How to train your Dragon - Table Guide
By ShoryukenToTheChin



Key to Table Overhead Image –

1. Catapult Up-kicker
2. Left Orbit
3. Left Ramp
4. Left Captive Ball Target
5. Feed Target
6. Centre Sink Hole
7. Magna Target
8. Cross Ramp
9. Right Captive Ball Target
10. Right Ramp
11. Right Orbit
12. Save 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 feature is located.

TABLE SPECIFICS

***Notice*: This guide is based on 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 beloved Dreamworks IPs to Pinball FX. The Dreamworks Pinball pack contains; Trolls, Kung Fu panda & How to train your Dragon pinball tables.

The table this guide will be focusing on is of course, How to train your Dragon. From the press release via the Zen Studios website - “DreamWorks Dragons Pinball: The dragon training arena awaits! Relive your favourite moments from the first movie, taming and riding the Night Fury as the young Viking Hiccup. Feed fish to your dragon Toothless, and play with him. Or unleash great balls of fire!”

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

Skill Shot

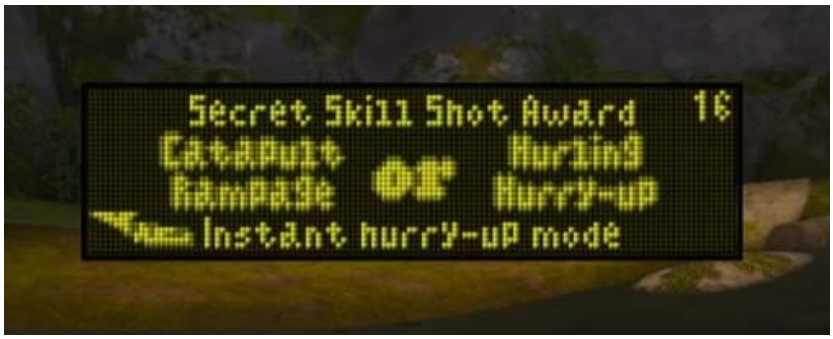
To perform a Skill Shot on this table, you'll first need to send the ball with enough momentum for it roll down towards the upper Right Flipper. Doing so successfully will grant you a Skill Shot award.



Super Skill Shot -
You need to send the ball up the Cross Ramp (8) after a successful Skill Shot in order to score a Super Skill Shot award. Note that scoring a Super Skill Shot will also hold the Bonus Multipliers (if it was increased previously).

Secret Skill Shot -
Now you can earn this Secret Skill Shot after missing the Skill Shot chance with a weak launch out of the Launch Lane. The Ball will then come down towards the flippers, and you'll have to hit the ball into the Catapult Up-Kicker (1) within the short time frame after missing the Skill Shot.

Now, if you manage to send the ball into the Catapult Up-Kicker (1), the Dot-Matrix will present 2 options for you to choose from –



You will be able to instant start-up either of those Hurry-Up Modes; simply hold the Left Flipper to start the Catapult Rampage, or the Right Flipper for Hurling Hurry Up.

Magna-Save

To activate the Magna-Save you'll need to hit both of these targets –

Magna Target (7):



Save Target (12):



Once the above is done, the Magna-Save mechanic will be enabled (shown by a notification lamp on the playfield) & you'll be able to activate it by pressing & holding the "Launch" button on your controller.



This is useful for preventing ball drains, as if/when the Magna-Save is activated using the above method, it will cause the ball to be magnetised to 1 of 2 spots on the playfield (shown in the above image).

Note – up to 3 Magna-Saves can be stacked at once.

Extra Balls

Extra Balls -

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

Extra Balls can be lit at the Centre Sink Hole (6):



- ***Method 1***: ***Feed your Dragon*** – Feed Toothless 10 fish. Look later in the guide under "Main Modes – Never Steals Food" for more information.
- ***Method 2***: ***Chase*** – Make 4 lit Captive Ball shots during the Chase Hurry Up Mode. Look Later in the guide under "Main Modes – Never Shows Itself" for more information.
- ***Method 3***: ***Catapult*** – Make all 4 Catapult shots during this Hurry Up Mode. Look later in the guide under "Side Game Modes – Catapult Rampage" for more information.
- ***Method 4***: ***Hurling*** – Perform 10 Cross Ramp (8) shots. Look later in the guide under "Side Game Modes – Hurling Hurry Up" for more information.
- ***Method 5***: ***Flaming Ball (Double Scoring)*** – Reset the double scoring 3 times while the timer is running. Look later in the guide under "Main Modes – Never Misses" for more information.

