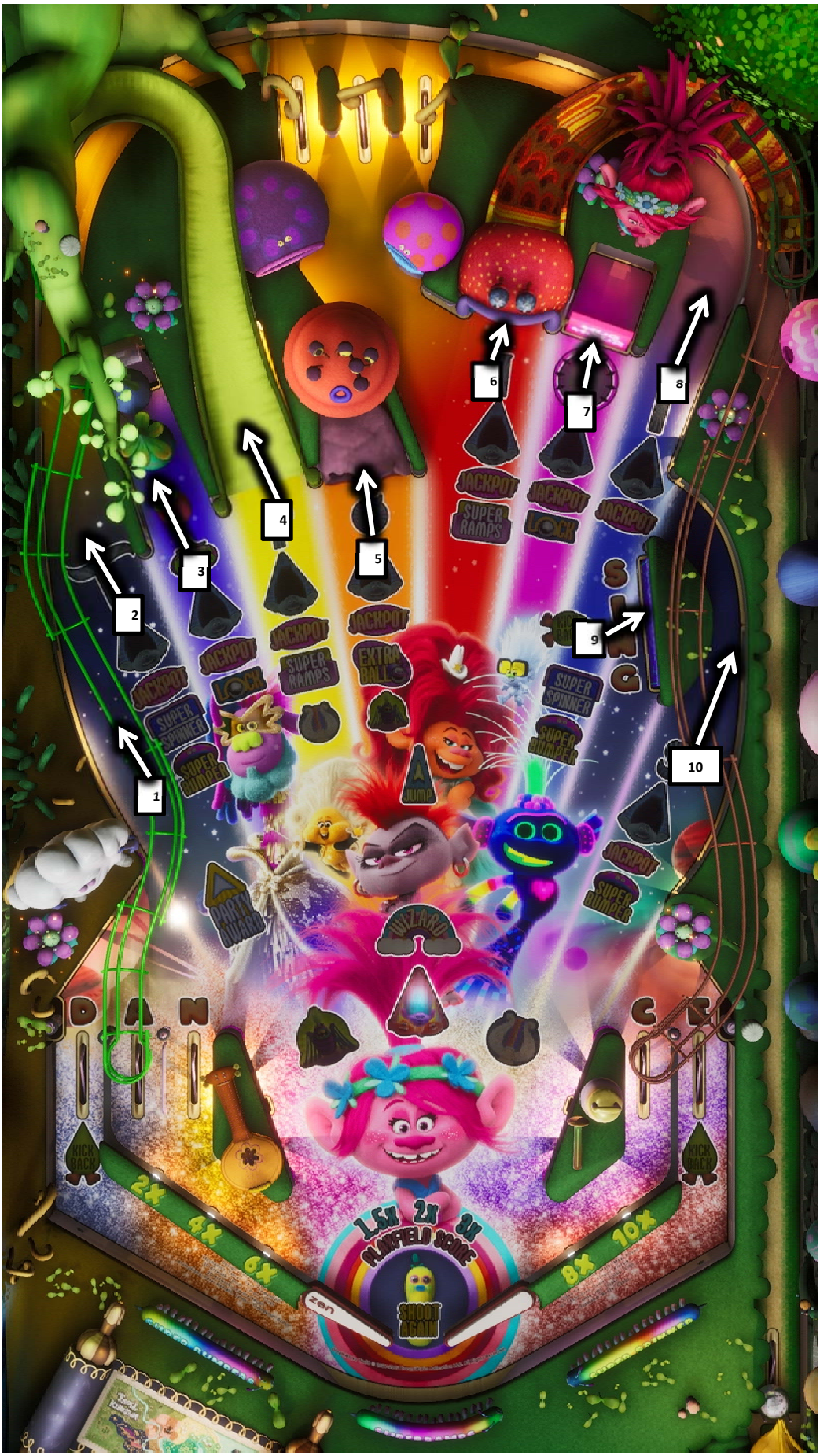
Trolls - Table Guide

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Key to Table Overhead Image –

