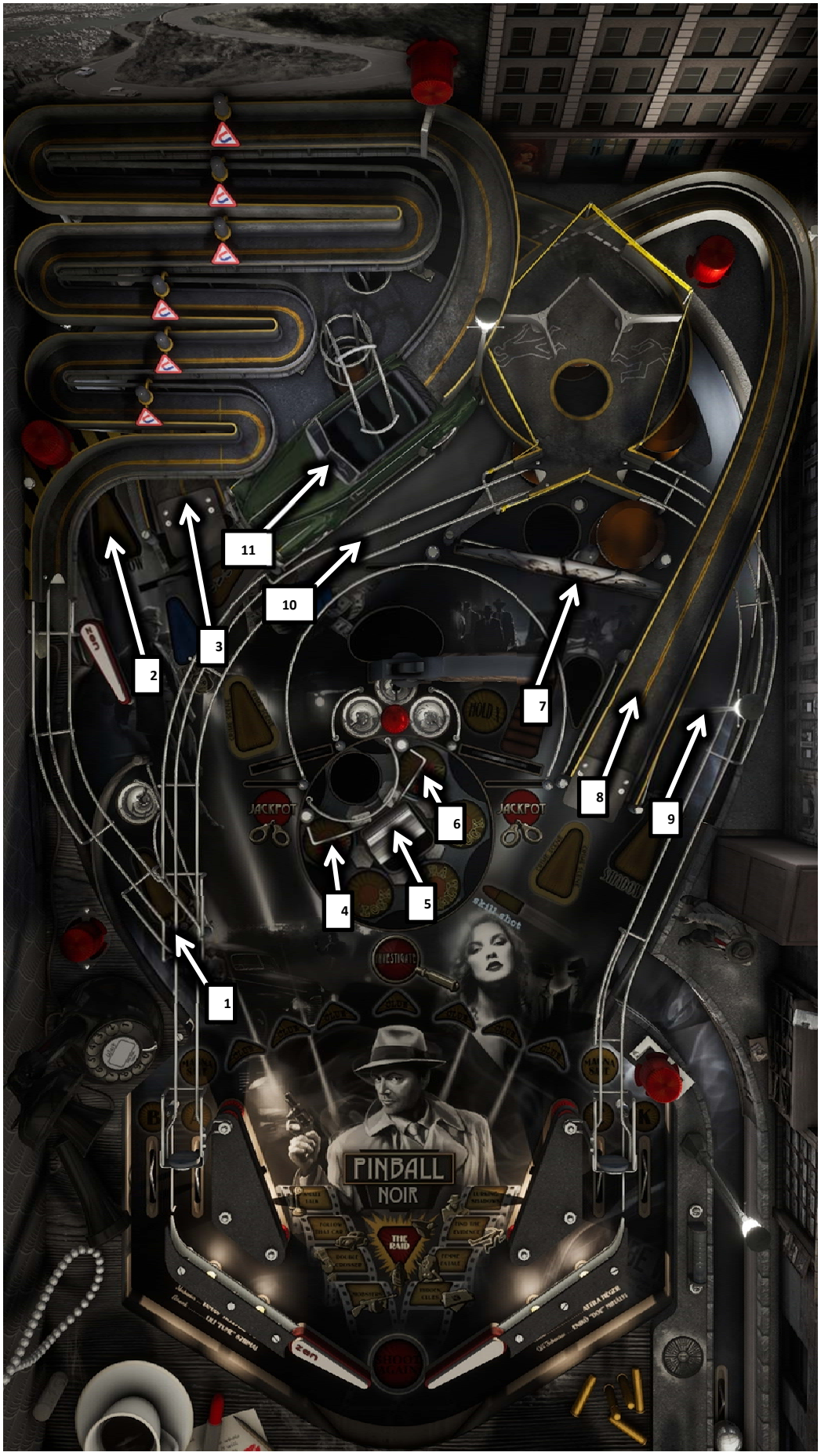
Pinball Noire - Table Guide
By ShoryukenToTheChin



Key to Table Overhead Image –

1. Telephone Saucer
2. Left Orbit
3. Left Ramp
4. Left Chamber Turn Spot Target/Lock Lane
5. Revolver Sink Hole
6. Right Chamber Turn Spot Target/Lock Lane
7. Femme Fatale Target
8. Right Ramp
9. Right Orbit
10. Cross Lane
11. Car 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



"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."

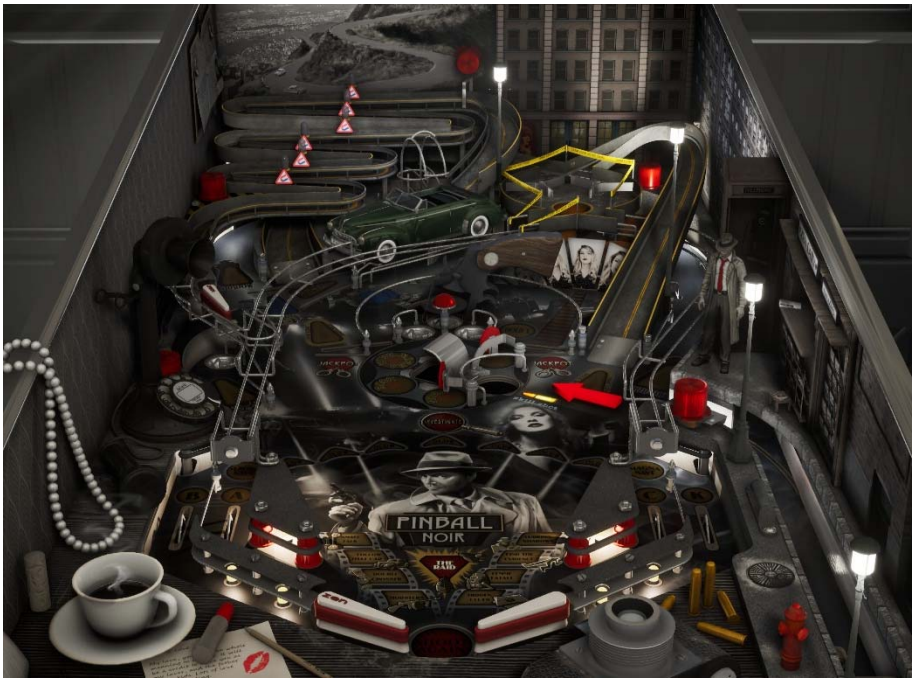
Pinball Noir: A down-on-his-luck private detective. A police force controlled by the mob. A beautiful femme fatale. Step onto the streets of a dimly lit 1940s American city where the only things keeping you above ground are your keen wit and your trusty aim.” – as per Zen Studios press release.



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 plunge the ball at the right time in order to send it into the empty chamber slot on the Revolver ball locking chamber.



Doing so, awards you with a Skill Shot worth 500,000 points & it will also increase the end-of-ball bonus multiplier by +1X.

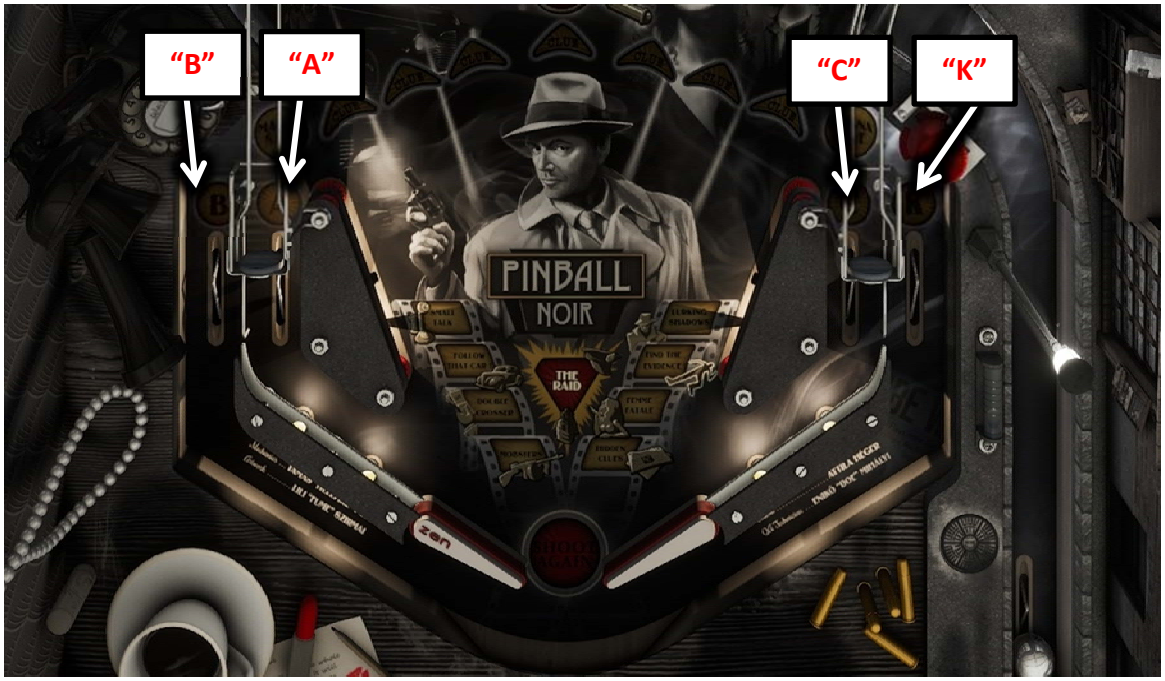
When you hold down the launch button on your controller this in-turn causes the chamber ball lock to rapidly rotate. Basically, the chamber will move like it would be span manually: it starts fast, then it slows down, then span again fast, etc. It will spin until you either pull back the manual launch analogue, or press the launch button on your controller, note that the speed of its rotation corresponds to how hard the analogue stick is pulled.

