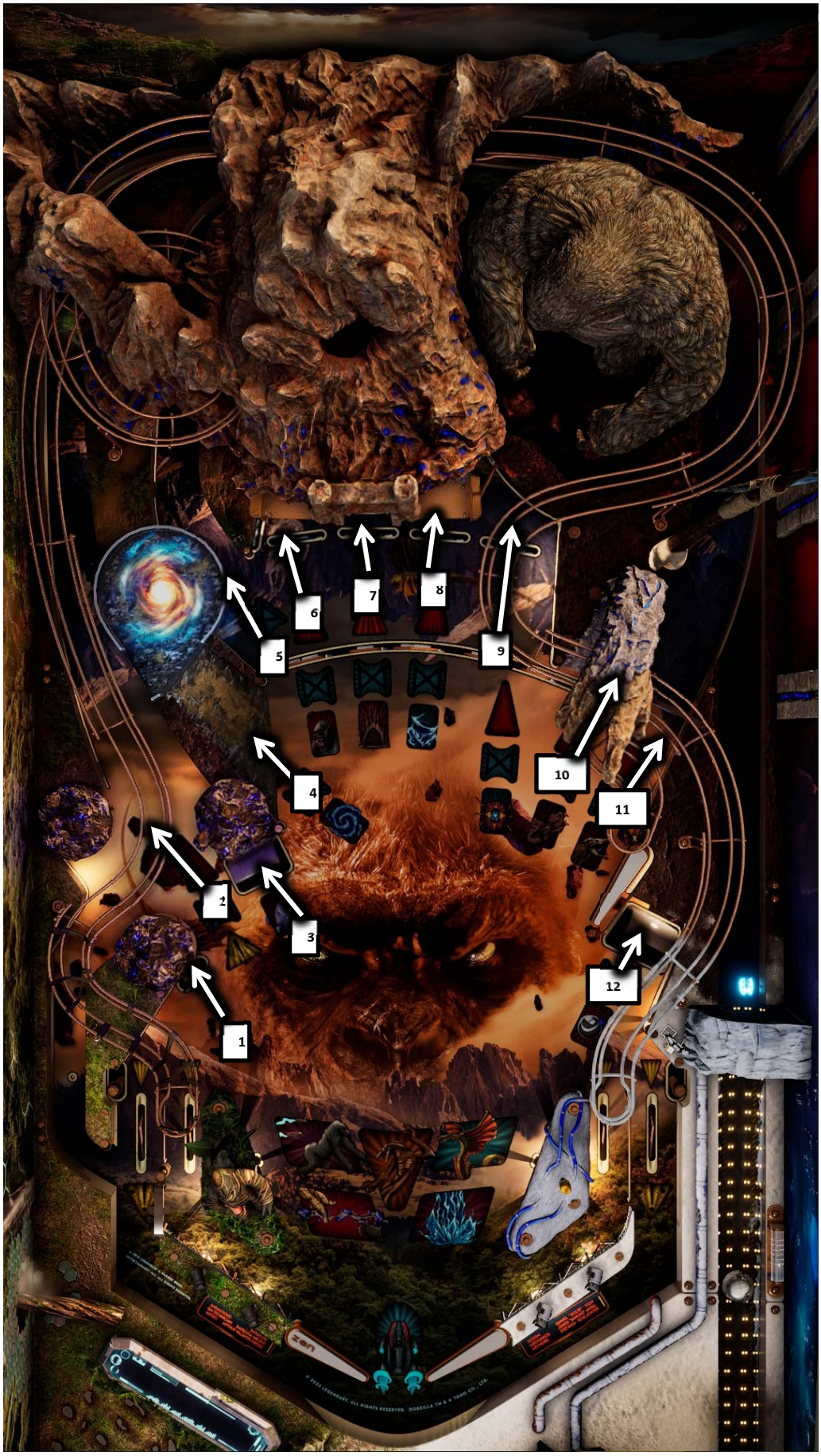
Kong - Table Guide
By ShoryukenToTheChin



Key to Table Overhead Image –

1. Multiplier Target
2. Left Orbit
3. Left Sink Hole
4. Vortex Ramp
5. Left Mini-Orbit
6. Left Ramp
7. Template Gate/Hole
8. Right Ramp
9. Kong Sink Hole
10. Scorpion Ramp
11. Right Orbit
12. Right Sink Hole

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 FX (PS5) version of the table on default controls. Some of the controls will be different on the other versions (Xbox & PC, etc...), but everything else in the guide remains the same.**

INTRODUCTION



Zen Studios is bringing the Legendary Monsterverse to Pinball FX. Godzilla and Kong unleash their powers in this epic pinball pack; Godzilla, Kong & Godzilla vs. Kong pinball tables make up this 3-table pack.

