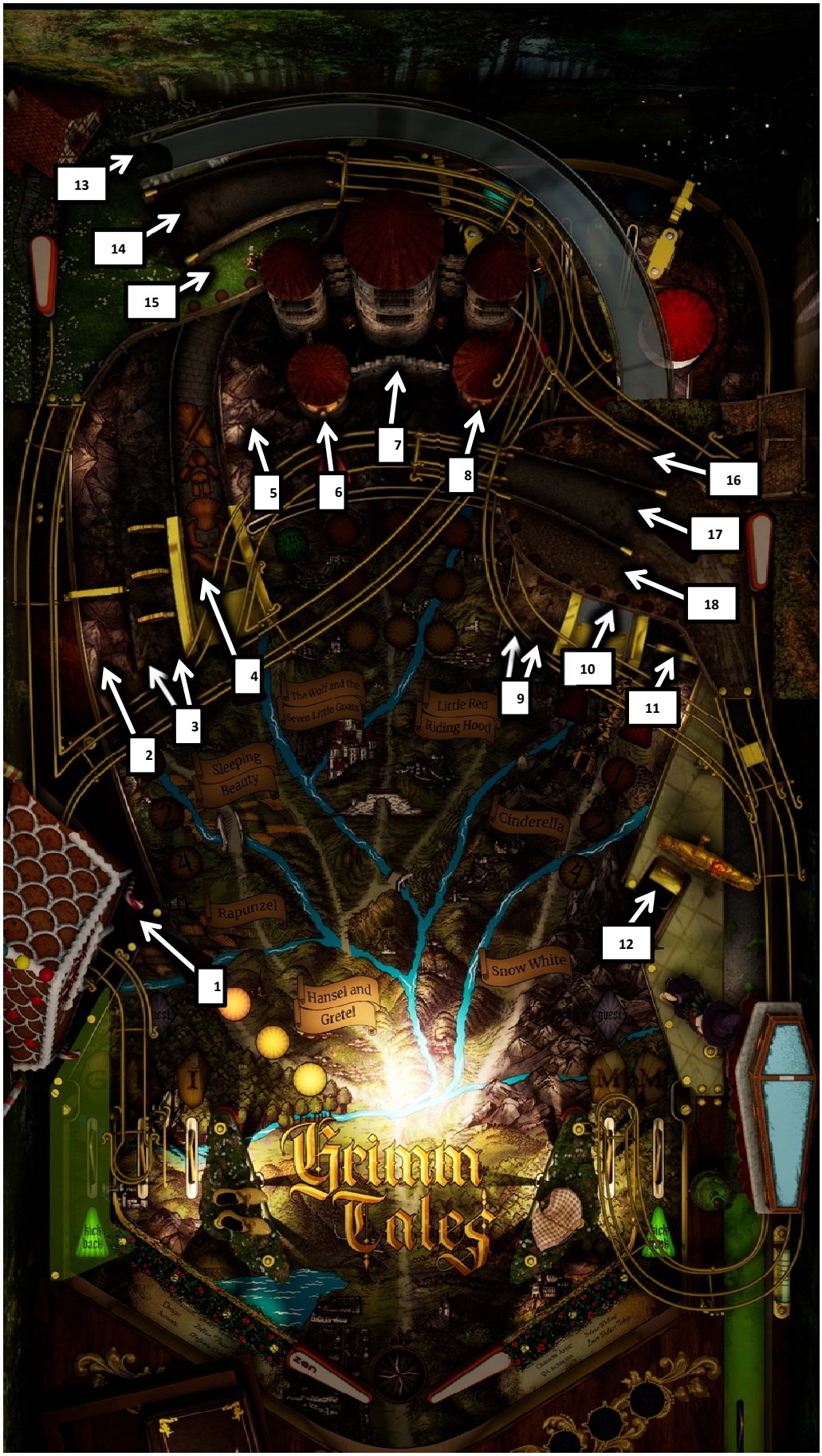
Grimm Tales - Table Guide
By ShoryukenToTheChin



Key to Table Overhead Image –

1. Captive Ball Target
2. Left Orbit
3. “T-A” Target Bank
4. Left Ramp
5. Centre Loop
6. Left Castle Tower
7. Castle Gate Target/Sink Hole
8. Right Castle Tower
9. “L-E” Target Bank
10. Right Ramp
11. Right Orbit
12. Magic Mirror Sink Hole
13. Left Mini-Loop: Top Entrance
14. Left Mini-Ramp
15. Left Mini-Loop: Bottom Entrance
16. Right Mini-Loop: Top Entrance
17. Right Mini-Ramp
18. Right Mini-Loop: Bottom Entrance

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



"Surviving your own fairy tale, brave knight, requires first reliving seven of the Brothers Grimm's most classic stories. Find the seven dwarfs, awaken Sleeping Beauty, protect Little Red Riding Hood, escort Cinderella, and more. My, what big jackpots you have!" – 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 with enough momentum for it to roll down the flashing rollovers (located above the Bumpers). –



Super, Hyper & Mega Skill Shots –

Super:
In order to attempt a Super Skill Shot, you'll need to hold the left flipper button down on your controller to allow the ball to travel around the playfield & send that ball up the Right Ramp (10).