Once the **Extra Ball** is available for collection, send the ball into the Centre Sink Hole (6) to acquire it.

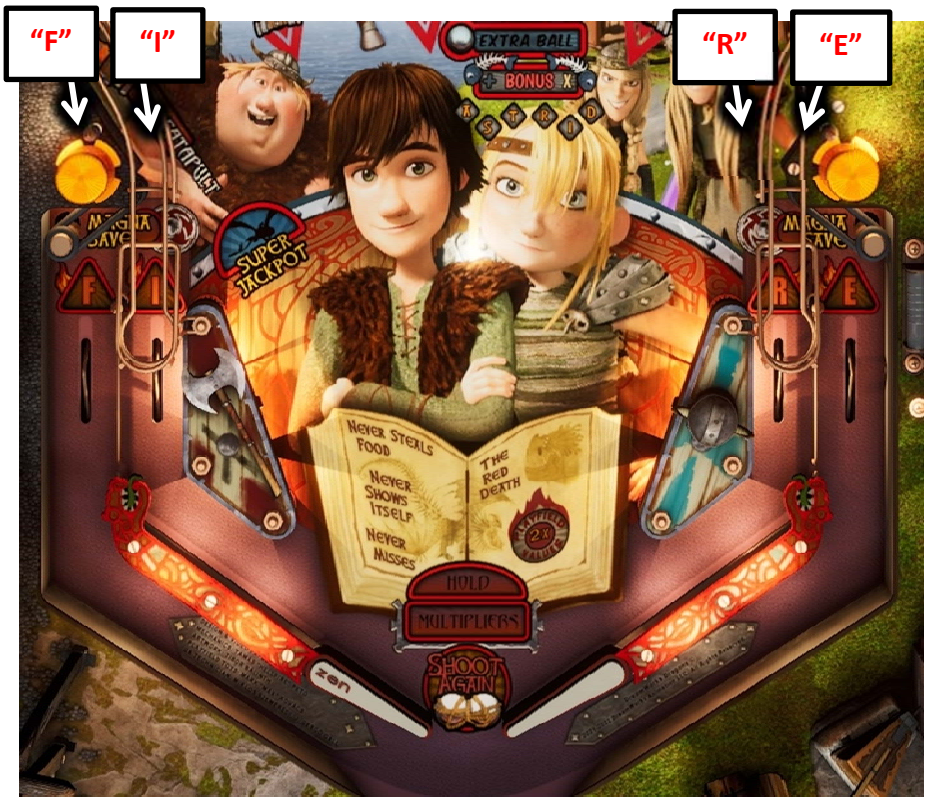
Raising the Multiplier

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.

You can raise the multiplier by lighting all 4 "F-I-R-E" Rollovers, 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. However, if you have a ball/s roll down a lit Rollover, this will instead deactivate that Rollovers notification lamp. Therefore, to stop this from happening you will need to 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 "F-I-R-E" Rollovers are lit, "+1BonusX" will be lit underneath the Centre Sink Hole (6) & you'll have just shy of 10 seconds to sink the ball into the Centre Sink Hole (6) to advance the Multiplier level.

Side Game Modes

- **Catapult Rampage *30 seconds timer*** –

  You'll need to hit the Catapult Up-Kicker (1) a total of 4 times.



  Once done, a 30 second hurry up mode will begin, you'll notice that the Ramps – Left Ramp (3) & Right Ramp (10) will be flashing.



