Crypt of the NecroDancer - Table Guide
by ShoryukenToTheChin

Key to Table Overhead Image –

1. "Bass" Target Bank
2. Sharp Lane
3. Bass Lane
4. Low-Orbit Lane
5. Digging Toy
6. Bonety Lane
7. High Note Lane
8. High-Orbit Lane
9. "Treble Clef" Target Bank

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

"Challenge your skills in this pinball and rhythm fusion table, which captures the wacky atmosphere and killer soundtrack of the acclaimed rogue-like. Stop the NecroDancer once more, as you use your flippers to battle bosses and acquire the Golden Lute.

- Zone in on the zones and boss around the bosses to advance and collect points.
- Battle Coral Riff, King Conga and more legendary bosses to earn diamonds.
- Follow the flow of music with your combos and boost your multiplier.
- Freddie has what you need! Spend your diamonds for weapons and hearts.
- Face the NecroDancer in a multiball Wizard Mode for the Golden Lute."

– as per Zen Studios press release.

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

Zone selection:

Upon each new ball, you will have to select a Zone to play through, the options displayed on the Dot-Matrix Display will be:

- Zone 1
- Zone 2
- Zone 3
- Zone 4
- Zone 5

Cycle through the options with the flipper buttons, & press the launch button to select your desired Zone.

Hearts (think of it like balls remaining on the other tables you've previously played)

Hearts are prominently displayed, since these determine how long your game will last. You'll start with 3 Hearts. Draining a ball while the music is playing subtracts 0.5 from the Coin Multiplier, & plunges the ball back onto the playfield. When the Multiplier is at 0.5, it starts to flash with the rhythm to show that the you're in trouble, and if it reaches 0, the player loses a Heart, & said Multiplier is reset.
If you hit a target or a lane when the multiplier is at 0.5, it instantly jumps up to 1.0.

Note that you can lose Hearts if:

- **Zones are unfinished**: When the music runs out for a Zone, & the Zone's goal was not achieved, the next time the ball is drained, it is lost.
- **Boss fights lost**: When the music runs out during a Boss fight, the next time the ball is drained, it is lost.
- **Multiplier reaches 0**: When the Coin Multiplier is at 0.5, and the player drains again.

Bombs & Swords

You'll begin the game with only dealing 1 damage to every target, shown by an image of a Normal Sword on the Dot-Matrix Display. This can be upgraded to a Titanium Sword in the shop for 7 Diamonds, doubling this damage (more information on the shop can be found under "Side Game Modes – Shop").

The bomb can be activated and deactivated using the launch button on your controller. Now, if this is activated then the next target hit with a ball takes triple damage.

The bomb and Titanium Sword can interact, so if your well-equipped, you'll be able to skip certain Bosses by dealing 6 damage for a great cost. Because of this, you can only have 1 bomb at a time.

Raising the Multiplier

When the ball eventually drains, you will score an End-of-Beat 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.

Coin Multiplier –

Hitting the ball to the beat raises the overall point multiplier by 0.1X, up to a maximum of 2.5X. However, dropping the ball lowers it by 0.5X. Keeping this multiplier up should make a huge difference in your overall points!

End-of-Beat Bonus –

These bonuses are awarded when a Heart is lost. The Coin Multiplier is set to 1.0 at the beginning of the Ballout.

- **Drum & Base Bonus** – base bonus.
- **ComBonus** – based on how many times any combo (look under the "Side Game Modes – Combos" section for more information) was achieved.
- **Beatdown Bonus** – based on how many enemies were killed.
- **Shovel Done Bonus** – based on the amount dug up (hits to the Digging Toy (5) & the obstacles during Zone 5.
- **Chore-us Bonus** – based on Zones and Bosses completed.
- **On-key Bonus** – based on how many times the player was on beat (hitting the ball in sync to the music beat).

Side Game Modes

- **Combos** –

  The combo system is a core part of gameplay & skill-expression. With one exception, combos can always be started, & they can run simultaneously. After a shot, you'll have 15 seconds to achieve the next shot. When a combo is finished, this is raised to 30 seconds for each new shot. To make it fair, the combo timer doesn't run while the you can't interact with the ball, or in the special case of mini-playfield modes.
  Note that these combos are tied to Bosses as well. This means that they grant extra points if they are achieved during Boss fights!

