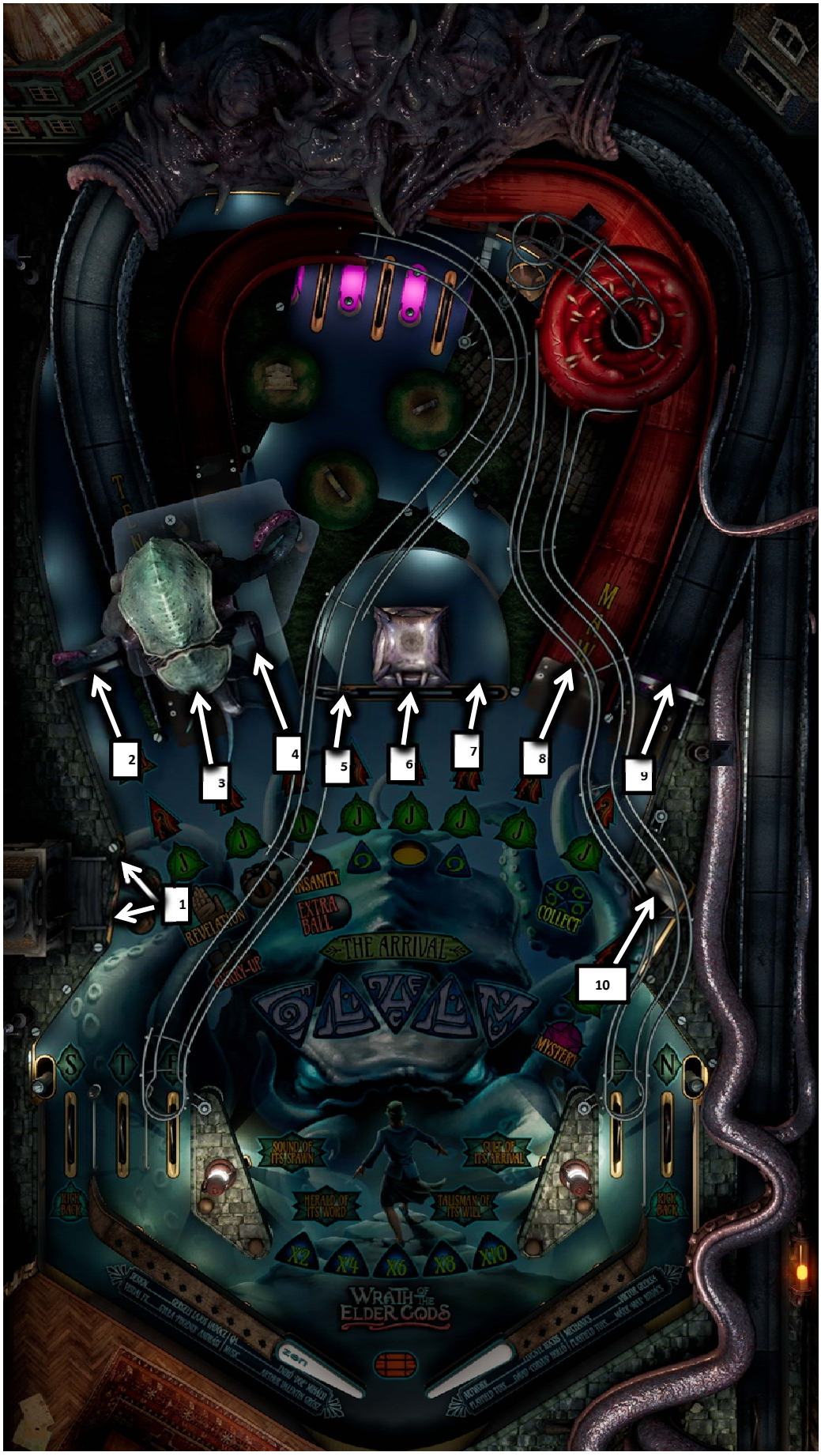
Wrath of the Elder Gods - Table Guide
By ShoryukenToTheChin



