Kung Fu Panda - Table Guide

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Key to Table Overhead Image –

1. Award Saucer
2. Left Orbit
3. Gong Target/Drop Down Targets
4. Left Ramp
5. Adversary/Targets
6. Sink Hole
7. Right Ramp
8. Right Orbit
9. Waterfall Stand-Up Targets
10. Waterfall Saucers

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, Kung Fu Panda. As per the press release – "Relive the events of the first film as you defend the Valley of Peace and help Po the panda with his training. Complete all 6 main modes for a final challenge, and perform the Wuxi Finger Hold to become the Legendary Dragon Warrior!"

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 with enough momentum for it to hit the Adversary (5).



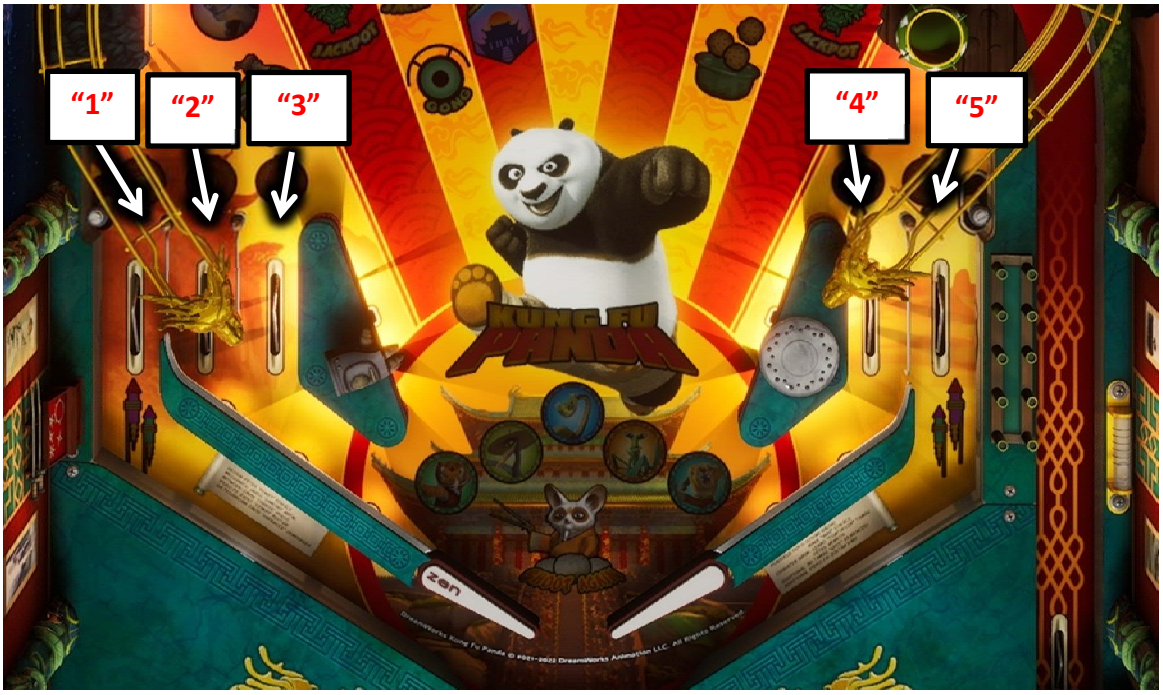
Note that the base value for the Skill Shot points award is 300,000 points and it will increase by 100,000 points each subsequent time you manage to score a Skill Shot within the same game.

Super Skill Shot:
Now, if you manage to hit the Adversary (5) to acquire a Skill Shot, immediately a random Lane (from the 6 available on the playfield) will start to flash & you'll have a limited amount of time to send the ball up/through that Lane. If you manage to hit that Lane within the time limit, you'll then be rewarded with a Super Skill Shot award.

Note that the base value for the Super Skill Shot points award is 1 million points and it will increase by 100,000 points each subsequent time you manage to score a Super Skill Shot within the same game.

Kickback

To activate the Kickbacks on this table you'll need to light the 5 Gong Rollover notification lamps 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 5 Gong Rollover notification lamps are lit solid, you will need to hit the Gong Target (3) to activate the Left Kickback. Repeat the above process to activate the Right Kickback.

Note that any Kickback which have been activated will carry over across balls during your game until they are used to save an Outlane drain-out. Tip – Kickbacks can be stacked by collecting the Monkey figure more information can be found later in the guide under – "Side Game Modes - Figures", doing so will allow up to 5 Kickbacks to be stacked per playfield side.