  Combos are as follows:

  - ***High C*** – A shot to the **Sharp Lane (2)**, followed up by two shots to the **Low-Orbit Lane (4)** and **High-Orbit lanes** (8) in any order. Note that this combo grants extra points during the Coral Riff Boss fight (worth double the points).
  - ***Number Ape*** – A shot to the **Bass Lane** (3) starts the combo, and shooting the **High Note Lane** (7) & **Low-Orbit Lane (4)** in any order finishes it. Note that this combo grants extra points during the King Conga Boss fight (worth double the points).
  - ***Scytheseeing*** (Zone 3 Boss Fight) – Hitting Death Metal twice within the time limit activates this combo (during the Zone 3 Boss Fight). Note that this can only happen on his stage, therefore this combo can only be achieved during his Boss fight.
  - ***Sicilian Offense*** (Zone 4 Boss Fight) – 3 subsequent target hits start it. This combo grants extra points during the Deep Blues Boss fight (worth double the points).
  - ***Above Ground*** – A shot to the **Bonety Lane** (6) starts the combo; you'll then have to shoot the **Sharp Lane** (2) & **High Note Lane (7)** in any order. This combo grants extra points during the Fortissimole Boss fight (worth double the points).
  - ***Danse Macabre*** – hitting the ball to the music beat starts this combo, & every 3rd time this occurs, the combo is awarded. This combo grants extra points during the NecroDancer Boss Fight Wizard Mode (worth double the points).

- **Shop** –

  The Shopkeeper, Freddie, sells you 3 items at a time for Diamonds. He can be reached through the **Bass Lane (3)** when no Main Mode is currently running.

  The purchasable items are:
  - ***Heart (15 Diamonds):*** Gives one Heart, not if all 5 are filled.
  - ***Bomb (5 Diamonds):*** Gives a bomb (note that you can only have one at a time).
  - ***Titanium Sword (7 Diamonds):*** Doubles the damage that the ball does to enemies. Note this can only be purchased once, after that it is replaced by Ring of Gold.
  - ***Ring of Gold (7 Diamonds):*** Raises the points earned when producing combos.

- **Bonety** –

  Hit all the skeletal mini-targets within the **Bonety Lane** (6) & the magnet within it by sending the ball through said lane. This adds to the Beatdown End-of Beat Bonus, as well as earning points. This option is only available in **Zone 1**, **3** & **?**.

- **Digging Toy** –

  The bashing toy target – Digging Toy (5) - at the middle of the playfield, which has two functions.

  1. Breaking the initial digging toy down & getting a ball into the revealed sink hole that shows up grants you a Diamond. This can be achieved during both Zones and Boss fights (excluding Zone 3 Death Metal).
  2. After breaking the bashing toy, a second target can be hit to reveal another sink hole. This is where you'll be able to lock balls towards the activation of D.I.G. Multiball. This can only be done during Zones.

- **Spinners & Side Targets** –

  Hitting the spinners will in-turn raise the Low-Orbit (4) & High-Orbit (8) Bonuses. Hit the respective side's target bank, the **Bass Clef (1)** or **Treble Clef** (9) to collect it before the current Heart is lost.

Multiball Mode –

The following two multiball modes can be started at any time during a zone & remain active until the you exit the multiball with a **coin multiplier** below 1.0X.

- ## D.I.G Multiball *3-Balls*:

Activation –

Every time you start a new Zone, you'll have the opportunity to break the Digging Toy (5) (both targets) & lock a ball into the second revealed sink hole. When the 3rd ball is locked, the Multiball starts.

Mode itself -

This is a 3-ball Multiball Mode, during this Mode, every lane shot earns a **Jackpot**, each worth 250,000 points.