Key to Table Overhead Image –

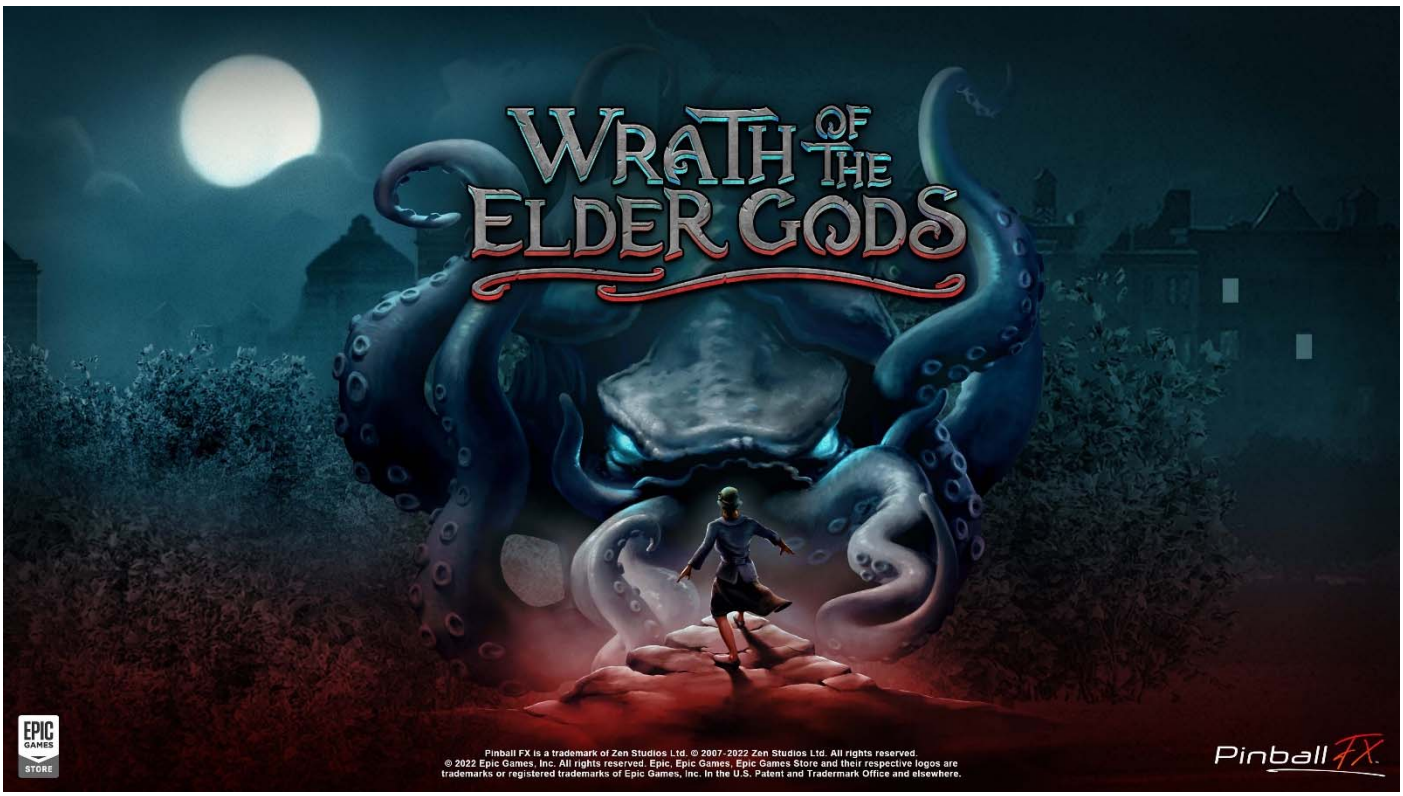
1. Revelation Spot Targets
2. Bumper Lane
3. Left Tendril Ramp
4. Herald Lane
5. Left Rune Mini-Orbit
6. Strange Structure Sinkhole
7. Right Rune Mini-Orbit
8. Maw Ramp
9. Right Tendril Ramp
10. Right Sinkhole

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



"The end is nigh! Face the horror of the Elder Gods and their spawn on this table packed with the unspeakable. Find out the truth behind your existence. And try to escape with your sanity…" – Zen Studios Press Release.