1. Party Award
2. Left Orbit
3. Branch Bunker
4. Left Ramp
5. Centre Sink Hole
6. Right Ramp
7. Hug Hour Stand-Up Target/Poppy
8. Mini Orbit
9. SING Stand-Up Target
10. Right Orbit

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, Trolls. As per the press release – "DreamWorks Trolls Pinball: Once upon a time in a happy forest in the happiest tree, there lived the happiest creatures the world has ever known — the Trolls! Hug it out with them now in DreamWorks Trolls Pinball. Give a high five to Cloud Guy and sing along to True Colours with the Trolls in the SING mode."

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 roll down the flashing Rollover –



Skill Shots are worth 1 million points, & for each Skill Shot scored thereafter it will be worth + 1 million for each subsequent Skill Shot.

Kickback

To activate the Kickbacks on this table you'll need to spell "S-I-N-G"; this is achieved by repeatedly hitting the ball at the Sing Stand-Up Target (9), each hit will award you one letter of "S-I-N-G" & once all 4 letters are collected, the Stand-Up Target (9) will lower revealing a hidden Sink Hole behind it. At this point the Sing Hurry-Up will begin, you'll have until the timer elapses to send the ball into that Sink Hole. If you manage to achieve this, you'll be rewarded with the activation of the both Kickbacks on either side of the Outlanes. Although, if the Sing Hurry-Up expires, or if the ball drains during said Hurry-Up, then you'll need to respell "S-I-N-G" to get another chance to light the Kickbacks.



Extra Balls

Extra Balls -

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

Extra Balls can be lit at the Centre Sink Hole (5):



- ***Method 1***: ***Activation of all 3 Super Modes*** – look later in the guide under "Side Game Modes – Super Modes" for more information.
- ***Method 2***: ***Activation of both Multiball Modes*** - look earlier in the guide under "Multiball Modes" for more information.
- ***Method 3***: ***Max out the Bonus Multiplier*** - look beneath this page under "Raising the Multiplier" for more information.
- ***Method 4***: ***Party Award*** – Collected as a random reward, look later in the guide under "Side Game Modes – Party Award" for more information.
- ***Method 5***: ***Completion of the Wizard Mode*** –later in the guide under "Wizard Mode" for more information.

Once the **Extra Ball** is available for collection, send the ball into the Centre Sink Hole (5) 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 three 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 all of the Rollovers are lit solid, the Multiplier level will advance to 2X. Repeat the above process to raise it a further level, until it maxes out at 10X time multiplier.

Upon 10X multiplier being achieved - the rollovers will be solidly lit for the remainder your ball and an **Extra Ball** will be available for collection at the Centre Sink Hole (5).

Side Game Modes

- **Dance!** –

  Activation:
  You'll need to light the 5 "D-A-N-C-E" 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 "D-A-N-C-E" Rollover notification lamps are lit solid activate a playfield multiplier countdown;

  Mode Itself:
  Once the above is done, Poppy will begin to dance, while she is dancing the scores accrued during that time will be multiplied. The multiplied level active will correspond to the number of times you have started this multiplier hurry up, up to 3X times multiplied.

  Multiplier –
  - ***1st activation*** – 1.5X times multiplied.
  - ***2nd activation*** – 2X times multiplied.
  - ***3rd & henceforth activation*** – 3X times multiplied (until the game is over, at which point the activation multiplier resets to 1.5X).

- **Party Award** –

  Activation:
  You'll need to rotate the spinner (located at the entrance of the Left Orbit (2)) 30 times, in order to lower Cloud Guy's hand.



Mode Itself:
Send the ball onto Cloud Guy's hand, located at the Party Award (1).



Once done, you'll be rewarded with one of the below awards –

- ***Point based*** – these will range from 5-10 million points.
- ***Kickback*** - activating both Kickbacks at the Outlanes. Look under "Kickback" for more information.
- ***Raising the Multiplier*** - raising the bonus multiplier to the next available level. Look under "Raising the Multiplier" for more information.
- ***Super Mode*** – activating 1 of the 3 Super Modes. Look under "Side Game Modes – Super Modes" for more information.
- ***SING Hurry-Up Mode*** – activating the Sing Hurry-Up. Look under "Side Game Modes – Sing Hurry-Up" for more information.
- ***Extra Ball*** – lighting up **Extra Ball** for collection at the Centre Sink Hole (5).