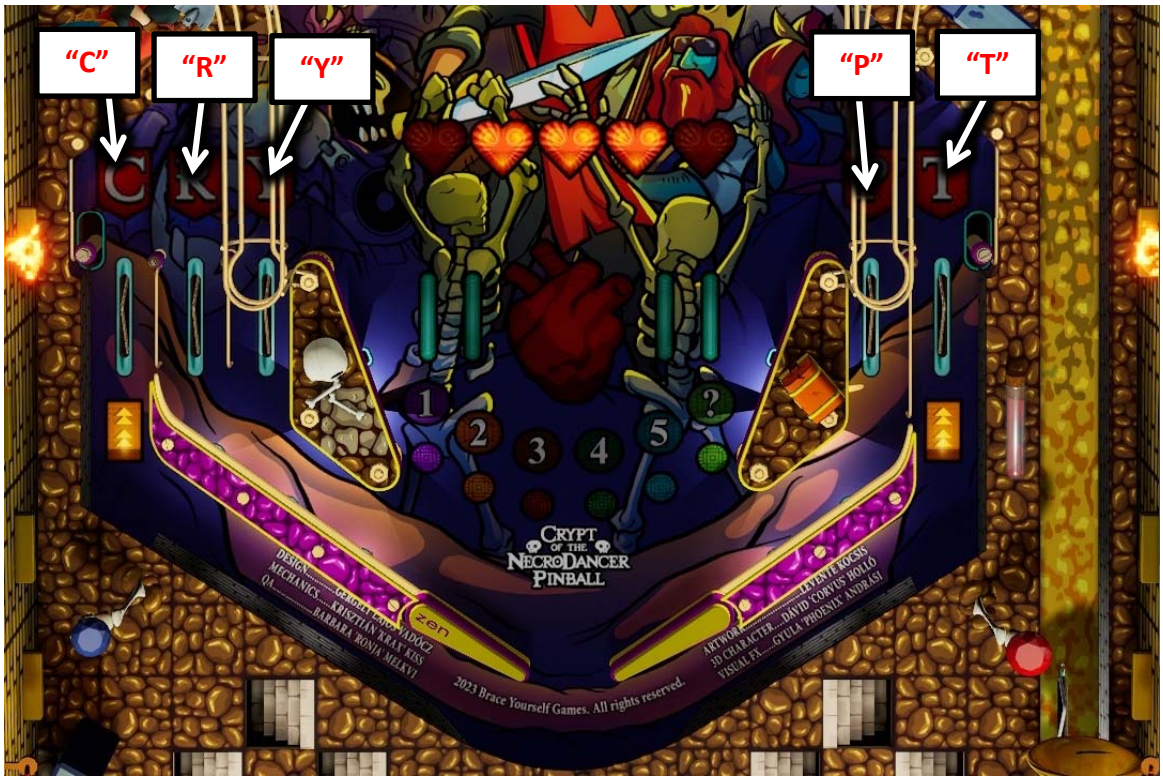
A ball drained during a Multiball is only lost if it is drained when the Multiplier is below 1.5X, otherwise it is saved & sent back onto the table playfield.

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

- **Crypt Multiball *2-Balls*:**

Activation –

This multiball is activated upon collecting all 5 letters of "C-R-Y-P-T" located on the 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 "C-R-Y-P-T" lamps are lit solid, the multiball will activate.

Mode itself -

This is a 2-ball Multiball Mode, during this Mode, all **coin multiplier** advances will increase by +0.2X instead of the normal 0.1X. with every shot to the beat!

A ball drained during a Multiball is only lost if it is drained when the Multiplier is below 1.5X, otherwise it is saved & sent back onto the table playfield.

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

Zones –

The main goal of this table is to complete the 5 Zone (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 5 Zones.

Activation:

Upon each new ball, you will have to select a Zone to play through, the options displayed on the Dot-Matrix Display will be:

- Zone 1
- Zone 2
- Zone 3
- Zone 4
- Zone 5

Cycle through the options with the flipper buttons, & press the launch button to select your desired Zone.

Each of the Zones will all end in a Boss fight. Every Zone poses a unique challenge, & finishing them means they can't be restarted before the table is reset. Every Zone and every Boss is timed – note that running out of time is the only way to lose on this table!
Defeating a Boss grants you two Diamonds and great points, the former can be used in the Shop when the next Zone starts.

Zones are the default state of the table – this is where you'll be able to set up Multiballs, use the Shop, mine out an extra Diamond, and restart combos! Zones also have their own unique challenge, which has to be completed until the (mostly 3-minute long) song lasts. If this one condition is not met, the Zone fails, & you'll not be able to restart it until the Wizard mode is finished, which in-turn effects the points & Diamonds that come with beating a Boss.
If the Zone is completed, you'll be able to start the Boss fight early from the **Sharp Lane (2)**.
Finishing the table's Wizard mode **doubles** every score earned, and raises every Boss' health.

After each zone boss (excluding **Zone 3's** Death Metal fight), a **bonus room** will be played. More information for the bonus room can be found below within the section titled "Bonus Room".

Bonus Room:

When the you defeat a boss other than Death Metal, the Bonus Room activates.