The table this guide will be focusing on is of course, Kong.



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

Skill Shot

To perform a Skill Shot on this table, you'll need to send the ball up into the playfield with enough momentum for it to roll down into the path of the Top Right Flipper. Now, using said Flipper you'll need to hit the ball in order for it to travel around the Left Mini-Orbit (5). Failure to hit the ball around that Mini-Orbit will result in you missing the chance to acquire a Skill Shot.



Super Skill Shot:

If one managed to perform a Skill Shot previously, as the ball comes back around the Left Mini-Orbit (5) and rolls down towards the Top Right Flipper. You will need to immediately try to send the ball up the Vortex Ramp (4), if successful you will be granted with a Super Skill Shot.

Kickback

To activate the Kickbacks on this table you'll need to collect all of the 4 Yellow Signs which are located within the In's & Outlanes of the table –



To achieve this, you'll need to have the ball/s roll down one of the unlit Rollovers, once done, that Rollovers notification lamp will be lit solid. Alternate the lit lamps using the flipper buttons on your controller, as to always have the ball roll down an unlit Rollover.

Once all of the Yellow Sign Rollovers are lit solid, you will see that the Left Orbit (2) will now be lit -



Simply send the ball around the Left Orbit (2) to activate a Kickback. Note that Kickbacks are not stackable on this Table. When you first do this, you'll activate the Left Kickback & repeating the above process again while said Kickback is lit will then activate Right Kickback. However, if both Left & Right Kickbacks are lit, & the above process is repeated yet again, then a short-timed Ball Saver is activated instead.

Extra Balls

Extra Balls -

There are **several** ways to achieve an **Extra Ball**;

Extra Balls can be lit at the Right Sink Hole (12):



- ***Method 1***: ***Accomplishing a Super Skill Shot*** – look earlier in the guide under "Skill Shot – Super Skill Shot" section of the guide for more information.
- ***Method 2***: ***Random Reward*** - look later in the guide under "Side Game Modes – Irregular Reward" section of the guide for more information.
- ***Method 3***: ***Scoring a Super Jackpot during Temple Multiball*** - look later in the guide under "Multiball Modes – Temple Multiball" section of the guide for more information.
- ***Method 4***: ***Completion of any 3 Main Modes*** - look later in the guide under "Main Modes" section of the guide for more information.
- ***Method 5***: ***Complete of the Wizard Mode*** – look later in the guide under "Wizard Mode" section of the guide for more information.

Once the **Extra Ball** is available for collection, send the ball into the Right Sink Hole (12) to acquire it.

Raising the Multiplier

When the ball eventually drains, you will score an End-of-Ball Bonus. The value of this bonus is calculated in correspondence to how well you scored during that current ball before it drained, for example how many times Multiball was started etc.

End-of-Ball Bonus Multiplier –

The End-of-Ball Bonus multiplier can be increased up to 10X Times.

To raise the multiplier, you simply need to repeatedly hit the Multiplier Target (1) –