Opportunities to score a Skill Shot/Secret Skill Shot are given at the start of each new ball, & after a ball has been locked towards the activation of Mobster Multiball (as long as a Main Mode isn't currently running at the time) – look later under "Main Modes – Mobster Multiball" section of the guide for more information.

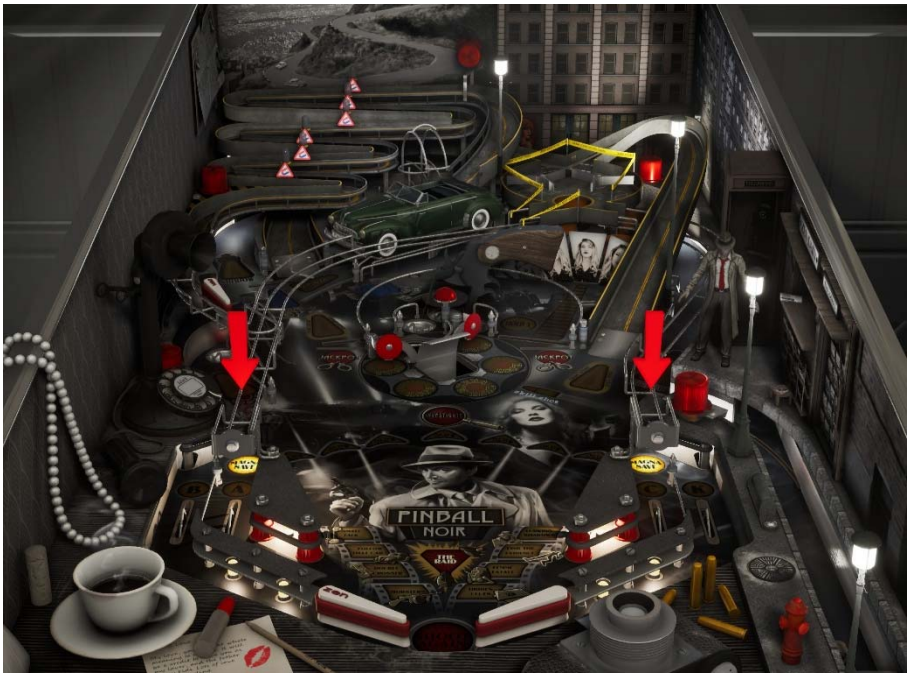
Secret Skill Shot –
Alternatively, a Secret Skill Shot, worth the same value, can be scored by plunging the ball such that the rail around the empty chamber slot pushes the ball into one of the spiral ball locks (used for Mobster Multiball activation).

Magna Save

To activate Magna Save on this table you'll need to complete all the letters of "B-A-C-K" at the 4 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 4 "B-A-C-K" lamps are lit solid the Magna Save mechanic will be ready for activation.



The Magna Save itself works like on real-life physically pinball machines: pressing a button (the launch button) will turn on magnets above the Inlanes (under the playfield), so any ball nearby – including draining balls from the Outlanes – will be magnetized to these two spots.

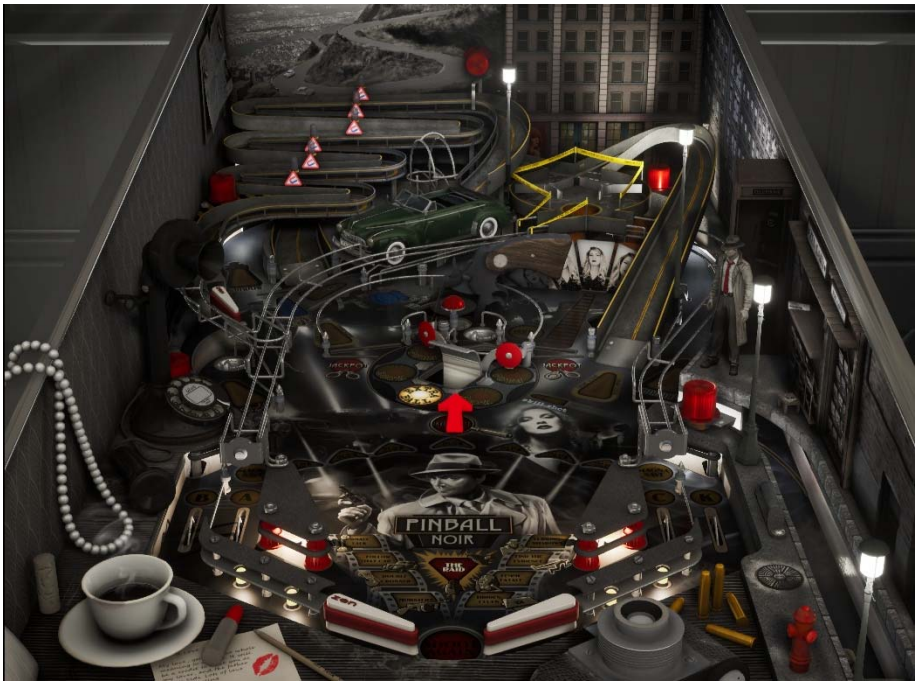
Note that if the Magna Save notification lamps are already lit, then repeating the above process will stack the feature instead – the stack limit is 3 times (by default factory setting).

Extra Balls

Extra Balls -

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

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



- ***Method 1***: ***Breaking the speed record of the "Lose the Tail/Follow that Car!" Main Mode (which will be reset to the default value only per games)*** – look later in the guide under "Main Modes - *Lose the Tail/Follow that Car!*" for more information.
- ***Method 2***: ***Beating the crooked cop before he reveals his true nature (within 10 seconds)*** - look later in the guide under "Main Modes – Double-Crosser" for more information.
- ***Method 3***: ***Acquiring XX salary from the femme fatale (10 million Points)*** - look later in the guide under "Main Modes – Small Talk" for more information.
- ***Method 4***: ***Collecting at least 3 hidden clues***– look later in the guide under "Main Modes – Hidden Clues for more information.
- ***Method 5***: ***Master Combo*** – each successfully hit through a lane, will activate a short window to hit another lane, doing so grants a combo. Complete a long enough sequence to attain a "Master Combo".

Once the **Extra Ball** is available for collection, send the ball into the Revolver 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 on this table by performing successful Skill Shots (more information can be found earlier in the guide under the "Skill Shot" section for more information). Each time it will increase the end-of-ball bonus multiplier by +1X

It is possible to hold the End-of-Ball Bonus Multipliers, so that your current level carries over to the next ball in your game. This is achieved by collecting the largest Femme Fatale award (a Kiss) – but only if the multipliers were increased before (so they are not 1X). Look later in the guide under the "Main Modes – Femme Fatale" section for more information.

Main Modes –

The main goal of this table is to complete the 8 Main Modes (detailed below this page), thus enabling the Wizard Mode, The Raid to be activated.