If you manage to do this in time, you'll be awarded with a Super Skill Shot, & you'll be presented with an opportunity to attain a Hyper Shot.

Hyper:
As for the Hyper Skill Shot – having previously sent the ball up the Right Ramp (10) for the Super Skill Shot, you'll then have to use the top left flipper & send the ball up the Left Mini-Ramp (14).



Mega:
Finally, for the Mega Skill Shot – having previously sent the ball up the Left Mini-Ramp (14) for the Hyper Skill Shot, you'll then have to use the top right flipper & send the ball up the Right Mini-Ramp (17).



Kickback

To activate the Kickbacks on this table, you'll need to send the ball around either orbits – Left Orbit (2) &/or Right Orbit (11) 7 times.



Ball Save

Activates during various modes, & can be given as a reward for the Magic Mirror – look later in the guide under the "Side Game Modes – Magic Mirror" section for more information.

Extra Balls

Extra Balls -

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

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



- ***Method 1***: ***Acquiring all equipment*** – look later in the guide under "Side Game Modes – Equipment of a Knight" for more information.
- ***Method 2***: ***Magic Mirror Award*** – attaining the "**Extra Ball**" Mystery Award. Look later in the guide under "Side Game Modes – Magic Mirror" for more information.
- ***Method 3***: ***Raising the End-of-Ball Bonus Multipliers beyond 10X*** – look later in the guide under "Raising the Multiplier" for more information.
- ***Method 4***: ***Completion of any 3 Main Modes (Tales)*** – look later in the guide under "Main Modes" for more information.
- ***Method 5***: ***Achieve level 5 at the Spinners*** – Repeatedly send the ball around the orbits, which in-turn rotates the spinners present at their entrances. After a set number of rotations are achieved, the spinner level is increased. Note that the subsequent spinner levels will require an increased number of rotations in order to level up each time. Look later in the guide under "Side Game Modes – Inviting Guests" for more information.

Once the **Extra Ball** is available for collection, send the ball into the Centre Loop (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 –

Behind the Bumpers light all 3 rollover lamps to raise the End-of-Ball Bonus Multiplier. You can alternate which rollover is lit by pressing the flipper buttons on your controller, this allows you to have the ball roll down an unlit lane each time until all 3 are lit.



The End-of-Ball Bonus multiplier can be increased up to 10X Times. You can light an **Extra Ball** for collection by raising the End-of-Ball Bonus Multipliers beyond 10X (Once per game), send the ball through Centre Loop (5) to acquire it.

Side Game Modes

- **Equipment of a Knight (Playfield Multiplier)** –

  Every time, you shoot a letter target – "T-A" Target Bank (3) & or "L-E" Target Bank (9), they will change their coloured light (3 different colours).



If all 4 letters are the same colour, send the ball up the Left Ramp (4) to acquire one piece of the following equipment –



- Sword
- Horse
- Helmet
- Armor
- Shoes
- Pants
- Gloves

This equipment will grant bonus scores & additional time in the Wizard Mode – look later in the guide under "Wizard Mode" for more information.
Furthermore, the more equipment you have, the more playfield points you get. 1.1X. to a maximum of 1.7X playfield multiplier.

An **Extra Ball** will be available for collection at the Centre Loop (5) upon collection of all 7 pieces of equipment.

- **<u>Books of New Tales</u>** –

  Shoot the Ramps – Left (4) &/or Right (10) to write new tales.