Extra Balls

Extra Balls -

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

Extra Balls can be lit at the Award Saucer (1):



- ***Method 1***: ***Completion of 3/6 Main Modes*** – look later in the guide under "Main Modes" for more information.
- ***Method 2***: ***Amassing 30 Dumplings*** – Collecting 30 total Dumplings through either the Cookie Jar Multiball Mode &/or Dumplings Main Mode. Look later in the guide under "Multiball Modes – Cookie Jar Multiball" &/or "Main Modes - Dumplings" for more information.
- ***Method 3***: ***Collecting 3 of Furious Five Figures*** - look later in the guide under "Side Game Modes – Figures" for more information.
- ***Method 4***: ***Amassing 6 hits to the Gong Target (3)*** – you'll first need to hit the Drop-Down Targets blocking the balls path to the Gong Target (3), & then send the ball up to hit the Gong Target (3). Repeat the process another 5 times to light **Extra Ball** for collection.
- ***Method 5***: ***Oogway Award*** –later in the guide under "Side Game Modes – Oogway Award" for more information.

Once the **Extra Ball** is available for collection, send the ball into the Award Saucer (1) 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 acquiring the two Multiplier Rollover lamps (located above the Bumpers), 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. You will need to alternate the lit lamp using the flipper buttons on your controller, as to always have the ball roll down an unlit Rollover. Once both of the Rollovers are lit solid, the Multiplier level will advance to 1X. Repeat the above process to raise it a further level, until it maxes out at 10X time multiplier.



The current Multiplier level corresponds to the number of lit candles, which can be seen next to the ball launch lane.

Tip – If you manage to collect the Mantis figure, then lighting both the Multiplier Rollovers solid will increase the multipliers by a further 2X level instead of the normal 1X level. More information can be found later in the guide under – "Side Game Modes - Figures"
Also note that the current Multiplier level can be held between balls if you manage to collect the corresponding random Oogway Award. More information can be found later in the guide under – "Side Game Modes – Oogway Award".

Side Game Modes

- **Waterfall Playfield** –

  Activation:
  To enable access to the upper playfield and thus start this mode, you'll need to first make alternating shots through the Orbits – Left & Right, while the Dragon notification lamps are flashing. Once 5 flashing orbit shots are made, the mode will be available at the performing the Adversary (5). Note the amount of orbit shots required to gain the right to access this mode increases by 1 orbit for each subsequent time the mode is played.

  Once you have secured the required amount of Dragon flashing orbit shots & hit the Adversary (5), the ball will then be sent to the upper playfield.

Mode itself:
A 40 second timer will begin; The objective here is to repeatedly hit the ball into either of the 2 Waterfall Saucers (10) in order to send the ball up onto the above wooden platforms for the ball to roll over the paths that the water is flowing upon.



Using the Flipper buttons on your controller, tilt the wooden platforms in time to ensure that the ball rolls onto the side that the water is flowing in order to match the waters path.



Scoring for this mode is worked out – for each successful path you make you'll gain a point-based award starting at 200,000 points, increasing by 50,000 for each subsequent path made after. This Mode can only end when the 40 second timer expires; there is an infinite ball save for the duration of the mode.

- **Figures** –

  This table has a rather interesting mechanic - allowing the player to collect 5 figures from the Furious Five. These 5 figures grant the player a certain augmentation to the tables rules etc.

  How you collect each of the Furious Five figures:



  - Tigress – Score a **Super Jackpot** during the Furious Five Multiball. Look under "Multiball Modes – Furious Five Multiball" for more information.
  - Crane – As a random Oogway Award. Look under the "Side Game Modes - Oogway Award" for more information.
  - Viper – Amass 100 Spinner rotations during the Main Modes. Look under "Main Modes" for more information.
  - Mantis – Amass 80 Bumper hits during the main Modes. Look under "Main Modes" for more information.
  - Monkey – Amass 20 combo shots. Simply hit a lane, then a another in quick succession of each other to chain a "Combo".

Note that each time a figure is collected, the Helping Hand Multiball Mode will activate (look later in the guide under "Multiball Modes – Helping Hand Multiball" for more information).

Now for what each of the above figures grant you:

- Tigress – Increases the scoring given during the Multiball Modes.
- Crane – Increases the Ball Save mechanics duration before it deactivates.
- Viper – Increases the scoring given during the Main Modes.
- Mantis – Allows the Multiplier to be raised by +2x times, instead of the normal +1X times.
- Monkey – Allows you to stack the Kickbacks.

