Curse of The Mummy - Table Guide

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Key to Table Overhead Image –

1. Left Sink Hole
2. Left Orbit
3. Left Ramp
4. Pyramid
5. Dungeon
6. Right Ramp
7. Anubis Head
8. Right Orbit
9. Tablet Drop Targets/Hole
10. Sphinx
11. Sun Dial
12. Left Nile Crossing
13. Right Nile Crossing
14. Canopic Chest
15. Canopic Target
16. Bonus X 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



"Delve into the shadows of the big city, explore ancient, secret tombs and hunt for treasure in the newest Zen Original Pack, "Secrets & Shadows". Hone your pinball skills with updated graphics, gorgeous digital displays replacing the Dot Matrix and climb to the top of the leaderboards.

Curse of the Mummy: With the last rays of the setting sun beating on your back, you stand before the last of the Lost Pyramids. As a daring archaeologist, defeat the Cursed Mummy and discover the secrets of the mysterious tomb!" – 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 from the plunger lane with the right amount of force required to roll down the flashing "CROCOS" rollover.

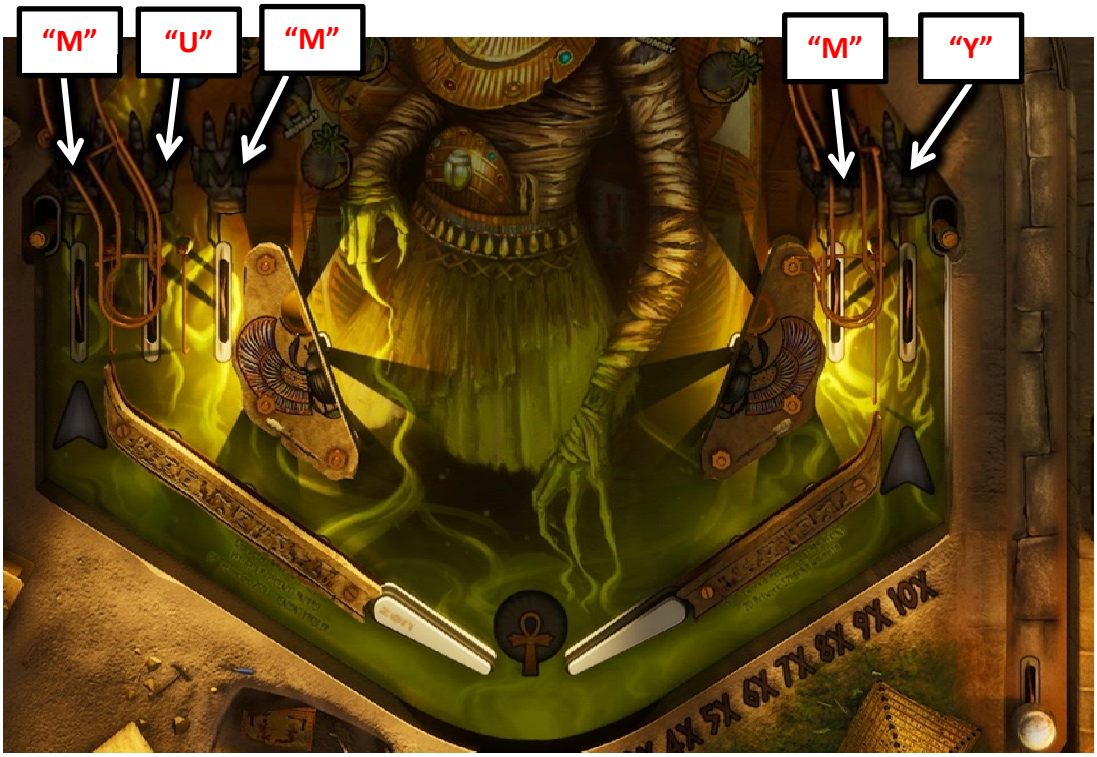


Skill Shots are worth at base value - 500,000 points, increases by 500,000 points per subsequent skill shot.

Hidden Skill Shot –
Alternatively, hold the left flipper button down on your controller, & launch the ball onto the table playfield into the opened Pyramid (4) entrance to be awarded a Hidden Skill Shot which is worth 1 million points.

Kickback

To activate the Kickbacks on this table you'll need to complete all the letters of "M-U-M-M-Y" at the 5 return lanes. You'll need make sure to use the flipper buttons on your controller to alternate the lit letter lamp, because if the ball rolls down through a previously lit lane lamp, then that lane lamp will deactivate. Once all 5 "M-U-M-M-Y" lamps are lit solid you'll need to send the ball up either the Left (3) or Right Ramp (6) within 15 seconds to light the Kickback corresponding to the Ramps outlane. Note that if Kickbacks are already lit, then shooting the flashing Ramp will instead award 1 million points.