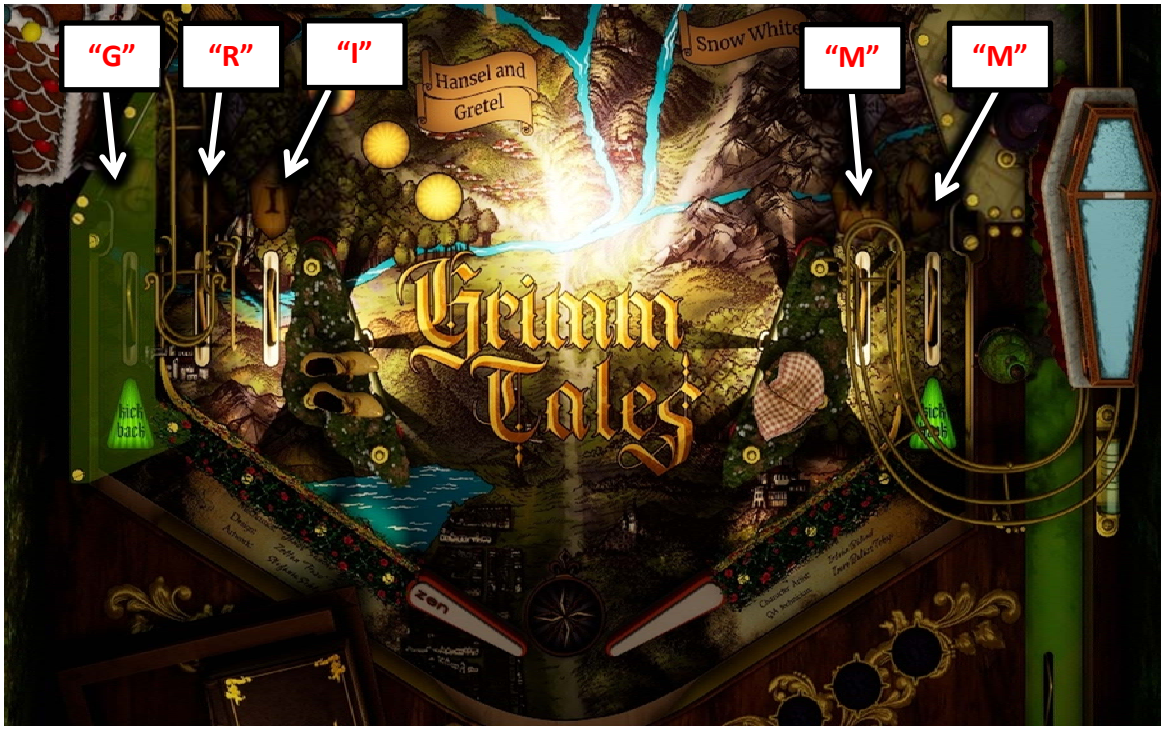


  Note that every completed new book awards you with a point-based reward, & adds plus one ball to the next multiball mode.

- **Magic Mirror** –

  Activation:

  You'll need to complete all the letters of "G-R-I-M-M" 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 "G-R-I-M-M" lamps are lit solid, send the ball into the Magic Mirror Sink Hole (12).



Mode Itself:

Upon sinking the ball into Magic Mirror Sink Hole (13) after lighting the "G-R-I-M-M" Lamps, you'll be rewarded with one of the following random awards:

- "*Small points*" – small point-based award.
- "*Big Points*" – big point-based award.
- **"*Extra Ball*"** – an **Extra Ball** will be lit for collection at the Centre Loop (5).
- "*Kickback*" – activates kickback at the outlanes.
- "*Bonus Hold*" – upon ball drain, holds the End-of-Ball Bonus Multipliers level for the next ball.
- "*+1 Bonus X*" – raises the End-of-Ball Bonus Multiplier level.
- "*Light Lock*" – activates the multiball locking mechanism.
- "*Start mode*" – activates currently lit Main Mode.
- "*New item*" – acquires a piece of equipment.
- "*Quick Jet multiball*" – activates the Jet Multiball Mode.
- "*Ball saver*" – activates the Ball Saver mechanic for 30 seconds.
- "*Jackpots raise*" – raises the point-based Jackpot value in the multiball modes.

In this case the witch turns to the mirror and asks: "Mirror, mirror on the wall, who's the fairest of them all?" Of course, she will almost always be the prettiest.

Exceptions:

- When the Snow White Main Mode begins.
- Sometimes it can utter nonsense (e.g. Cinderella, the fisherman's wife, The holle mother, the frog…) which makes her angry and the Angry Mode activates – look later in the guide under "Side Game Modes – Angry Mode" for more information.

- **Inviting Guests for the Wedding/Spinner Level** –

  Inviting Guests:
  Ramp hits will in-turn light the lamps within the Inlanes.



  Upon the Inlane lamps being lit, & the ball rolling down it, this will in-turn cause the spinner to flash for 5 seconds.