Sending the ball up either of the above Ramps will result in you loading the Catapult Up-Kicker (1), the only difference here being – you'll need to manually launch the ball out from the Catapult using the launch button on your controller. The timing of your launch from the Catapult will be crucial, because during this time the Areana area will be rotating while you're targeting & do note you'll only have 10 seconds to launch the ball. Although, if by some chance the ball hits a wall inside the Areana and returns to the Catapult again, then said timer will reset. The 30 second timer can also be reset by sending the ball up the Cross Ramp (8). You can also pause the countdown for 10 whole seconds by hitting both of the Captive Balls – Left (4) & Right (9).



In regards to the scoring within this mode – for every lane you successfully hit with the Catapult at the Arena, you'll be granted an ascending points-based reward for each new lane that is hit, this ranged from 1 million – 3 million points. The 4th & final shot of the Catapult will grant you 10 million points, the hurry up mode will then be completed, & you'll also light **Extra Ball** for collection at the Centre Sink Hole (6) on the first completion of the mode.

- **Hurling Hurry Up *30 seconds timer*** –

To activate this Hurry-Up mode; you'll need to collect all of the letters for "A-S-T-R-I-D", this is done by repeatedly sending the ball into the Centre Sink Hole (6). Each time this is successfully done, a letter of "A-S-T-R-I-D" is granted.



Upon all of the letters of "A-S-T-R-I-D" being collected; the Hurry-Up will begin, start a 30 second countdown & grant unlimited ball save. Note that only the Top Right Flipper will be useable while this mode is active. The goal of this mode is to repeatedly send the ball up the Cross Ramp (8), & successfully making these shots in-turn awards 1 million points per shot.



Tip – if you manage to achieve 10 shots up the Cross Ramp (8) during the mode, you'll be rewarded with an **Extra Ball** lighting up for collection at the Centre Sink Hole (6).

The Hurry-Up ends upon the timer expiring, then play will revert back to singular ball. Note that for each subsequent time the Hurling Hurry-Up is activated during the same game, the overall timer will be increased by 10 seconds.

Multiball Mode –

- **Flying Multiball *3 Balls***:

Activation –

You'll first need to send the ball up both of the Ramps – Left (3) & Right (10).



After which, send the ball up either Ramp with enough momentum to travel through the Arena platform -



Once done, you will notice one of Ramps will be lit to lock a ball, purple “LOCK” notification lamp underneath the Ramps entrance –



However, the other non-lit Ramp will decrease the Dragon's limited breath and allow a ball to be locked after you have completed 6 shots up that Ramp. Repeat the above process to lock the remaining 2 balls.

Once 3 balls have been locked, the Flying Multiball Mode will be available for activation via the Centre Sink Hole (6) –



Mode itself -

This is a 3 ball Multiball Mode, during this Mode, you can score **Jackpot** by sending the ball/s up the Ramps - Left (3) & Right (10).



The value of the **Jackpots** awarded begin at 2 million points, this value can be raised by hitting the Spinner located within the Cross Ramp (8):

- During normal play – it's increased by 100,000 points per hit
- During the Flying Multiball Mode – its increase by 200,000 points per hit.

Once you have successfully collected the **Jackpot**, you'll Be able to do 1 of 2 things –

1. Hit either Ramps - Left (3) & Right (10) a further 6 times to relight the **Jackpot** for collection.



2. Score a **Super Jackpot** by loading the Catapult via the Catapult Up-Kicker (1).



Note that the **Super Jackpot** is worth double the current value of the standard **Jackpot**. Tip – if you hit both the Captive Balls – Left (4) & Right (9) during the Multiball, it will light up one of the Ramps - Left (3) & Right (10), after which sending a ball up that Ramp will instead score a **Super Jackpot** if hit in time.



The Multiball ends once all the other balls drain, and you return to singular ball play. Note the **Jackpot** value will also reset back to its base value.

Main Modes –

The main goal of this table is to complete the 3 Main Modes (detailed below), thus enabling the Wizard Mode to be activated.

- ## Never Steals Food:

  Upon starting up the table, you'll start with no fish in the basket, this is represented by the fish notification lamps below the Feed Target (5);



  To acquire fish in order to feed Toothless, you'll need to hit the Bumpers repeatedly.