Extra Balls

Extra Balls -

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

Extra Balls can be lit at the Left Sink Hole (1):



- ***Method 1***: ***Sun Dial Award*** – look later in the guide under "Side Game Modes – Sun Dial" for more information.
- ***Method 2***: ***Completion of the 5th level of Tomb Run*** - look later in the guide under "Main Modes – Tomb Run" for more information.
- ***Method 3***: ***Completion of 5 Main Mode*** - look later in the guide under "Main Modes" for more information.
- ***Method 4***: ***Raising the End-of-Ball Multipliers beyond its maximum*** – look below this page under "Raising the Multiplier" for more information.
- ***Method 5***: ***Reaching a random oasis in the "Oasis Run" Main Mode*** –later in the guide under "Main Modes – Oasis Run" for more information.

Once the **Extra Ball** is available for collection, send the ball into the Left Sink Hole (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 on this table by hitting the Bonus X Target (16) located on the right mini-playfield, hit this target 4 times. Doing so, increases the bonus multiplier by +1X, to a maximum of 10X. Note that once you reach the maximum level of multiplier (10X), repeat the above process to light **Extra Ball** for collection at the Left Sink Hole (1).

Side Game Modes

- **Sun Dial** –

  Activation:

  Send the ball into the Sun Dial (11) spinner (located on the upper left playfield) several times in order to rotate it a total of 10 times.

  Mode Itself:

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

  - **Extra Ball** – lights **Extra Ball** for collection at the Left Sink Hole (1)
  - Treasure – collects 1 of the 5 available treasures:
    - Papyrus roll
    - Canopus jar
    - Golden necklace
    - Golden bracelet
    - Golden statue

    Once a treasure is collected, you'll have the option of either cashing out your current collected treasure/s with the right flipper, or instead continue to collect more treasure by pressing the left flipper. Note that the point-based value for cashing out increases with each treasure collected. Therefore, if you collect all 5 treasures you'll attain a greater point-based award.
  - Kickbacks – activates the Kickbacks on both outlanes.
  - Ball Saver – activates the temporary ball save mechanic.
  - Raise Multipliers – raises the multiplier level to the next available level.
  - Hold multipliers – your current multiplier level will carry over to the next ball upon draining.

- **Sphinx Frenzy *Timed - 30 Seconds*** –

  Activation:

  You'll be required to hit the Sphinx (10), which is located on the left mini-playfield, 8 times in order to activate this hurry-up mode.



  Note that for each subsequent activation, the number of hits required increases by + 8.

  Mode Itself:

  During this 30-second timed mode, all scores that would normally be worth less than 1 million points, will now be worth 1 million points until this mode deactivates. Note that while this mode is activated, a tornado will rise from the playfield and any balls that come into its path will be affected by its high winds.

Multiball Mode –

- ## Pyramid Multiball *3-Balls*:

Activation –

Note that The Pyramid (4) toy can do several different things with the ball since it can be rotated & it's different sides can be hit. By default, hitting the Pyramid (4) causes the ball to jump up onto the left upper mini-playfield. Now, in order to enable the locking mechanism here, you'll need to repeatedly hit the Pyramid (4) for it to eventually rotate to its 2nd side and open a secret door to lock a ball towards the activation process of Pyramid Multiball.



Repeat this process a further 2 times, & upon the 3rd ball locking, the Multiball will begin.

Mode itself -

This is a 3-ball Multiball Mode, during this Mode, you'll need to shoot the Pyramid (4) 3rd side and destroy it.



After this it will rotate back to the 2nd side and can be hit for a **Super Jackpot**.



Smaller **Jackpots** will then light up after every hit to the Pyramid (4). Then the remains of the Pyramid (4) will rotate again to the 4th side and it will shoot the balls back to the flippers as it builds up again.



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

Note that all of the Main Modes can be "stacked" or played at the same time as each other. Each time you successfully complete a Main mode, its difficulty level will raise, thus resulting in tougher shots, but higher point-based awards.

Upon completion of 5 Main Modes, an **Extra Ball** will be lit at the Left Sink Hole (1) for collection. Simply send the ball into that sink hole to acquire it.

The status for each of the Main Modes can be seen on the Dot-Matrix Display by holding up both flipper buttons and skimming through them. Note that the 10 scarabs seen on the Dot-Matrix Display indicate how many Main Modes have been completed; if the scarabs are coloured it represents the completed Main Modes.

- # Scarab Trouble:

Activation –

You'll need to send the ball into the Left Sink Hole (1) a total of 5 times in order to activate this mode.



Mode Itself –

Upon this mode activating, Scarabs will begin to spawn from random spots across the playfield. These spots are the Left Sink Hole (1), Anubis Head (7), Pyramid (4) or Dungeon (5) behind the waterfall.