Note that if you manage to collect 3 figures during your game, you'll be rewarded with lighting **Extra Ball** for collection at the Award Saucer (1).

- **Oogway Award** –

  You'll fist need to send the ball at the Spinner (located at the entrance of the Left Orbit (2)) to have it rotate repeatedly do this until the Oogway Award becomes available at the Award Saucer (1).



  Send the ball into that Saucer, and you'll be granted one of the random awards:



  - "Extra Score" – 30,000 points.
  - "Kickback" – activates either the Left or Right Kickback mechanic.
  - "Bonus Multiplier Held" – allows the current Multiplier level to carry over to the next ball without resetting.
  - "Ballsaver" – activates the Ball Save mechanic.
  - "Extra Ball" – lights Extra Ball for collection at the Award Saucer (1).
  - "Crane Collectible" – collects the Crane collectible figure.

Multiball Mode –

Note that the Furious Five & Cookie Jar Multiball Modes can only be started during mono-ball, when no other mode – side or main is active. However, the Helping Hand can be started at any point during you game upon a figure being collected. During any of these Multiball Modes, all other table related modes etc. other than the ability to collect figures are stopped until the Multiball Mode ends. The points in any of the Multiball Modes can be raised to 200,000 points per **Jackpot** by collecting the Tigress figure during the Furious Five Multiball Mode.

- ## Helping Hand Multiball *2 Balls*:

Activation –

You will first need to collect one of the five Furious Five figures listed in the "Side Game Modes – Figures" section, explanations on how to go about doing so can be found earlier in the guide underneath that section, a 2-ball multiball will instantly start.

Mode itself -

This is a 2-ball Multiball Mode, during this Mode, all of the lanes etc. will be lit for **Jackpots** worth 100,000 points.



Tip – if any of the Main modes were active before activation of this Multiball, look under "Main Modes" for more information, it will remain active. This makes in-turn can help you to complete the more challenging Main Modes, as well as providing you with a further boost with each figure's perk (depending on which figure/s were collected previously).

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

- **Cookie Jar Multiball *3 Balls***:

Activation –

You will first need to collect all of the letters of "DUMPLINGS" at the Right Ramp (7), each successful ball hit up that ramp will grant you the next letter, repeat until all 9 letters have been acquired.



Once the above is done, you'll need to lock 3 balls by shooting them up the Right Ramp (7) or having them drain out of the Pool of Scared Tears Mini-Playfield.



Mode itself -

This is a 3-ball Multiball Mode, during this Mode, the goal is to collect as many Dumplings as possible. Dumplings will constantly replenish in front of all the 6 major lanes, hitting these will score 100,000-point **Jackpots**.



The **Super Jackpot** become available at the Right Ramp (7) after every 5 Dumplings you collect, this is worth 500,000 points.



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

- **Furious Five Multiball *3 Balls***:

Activation –

You will first need to collect all of the letters of "FURIOUS", this is achieved by sending the ball repeatedly up the Left Ramp (4), since each time you do this successfully, you'll gain one letter of "F-U-R-I-O-U-S".



Once done, you'll need to send 3 balls up into the dojo via the Left Ramp (4).



Mode itself -

This is a 3 ball Multiball Mode, during this Mode, the lanes will be lit & hitting them will award you with **Jackpots** worth 100,000 points each time.



The **Super Jackpot** becomes available after every 5 **Jackpots** have been collected, send a ball up the Left Ramp (4) to score a **Super Jackpot** which is worth 500,000 points.



This also relights the normal **Jackpots** and collecting the Tigress figure if it wasn't previously collected.

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 6 Main Modes (detailed below), thus enabling the Wizard Mode to be activated.

To activate a Main Mode, you'll need to hit all 4 of the standup Targets behind the Adversary (5) using the training dummy,



then shooting the Adversary (5) again to start the Main Mode.



Note that the **Target Practice** Main Mode is the only 1 out of the 6 that requires another Main Mode, called **Training Doll**, to be completed previously before you're able to activate it. Also, Main Modes can only be replayed once the Wizard Mode has been played through, and must be completed without losing the ball to begin the Wizard Mode. The Main Mode that is to be started can be changed if a standup Target behind the Adversary (5) is shot with the ball directly, this will cause it to be switched to the next available Main Mode in the listed sequence (Note that if **Training Doll** has been completed previously, **Target Practice** will be in the sequence; otherwise, it will be avoided).