The table this guide will be focusing on is of course, Wrath of the Elder Gods.

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

Skill Shot

You'll be able to attempt a Skill Shot –

- At the start of each ball.
- If/When you lock ball 1 & ball 2 for the Mystery Multiball activation process (look later in the guide under "Multiball Modes – Mystery Multiball" for more information), but only if another mode isn't running at the time.

To perform a Skill Shot on this table, you'll need to send the ball with enough momentum for it to hit the inside of the tendril (top right of the table playfield) when the rune shown on the Dot-Matrix Display is complete:



Rune – begins to fill



Rune – Completed!

You want to launch the ball, in order to hit the tendril as the rune is completed (shown above).



The Skill Shot base score value is 1 million points. The Skill Shot value increases after each subsequent Skill Shot is achieved, by 2X times the value of the previous award, up to the 5th successful Skill Shot, which if memory serves was 25 million points. However, to balance the ease of this scoring, you'll experience the rune beginning to fill with increased velocity after each successive Skill Shots achieved. Note the Skill Shot score value is also subject to all score multipliers present on the table, including madness (look later in the guide under "Side Game Modes – Madness" for more information).

Kickback

Upon starting up your game, both of the Kickbacks will be activated on either side of the table playfield. If/when a Kickback is used to save a ball from draining down either of the Outlanes, they can be relit by rotating either of the Spinners located at the entrances of the Bumper Lane (2) &/or Right Tendril Ramp (9) enough times (displayed on the Dot-Matrix Display at the time of either Spinner rotating). Note that if the required rotations are earned while the respective Kickbacks are active, you'll instead be awarded a 500,000 points bonus for your efforts.

Extra Balls

Extra Balls -

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

Extra Balls can be lit at the Herald Lane (4):



- ***Method 1***: ***25 million Points*** – Amass 25 million points.
- ***Method 2***: ***Rune Award*** – Collected as one of the random rune awards, look later in the guide under "Side Game Modes – Rune Awards" for more information.
- ***Method 3***: ***Raising the bonus multiplier above 10X*** – You'll need to raise the bonus multiplier once more after 10X times multiplier is acquired, look beneath this page under "Raise the Multiplier" for more information.
- ***Method 4***: ***Insanity*** – Collecting "Insanity" at the Herald Lane (4) while having at least 80% Madness, look later in the guide under "Side Game Modes – Madness" for more information.
- ***Method 5***: ***Eyes*** – Completing the "Eyes of the Tendril" Hurry-Up, look later in the guide under "Side Game Modes – Eyes of the Tendril Hurry-Up" for more information.

Once the **Extra Ball** is available for collection, send the ball into the Herald Lane (4) 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:

- "***Knowledge***": This can be increased during the Mystery Multiball mode (more information under "Multiball Modes – Mystery Multiball" section), or on occasion as a Rune Award (more information under "Side Game Modes – Rune Award" section).
- "***Insanity***": If/When you collect "Madness" (more information under "Side Game Modes – Madness/Insanity" section), the Herald Lane (4) will be available to collect "Insanity" for a short amount of time. Note that "Insanity" can't be acquired if the "Herald of Its Word**"** main mode is about to commence.
- "***Nuisance***": This can be increased during "Nuisance" hurry-up (more information under "Side Game Modes – Nuisance" section) and "Herald of Its Word" (more information under "Main Modes – Herald of Its Word" section).
- "***Timeless***": This will be in correspondence to the time that was remaining when you completed the various timed modes – Hurry-Ups etc.
- "***Madness***": This will be in correspondence to your current "Madness" (more information under "Side Game Modes – Madness/Insanity" section) percentage.
- "***Undeath***": This raises in correspondence to the number of ball-saves and kickbacks you've used over the course of your ball.
- "***MAW***": This will accumulate with each shot up into the spinning vortex via the Maw Ramp (8).