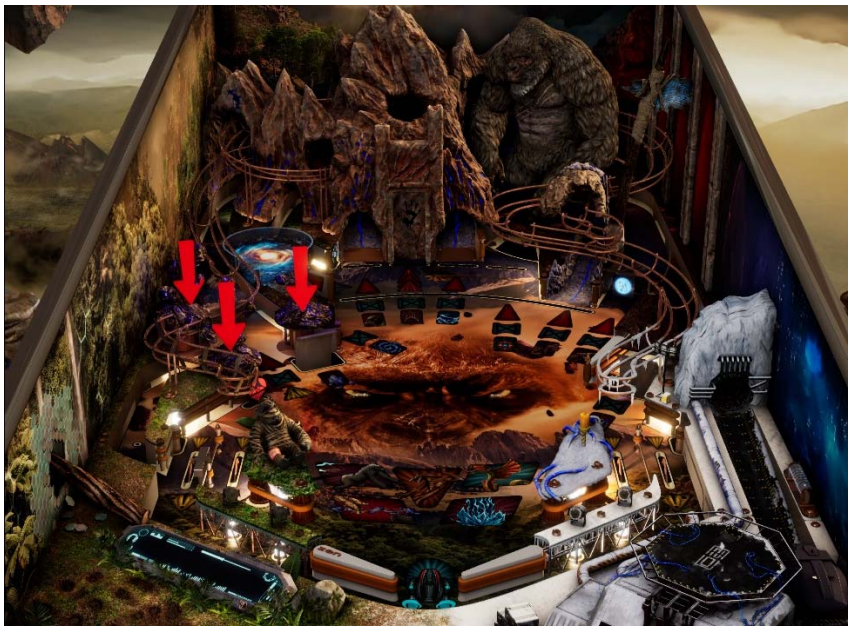


Firstly, to 2X, then for each subsequent time the multiplier will increase by 2, in other words – 2X, 4X then 6X times and so forth. The maximum level is 10X times.

Side Game Modes

- **Energy Hurry-Up** –

  Activation:
  Hitting the Bumpers enough times will in-turn eventually activate a random lane.



  Mode Itself:
  Simply successfully hit the flashing lane to collect the ever-decreasing score (shown on the Dot-Matrix Display).



- **Kong Frenzy** –

Activation:
You will need to sink the ball into the Kong Sink Hole (9) a few times in order to activate this mode.



Mode Itself:
Upon activation, 4 Spider-Drone Drop-Targets will appear on the Table Playfield.



You'll need to hit all 4 of them. Once 1 is hit, the lane behind it activates & becomes accessible. Simply send the ball up the activated Lane. Repeat the process until all 4 of the activated Lanes have been hit.



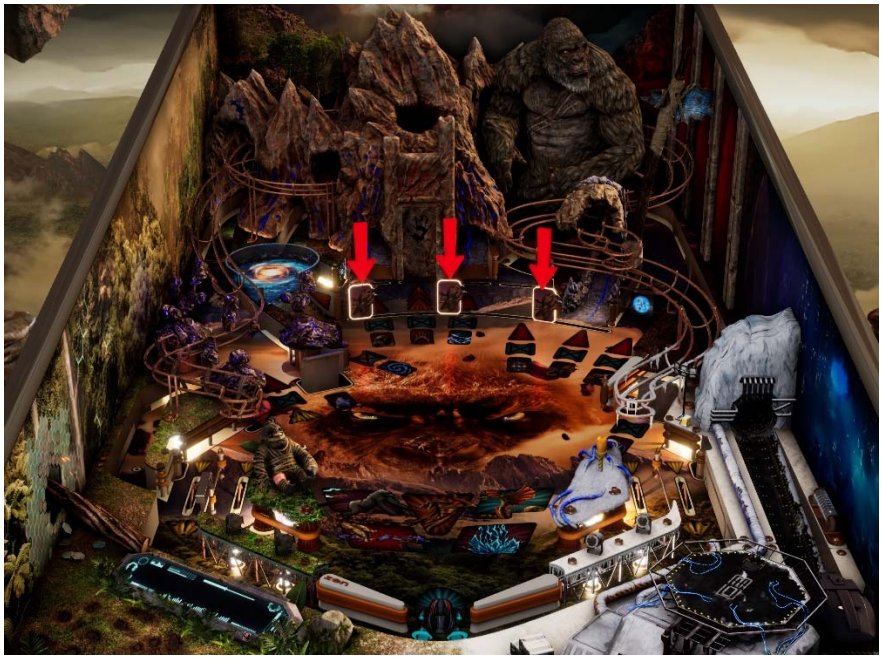
- **Hellhawk Attack** –

Activation:
Send the ball up the Scorpion Ramp (10) a few times in order to activate this mode.



