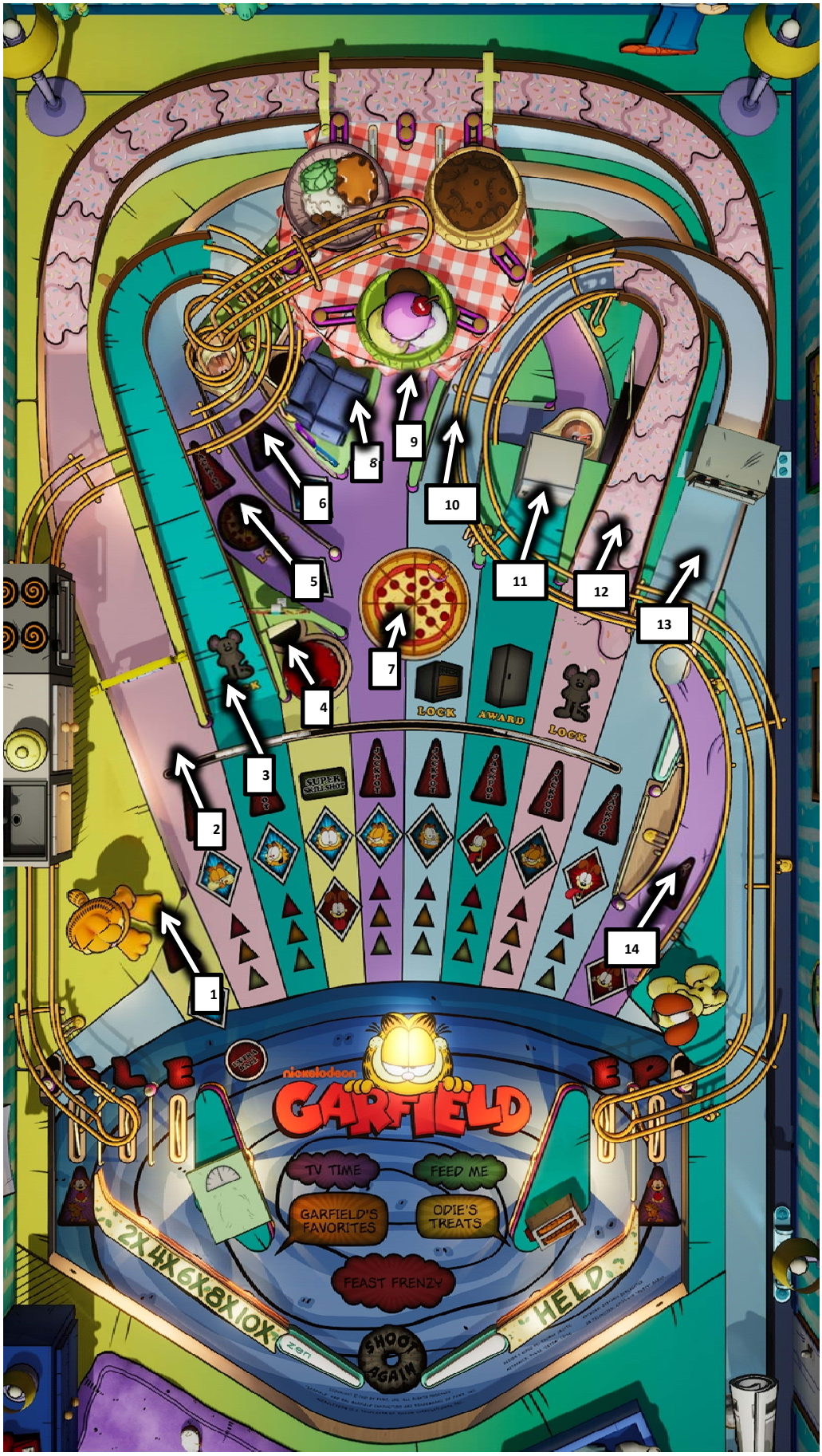
Garfield - Table Guide

By ShoryukenToTheChin



Key to Table Overhead Image –

1. Garfield Saucer
2. Left Orbit
3. Left Ramp
4. Trash Can Target/Clock Target/TV Remote Target/Centre Sink Hole
5. Centre Orbit
6. Kickback Saucer
7. Pizza Spinner
8. Arm Chair
9. Centre Lane
10. Oven/Centre Ramp
11. Fridge/TV
12. Right Ramp
13. Right Orbit
14. Odie Mini-Ramp