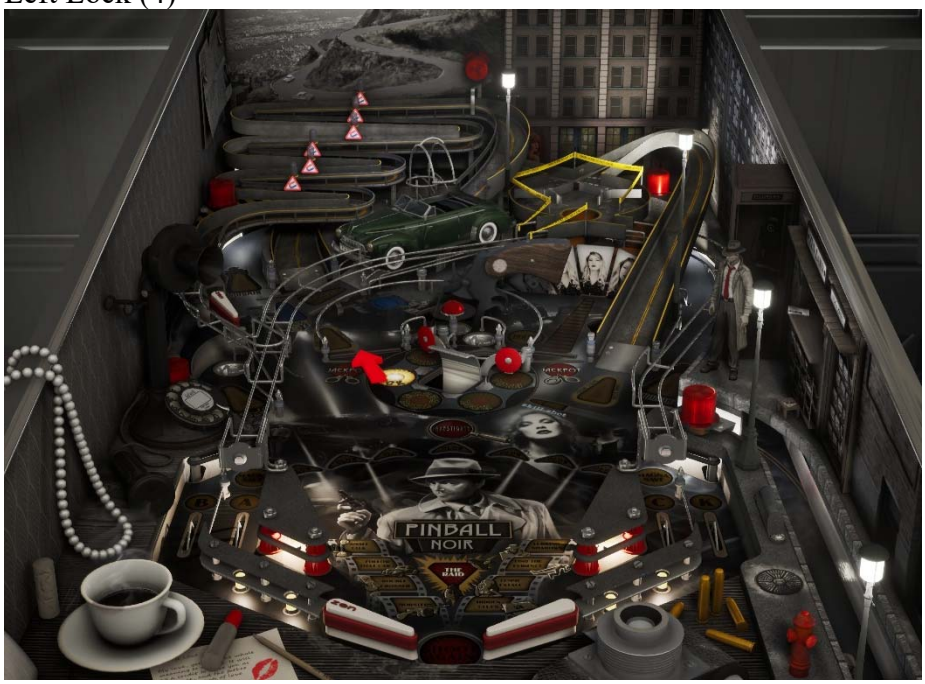
Note that not all Main Modes can be played at once - some require the ball lock (Revolver chamber) to be in certain position. The Main Modes are also suspended during Multiball, apart from Mobster Multiball. Also, you can increase the **Jackpot** values given out during the Wizard Mode, The Raid/The Fat Man, by repeatedly completing Main Modes.

- # Mobster Multiball *3-Balls*:

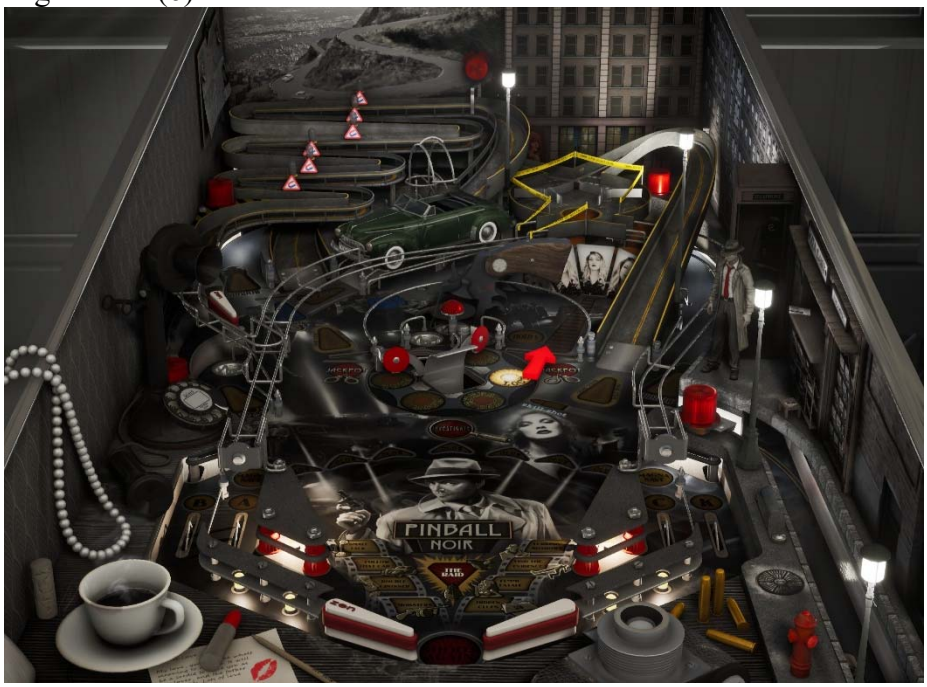
Activation –

You'll need to lock 3 balls into the revolver at the centre of the playfield. In order for you to lock a ball you need to make sure that the locking mechanism is in the right place. Lock the ball into the current lit "Lock" lane – Left Lock (4) or Right Lock (6):

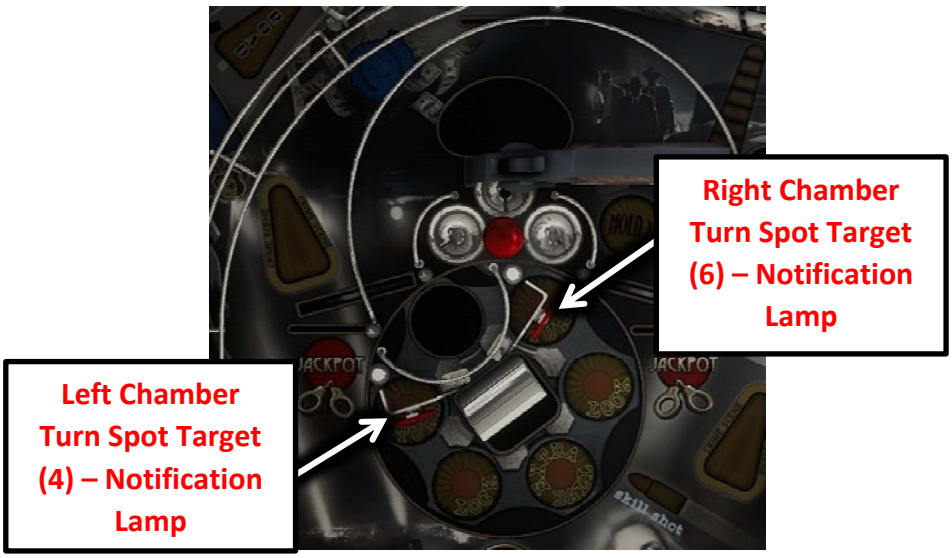
Left Lock (4) -



Right Lock (6) -

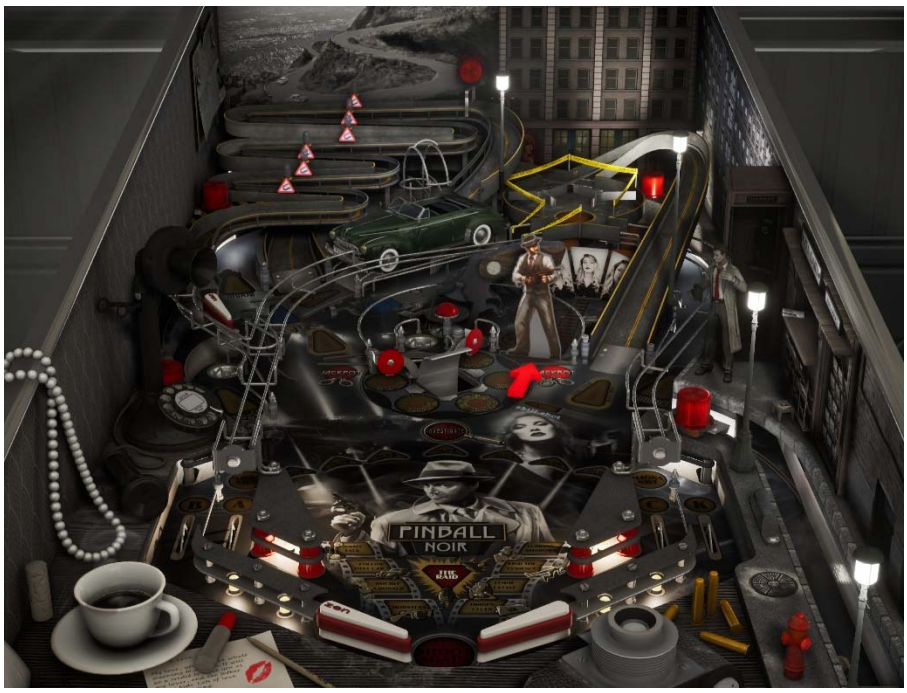


Now, if it's in the wrong position, 1 of the targets – Left Chamber Turn Spot Target (4) or/& Right Chamber Turn Spot Target (6) on either side of the revolver must be shot to rotate the ball lock to the required position. The side's notification lamp will be lit, "Turn".



