. Kick Sink Hole (1)
2. Back Sink Hole (3)
3. Barrel Sink Hole (10)
4. Kaboom Orbit (12)

Once you hit all of these, the Mode will be completed.

Wanted

Activation –

This Mode is activated by spelling out the Letters of ‘WANTED’ via the Wanted Ramp (11). Each time the Ball goes up that Ramp a Letter of ‘WANTED’ is collected.



Once ‘WANTED’ is collected the Mode will start up.

Completion –

Once the Mode begins you will need to hit the flashing Targets within the time limit to chase and capture the Bandit. Depending on the condition of the captured, the Points will be higher (Target Alive) or lower (Target Dead). You can use Cindy’s Fists (represented by the Punch Lamps on the flashing Lanes) this gives you more Points, or her Pistols (represented by Pistol Lamps on the flashing Lanes) this gives you less Points.

Main Modes

Starting up all 6 of the Main Missions will result in an **EXTRA BALL**, which can be collected via the Barrel Sink Hole (10).



The 6 Main Missions can be started in any order; they can be started anytime except if already in a Mission or a Multiball Mode. They can also be repeated as many times as you want.

"Bridge Business" Mission

Activation -

This Mission is activated by spelling out the Letters of 'BRIDGE' via the Bridge Orbit (2). Each time the Ball goes around that Orbit a Letter of 'BRIDGE' is collected.



Once 'BRIDGE' is collected, the Mission will start up.

Completion –

You will need to hit the 3 Dynamite Targets before the timer expires. The Timer will reset each time a Dynamite Target is hit.



Once you have hit the 3 Dynamite Targets you will then need to sink the Ball into the Back Sink Hole (3) to detonate the Dynamite, blowing up the Bridge and completing the Mission.



“Jailbreak” Mission

Activation -

This Mission is activated by spelling out the Letters of ‘JAIL’ via the Jail Target (15). Each time the Ball hits that Target a Letter of ‘JAIL’ is collected.



The Jail Bars will then descend, allowing you to lock a Ball into the Jail and by doing so start up the Jailbreak Mission.

Completion –

This Mission will turn the Table Playfield into a Night-Time Mode. You will need to hit the Guard Targets and then go up the same Lane that Guard was guarding to rescue the Prisoner.





Each time you hit a Guard or go through the flashing Lane the timer will be reset.

After knocking out the first Guard and saving the Prisoner you will have to repeat the same process, but this time the Guards will be on different Lanes.

- Wanted Ramp (11)
- Kaboom Orbit (12)

Note – If you hit the Bumpers 10 times the Guards will wake up. This will mean you will need to hit all of those Gaurds again to continue with the Mission. Now if you manage to complete the Mission without hitting the Bumpers 10 times, you will be rewarded with a Stealth Bonus.

Once you save the 3rd and final Prisoner on the Kaboom Orbit (12) the Mission is completed.

"Kaboom" Mission

Activation -

This Mission is activated by spelling out the Letters of 'KABOOM' via the Kaboom Orbit (12). Each time the Ball goes around that Orbit a Letter of 'KABOOM' is collected.



Once 'KABOOM' is collected, the Mission will start up.

Completion –

The Sheriff will throw a Dynamite Stick at you. Quickly hit the flashing Target to shoot the Dynamite before it reaches you. The first Target you need to hit is the Back Sink Hole (3); you will need to do this quickly because if you fail to hit it in time the Mission will end.



Another Dynamite Stick will be thrown, this time you need to hit the Taunt Orbit (13). The process will then repeat itself with you needing to hit the following within the time limit –