End-of-Ball Bonus Multiplier –

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

You can raise the multiplier by performing this sequence:

1. Hit both of the Revelation Spot Targets (1).



2. Hit the ball through the Spindisc via the Bumper Lane (2) within 20 seconds, otherwise you'll need to repeat the process.



If the above sequence is successful performed, then the bonus multiplier will increase by 2X times & for every time thereafter until a max of 10X times multiplier is achieved. **Extra Ball** becomes available for collection at the Herald Lane (4) upon you reaching 10X times bonus.

Side Game Modes

- **Eyes of the Tendil** –

  Activation:

  You'll first need to have played through both of these main modes – "Sound of its Spawn" & "Cult of its Arrival", after-which shots up the Left Tendril Ramp (3) will collect one letter of "T-E-N-D-R-I-L" each time the ball successfully travels up the ramp.

  Mode Itself:

  Once active, Orange Eyes will appear out of various portals onto the table playfield in front of these lanes as you play through the mode –

  - Bumper Lane (2)
  - Herald Lane (4)
  - Left Rune Min-Orbit (5)
  - Right Rune Mini-Orbit (7)
  - Maw Ramp (8)



The goal here is to hit as many Orange Eyes as possible. Note that hitting an eye will in-turn cause a new eye to appear at a different location on the playfield. Repeatedly hit the eyes until the mode is completed, & you'll also gain a reward – lighting of **Extra Ball** for collection at the Herald Lane (4).

- **Rune Award** –

  Activation:

  Repeatedly send the ball around the Rune Mini-Orbits: Left (5) & Right (7).



  Once you have accumulated 5 orbital shots, "COLLECT" will be lit at Right Tendril Ramp (9)

  Mode Itself:

  Once "COLLECT" is lit at Right Tendril Ramp (9), simply send the ball up it to collect one of the many below awards –

  - "**Extra Ball**" - enables **Extra Ball** for collection at the Herald Lane (4).
  - "Ball Save" - Activate the Ball-Save mechanic.
  - "Kickback" – both sides of the table's kickbacks activate.
  - "Skill Shot" – awards you the next Skill Shot value.
  - "Madness" – increases the current Madness level.
  - "Multiplier" – increases the current Multiplier level.
  - "Knowledge" - increases the current Knowledge level.
  - "Jackpot" – awards you the current Jackpot value.
  - "Jackpot Increase" – increases the current Jackpot value.
  - "Nuisance" – immediately starts-up the Nuisance Hurry-Up mode.
  - "Maw Multiball" – immediately starts-up the Maw Multiball mode.

- **Madness/Insanity** –

  - **Madness**:
    You can raise the "Madness" percentage by completing Main Modes or by attaining the random Rune award – "Madness" (more information can be found under "Side Game Modes – Rune Award),

    The current "Madness" percentage can be seen near the bottom left of the table playfield; they look like reddish symbols. Note that each of these red symbols equate to roughly 10% of "Madness", as well as a +0.1X times multiplier boost to all scores collected during your playfield.
    The "Madness" percentage negates back to zero upon a ball drain, however on the following ball the "Madness" percentage which was lost can be recovered, if you manage to collect "Madness" again (using the above methods). Otherwise, if you also drain the following ball, then all of the "Madness" percentage you accrued during your current playthrough is completely wiped back to zero.