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



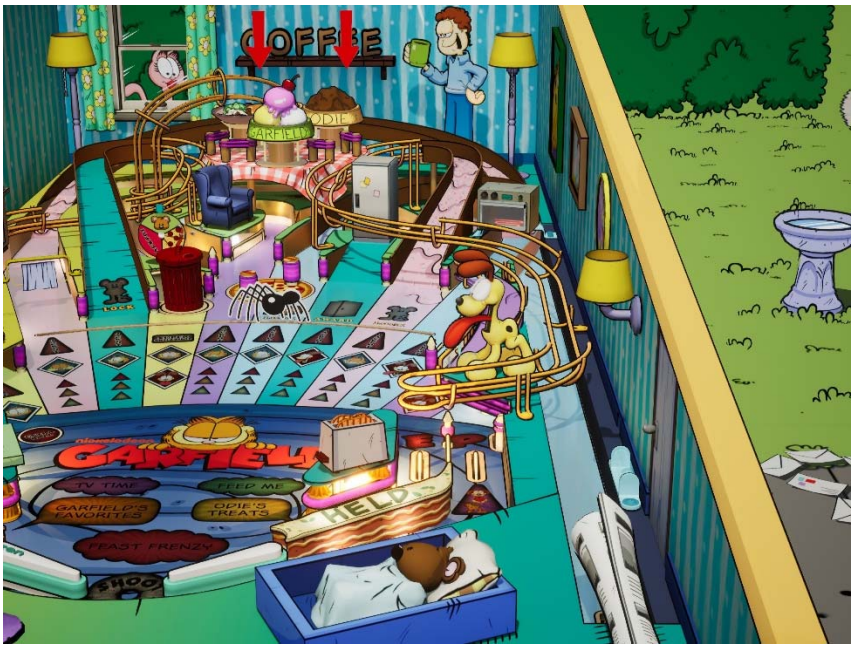
Zen Studios is bringing Garfield to Pinball FX.

"*Feast your way through mounds of lasagna to score big in Garfield Pinball! Dig up bones with Odie, woo Arlene, fight the alarm clock, and find Pooky the teddy bear to reach Feast Frenzy, all for a perfect feline day of eating and sleeping." as per Zen Studios press release.*

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 launch the ball onto the playfield via the plunger lane. After which, you'll need to use the left flipper button on your controller to switch which of the Jet Bumpers are flashing, in order for the ball to hit the flashing, Bumper.



If the ball does in fact hit the flashing Bumper, then a Skill Shot worth 1 million points is awarded to you.

Super Skill Shot –

In order to attempt a Super Skill Shot, you'll need to hold down the left flipper button on your controller before launching the ball onto the playfield via the plunger lane. This in-turn will cause the ball to be sent down to the main (lower) flippers of the table, now you'll then need to hit the ball at either the Trash Can Target (4) or the moving Spider Target within 5 seconds.



If you manage to achieve this, then you'll be awarded with a Super Skill Shot worth 2 million points.

Kickback

To activate both the Kickbacks on this table; you need to send the ball into the Kickback Saucer (6) –



Both Kickbacks will then activate –



Extra Balls

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

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



- ***Method 1***: ***Fridge Award*** – look later in the guide under "Side Game Modes – Fridge Awards" for more information.
- ***Method 2***: ***Collect 30 seconds at once during the Sleeping Challenge Side Mode*** – look later in the guide under "Side Game Modes – Sleep Challenge" for more information.
- ***Method 3***: ***Achieving the "10X Bonus Held" Multiplier & raising the Multiplier once more*** – look later in the guide under "Raising the Multiplier" for more information.
- ***Method 4***: ***Complete the "Pooky is Missing" Side Game Mode*** – look later in the guide under "Side Game Modes – Pooky is Missing" for more information.
- ***Method 5***: ***Wizard Mode activation for the 1st time*** – look later in the guide under "Wizard Mode - Feast Frenzy" for more information.