Mode Itself –

This is a 3-ball Multiball Mode, during this Mode, gangsters with tommy guns appear as 2D cardboard targets around locking area and the shooting affray begins. Hitting the gangster cardboard targets collects **Jackpots**. The base value of the **Jackpot** will be determined by ramp shots: it can be switched to 1 million, 2 million, or 3 million points by the crime scene diverters: Left Chamber Turn Spot Target (4) or/& Right Chamber Turn Spot Target (6). Furthermore, the **Jackpot** can be multiplied by blowing up the car. Note that during this Multiball the top left flipper will be inactive, while the leftmost lane will be diverted toward the car – so leftmost shots will go to the car and increase the **Jackpot** Multiplier.





If you manage to defeat both of them, you'll then need to re-lock all your remaining balls – 1 of the windows will then flash then a gunshot will be heard. Locking all balls again collects a **Super Jackpot**, & a short mini game begins for the **Double Super Jackpot** – worth 6x the **Jackpot** value. In this mini game you'll have find the shooter in a building with 32 windows (seen in the back-right corner of the playfield), & only 1 window will score the **Double Super Jackpot** - this can be determined by looking at the building after scoring each **Jackpot**, or by shooting the Femme Fatale Target (7), as described below. Use the flippers and launch button to make your decision within 10 seconds, the controls for the search are as follows - the left flipper lights the window on the next floor above, while the right flipper lights the next window on the right.

The Femme Fatale Target (7) remains active during multiball, and completing the process described in the **Femme Fatale** section will tell you which building window the shooter is in.
Note that the more balls in play, will in-turn make it easier to collect the reward. (If 3 balls are in play, then the shooter will reveal his position 2 times – instead of 1 time.)

- # Lose the Tail/Follow that Car!

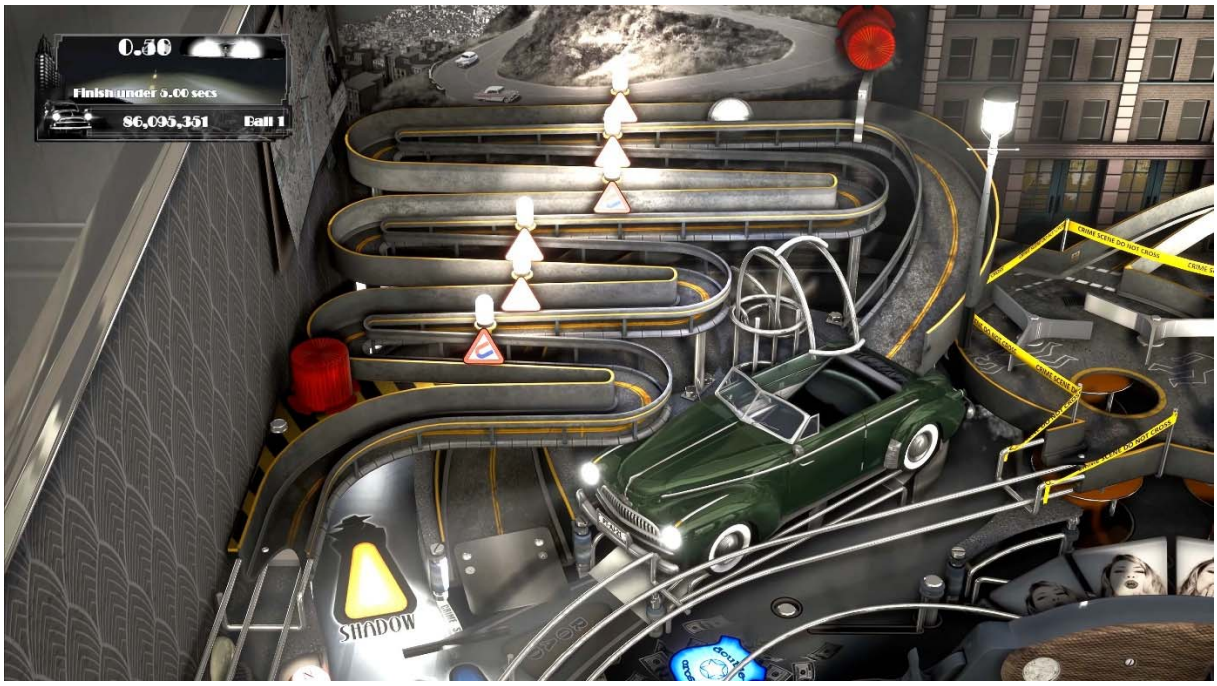
Activation –

Send the ball up the Car Ramp (11) twice in order to qualify for the road mini-playfield, after which send the ball up the Car Ramp (11) once more to activate it.

Mode Itself –

Be aware that this mode is split into 2 parts. This mode can be activated at any time during single-ball play, regardless of whether other modes are active (except Mobster Multiball).

Part 1 – "Lose the Tail":
The "Lose the tail" mode (which will run by default) will have one simple aim: get the ball down the shalom of roads as quick as possible – within 5 seconds.



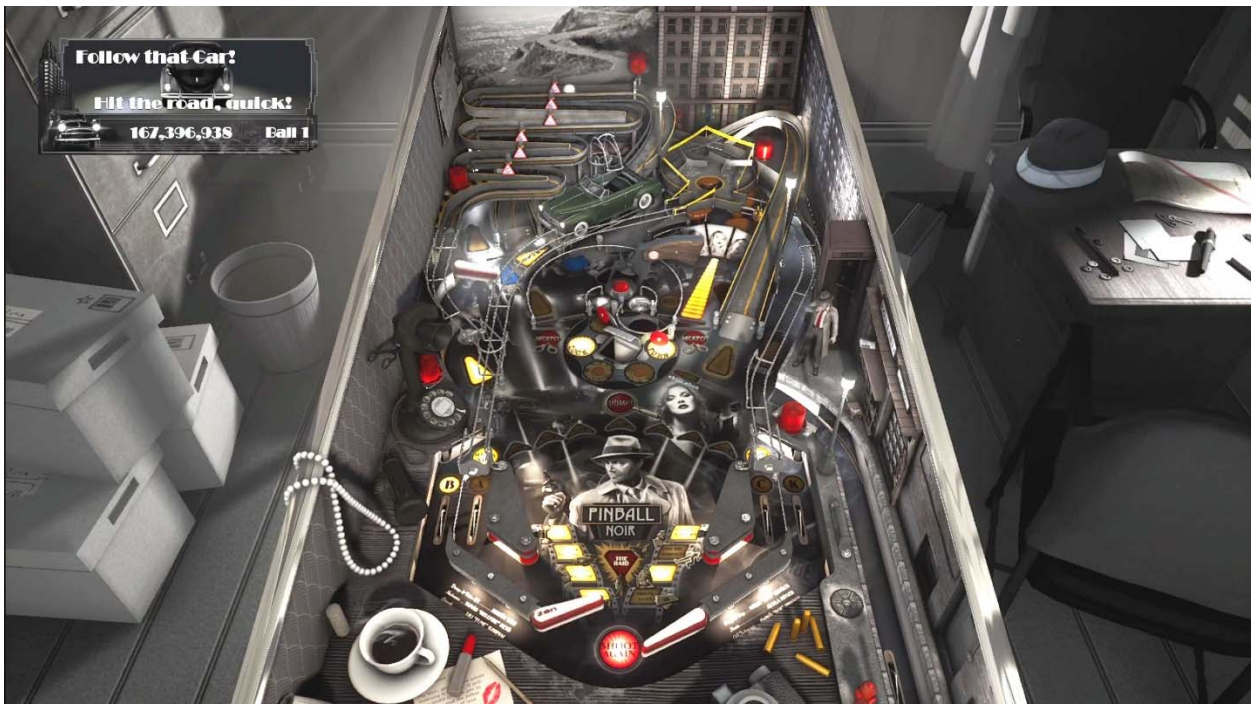
If the ball goes through the "finish line" within a certain time limit, then the "Follow that car" mode begins – otherwise the Car Ramp (11) will go back to its base state, the mode will fail & you'll need to repeat the activation process.