Once you have registered some Bumper hits, you'll then need to give Toothless the fish by hitting the Feed Target (5).



Each time the Bumpers are hit the value of the fish basket will increase by 300,000 points per hit. Although, note that each time you feed Toothless this value will reset.
To complete this Mode and light up the "Never Steals Food" notification lamp solid, you simply need to feed Toothless 1 fish.

Tip – If you manage to feed him 10 fish in total, you'll be rewarded with lighting up **Extra Ball** for collection at the Centre Sink Hole (6).

- # Never Shows Itself:

Activation –

To activate this mode, you'll need to hit one of the Captive Balls - Left (4) or Right (9).



Once you successfully hit one of the Captive Balls - Left (4) or Right (9), you'll have around 5 seconds to hit the other Captive Ball. So, for example; if you hit the Left Captive Ball (4), you'll then have 5 seconds to hit the Right Captive Ball (9).

If you manage to do the above, then the Chase mode will activate.

Mode Itself –

Upon the mode beginning, Toothless will jump onto the table playfield to chase the light reflection & follow it as it moves from left to right. The objective here is to hit the opposite side Captive Ball - Left (4) or Right (9) to where Toothless is currently located. For example, if Toothless is on the left side of the playfield, then you'll need to hit the Right Captive Ball (9). Note that as you hit the Captive Ball, Toothless will then hop to the other side of playfield & now you'll need to hit the other Captive Ball. Simply repeat this process till the mode end.

Each time you hit a Captive Ball - Left (4) or Right (9) while the mode is active, you'll be granted increasing point-based rewards:

- First hit = 1 million points.
- Second hit = 2 million points.
- Third hit = 3 million points.
- Fourth hit = light **Extra Ball** for collection at the Centre Sink Hole (6).

Note that if you accidentally hit Toothless with the ball, the mode will immediately end. The mode also ends if the 10 second timer (note that this timer resets after each Captive Ball - Left (4) or Right (9) hit) elapses. Simply achieving the first Captive Ball shot during the mode is enough to complete this objective.

Note that just scoring one hit to the Captive Ball not blocked by Toothless is enough to complete the requirements for the "Never Chases Itself" notification lamp to be lit solid.

- # Never Misses:

Activation –

To activate this mode, you'll need to send the ball around either the Left (2) or Right Orbit (11), this in-turn causes the orbit which the ball just went around to flash with a purple-coloured arrow at its entrance for about 5 seconds;



If you then send the ball around that same Orbit again, Toothless will breathe fire onto the ball, thus igniting it.

Mode Itself –

Once the ball is inflamed. All of the playfield scoring will be doubled for 30 seconds. Repeating the above activation progress while the timer is running will reset the it. Tip – if you manage to reset it 3 times in a row, you'll be rewarded with lighting **Extra Ball** for collection at the Centre Sink Hole (6).

The "Never Misses" notification lamp will be solidly lit as soon as the ball becomes inflamed.

Wizard Mode – The Red Death *4-Ball Multiball*

Once all the 3 Main Modes (look under the "Main Modes" section for more information) have been completed, you'll be qualified to start the Wizard Mode – "The Red Death". The Wizard Mode is started up the same way in which you activated the Flying Multiball (look earlier in the guide under "Multiball Modes – Flying Multiball" for more information on how to start it up).

Wizard Mode – "The Red Death" *4-Ball Multiball*

Upon the Wizard Mode activating a 4-ball Multiball will begin, both of the Ramps – Left (3) & Right (10) will continuously be flashing enabling you to feed the Catapult if any ball/s are shot up those Ramps.



The Catapult Up-Kicker (1) will also be available to send ball/s into to load the Catapult.

All flashing **Jackpot** shots send the ball flying up the rotating Arena platform to inflict damage onto the Red Death Dragon for a **Mega Jackpot** which is worth 2 million points. The Wizard Mode ends once all the other balls drain, and you return to singular ball play. The 3 Main Modes completed notification lamps will then reset (turn off).

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 & 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 -

"Always Consult the Dragon Pinball Manual!!!"

Yours
ShoryukenToTheChin