Once the **Extra Ball** is available for collection, send the ball into the Garfield 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 -

Completing the 2 "COFFEE" Rollovers located above the Bumpers. You can change the current lit Rollover by using the flipper buttons on your controller, as to have the ball roll down an unlit Rollover Lane.



Completing the Rollovers will increase the bonus multiplier by +2X – so firstly 2X, then 4X, 6X, 8X & finally to a maximum of 10X times. Now, if you complete "COFFEE" Rollovers when you've collected the 10X multiplier, you'll be rewarded with "Bonus Held" which means the bonus multipliers will carry over onto the next ball upon your current ball draining.

Again, if after "Bonus Held" is collected, you complete the "COFFEE" Rollovers, you'll be awarded with a 1-million-point bonus & an **Extra Ball** being available for collection at the Garfield Saucer (1). This method for activation of "**Extra Ball**" will only work for the first time during a game, instead you'll score a 1-million-point bonus for each subsequent completion if you've already activated this **Extra Ball**.

Side Game Modes

Note that the below side modes (excluding "**Sleep Challenge"**) can be usually be activated at any time, except when a main mode is currently active. The side modes have 30-second hurry-up timers.

- **Big Vicious Dog** –

  Activation:

  You'll need to repeatedly send the ball through the Left Orbit (2) in order to rotate the spinner which is located at its entrance 30 times.



  Mode Itself:

  Upon achieving the above, the Big Vicious Dog 2D carboard target will appear & begin moving side to side around the centre of the table playfield. A Hurry-Up timer will be visible on the Dot-Matrix Display. The goal here is to repeatedly hit the Dog until the timer elapses, in order to amass as much points as possible. Each shot to the carboard target before the said timer runs out will score 100,000 points + 50,000 points per subsequent hit.

- **Pooky is Missing** –

  Activation:

  You will need to send the ball around the Centre Orbit (5) using the top right flipper 3 times to start the mode. Note that the Centre Orbit (5) needs to not be lit for ball lock & no main modes are running at the time, in order for the shots around that Orbit to count towards the activation of this side mode.



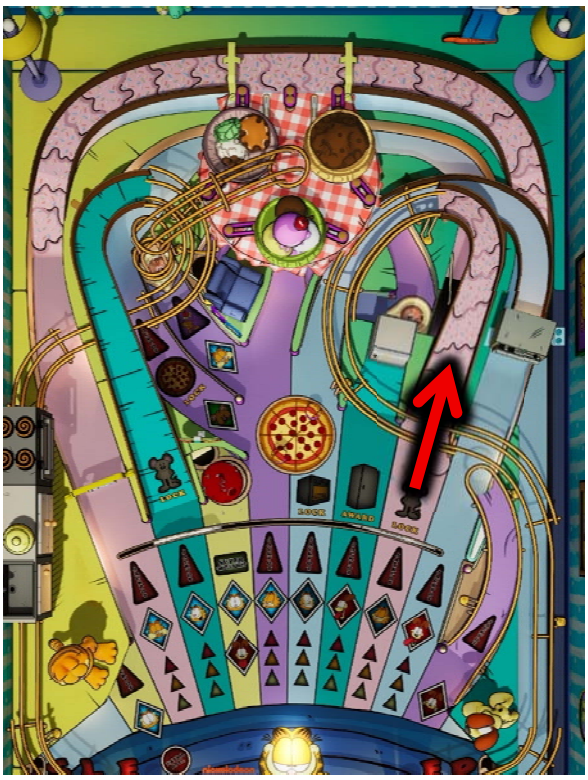
  Mode Itself:

  Upon activation a 2D Spider Cardboard Target will appear on the table playfield, you'll need to hit that 3 times to get Pooky back. Once you get Pooky back the mode will conclude & you'll net a 300,000 points reward, as well as lighting **Extra Ball** for collection at the Garfield Saucer (1).

- **You've Got Mail** –

  Activation:

  You'll need to repeatedly send the ball through the Right Ramp (12) in order for the mode to activate.