  Send the ball through the spinner in order to invite guests for the final wedding (Wizard Mode – more information can be found later in the guide under "Wizard Mode" section of the guide). Note that the number of rotations the spinner endures will in-turns determine the number of additional guests for each shot accrued. Consecutive spinner shots can level up to 7 and will add more guests. If at least 777 guests have invited at the time of rescue, after the Wizard Mode an additional Wedding mode will activate. Otherwise, the game ends without a wedding!

Spinner Level:
When the spinner is not flashing, in this case the ball will just roll down the Bonus X rollovers (above the Bumpers) & the spinner will worth more and more points while it will level up. After a set number of rotations are achieved, the spinner level is increased. Note that the subsequent spinner levels will require an increased number of rotations in order to level up each time.
An **Extra Ball** will be available for collection at the Centre Loop (5) upon achieving spinner level 5!

Note that Butterflies will fly up while spinning the spinners (when lit) & it will also switch main modes about to start.

- **Angry Mode** –

  Activation:

  Look under "Side Game Modes – Magic Mirror" for more information.

  Mode Itself:

  When this activates the game continues, however The Witch calls upon the power of the elements. One of these being Wind - this causes the ball to be diverted violently around the playfield, another being snow – it begins to snow on the playfield which in-turn makes it difficult for you to see. On the Dot-Matrix Display a hurry-up score will begin to rundown, send the ball into Magic Mirror Sink Hole (12) as quick as you can to deal with the Witch & stop her messing with you.

- **Wolf Hunt** –

  Activation:

  Shoot the Right Ramp (10) without loops 3 times.

  Mode Itself:

  You'll then need to kill the wolf (represented by a 2D target on the playfield) in courtyard.

Multiball Mode –

- ## Jet Multiball *2-Balls*:

Activation –

This multiball is activated upon tallying a set number of bumper hits.



The number of hits required however, increases after each subsequent activation of this multiball.

Mode itself -

This is a 2-ball Multiball Mode, during this Mode, the bumpers are worth 10X their base value, although make sure to hit them because the Witch will destroy one ball if you can't hit the bumpers for 10 seconds.

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

- **Cystal Multiball *3-Balls***:

Activation –

You'll need to first lock 3 balls into the Castle. In order to achieve this, you'll need to hit the two castle towers – Left (6) & Right (8) 3 times to break the wall, & then lock balls for Crystal multiball.



After 2 balls have been locked into the castle towers – Left (6) & Right (8), the final lock will become at the Castle Gate Sink Hole (7).



Now, upon 3 balls being locked the Multiball will activate.

Mode itself -

This is a 3-ball Multiball Mode, during this Mode, the goal is to amass as much points as possible by acquiring **Jackpots** etc.
Now, the **Jackpot** value can be increased by hitting either the Captive Ball Target &/or Magic Mirror Sink Hole (12) while the Cystal Multiball is active. Other points are normal.
If you shoot a ball into the castle towers – Left (6) or/& Right (8), it will be held inside for 10 seconds.

There are 4 types of Jackpots available:

- "*Normal*": Send the ball up the Right Ramp (10) – worth 1X the current **Jackpot** value.



- "*Super*": Send the ball up the Left Mini-Ramp (14) using the top left flipper - worth 1.5X the current **Jackpo**t value.



- "*Hyper*": Send the ball up the Right Mini-Ramp (17) using the top right flipper - worth 3X the current **Jackpot** value.



- "*Secret*": If you have balls within the castle towers – Left (6) & Right (8) when you shoot the Right Ramp – this is worth 2X the current **Jackpot** value.

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

Below this page, I will detail how to go about activating & completing the 7 Main Modes.

Activation of the main modes:

Upon starting the game, a tale parchment lamp will be lit representing which tale is next to activate. To alternate which tale is to begin, simply hit the Castle Gate Target (7) –



Now, to activate the tale you'll need to first prepare it to start, this is done by hitting the the Captive Ball Target (1) 3 times to light a tale and the flag appears on right tower. –



After which, a diverter will open for a mode hole when you shoot Center Loop (6). Send the ball around that to start the tale –



Note that while a main mode is lit, or running hitting the Captive Ball Target (1) will in-turn increase the main mode score.

Completion of the main modes:

After every tale completion, you'll need to send a ball into the Castle Gate Target/Sink Hole (7) to get closer to Chamomile (Wizard Mode activation).



- ## Snow White & the Seven Dwarfs:

Upon this mode activating, the playfield goes dark, you'll need to find all 7 dwarves on random lanes by sending the ball through the flashing lanes.