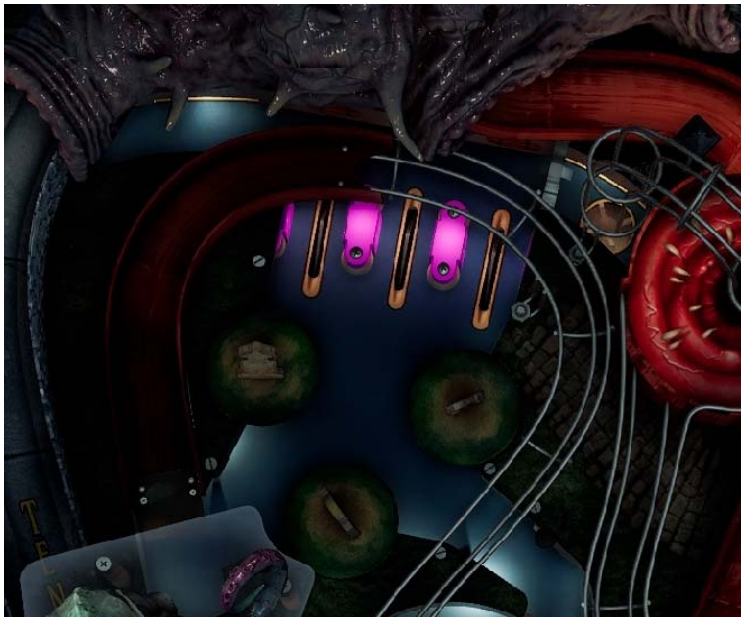
    The maximum "Madness" percentage you can attain is 100%. Now, you'll also gain a 2X times multiplier on any table scoring while its active.

  - **Insanity**:
    Note that if you have successfully accrued 80% "Madness" minimum," INSTANITY" will then be lit at the Herald Lane (4) (this occurs immediately after "Madness" has been collected), sending the ball up this while it's lit in-turn awards you with enabling **Extra Ball** for collection at the Herald Lane (4).

- **Bumper Hurry-Up** –

  Activation:

  During singular ball play only, complete all 3 Bumper Rollover Lamps (located above the Bumpers), –



  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. Repeat the same process for the other two lamps. You will need to alternate the lit Rollover lamp using the flipper buttons on your controller, as to always have the ball roll down an unlit Rollover. Once all 3 of the Rollovers are lit solid the Hurry-Up will begin.

  Mode Itself:

  The goal of this mode is to hit the Bumpers a total of 30 times before the timer elapses. If you succeed in doing so, you'll be awarded a completion bonus points value.

- **<u>Nuisance Hurry-Up</u>** –

  Activation:

  You'll first need to playthrough the "Herald of Its Word" Main Mode, once done you'll need to send the ball up the Herald Ramp (4) to activate the hurry-up.



  Mode Itself:

  The objective of this hurry-up is to send the ball up the Herald Ramp (4) <u>5</u> times before the timer elapses. Completion of this hurry-up awards <u>7.5 million points</u>. Note that This hurry-up can only be activated while no additional modes etc. are active, although it can stack up with "Sound of Its Spawn" main mode & activated off of a random Rune Award (more information can be found under "Side Game Modes – Rune Award) during any given mode.

Multiball Mode –

- ## MAW Multiball *3-Balls*:

Activation –

You will first need to light all 3 letters of "M-A-W" at the MAW Ramp (8) to start this multiball, this is achieved by repeatedly sending the ball up that Ramp till all 3 letter notification lamps of "M-A-W" are lit. Note that you'll need more to produce more shots up the MAW Ramp (8) to light the letters of "M-A-W" when you try to start-up the Multiball for a second time, & so forth.



Note MAW Multiball can be started at any time during single-ball play (except during the "Cult of Its Arrival" Main Mode).

Mode itself -

This is a 3-ball Multiball Mode, during this Mode, send balls up the MAW Ramp (9) to collect **Jackpots**. To increase the **Jackpot** value, you'll need to send balls into the Bumper Lane (2).