Mode Itself:

Upon the mode beginning, 3 Hellbat Targets will erect onto the Table Playfield. You'll need to hit all 3 to defeat the Hellbats. Note that the Targets themselves will be moving.



- **Irregular Award** –

  Activation:
  Send the ball through the leftmost Outlane at the Bumpers to activate & collect the random reward.



  Mode Itself:

  Once the ball rolls through the leftmost lane on the table playfield (shown in the above image), the random reward to be granted will be displayed on the Dot-Matrix Display.

  These rewards can range from:

  - Point based rewards – “Small Score” & “Big Score” are varying point-based value rewards.
  - **Extra Ball** – This activates **Extra Ball** for collection at the Right Sink Hole (12).

    And many more…

- **Skullcrawler Hunt** –

  Activation:

  To enable this mode, simply hit the Right Orbit (11) several times.



  Mode Itself:

  Once the mode begins, Skullcrawler youngling drop targets will emerge from the Table Playfield –



  The goal here is to hit as many of those targets within the time limit.

- **Subterranean Samples** –

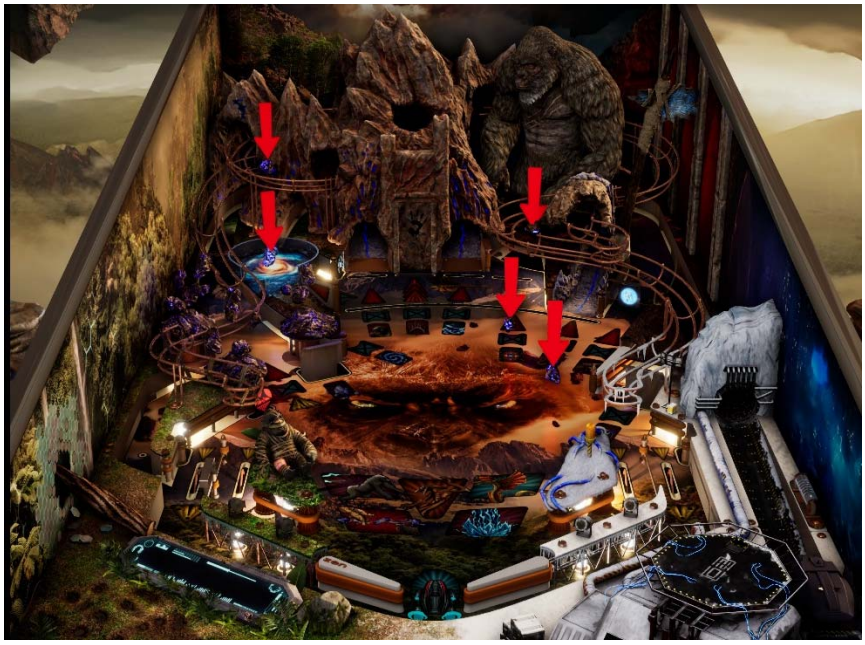
  Activation:

  You'll need to send the ball into the Left Sink Hole (3) several times to enable this mode –



  Mode Itself:

  Upon the modes inset, you will notice a few floating energy samples littered across the playfield of the table.



  The goal here is simple – send the ball through each of those samples to collect them. Collect all of the samples before the timer expires to complete the mode.

- **Vortex Frenzy** –

  Activation:

  In order to activate this mode, you'll need to send the ball up the Vortex Ramp (4) several times.



  Mode Itself:

  During this mode, a Vortex Tornado will be present on the table playfield & if you hit it with the ball, it will cause the ball trajectory to be altered. Note that all shots on the table will award double points while this mode is active.