Now to be able to get the ball through the road mini-playfield within 5 seconds – you'll need to press the launch button with precise timing in order to magnetize the ball along the road, note that with each turn the timing for activating the magnet will narrow. When the ball reaches a magnetic segment in the road, you can turn it on or off for a limited time, thus the ball can be accelerated or decelerated depending on the timing of the magnetization.

After completing the course in under 5 seconds, an **Extra Ball** will be available for collection at the Revolver Sink Hole (5) & you'll be awarded a point-based value corresponding to the number of seconds remaining (usually around 1.5 million points). Do note, that the required time for completion decreases with each successful attempt, to a minimum of 4 seconds.

Part 2 – "Follow that Car!":

Upon successfully navigating the ball through the road mini-playfield within the time limit (completion of "Part 1"), the "Follow that Car!" mode automatically activates. Note that while the "Follow that Car!" mode is active the Car Ramp (11) will remain at the third level, so the road mini-playfield ramp will be accessible throughout. Upon the mode activating a countdown begins & the Car Ramp (11) must be shot before said timer elapses, but this time the ball will be slowed down on the road (automatically by the magnets) & it has to be caught by another freshly plunged ball (2-ball multiball). The ball remains magnetized at each spot for around 3 seconds.



The newly plunged second ball will loop around the table from the plunger lane, allowing you to immediately send the ball up the Car Ramp (11). If you manage to send it up that ramp before the other ball leaves, you'll complete the mode. You'll then earn a completion bonus which will be the value from the first phase ("Lose the Tail") multiplied by the number of magnets that weren't activated.

Note that at the end of this short 2-ball multiball – regardless of the outcome – the flippers deactivate, & the game goes back to singular ball play. (If Mobster Multiball is started during this period, the mode fails instantly, and only the magnetized ball will leave the playfield.)

- # Crime Scene/Find the Evidence!

Activation –

The two main ramps of the table – Left Ramp (3) & Right Ramp (8) - will be connected at the "crime scene" junction: this is a platform with ball diverters & yellow "Crime Scene" taped around.



You will hear an audio cue of a siren upon the ball entering the crime scene, & in-turn the tapes will wave as the ball rolls near them. Now, either the ball exits the crossing through the habitrails toward the flippers, or it can fall down onto the bumpers. Note that these diverters on the crime scene platform will work physically (meaning that the physical ball will turn them), which means a second shot through the same ramp will always go to the bumpers, & it will close the way behind. Basically, you'll want to send the ball up both ramps before the ball goes to the bumpers: in this case each bumper hit will increase the bumper multiplier - up to 3X, & the "Find the evidence" mode will be started sooner (once 100 bumper hits are accumulated).

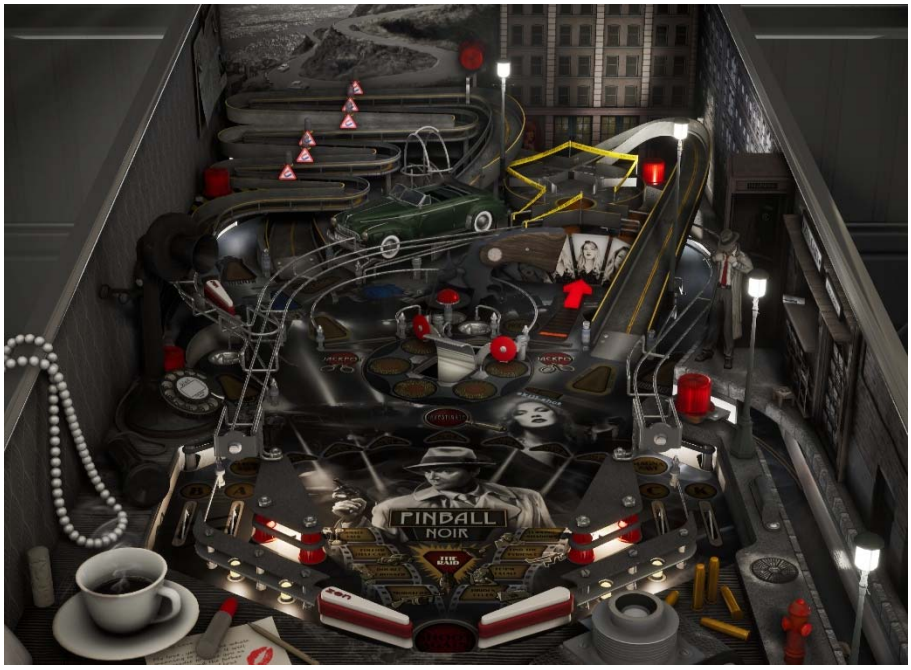
Mode Itself –

Note that there will be no time limit for the "Find the Evidence" mode itself, however it can be failed if the ball goes to the bumpers, because this time the diverters will be turned mechanically, & one of the ramps will always lead to the bumpers. The table itself chooses randomly which ramp must be shot next. You'll need to make shots up either the Left Ramp (3) &/or Right Ramp (8), to score hurry-up values beginning at 5 million points. When a good shot is made the detective writes something into his notepad. Be aware that only the ramps that are flashing will score the hurry-up award - if you make a ramp shot that isn't currently lit, the mode will automatically end in failure & must be restarted. The Mode is completed successfully if you make 5 flashing ramp shots, & therefore collect all of the evidence required.
*Note: The Left Ramp (3) will be available only if the ball guide of the lock is on its right position! *

- # Femme Fatale:

Activation –

When the Revolver chamber of the lock is in its left position, the Femme Fatale Target (7) will be accessible. Shoot the Femme Fatale roto-target (7) once to cause it to start rotating for 10 seconds.



Mode Itself –

Upon the ball hitting the Femme Fatale Target (7), the target will behave like a phenakistoscope. The stroboscopic disc will work by a lamp behind the upmost (centre) target of the wheel; thus, it will light the Femme Fatale animation as the disc starts to spin – a 12-frame animation with a stylized Femme Fatale face making a blow kiss gesture (like a looped gif animation). The inner rim of the disc (the lower part of the frames) will contain numbers: the big millions or just the few thousands of points which will be awarded when the target is hit – and the "Fatale Kiss" is caught or not.

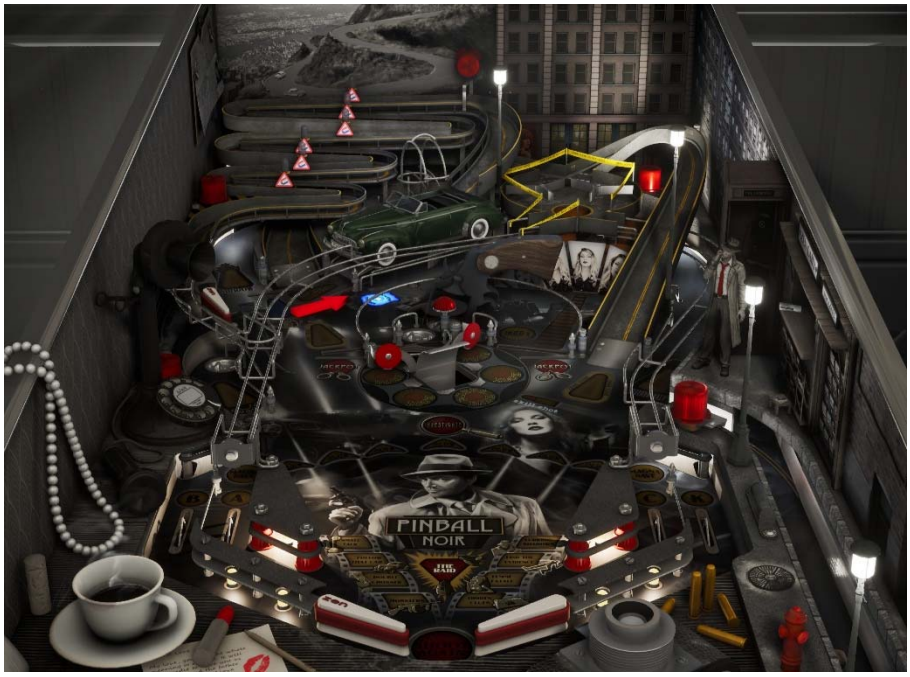
You should try to hit the target as soon as it lands on the frame of the Femme Fatale's kiss. If you manage to collect the kiss, the mode is completed & you'll be rewarded with points ranging from anywhere between 4 to 10 million points. Shooting the target when the furthest insert is lit in-turn rewards you with holding the **bonus multipliers** to the next ball - if they have been increased previously that is.