Note of the above awards that contradict your current state within the game won't be given.

- **Sing** –

Activation:
You'll need to collect all of the letters of "S-I-N-G", this is achieved by hitting the SING Stand-Up Target (9) 4 times.



Each time this is hit, a letter will be collected. Once all the letters of "S-I-N-G" are lit, the SING Hurry-Up begins.

Mode Itself *30 seconds*:
Upon the Hurry-Up activating; a random lane will begin to flash, which is worth 500,000 points if hit within the timeframe.



For the duration of the 30 second timer; each lane shot within that timeframe will light a different random lane worth the same value, 500,000 points. The Hurry-Up mode ends if either the timer expires or five lit lane shots are made.

- **Super Modes *30 second*** –

  There are 3 Super Modes that can be activated:



  - **Super Bumpers**
    Activation:
    You'll need to hit the Bumpers 20 times via the Mini-Orbit (8) starts Super Bumpers. Each subsequent time the amount of Bumper hits required will increase by +10 hits.

    Mode Itself *30 seconds*:
    During the 30 second countdown - each Bumper hit will be multiplied by 10X, I believe it was about 1 million points per hit.

  - **Super Ramps**
    Activation:
    You'll need to send the ball up either the Left (4) or Right Ramp (6) 4 times to activate Super Ramps. Each subsequent time the number of times the ball needs to go up either of the Ramps will increase by +1 times.

    Mode Itself *30 seconds*:
    During the 30 second countdown - each Ramp the ball is sent up, will be multiplied by 10X, I believe it was about 1 million points per successfully hit up the Ramp.

  - **Super Spinner**
    Activation:
    You'll need to send the ball around to either Orbit – Left (2) or Right Orbit (10) 4 times. Each subsequent time the number of times the ball needs to go around either of the Orbits will increase by +1 times.

    Mode Itself *30 seconds*:
    During the 30 second countdown - each time the ball is sent around either Orbit will be multiplied by 10X, I believe it was about 1 million points per rotation around the Orbit.

  Note that you can light an **Extra Ball** for collection at the Centre Sink Hole (5), if you manage to play all 3 of the above Super Modes.

- **High-Five** –

  Occasionally throughout your playthrough, Cloud Guy will lower his hand in front of the Left Ramp (6) & hitting the ball into his hand will grant a high-five. Upon doing so, a hurry-up value will begin counting down on the Dot-Matrix Display from 1 million points, and you'll need to shot the ball at his lowered hand to collect the displayed value.

Multiball Mode –

- ## Hug Hour Multiball *Maximum 4 Balls*:

Activation –

You will first need to hit the Hug Hour Stand-Up Target (7) in front of Poppy 4 times (the number of times required will increase by +1 per lock until the next multiball is activated) will lower the Stand-Up Target.



You'll need to send the ball into Poppy's arms to lock the ball.



After 2 balls are locked (the amount of ball locks required will increase by +1 per Multiball mode played to a max of 4).

Mode itself -

This is a 3 (maximum 4) ball Multiball Mode, during this Mode, you'll be able to score **Jackpots** worth 500,000 points each via the flashing lanes; note that you'll be able to relight the lanes by successfully shooting all of them.



You can increase the **Jackpot value** by sending the balls to the Hug Hour Stand-Up Target (7), this will in-turn increase the **Jackpot value** by 50,000 points.

The Multiball ends once all the other balls drain, and you return to singular ball play. Note that The **Jackpot value** resets to 500,000 points once the Multiball ends.

- **Sweet Home Multiball *3 Balls***:

Activation –

You will first need to hit the linear drop targets in front of the Branch Bunker (3), once done, send the ball into the Branch Bunker (3) to lock it.