Multiball Mode –

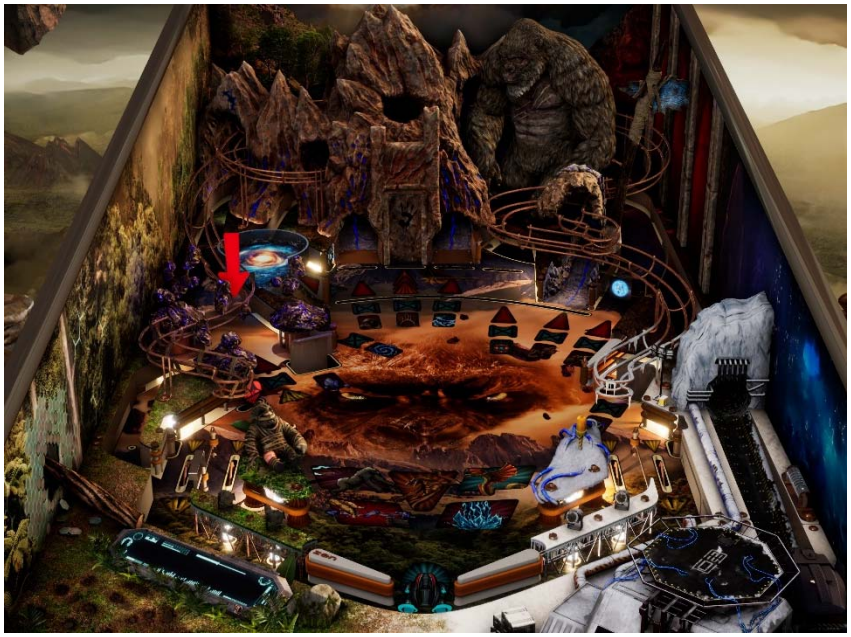
- ## Anomaly Multiball *2 Balls*:

Activation –

You will first need to send the ball up the Right Ramp (8) a few times.



Now, upon the final shot up that ramp being made successfully, the ball will stop near the Bumper area of the playfield & begin to float while it is charged up with energy.



Mode itself -

A new ball will be shot out onto the playfield. Now, with that ball you will need to hit the charged floating ball in order to release it. Doing so, scores a **Jackpot** and you'll have a 2-ball Multiball to play with.

During this Multiball, the Mountain Ramps – Left Ramp (6) & Right Ramp (8) will be lit for **Double Jackpot** awards.

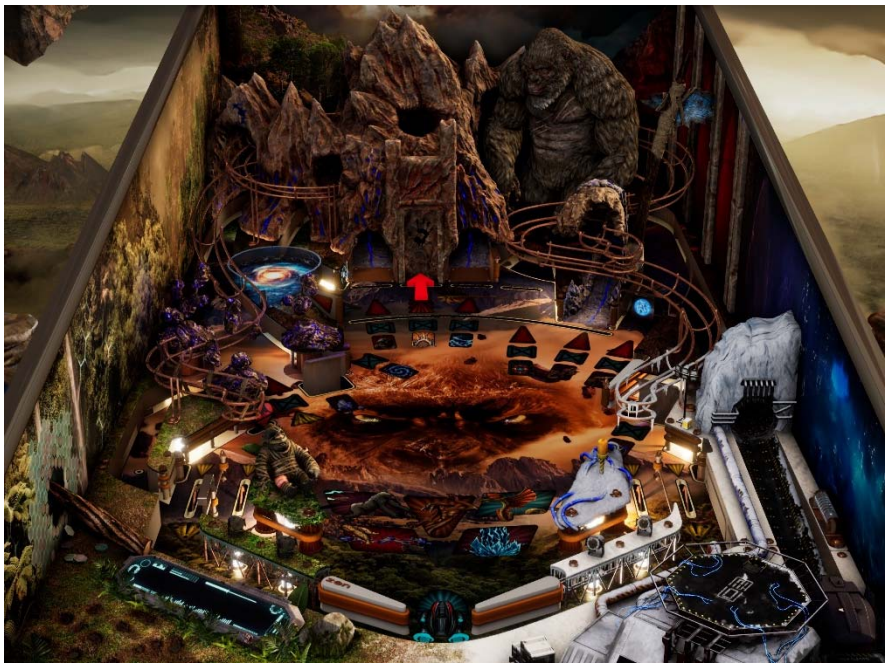


The Multiball ends once all the other balls drain, and you return to singular ball play.