  Mode Itself:

  Upon activation a 2D "Herman the mailman" Cardboard Target appears on the table playfield. Repeatedly hit that target during the hurry-up to score 100,000 points, & an additional 50,000 points per hit registered.

- **Flower for Arlene** –

  Activation:

  You will need to send the ball up the Left Ramp (3) 3 times to start-up this mode.



  Mode Itself:

  The objective for this hurry-up is to simply send the ball up either the Left (3) &/or Right (12) repeatedly, in order to score 100,000 points, & an additional 100,000 points per Ramp hit registered.

- **<u>An Evening with Mozart</u>** –

Activation:

You will first need to have the TV (11) toy enabled – you can alternate between the Fride/TV (11) toy by simply hitting whichever toy is currently active. Now upon the TV (11) toy being active, you'll notice that the TV Remote Spinner (4) will be available. You'll need to rotate that Spinner a total of 30 times, so just repeatedly hit the TV Remote Spinner (4) until the hurry-up activates.



Mode Itself:

Upon activation the TV (11) toy target will be lit to collect an ever-decreasing hurry-up value beginning at <u>2 million points</u>, until decreasing to a minimum of <u>500,000 points</u>. The objective here is to simply repeatedly hit the TV (11) toy target until the hurry-up timer expires.

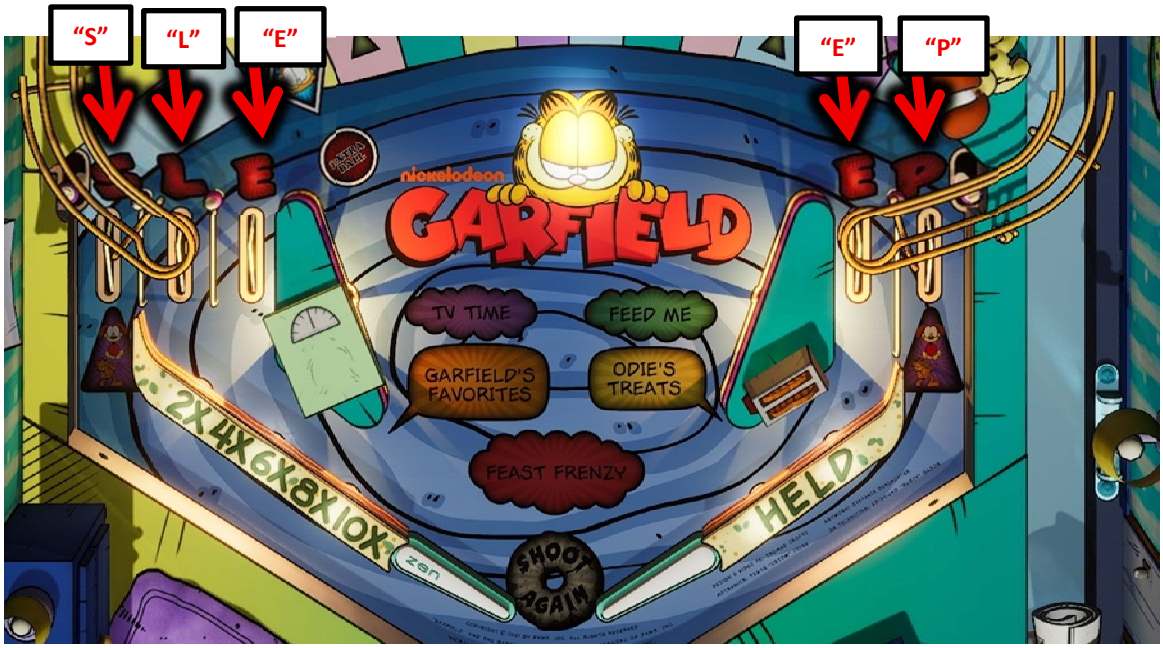


- **Sleep Challenge** –

  Note - This mode pauses all timers on any of the other modes that were activated before activation. Also, activation of this mode will require +1 completion of the 5 "S-L-E-E-P" Rollovers for each subsequent time the mode has been activated previously.

  Activation:

  You'll need to complete the 5 "S-L-E-E-P" Rollovers on the In's & Outlanes. You can change the current lit Rollover by using the flipper buttons on your controller, as to have the ball roll down an unlit Rollover Lane.