Note that During Mobster Multiball the Femme Fatale can help to find the shooter in the building. By catching her kiss, she will reveal the suspicious spot on the building precisely: she'll warn the detective vocally, & the window of the shooter will blink for a few seconds. The more score is collected; the more time the blinking lasts.

- # Double-Crosser:

Activation –

When the Revolver chamber of the lock is in its right position, the Cross Lane (10) will be accessible (in front of the Car Ramp (11)) for the top left flipper.



This is a short loop which leads back to the upper flipper, & hitting it twice in a row (within about 20 seconds of each other) will activate the Double-Crosser Mode.

Mode Itself –

Upon this mode activating; a 2D crooked police cardboard target appears between the Left Orbit (2) & Left Ramp (3), you'll need to hit this target within the 30 seconds timer in order to score the displayed hurry-up value, which begins at 1 million points, thus completing the mode.



Now, if you manage to hit the crooked police target within the first 10 seconds also completes the mode with a 6-million-point completion bonus & also lights an **Extra Ball** for collection at the Revolver Sink Hole (5). You'll be able to hit the crooked police target with either the top &/or lower flippers.

- # Small Talk:

Activation –

You'll need to send the ball into the Telephone Saucer (1) a total of 5 times, upon the 5th time, the Mode will activate.



Mode Itself –

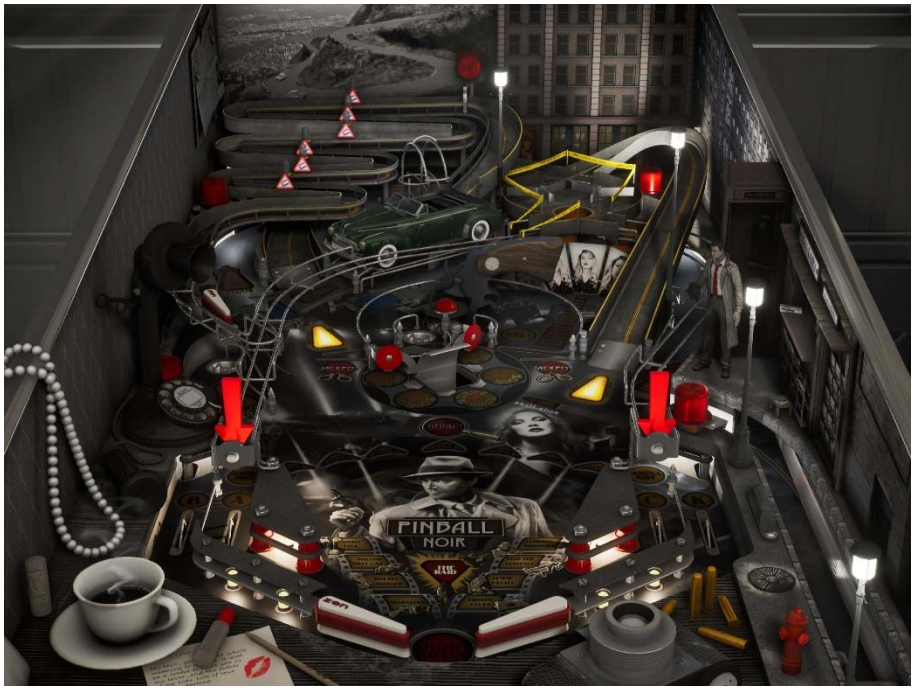
Note that each time you send the ball into the Telephone Saucer (1) you'll gain digits of a phone number. This is important for the scoring of the mode itself, as the last two digits will always correspond to the initial value of the mode, 1 million points + 100,000 points per attempt. Also, the first time you send the ball into the Telephone Saucer (1) it'll secure the phone number as a multiplier for said value, & each shot to the Telephone Saucer (1) during the mode scores this value – then magnetizing the ball in place above the top left flipper before sending it around the Left Orbit (2).

The objective of the mode is to send the ball into the Telephone Saucer (1) a total of 3 times. Once done, the mode will be completed. An **Extra Ball** can be lit for collection at the Revolver Sink Hole (5) if you manage to score 10 million points during the mode itself.

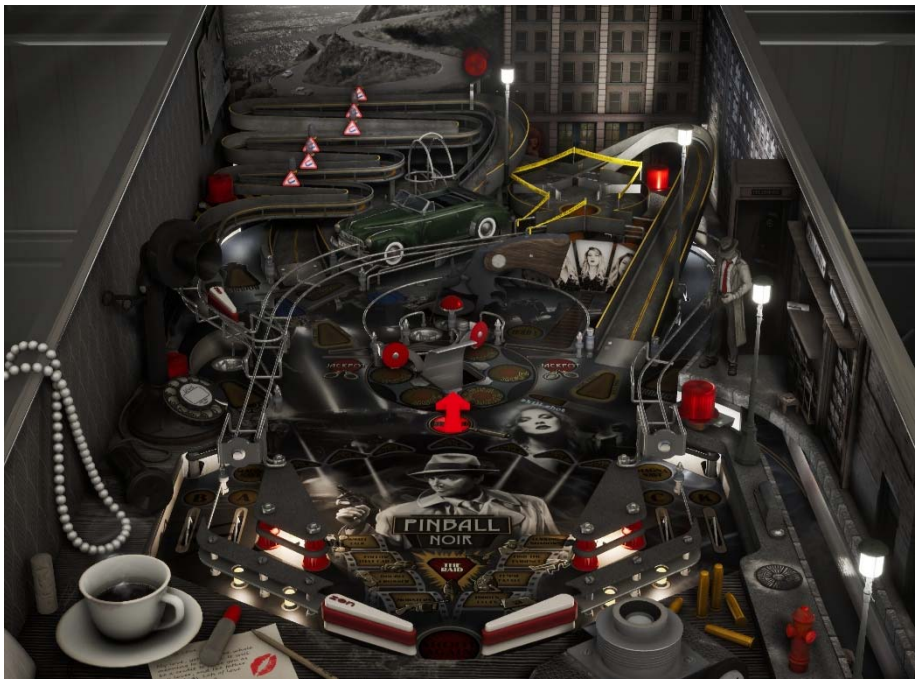
- # Hidden Clues:

Activation –

Send the ball up either of the Ramps – Left (3) &/or Right (8), & if they divert to the flippers, this will in-turn light the Revolver Sink Hole (5) for "Investigate" for 10 seconds.



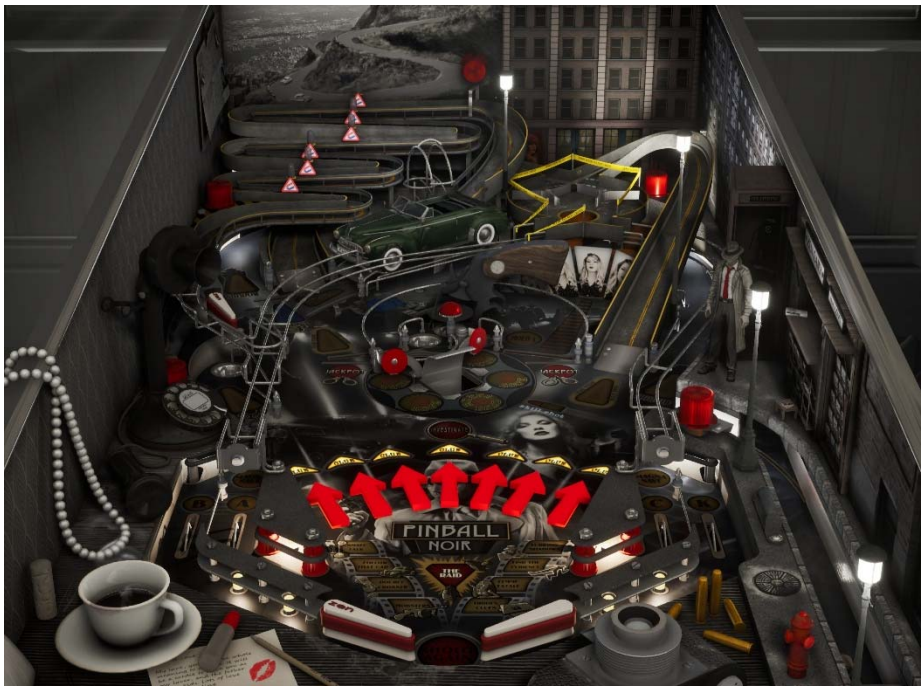
Now, send the ball into the lit Revolver Sink Hole (5) in order to advance towards starting the Hidden Clues Mode.