- **Temple Multiball *3 Balls***:

Activation –

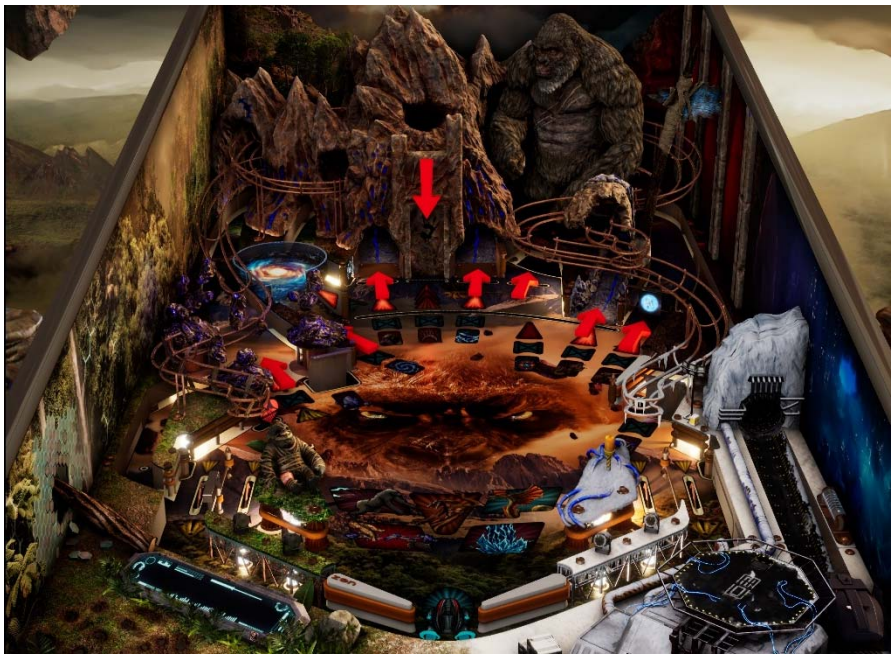
You will first need to hit the Temple Gate (5) to open it up.



Upon it opening, send the ball again towards the Temple Gate (5) to lock the ball within the Temple. Repeat this process a further 2 times & upon the 3rd ball being locked within the Temple, the Temple Multiball will activate.

Mode itself -

This is a 3 ball Multiball Mode, you'll notice that most/if not all the lanes will be lit for a **Jackpot** reward if hit. As you hit the lanes to claim the **Jackpot**, that lane will then deactivate, repeat the process for all of the lit lanes until the Temple Gate (5) becomes available for a **Super Jackpot**.



Hit the lit Temple Gate (5) to score the **Super Jackpot**. Upon collecting it, the **Jackpot** lanes will reactivate, and the process can be played through again.

The Multiball ends once all the other balls drain, and you return to singular ball play.

Main Modes –

The main goal of this table is to complete the 4 Main Modes (detailed below), thus enabling the Wizard Mode to be activated.



You gain access to the Main Mode selection by sending the ball several times up the Left Ramp (6).



Once you have done these enough times, the Dot-Matrix Display will allow you to cycle through the Main Modes using the Flipper control buttons on your controller, and you can select which Main Mode to activate by pressing the launch button on your controller. Otherwise, if the timer elapses, the current visible Main Mode will be automatically activated.

- ## Main Mode 1 – Follow Kong:

In this Main Mode, Kong is searching for the energy source within Hollow Earth. We are following him using the H.E.A.V (Hollow Earth Aerial Vehicle). You'll need to guide the vehicle in order to follow Kong, this is done by hitting the pair of lit lanes in the correct order (which enables you to make left or right turns).





Once you have successfully followed Kong, a final shot will be need to complete the Main Mode. The final shot is a hit to the Temple Gates (5).



- # Main Mode 2 – Warbat Attack:

Upon this Main Mode starting, a giant Warbat descends onto the table playfield & attacks one of the H.E.A.V's. The Warbat also spits poison into Kong's eyes, this in-turn causes Kong to become disorientated. To help Kong, you'll need to distract the Warbat by hitting all of the lit lanes.



In doing so, you'll also do damage to the Warbat and give Kong time to heal up. After you have incurred a few successful hits to the Warbat, send the ball into the Kong Sink Hole (9) to have Kong perform the decisive blow to the Warbat and thus complete the Mode.