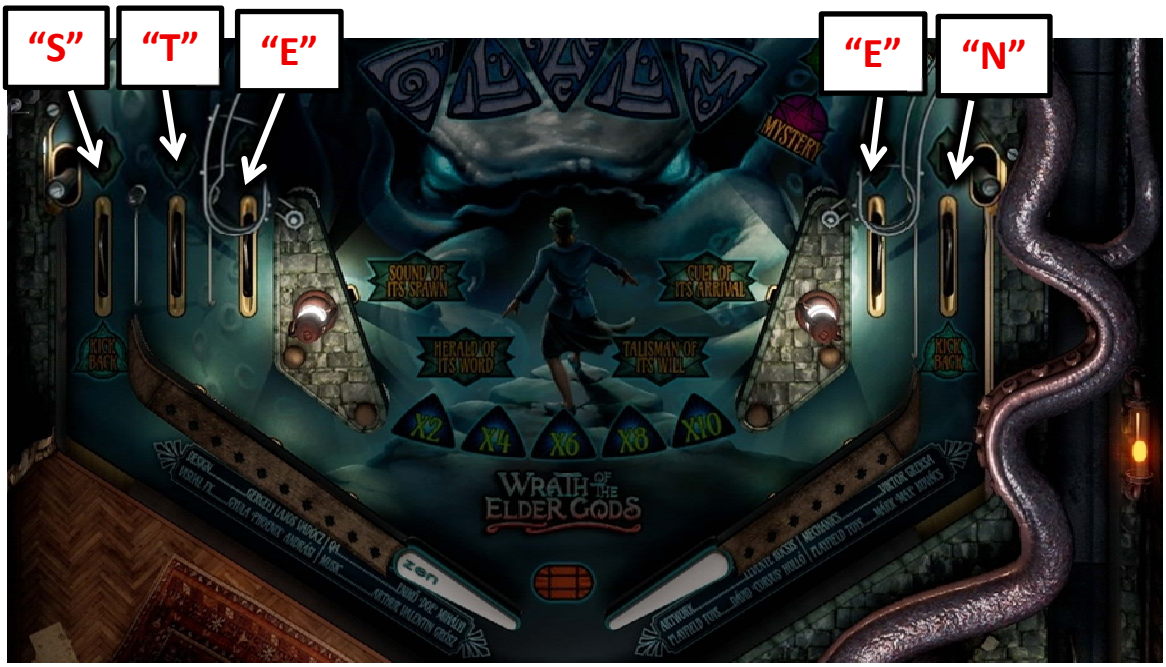


Note that after roughly 45 seconds, this Multiball Mode will immediately end & all of your balls that are currently in play will explode.

- **Mystery Multiball *3-Balls***:

Activation –

You will first need to light all 5 of the "S-T-E-E-N" Rollover Lamps present at the In's & Outlanes.



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. Repeat the same process for the other two lamps. You will need to alternate the lit Rollover lamp using the flipper buttons on your controller, as to always have the ball roll down an unlit Rollover.

Once done, "LOCK" will become available at the Right Sinkhole (10) –



Send the ball into that Sinkhole to lock the ball. Note that if no other mode is currently running at the time, you'll be taken to the Lauch Lane & be able to attempt another Skill Shot (look earlier in the guide under "Skill Shot" for more information).

The Multiball begins immediately after locking the 3rd ball.

Mode itself -

This is a 3-ball Multiball Mode, during this Mode, near all of the playfield lanes etc. will be lit for **Jackpots** worth 100,000 points each.