Repeat the above process a further 2 times. Once 3 balls are locked within the Branch Bunker (3), the Sweet Home Multiball will activate.

Mode itself -

This is a 3 ball Multiball Mode, during this Mode, all major lanes will be lit & you'll need to send balls through them to collect **Jackpots** worth 500,000 points.



The lit lanes for **Jackpots** can be relit and increased in their value by 50,000 points by sending a ball to the Branch Bunker (3), note that this in-turn scores you a **Super Jackpot** award which is worth the acuminated value of all **Jackpots** you've collected thus far. Note – That if you play this Multiball for the 5th time during the same playthrough, it will have **Jackpots** maxed out at 8 million points, yet oddly enough its **only** for 5th Multiball activation.

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 Main Modes (detailed below), thus enabling the Wizard Mode to be activated automatically once all 3 modes have been completed.



- **The 6 Strings:**

Activation –

Shooting the Left Ramp (4) 5 times (+1 each subsequent time) will raise the Jump Ramp.



Mode Itself –

Upon the mode starting a Lyre with 6 Strings will fly onto the playfield.



The Lyre begins floating from left to right above the Jump Ramp. A 2nd ball will be launched into playfield & a 2-ball multiball will be in effect. The objective during this time is that you'll need to shoot at the 6 Strings Lyre a total of 6 times with either ball. Note that each time the Lyre is successfully hit you'll be awarded with 1 million points (+100,000 points each time you send a ball up the Left Ramp (4) during the mode).

Now, if you manage to keep the 2-ball Multiball in play after all 6 shots to the Lyre, the Hug Hour Stand-Up Target (7) will lower, and you'll then need to send a ball behind it towards Poppy in order to collect all the points accumulated throughout your playthrough of the mode and end it.



Otherwise, the mission will end after all 6 shots to the Lyre are achieved.

- # The Danger of Wildlife:

Activation –

You'll need to hit the ball into the Centre Sinkhole (5) a total of 5 times (+1 each subsequent time).



Once done, a Spider will jump directly in front of the Centre Sinkhole (5).

Mode Itself –

The objective of this mode is to defeat the Spider. You'll first need to shoot the Spider directly with the ball.



Upon achieving this, the Jump Ramp raises from the Playfield & you'll need to use this to land a ball into the Spider's mouth.



Repeat this combination a further 5 times, without failing the Jump Ramp shot 5 times, to complete this mode.

- **Whack-a-Troll:**

Activation –

You need to collect all of the letters of "T-R-O-L-L-S", this is achieved by sending the ball up/into –



- Left Ramp (4)
- Centre Sinkhole (5)
- Right Ramp (6)
- Mini-Orbit (8)
- Right Orbit (10)

Mode Itself –

Upon the mode starting, Troll Pop-Up Targets will appear around the playfield.



Each of these Troll Targets that you manage to hit will in-turn score a descending hurry-up value beginning at 2.5 million points and decreasing to 100,000 points as time wanes on; the objective here is to hit all 8 Troll Targets in order to complete the mode.

Wizard Mode –*3-Ball Multiball*

Once all the Main Modes (look under the "Main Modes" section for more information) have been completed, you'll automatically activate the Wizard Mode.

Wizard Mode – *3-Ball Multiball*

Upon the Wizard Mode activating a 3-ball Multiball will begin with a 30-second ball saver.



The objective here is to restore the colour & harmony to the Trolls' world by sending the balls through/into all major lanes on the table playfield, Doing so will in-turn grant you a reward bonus of 5 million points bonus & complete the Wizard Mode.



Once the Wizard Mode is completed, you'll active the celebration sequence of the Wizard - simply collect as many Jackpots (worth 500,000 + 50,000 points per **Jackpot**) as possible before you return to singular ball play. Note that completing the Wizard Mode (lighting the **Jackpots** on the lanes) will also light an **Extra Ball** for collection at the Centre Sinkhole (5).

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 -

"You can't pinballize alone!!!"

Yours
ShoryukenToTheChin