An **Extra Ball** will be available for collection upon the completion of 3 Main Modes.

- **“K” - Dumplings:**

You’ll need to hit 3 lit Ramps & Orbits must first be shot to reach Shifu.



Shifu will then scatter Dumplings across the table playfield.



These can be collected by having the ball roll over them. Upon 7 Dumplings being collected, send the ball into the lowered Adversary (5) and the mode will be completed.



- **“U” – Training Doll:**

You will need to repeatedly hit the Adversary (5) until all 4 of the standup targets behind it are hit.



Upon doing so, the mode will be completed.

- **“N” - Stairs:**

You’ll need to make 6 shots up or around the lit Ramps/Orbits;



Once done, the Bumpers will need to be hit a total of 10 times to relight the Ramps and Orbits,



after which hit either of those 4 times.



Finally send the ball up the Shoot the Left Ramp (4) to enter the Dojo and complete the Mode.



Note that if Helping Hand Multiball (look earlier in the guide under “Multiball Modes – Helping Hand Multiball” for more information) is active when the Left Ramp (4) is lit, all balls on the playfield must be locked up at the Left Ramp (4) to complete the mode.

- **“G” – Jade Palace Multiball:**

Upon this mode staring, you’ll immediately being a 3-ball multiball. Now, on the table playfield you’ll notice that 6 cardboard drop targets have raised and all shots are flashing.



Completion of this mode will require you to make 10 combined hits to either the 4 Adversary targets behind the Adversary (5) or 6 drop targets, and 10 bumper hits. Finally, once the above is done, the Adversary (5) will become available to lock the remaining balls and finish the mode. Note that on your first playthrough of this mode, it can be completed with only 1 ball left in play.

- **“F” – Target Practice (Note: Completion of Training Doll Mode required to allow access):**

After **Training Doll** has been completed, this mode will then be made available, Drop Targets will erect in front of all 6 major lanes.



You’ll need to hit the Drop Targets with the ball, doing so will briefly light the lane behind it & you’ll need to send the ball up that lane to advance in the mode;



4 lanes must be shot this way to move onto the 2nd phase; this is a repeat of **Training Doll** mode where the Adversary (5) must be hit at all 4 angles to complete the mode.



- ## “U” – Pool of Sacred Tears:

You’ll need to send the ball up the Left Ramp (4) in order to send it onto the Pool of Sacred Tears upper playfield, where the 3 Waterfall Standup Targets (9) must be shot.



Once done the Waterfall Saucers (10) will be enabled,



You’ll then need to destroy all 6 of the boulders which are blocking the waterfall's exits by rolling over them with the ball using the levers. Using the Flipper buttons on your controller, tilt the wooden platforms in time to ensure that the ball rolls onto the side that a boulder is present.

The mission ends once either all 6 boulders have been destroyed, or if a ball drains after the 30-second-long ball-saver expires.

Wizard Mode – Inner Harmony *5-Ball Multiball*

Once all the Main Modes (look under the "Main Modes" section for more information) have been completed, you'll be able to activate the Wizard Mode – "Inner Harmony".

Wizard Mode – "Inner Harmony" *5-Ball Multiball upon completion of 2/3 stages*

The Wizard Mode has 3 stages –

1. Stage 1: You'll need to hit the ball through the Spinner located at the entrance of the Left Orbit (2), in order to make the Spinner rotate a total of 10 times. Once achieved, you'll read the Dragon Scroll and move onto the next stage.



2. Stage 2: You'll need to hit all 6 lit lanes; these will alternate from the left to the right of the table playfield. In essence, when you hit 1 of the 3 Lanes on the left side, your next shot needs to be to 1 of the 3 Lanes on the right side. Repeat this process till all of them have been hit in that sequence of left-right. Once completed, you'll achieve perfect harmony and perform the legendary Wuxi Finger Hold. At this point the Wizard Mode is completed, and you'll activate the 5-ball victory Multiball.



3. Stage 3: This is basically a congratulatory 5-ball Multiball – everything is constantly flashing, & hitting those lanes etc. will score **Jackpots** worth 500,000 points each.



The Wizard Mode ends once all the other balls drain, and you return to singular ball play. Note that the Main Mode progress will also be reset upon the Wizard Mode concluding.

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 -

"Yesterday's score is history, tomorrow's score is a mystery, but today's score is a gift. That is why it is called the present score.!!!"

Yours
ShoryukenToTheChin