  Once done, send the ball into the reveal Centre Sink Hole (4) to activate the mode.



Mode Itself:

Upon activation the table's lighting darkens, and Garfield goes to sleep. The objective here is to send the ball repeatedly up the Ramps – Left (3) & Right (12) in order to collect time.



After-which, send the ball at the Alarm Clock (4) to add collected sleep time for Garfield.



The point-based award given will be higher with every added minute amassed by hitting those Ramps during the mode. Now, each Left (3) or Right (12) Ramp shot scores 100,000 points + 100,000 points per subsequent ramp hit thereafter and collects 10 seconds of time that can be collected by hitting the Alarm Clock (4). Each time the Alarm Clock (4) target is hit you'll collect the current point value. Note that if you collect 30 seconds at once then you'll also be rewarded with an **Extra Ball** becoming lit for collection at the Garfield Saucer (1).

Eventually the Alarm Clock will ring, waking Garfield & thus concluding the mode.

- **Fridge Award** –

  Activation:

  While you have the Fridge (11) in its position, you'll need to send the ball up the Centre Lane (9) 3 times in order to open the Fridge (11) door.



  Once done, send the ball into the opened Fridge (11).



Mode Itself:

Upon sending the ball into the opened Fridge (11) you'll be awarded a random award –

- Point based - 5 million points.
- Ball Save – activates the Ball Save.
- Kickbacks – activates both of the table Kickbacks.
- Bonus Multiplier – raises the bonus multiplier to the next available level.
- Extra Ball - lights an **Extra Ball** for collection at the Garfield Saucer (1).

Note – that If any combination of timed modes is running and you manage to acquire a Fridge Award, it has a chance of resetting the timers for the modes.

Multiball Mode –

Note that all of the below multiball modes are stackable with each other (active at the same time) for huge point opportunities. Also, you can continue to activate main & side modes while the multiball modes are running.

- ## Mouse Trouble Multiball *2-Balls*:

Activation –

You'll first need to lock a total of 2 balls within the Left (3) & Right (12) Ramp. This is achieved by hitting the Trash Can Target (4) - note that you can manually change which toy is present here.



Upon hitting Trash Can you'll raise either the Left (3) or Right (12) Ramp entrances revealing a ball lock hole.



Simply repeat the process to lock the 2 balls required. Once done, a 2-ball multiball will activate.

Mode itself -

This is a 2-ball Multiball Mode, during this Mode, both the Left (3) & 7 Right (12) Ramps are lit for **Jackpots** worth 100,000 points, you'll also gain an additional + 5,000 points for each Trash Can Target (4) hit.



Shooting the Fridge (11) (with Squeek inside) after hitting both ramps will collect a **Double Jackpot**, as well as relight both ramp **Jackpots**.



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

- **Lasagna Multiball *3-Balls***:

Activation –

You'll first need to lock a total of 3 balls into the Oven in order to activate this multiball. You'll need to send the ball up the Oven Ramp (10) 3 times, & on the 3rd time it travels through the ramp, the ball will be locked in the Oven.



Repeat this process a further 2 times in order to lock the required number of balls to activate the multiball.

Mode itself -

This is a 3-ball Multiball Mode, during this Mode, 5 Lasagna slices will be shot out of the oven onto the table playfield.



Send the ball through those Lasagna slices to score 500,000 points each time. Once all 5 Lasagna slices have been hit, send a ball up the Oven Ramp (10) to score a **Jackpo**t worth 2.5 million points.



This also respawns another 5 Lasagna slices onto the playfield, & you can continue to repeat this process to amass as many points as possible during this mode.

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

- **Pizza Special Multiball *2 up to 6-Balls***:

Activation –

You'll first need to lock a minimum of 2 balls, or a maximum of 6, you'll first need to hit the Pizza Spinner (7) enough times in order for it to rotate 15 times.



Upon performing the above, a 5-million-point hurry-up (shown on the Dot-Matrix Display) will begin, the objective here is to send the ball up the Centre Orbit (5). Doing so, not only collects the current displayed hurry-up score on the Dot-Matrix Display but also locks a ball towards the Pizza Special Multiball Mode.