You'll need to perform 3 successful "Investigate" Revolver Sink Hole (5) shots in order for the mode to activate.

Mode Itself –

During this mode, you'll need to send the ball through the lit "CLUE" lanes, which are worth 1 million points each.

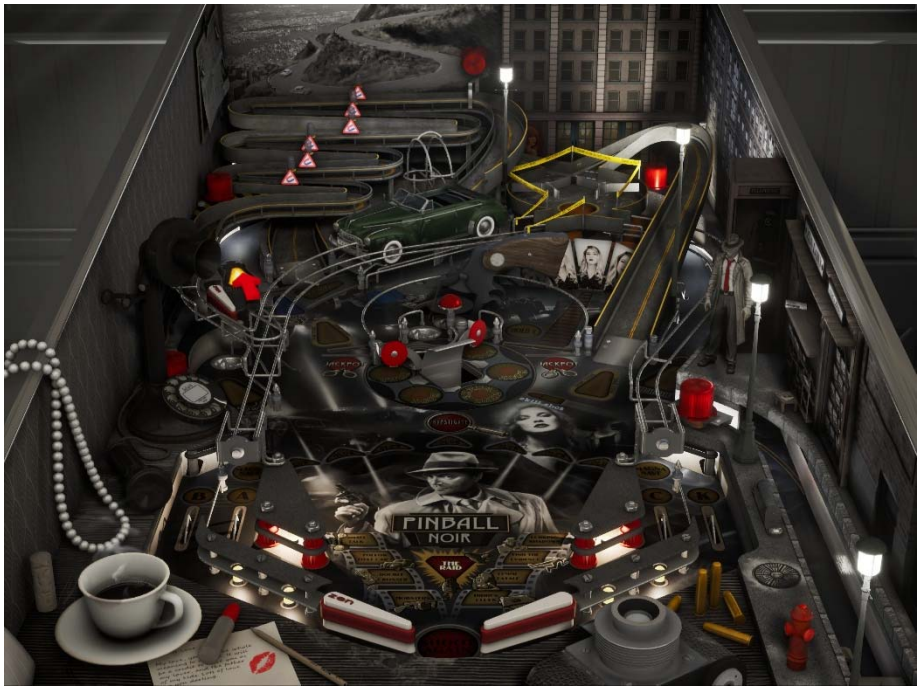


Note that if the 20 second timer elapses, another "CLUE" lane will light & you'll need to hit that also. Once you successfully hit 3 "CLUE" lanes the mode will be completed, the identity of the "Fat Man" is revealed, & an **Extra Ball** will be lit at the Revolver Sink Hole (5) for collection.

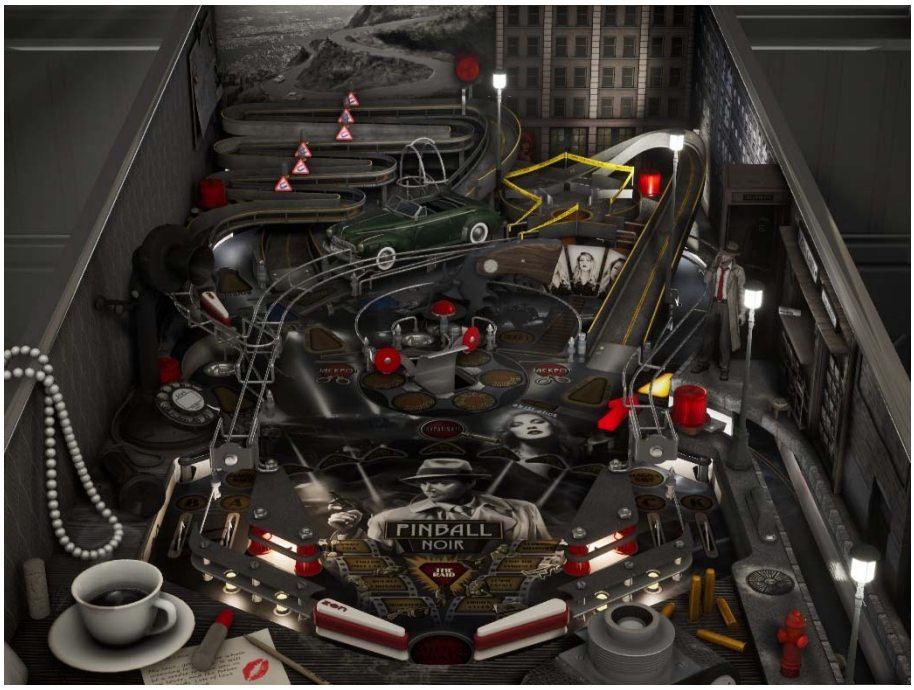
- # Lurking Shadows:

Activation –

You'll need to make the table experience midnight; this is achieved by sending the ball around the Left Orbit (2): at which point a lunar eclipse over the city will be shown on the Dot-Matrix Display.



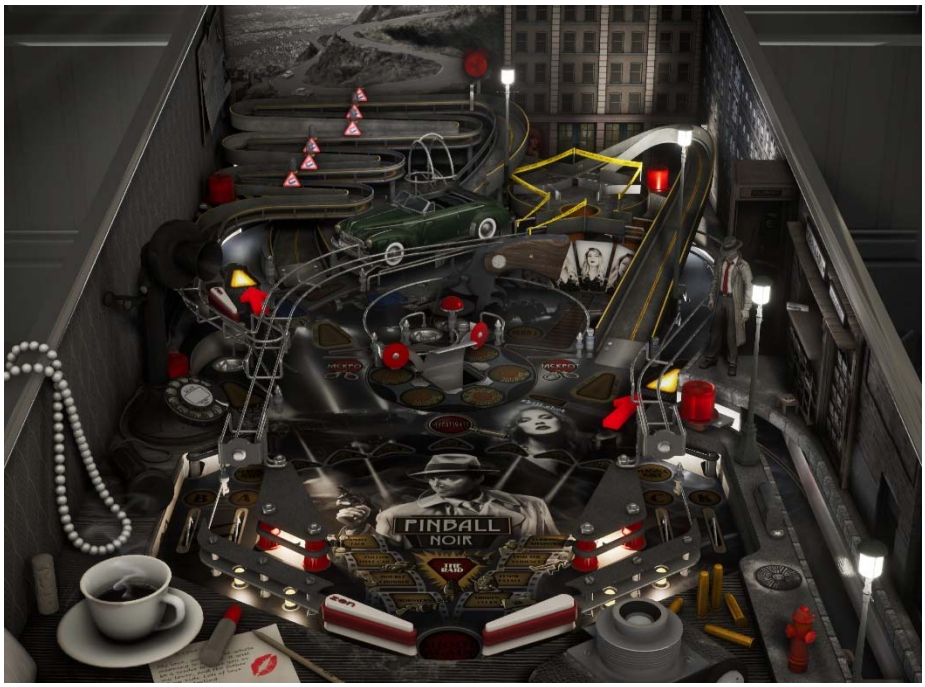
You can increase the base value of the Lurking Shadows mode with shots around the Right Orbit (9), this increases the hurry-up value for each shot by 500,000 points.



Now, activation of the mode occurs when 3 shots around the Left Orbit (2) is achieved (+1 shot for each subsequent time the mode is completed).

Mode Itself –

Upon this mode activating a hurry-up begins where any Orbit – Left (2) &/or Right (9) shot scores a hurry-up value beginning at 3 million points.



Each successfully Orbit shot will cast creepy shadows over the apartment building, and – of course – these are worth big scores. The mode has 4 rounds of hurry-ups beginning from the base value of 3 million points multiplied by 1x, 2x, 3x and 4x. All hurry-ups stop at 250,000 points for a few seconds & then expire.

You'll need to accrue 4 orbit shots in order to successful complete the mode.