The objective here is to stop the swarm & defeat all the Scarabs before they reach the flippers, if this happens it will stop them from working (ball save will be active). You'll need to send the ball to the origin of the Scarabs entry onto the playfield to stop them.

Once all 3 swarms of Scarabs have been stopped, the Mummy will then summon the Scarab Queen, which you'll need to hit twice within 10 seconds to complete this Main Mode & gain a 2 million points completion reward. Note that the value of each shot increases by 1 million points per mode completion.

Note that each subsequent time you start the mode, this will in-turn cause more entry points for the Scarabs to enter the playfield.

- **Tomb Run:**

Activation –

You'll need to send the ball around the Left Orbit (2) repeatedly in order to rotate its spinner 30 times, once this is achieved this Video mode will begin.



Mode Itself –

This is Video Mode; on the Dot-Matrix Display you will play out an endless runner minigame.



You'll need to jump over holes by pressing the left flipper button to long jump, & the right flipper button to slide under the walls. Avoid all of the obstacles in your path until the Tomb Raider reaches the end of the maze, thus completing the mode. If you fall into a hole or hit a wall, then the mode will fail.

Note that this Video Mode scores increasing point-based values with each completion and increasing speed of which the obstacles come at you (narrowing your window of avoiding said obstacles). –

- Level 1: 1.4 million points.
- Level 2: 3 million points.
- Etc.

Completion of the 5th level not only awards point-based rewards, but lights an **Extra Ball** for collection at the Left Sink Hole (1).

- # Mummy Attacks:

Activation –

You'll need to send the ball up the Left Ramp (3) a total of 5 times, once this is achieved the Mummy will reanimate & attempt to steal your soul.



Mode Itself –

The objective here is to hit the flashing lanes to force the Mummy back into his sarcophagus. You'll need to hit these lanes within the 60-second timer; 3 lanes are lit at a time, & 4 lane shots must be made out of 4 sets in order to complete the mode.



Upon completion, the sarcophagus will open and suck the Mummy back into it with an ancient force. However, if he arrives to the source the mode will fail.
The completion point-based award is 5 million points + 100,000 points x the number of shots successfully made. Each time the mode is completed, the value for completion increases by 1 million points, as well as the value of each successful shot increases by 100,000 points.

- # Maze Blaze:

Activation –

You'll need to send the ball into the Dungeon (5) a total of 5 times, once this is achieved the table turns to almost pitch black & only two torches make some light at the bottom flippers.



Mode Itself –

The objective of this mode is for you to illuminate torches to help find your way out of the maze. You'll need to ignite the ball by having it roll down any of the return lanes -



Once the ball is ignited shoot the torches at both Orbits – Left (2) & Right (8), then the Dungeon (5) to ignite them.



Tip – If you send the ball through an already ignited torch, it will instead extinguish it!

Once done, the mode will be completed & you'll escape the maze. The Dot-Matrix Display will show a decreasing score that will be acquired in case of progressing. However, if the score reaches 0 the mode fails. The completion points-based bonus begins at 5 million points, & increases by 5 million points each subsequent time the mode is completed.

- # Oasis Rush:

Activation –

You'll need to send the ball up the Right Ramp (6) a total of 5 times, once this is achieved, you'll have to reach the next oasis before your water supply runs out.



Mode Itself –

The objective of this mode is for you to find an oasis before the 60-second timer elapses. You'll need to send the ball up the flashing lanes – 3 lanes will be flashing orange during each sequence, & altogether 8 flashing lanes must be hit in order to find the oasis, thus completing the mode.



Each successfully flashing lane you manage to hit will resupply a small amount of water. The scoring for each shot is 300,000 points + 300,000 points per subsequent mode completion.

Once per game, a random shot during this mode will light an **Extra Ball** for collection at the Left Sink Hole (1).

- **Army of Anubis:**

Activation –

You'll need to hit the Anubis Head (7) a total of 5 times. Once done, the mode will begin & small Anubis cardboards drop targets will come up in front of it & defend it



Mode Itself –

The objective of this mode requires you to vanquish the minions of Anubis. In order to complete this mode, you'll first need to clear out all of the smaller Anubis drop targets that are blocking the way to the opened Anubis Head (7), then sending the ball into the Anubis Head (7) opened mouth.



Upon doing so, you'll be rewarded with a completion point-based award, which is dependent upon an ever-decreasing point-based value visible on the Dot-Matrix Display, which begins at 5 million points + 5 million points per subsequent mode completion.

Tip - Alternatively, making a shot straight into the Anubis Head (7) opened mouth while the smaller Anubis drop targets are still active nets you a "Flank Attack" worth 15 million points.