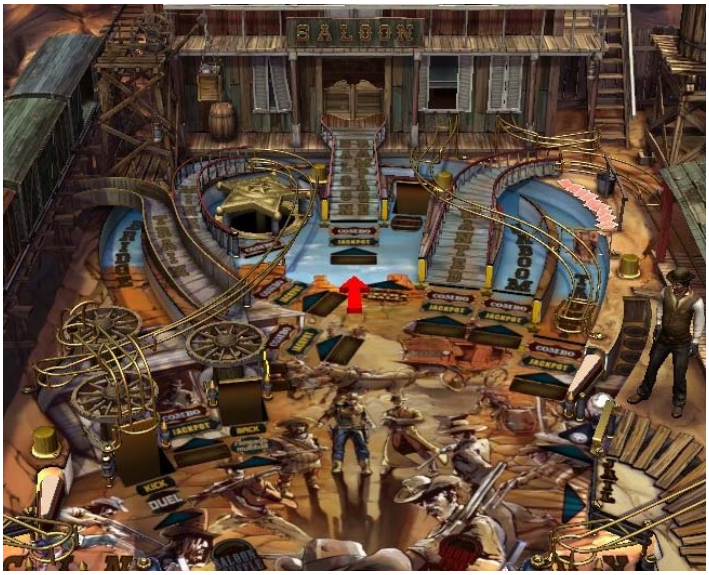
- Barrel Sink Hole (10)
- Bridge Orbit (2)
- Kick Sink Hole (1)

After hitting the Kick Sink Hole (1), the Mission will be completed.

"Saloon Scuffle" Mission

Activation -

This Mission is activated by spelling out the Letters of 'SALOON' via the Saloon Ramp (9). Each time the Ball goes up that Ramp a Letter of 'SALOON' is collected.



Once 'SALOON' is collected, the Mission will start up.

Completion –

This Mission is relatively simple; just hit all of the emerging Bandit Targets on the Playfield to complete the Mission.



The timer will reset after each successful hit. Once you have hit 5 Bandit Targets, the Mission will be completed.

"Short Fuse" Mission

Activation -

This Mission is activated by hitting the Barrel Sink Hole (10) a total of 5 times.



Upon hitting it a 5th time, the Mission will begin.

Completion –

Barrels will then appear at various points on the Playfield. Hit all of the Barrel Targets to complete the Mission.



Each time a Barrel is hit the timer will reset. After hitting all 7 Barrels, the Mission will be completed.

“Train Robbery” Mission

Activation -

This Mode is activated by spelling out the Letters of ‘TRAIN’ via the Train Ramp (5). Each time the Ball goes up that Ramp a Letter of ‘TRAIN’ is collected.



Once ‘TRAIN’ is collected, the Mission will start up.

Completion –

You will be taken to the Train Trouble Mini – Playfield. Here you will have to complete 3 Stages to make it to the Car that is holding the Gold. Below I will show what each Stage entails –

1. **Stage 1**:
    - Hit the 4 Targets –



- Hit the Orbits –



- Hit the Sink Holes to proceed to the next Stage –



2. Stage 2:

- Hit the 4 Bandit Targets –



- Sink the Ball into the Sink Hole to proceed to the next Stage –



3. Stage 3:

- Hit the moving Bandit Target behind the Bumpers –



- Sink the Ball into the Sink Hole –



Once you make it past the 3 Stages, the Mission is completed.

Wizard Mode – "Final Battle" *3 or 4 Ball Multiball*

The Wizard Mode (Final Battle) will be available as soon as you have started up all 6 Main Missions. You will need to send the Ball up the Train Ramp (5) -



Once you hit that Ramp, the Ball will then be magnetized on the Right Flipper for a few Seconds and you will need to hit one of these Lanes –

- Wagon Ramp (11)
- Kaboom Orbit (12)
- Taunt Orbit (13)



You will have a short time frame to hit one of those Ramps. This is represented on the Dot – Matrix with a Revolver filling up, you need to have hit one of those Ramps before it fills so that you draw and fire you weapon before the Sheriff –



Once done Cindy will fire her Six-Shooter in an epic slow-mo –



It will shoot the Gun out of the Sheriff's hands, thus defeating the Sheriff and as such you will be rewarded with a 3 Ball Multiball Reward Mode.



Most of the Lanes will be lit for you to hit and collect **Jackpot** rewards. Once a **Jackpot** Lane is shot, it will become re-lit in 15 Seconds. The base **Jackpot** score can be increased by hitting all of the **Jackpot** Lanes within those 15 Seconds.

Note – If you had completed all of the Main Missions; This Multiball Mode would be 4 Balls and the Jackpots would be of higher value.

The Wizard Mode will continue as long as the Multiball remains active, once you go down to 1 Ball the Table will **reset**. Meaning you would have to restart the 6 Main Missions all over again to reactivate the Wizard Mode.

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 -

"Do you feel lucky Punk? Well do ya?!!!"

Yours
ShoryukenToTheChin