Once they have been found, a 3D Apple will appear on the playfield. Avoid it, & send the ball into the Castle Gate Target/Sink Hole (7) to complete the tale.



- ## The Wolf & the Seven Little Goats:

Upon this mode activating, you'll need to hide 7 little goats (cardboard drop targets) that are running across courtyard away from the Wolf. Simply hit all of the goats, thus making them falls out of Wolfs line of attack (hiding them). However, if you hit the Wolf, a Goat is put back in the line (they're hiding place is revealed).



Once all 7 of the goatlings are safely hidden, you'll need to hit the Wolf to kill it.



- **Little Red Riding Hood:**

Upon this mode activating, you'll need to get up to Grandma's house on the upper playfield. Firstly, send the ball up the Right Ramp (10) as this will put you onto the left mini-playfield.



Now, send the ball up the Left Mini-Ramp (14) using the top left flipper.



If you manage to send the ball up that ramp, you'll then be taken to the right mini-playfield, where you'll need to send the ball up the Right Mini-Ramp (17) using the top right flipper.



Note – on the Mini-Playfields you can send the ball around the Mini-Loops: Left Mini-Loop (13)/ (14) &/or Right Mini-Loop (16)/ (18) to multiply the points accrued during this tale.

You can pick flowers for your grandma by shooting the Left Mini-Loops (13)/ (14). If the ball falls, then Little Red Riding Hood get lost in the forest.
If you shoot to Left Mini-Ramp (15) you can play same game in Grandma's house. Sometimes (twice in ten), when Grandma isn't at home the Left Mini-Ramp (15) diverter turn back the ball to home.
On the right mini-playfield Little Red Hood can collect apple pies with loops around the Right Mini-Loop (16)/ (18), while asking her grandma:
"Grandmother, what big legs you have!"
"Grandmother, what big arms you have!"
"Grandmother, what big ears you have!"
"Grandmother, what big eyes you have!"
"Grandmother, what big teeth you have got!"

Note the ball falling down from this Mini-Playfield means, the Wolf eats the girl.
If you shoot the Right Mini-Ramp (17), you'll then need kill Wolf by hitting it with the ball.



- **Sleeping Beauty:**

Upon this mode activating, “T-A” Target Bank (3) will need to be hit repeatedly to free Sleeping Beauty from the captivity of the roses. Once you register 7 hits, you’ll rescue Sleeping Beauty.



- **Hansel & Gretel:**

  Upon this mode activating, you'll need to repeatedly hit the Captive Ball Target (1) to tear down the Gingerbread House.



- **Cinderella:**

Upon this mode activating, you'll need to help Cinderella pick the pea grains by repeatedly hitting the bumpers.



When the mode is completed the ball transforms into glass and all scores will be worth double for a limited time (when the clock reaches midnight on the Do-Matrix Display).



- **Rapunzel:**

Upon this mode activating, you'll need to repeatedly send the ball through the Spinner in order to grow Rapunzel's hair, so she can lower it down from the tower window for you to use to climb up to her.



Note that while the Spinners aren't rotating her hair will begin to decrease in length.

Wizard Mode – The Rescue * 7-Ball Multiball*

Once all 7 Main Modes (look previously under the “Main Modes” section for more information) have been completed,

Wizard Mode – The Rescue

Upon the Wizard Mode beginning, a 7-ball Multiball, you’ll need to destroy the Castle by repeatedly hitting it using the multi-ball. The Witch will try to prevent you from destroying it by randomly diverting the balls occasionally.



You'll need to hit the 3 Castle lanes – Left Castle Tower (6), Castle Gate Target/Sink Hole (7) & Right Castle Tower (9) repeatedly.



Once all 9 points is lit on playfield, the Castle is destroyed. You can make it line by line.
If you hit the side Castle towers or Castle Gate, they start flashing for a short time. To make a line, the entire line must flash at once.
When completed the Castle will be destroyed and the Castle Gate (7) will be open – at this point you'll need to lock the remaining within it to complete the Wizard Mode and restart the table.

Wedding:



Now, if when you destroyed the Castle & had a minimum of 777 guests when you started the Wizard Mode. The Wedding ceremony will begin immediately after.
You must dance with everybody!
Upon these prerequisites being met, 7 balls will be sent out onto the playfield, again. Every lane, switch (except the Outlanes) etc. are lit for big points each. Now, hitting ALL lanes, switches (except the Outlanes) etc. scores unthinkable big points & relights all the lanes, switches (except the Outlanes) etc. for another go.

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 -

Mirror, Mirror, on the wall, who's the Pinballest of them all???

Yours
ShoryukenToTheChin