- **Underworld:**

Activation –

You'll first need to gain access to the upper left mini playfield in order for you to hit all 5 Tablet Drop Targets (9), once they are down the Tablet Hole (9) will be accessible.



To start the mode, send the ball into that hole, & you'll be teleported onto a hidden mini playfield located under the main playfield.

Mode Itself –

During this mode, you will be playing on the Underworld mini playfield.



Now, there will be 2 of Anubis' minions heads on either side of the mini playfield which will alternate from top to bottom of the playfield, as souls drop down from the top of the screen onto this playfield. You'll need use the flippers buttons in order for the Anubis' minion heads to bite towards the centre of this mini playfield to try to swallow transparent balls (souls) rolling down. To win the mode & score a hurry-up value beginning at 10 million points, you'll need to capture 10 soul balls.



Note that the Anubis' minions' heads will move top-bottom faster & faster as the mode progresses. Also, the speed of the souls dropped will increase as the Anubis heads swallow them. For each subsequent completion of this mode – the number of souls required for collection in order for completion increases.

- # Croc Madness:

Activation –

You'll need to collect all of the letters of "CROCOS" located above the Bumpers. Every time you send the ball around Left Orbit (2), the ball will be fed to the temple atop the Nile River, where each rollover hit adds a letter to "CROCOS".



You'll need make sure to use the flipper buttons on your controller to alternate the lit letter lamp, in order to collect the letters if "CROCOS" faster.

Mode Itself –

Upon this mode activating a 60-second begins, you'll need to repeatedly hit the Bumpers to defeat the crocodiles. You can gain access to the Bumpers via the Orbits – Left (2) &/or Right (8).



Once you have hit the Bumpers a total of 10 times, the mode is completed. The point-based completion bonus begins at 2 million points, & can be increased by hitting the Bumpers before or during the mode itself.

- # Bridge on the Nile:

Activation –

You'll need to be on either side of the upper mini playfields, then by holding up one of the flippers on either side it will cause the ball to fall into the River Nile.



Each time this happens, a piece of the bridge is collected. Repeat this process till you collect all 4 parts of the bridge, & upon doing so a bridge will spawn between the two mini playfields for 60 seconds.

Mode Itself –

The objective of this mode is to try and send the ball over the newly constructed bridge as many times as possible within the 60-second timer.



Each time the ball travels across the bridge you'll be rewarded with 2 million points.

- **Mummy Multiball *3-Balls***:

Activation –

You will first need to hit the Canopic Chest (14) a few times in order for it to open, revealing an opening with which you can lock a ball into.



Note that the Canopic Target (15) next to it, raises the Jackpot value of the multiball when hit.

Just like with most modes on this table, the process of locking the balls for activation of this Multiball will continue to increase in difficulty with each activation, eventually requiring further hits to the Canopic Chest (14) to light the lock, or requiring the ball lock to be made under a time limit.

Once you have locked 3 balls into the Canopic Chest (14), the Mummy will rise from his sarcophagus & the Canopic Chest (14) will release the locked balls & activate the Mummy Multiball.

Mode itself -

This is a 3-ball Multiball Mode, during this Mode, The Mummy will be walking around the playfield & you'll need to hit the Mummy a total of 10 times to defeat him.



Each time the Mummy is hit you'll score **Jackpots** worth 500,000 points. The Jackpot can be increased by hitting either the Canopic Chest (14) or the Canopic Target (15). After defeating the Mummy, you'll then need to lock the remaining balls in any of the table's many sink holes to score 1.5 million points per ball lock. Once done, the mode is completed.

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

Wizard Mode –*Starts at 3-Ball Multiball*

Once all 10 Main Modes (look under the “Main Modes” section for more information) have been completed, the environment goes dark and the Pyramid (4) opens with a strange light, wind pouring out from it. Send the ball into the Pyramid (4) to enable the Wizard Mode.



Wizard Mode – *Begins at a 3-Ball Multiball*

Upon the Wizard Mode activating a 3-ball Multiball (balls increase dependant on Wizard Mode progress).



The objective of this Wizard Mode is to complete the 5 Main Modes that The Mummy challenges you to complete. Although, the difference here is that all of those modes will be activate at the same time during a 60-second timed 3-ball multiball:

- **Scarab Trouble**
- **Maze Blaze**
- **Oasis Rush**
- **Army of Anubis**
- **Croc Madness**.

Bridge of the Nile also remains active during this multiball. Be careful as a sandstorm rages across the table playfield, causing any balls that approach it to be flung around in violent manner. Each completed mode scores their respective points & adds a ball to the multiball.

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 -

"I must take you into my confidence and warn you. There is a curse which says that all persons present at the opening of a Pharaoh's coffin and who gaze at the face of the mummy therein, shall die. You have been *warned*!!!"

Yours
ShoryukenToTheChin