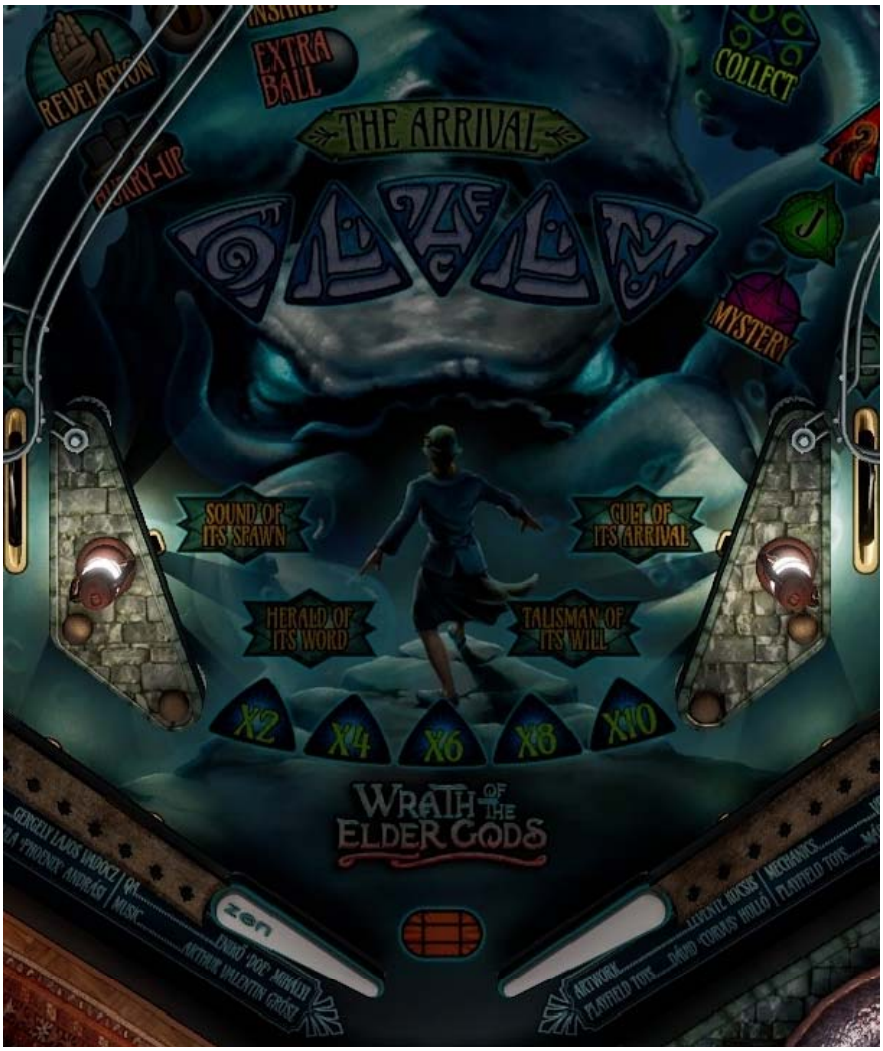
Do note that each **Jackpot** earned will in-turn add the next letter towards spelling "M-Y-S-T-E-R-Y". Each completion of "M-Y-S-T-E-R-Y" increases the **Jackpot** value by 100,000 points.

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 Arrival - Wizard Mode to be activated.

Note that for your first playthrough of the 4 Main Modes, you'll only need to activate them, not complete; However, for subsequent playthroughs (once you've activated/played through the Wizard Mode on your first time), they must be completed.
Correspondingly, each completed Main Mode also increases the Madness percentage by 10%. Note that if the ball drains during a Main Mode (during the 1st round of Main Modes), the Madness boost will nevertheless be applied.



- # Sound of its Spawn:

Activation –

You simply need to produce 3 shots up either Tendril Ramp – Right Tendril Ramp (3) &/or Left Tendril Ramp (9).



Once done, you'll have the option of choosing between these Main Modes - "Sound of its Spawn" or "Cult of Its Arrival" use the flippers on your controller to select which of these modes you want to playthrough first, press the "Launch" button on your controller to confirm your choice.

Mode Itself –

You'll have 1 minute to produce 8 shots to either of Rune Mini-Orbit: Left (5) & Right (7) or Tendril Ramps – Right Tendril Ramp (3) &/or Left Tendril Ramp (9).



Doing so, will allow you to evade screeches, also try to avoid the random Spawn Targets that sporadically appear around the Strange Structure Sinkhole (6).



Note that after hitting a flashing lane successfully, it will deactivate for a few moments before you'll be able to hit it again.

- # Herald of its Word:

Activation –

You'll need to send the ball up the Herald Ramp (4) 3 times.



Upon sending the ball up that ramp on the 3rd occasion, the ball will be captured and devoured, only to be spat out engulfed in a pinkish slime.

Mode Itself –

The objective here is to use the pink slimed ball to hit the correct flashing lanes, 3 lanes will be flashing at a time, but note that only 1 of the flashing lanes will actually advance the progress of the mode.