- ## Main Mode 3 – Gravity Shift:

Upon this Main Mode starting, the table playfield will be flipped upside-down, this represents the shift in gravity. You will then have to make shots to the randomly selected lit lanes, don't fret as you will have an infinite ball saver activated for the timed duration of this mode.



If you manage to make all of the required lit lane shots, the final shot required will become available, the Left Sink Hole (3), sink the ball into that to complete the mode. Completion or failure of the mode will immediately have the table playfield flipped back to its normal axis.

- ## Main Mode 4 – Recharge:

Kong tries to charge his axe with the energy source located within the throne room. You need to help him find the right place to charge it, this is achieved by sending the ball through the flashing lanes until the right one is used.



Note that an atomic breath blast from Godzilla will drill down onto the table. Once the charging lane is hit, you'll need to keep charging up the axe by sending the ball through the Spinner (located at the entrance of the Right Orbit (11) &/or hitting the Bumpers while avoid the atomic blast from Godzilla.



After a few successful charging up cycled, the mode will be completed.

Wizard Mode – Defeat the Skullcrawler *3-Ball Multiball only after defeating the creature*

Once all 4 Main Modes (look under the "Main Modes" section for more information) have been completed, you'll be able to activate the Wizard Mode – "**Defeat the Skullcrawler**" by sending the ball into the Temple Gate/Hole (7) -

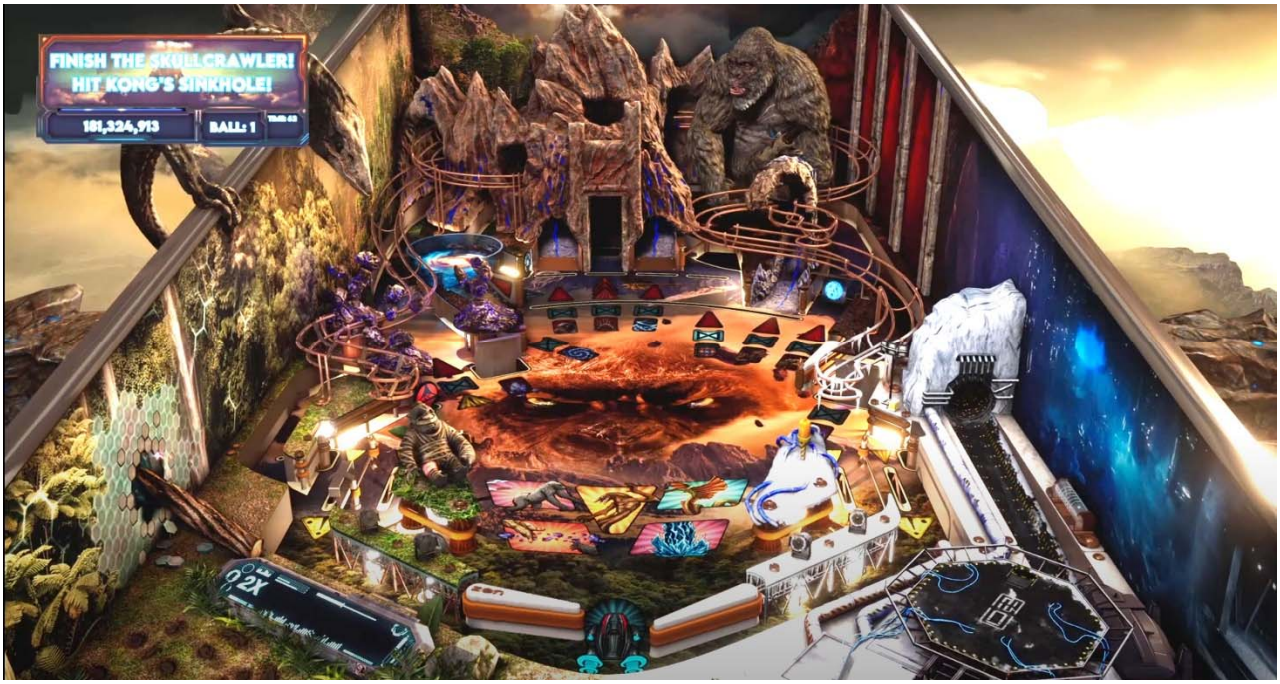


Wizard Mode – "Defeat the Skullcrawler"