You can hit that Orbit & lock up to 6 balls during this hurry-up.
Although, if/when you lock 2 balls during single-ball play, you'll then be presented with a choice between either activating the multiball now or continuing your attempt to lock up to 6 balls (Note – that if a ball lock is achieved while another multiball mode is already running, said mode will automatically start with the number of balls currently in play).

Mode itself -

This is a 2 up to 6-ball Multiball Mode, during this Mode, each locked ball accrued, will in-turn provide 1 **Jackpot** Lane which can be hit to score a **Jackpot**.



The **Jackpot** value here is determined by a base score of 1 million points (which can be increased by repeatedly hitting the Pizza Spinner (7) in order to rotate it) multiplied by the number of balls currently on the playfield. Once all of the **Jackpots** are collected, they are reset.

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), and once they have been completed – the Wizard Mode.

- ## Garfield Favourites

  Activation:

  You'll need to send the ball into the Garfield Saucer (1) 3 times to activate this mode.



Mode Itself:

During this mode, send the ball up the indicated flashing lanes to score points.



The base value of these points for the lanes can be increased by 100,000 points by hitting the slices of 3D Lasagna which will spawn all around the playfield; note that each slice itself nets you 100,000 points. The **Lasagna Multiball Mode** can't be activated while this mode is currently running, and vice versa.

- # Odie’s Treats

Activation:

In order to activate this main mode, you’ll need to send the ball up the Odie's Mini-Ramp (14) 3 times.



Mode Itself:

Note - the **You've Got Mail** side mode is disabled from activation while this main mode is running.

Upon this mode beginning, 3 3D Bone treats will appear on the playfield at specific spots, you'll need to hit all of these Bone treats with the ball to "collect" them for Odie. Once done, send the ball up the Odie's Mini-Ramp (14) again to give him the Bones - however beware of the 2D Big Vicious Dog target, because hitting it will steal 1 of the collected Bones.



Each Bone that you hit scores 100,000 points, & when you hit the Odie's Mini-Ramp (14) to give them to Odie you'll be granted a score value dependent on the number of Bones collected at the time of hitting said ramp: 1 million points for 1, 2 million points for 2, and 5 million points for all 3 Bones.

- **TV Time**

Activation:

You'll first need to have the Interactive Toy set to the TV (11). Then shoot the ball 3 times to the Central Lane (9) behind the TV, and the ball will jump to the Armchair.



Mode Itself:

During this mode, all the lanes will be flashing & sending the ball up these lanes will score a base value of 100,000 points each time.



The base value can be increased by +25,000 points for every rotation of the TV Remote Target (4) and +200,000 points per shot to the TV (11).



- # Feed Me

Activation:

You'll need to hit the 3 Bumpers - Jon's, Garfield's & Odie's bowls a total of about 20 times each, the amount required after each hit will be shown on the Dot-Matrix Display.



Once all 3 of these counters have reached 0, this main mode begins immediately.

Mode Itself:

During this Mode, simply hit the ball up the flashing lanes as much as possible until the timer expires.



You'll earn a base value 100,000 points for each of the flashing lanes you successfully hit, said base value can be increased by 50,000 points each time a bumper is hit, until the mode ends.

Wizard Mode – Feast Frenzy *4-Ball Multiball*

Once all of the 4 previous Main Modes (look under the "Main Modes" section for more information) have been started at least once, you'll be able to activate the Wizard Mode by sending the ball into the Garfield Saucer (1).



You'll also light **Extra Ball** for collection at the Garfield Saucer (1), only once during the same game.

Wizard Mode – Feast Frenzy *4-Ball Multiball*

Note that while progress towards starting Side Game Modes is disabled during the Wizard Mode, the Multiball Modes can stack on top of the Wizard Mode. This gives a huge scoring opportunity for you if you manage to stack the Multiballs.

Now, upon the Wizard Mode activating, all shots will be flashing & hitting them scores **Jackpots** worth 250,000 points.

The Wizard Mode ends & the Main Modes progress will be reset once you return 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 & 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 -

"Pinball is like a box of lasagna... you never know where that steel ball will end up!!!"

Yours
ShoryukenToTheChin