Be aware that the slime that coats the ball will wick away over time, and if it fully faded, then you'll need to send the ball up the Herald Ramp (4) yet again in order for the ball to be recoated with the slime. To complete this mode, you'll need to make a total of 5 successful shots to the correct flashing lane.

- # Talisman of its Will:

Activation –

To activate this mode, you'll need to perform 5 shots into Strange Structure Sinkhole (6).



Mode Itself –

The objective of this mode is for you to hit every single lane etc. throughout the table playfield within the time limit.



You can gain back time for every 3 successful shots, each time this is achieved 45 seconds will be added to the overall timer. If/When you achieve all 8 shots available, the timer will cease & the final shot will become available. You'll need to sink the ball into the Strange Structure Sinkhole (6), once done the mode will be completed.



Note that during the mode, sending the ball into the Strange Structure Sinkhole (6) will increase the **Jackpot** value, which can only be collected upon the mode being completed.

- # Cult of its Arrival *3-ball Multiball*:

Activation –

You simply need to produce 3 shots up either Tendril Ramp – Right Tendril Ramp (3) &/or Left Tendril Ramp (9).



Once done, you'll have the option of choosing between these Main Modes - "Sound of its Spawn" or "Cult of Its Arrival" use the flippers on your controller to select which of these modes you want to playthrough first, press the "Launch" button on your controller to confirm your choice.

Mode Itself –

Upon this mode starting, a 3-ball Multiball will be activated & your objective will be to hunt down the cultists. This is achieved by sending the balls through either the Bumper Lane (2) &/or Right Tendril Ramp (9), & then hitting the targets that appear near the Strange Structure Sinkhole (6).



If you manage to hunt down 6 cultists, then the Right Sinkhole (10) will be lit to complete the mode. Send the ball into that sinkhole to complete the mode.



Note that if you still have the multiple balls on the playfield, **Jackpots** will be available at the Tendril Ramps – Right Tendril Ramp (3) &/or Left Tendril Ramp (9) and Strange Structure Sinkhole (6) until you return to singular ball play.



The Arrival - Wizard Mode –*5-Ball Multiball*

Once all the Main Modes (look under the "Main Modes" section for more information) have been started (or completed, after your first playthrough - for subsequent activations). A shot up either Tendril Ramps – Right Tendril Ramp (3) or Left Tendril Ramp (9) will start the Arrival Wizard Mode.

The Arrival Wizard Mode – *5-Ball Multiball*

Upon the Wizard Mode activating a 5-ball Multiball.

The Wizard Mode has 3 phases –

1. ***Phase 1***: Perform 5 shots to Right Tendril Ramp (3) or MAW Ramp (8) in order to uncover the runes.



2. ***Phase 2***: Perform 5 Rune Mini-Orbits: Left (5) & Right (7) to translate the runes -



After which sink a ball into the Strange Structure Sinkhole (6) to reveal its true name!



3. ***Phase 3***: At this phase you will see 1 random lane is lit; shoot it **twice** to lower It.



Damage can then be dealt to It for 30 seconds, either by attacking the creature directly, or via shots to the Bumper Lane (2) &/or Right Tendril Ramp (3). 10 hits to the creature will complete this phase.



Upon you completing Phase 3 of the Wizard Mode, you'll need to lock the remaining balls at the Strange Structure Sinkhole (6) in order to complete the Wizard Mode.



Upon completing the Wizard Mode, it appears you have defeated the Eldritch God, but it returns & challenges you all over again to defeat it. The Main Mode progress is reset back to the beginning; however, all is not lost as you are rewarded with all scoring on the table is given a permanent **+1X** multiplier separate from that of "Madness" (look earlier in the guide under the "Side Game Modes – Madness" for more information) for the rest of this game after the completion of the Wizard Mode.

Note that you fail the Wizard Mode, you can restart it on your next ball with a shot up either Tendril Ramps – Right Tendril Ramp (3) &/or Left Tendril Ramp (9).

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 -

"Find out the truth behind your pinballing!!!"

Yours
ShoryukenToTheChin