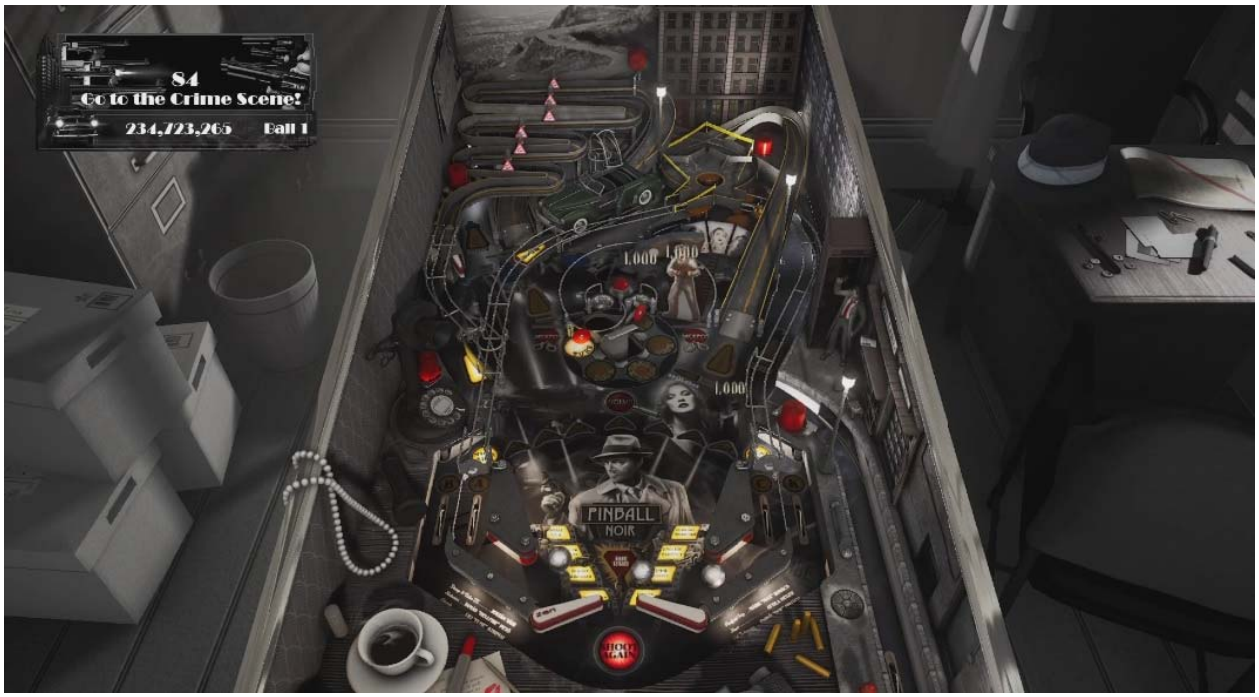
Wizard Mode – The Raid/The Fat Man –*3/4 (4 balls = 1 Fat-Man Ball on Stage Two) - Ball Multiball*

Once all 8 Main Modes (look under the "Main Modes" section for more information) have been completed, the Raid Wizard Mode can be activated by locking 3 balls into the Revolver Chamber (look earlier in the guide under the "Main Modes - Mobster Multiball" for information on how to go about locking the balls).

Wizard Mode – The Raid/The Fat Man – *3-4 Ball Multiball*

Upon the Wizard Mode activating a 4-ball Multiball. The Wizard Mode is a two-stage event, with each stage timed for 90 seconds with an unlimited ball save timer.

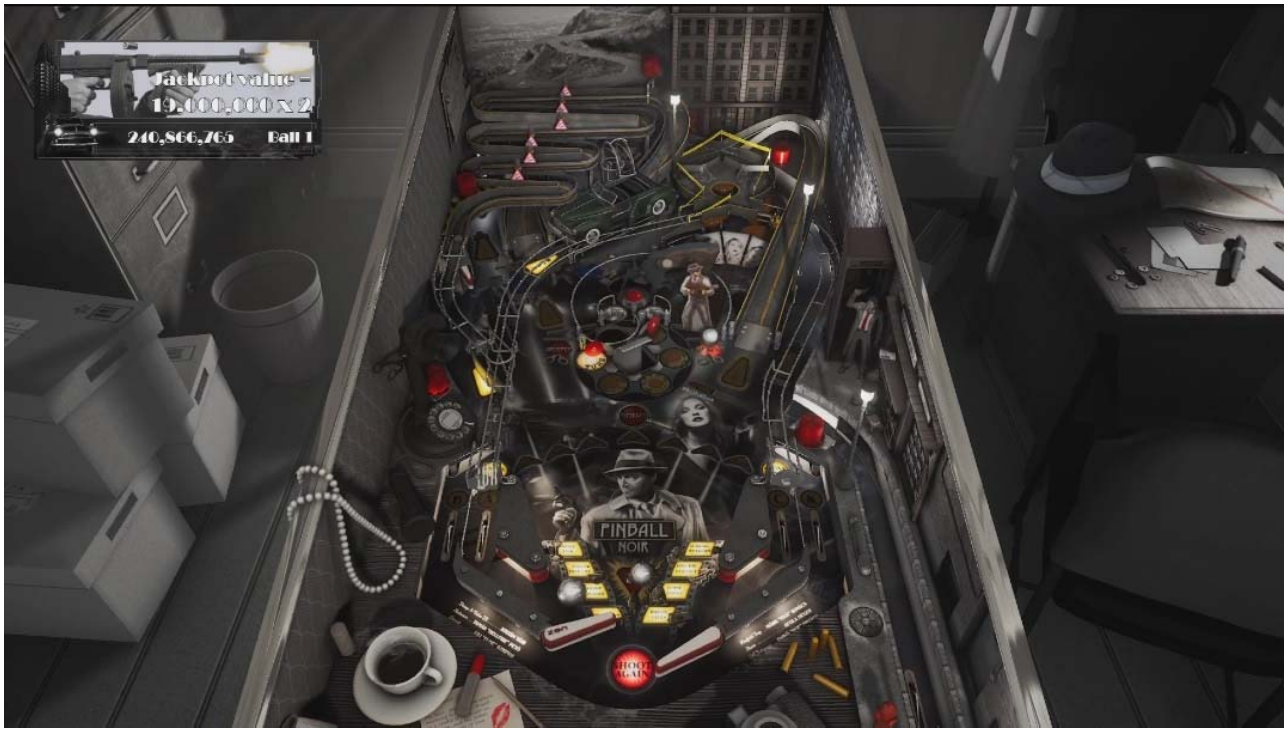
- **Stage One *Timed - 90 seconds*–**



The lock lanes will be blocked permanently by the gangster cardboard targets. To collect the **Raid Jackpots** the balls in play must be captured at different places: in the Telephone Saucer (1), on the road mini-playfield, & on the crime scene platform (where the diverters will be able to lock up two balls).

The value of the **Wizard Jackpot** (base value is 1 million points) will depend on how many times the main modes were completed, & it will be multiplied by the number of balls in play (since capturing 4 balls is much harder than capturing just 2).

- **Stage Two *4-ball (3 normal & 1 Fat-Man ball) Multiball/Timed – 90 seconds* –**



If you manage to arrest all the thugs on the Dot-Matrix Display (by capturing (locking) all balls in play), the Fat Man will appear: which is a slightly larger & heavier ball than the average balls you've been used to using, & it will be unable to go up to the ramps because of its size. Moreover, it will have a small amount of magnetic force, which will affect all of the other balls that are within its vicinity: the normal balls will be released at this point while the gangster cardboard targets will drop. You'll need to lock the big boss ball in order for you to collect the **Fat Man Jackpot** (this is worth 2x the **Jackpot** value) – after which the rest of the balls must be locked as well to finish the job. Upon locking all 3 balls you'll be rewarded with a **Mega Jackpot** which is worth 4x the **Jackpot** value & releases them all to begin the process again. After the 90 seconds expire or the Fat Man has been captured, the Raid ends, and all main mode progress is reset thus allow you to attempt them to reach the Wizard Mode again.

During this final round all locked balls will be transferred to the Revolver Sink Hole (5) immediately & they will be removed from there, so eventually the game will 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 -

"I can be the guy who hands you them 10,000 dollars. 10,000 dollars, me to you, just like that."

"Sorry, but my price for leaving stinking towns is $11,500 and a kiss on the lips from Carmen Miranda. Pass it on to *them*.

- ***"Dead Men Don't Wear Plaid" feature film.***

Yours
ShoryukenToTheChin