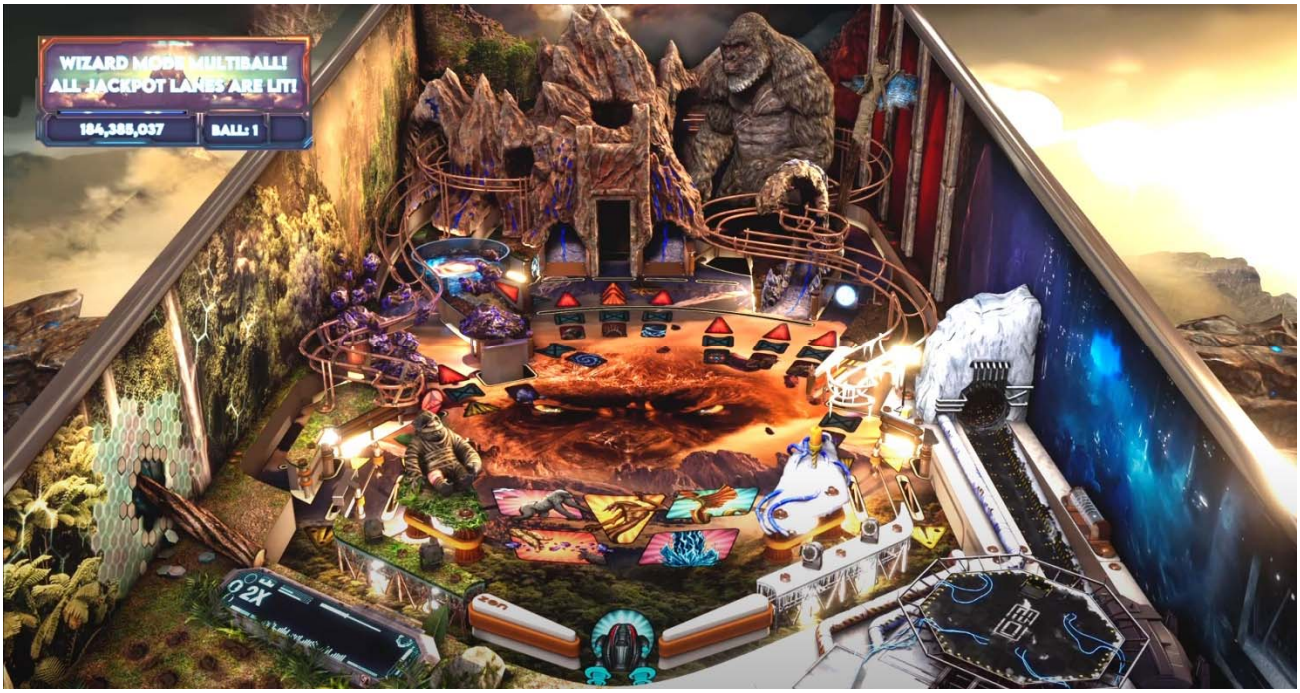
Upon the Wizard Mode a gigantic Skullcrawler will emerge from the side of the playfield. The objective here is to help Kong successfully defeat it. This is achieved by sending the ball through the lit lanes, with each time corresponding to Kong hitting the Skullcrawler with his trusty axe.



Once you have scored 7 hits to the Skullcrawler, you'll have to sink the ball into the Kong Sink Hole (9) to deliver the final blow to the creature & bask in Kongs victory.



If you are successful in defeating the Skullcrawler, you'll then be rewarded with a Wizard Mode Multiball. This is a 3-Ball celebration Multiball where everything will be lit to claim various **Jackpots**, until you drain the other balls and return to singular ball play.



The Wizard Mode ends when you go back to singular ball play.

Thanks to all the Zen Studios Forum Community! Members such as **shogun00 & deep (without their help this guide wouldn't have been possible!), not forgetting Cloda, terry2taps & wims**. 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 most platforms such as; PlayStation, Xbox & PC.

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

"Welcome to MONARCH. This island is just the beginning!"

Yours
ShoryukenToTheChin