You'll be able to earn extra points on the mini playfield by hitting the skeleton targets & sinking a ball between the opposing side's flippers.
Draining a ball does not deduct from the Multiplier, it deducts one of 2D Cadence's health hearts instead.
When the little figure loses all of their health, or the 60 second timer on the Dot-Matrix Display reaches zero, the mode ends, & you'll need to choose a new Zone to start.

As for the Zone's themselves, & their Boss Battle, these will be detailed below –

- ## Zone 1 - (*Disco Descent*):

Upon this Zone activating 2 Blue slime targets are spawned, & 2 more after 1 minute.

You'll need to hit them 2 times each to defeat them, & they move from left to right every second beat (moving between the same two spaces).
The **Bonety Lane** (6) minigame is active, so you'll be able to hit the small targets within it for extra points.
The goal of this Zone is to hit every flashing lane. One after another, the lanes light up in a random order, and the goal of this Zone is to hit them all.
Combos: This Zone works for all combos (excluding Scytheseeing).

➢ Boss Fight - Coral Riff (*Deep Sea Bass*):

Two of Coral Riff's tentacles show up, and they, depending on their position, can be hit from:

- **Sharp Lane (2)**
- **Low-Orbit Lane (4)**
- **High-Orbit Lane (8)**
- **Bass Clef Target Bank (1)**
- **Treble Clef Target Bank (9)**

After some time, (about 28 seconds), if they were not destroyed, they'll disappear, & two new ones show up. If both are destroyed before the time elapses, two more show up. However, if you defeat these tentacles quicker than the time left for them (so at least 5 seconds remain after all of them have shown up), you'll be able to earn **Jackpots** until the Octoboss pops up.

Once all 8 tentacles have shown up, the ones that were not destroyed in the previous phase return to their positions, & the Octoboss can be hit through the **Bass Lane (3)** (after the 53 second mark the Deep Sea Bass track restarts for the second time). The Octoboss itself has a one heart health bar, although it will accrue one heart per every tentacle that was not hit in the previous phase, while these tentacles play their respective instruments. Hitting the Octoboss above its one heart health destroys an amount of tentacles equivalent to the damage dealt, & when both of the tentacles playing an instrument disappear, its sound disappears from the soundtrack.
If the Boss is destroyed in time, you'll be able can earn **Jackpots** through every lane until the song ends.

- ## Zone 2 - (*Fungal Funk*):

Upon this Zone activating Two Rock Golems are spawned, you'll need to hit each of these 4 times to destroy them. The Golems move forward and backward on every 4th beat.
The Bonety Lane (6) minigame is not active during this Zone.
The goal of the Zone is to defeat the Golems before the timer runs out!
Combos: This Zone works for all combos (excluding Scytheseeing), & it is especially good for the Sicilian Offense combo.

➢ Boss Fight - King Conga (*Konga Conga Kappa*):

King Conga appears behind the Bumpers, & hits them to the beat (stopping for every 8th, as the music dictates). In the meantime, two conga-lines of zombies dance around to the music, note that they can be hit for extra points.

You can strike King Conga through the **Bass Lane (3)**, this in-turn hurts him, & causes the **High Note Lane (7)** & **Low-Orbit Lane (4)** to light up. You'll now need to send the ball through those <u>two</u> lanes, after which you can strike King Conga through the **Bass Lane (3)** again. Repeat this process until the Boss' health bar is completely depleted.
If the Boss is destroyed in time, you'll be able to earn **<u>Jackpots</u>** through every lane until the song ends.

Tip - During this boss, the **Coin Multiplier** is <u>decreased</u> if the you engage the flippers on the background music's long pause.

- ## Zone 3 - (*A Hot Mess*):

Upon this Zone activating 2 Skeleton Knights are spawned, which move from left to right, & take one hit to turn into a normal skeleton, after which they move forward and backward, & have 1 health heart. Hit them once more to defeat each of them.
The Bonety Lane (6) minigame is active, so you'll be able to hit the small targets within it for extra points.
The goal of the Zone is to hit multiple Spinner shots on the **Low-Orbit Lane (4)** & **High-Orbit Lane (8)** to wind up a meter on the Dot-Matrix Display. This meter slowly decreases when the spinners are not in movement. Each successful rotation adds 2% to the percentage shown on the Dot-Matrix Display, in that sense, 50 combined spins from either spinner are required to complete the zone (note that the percentage decreases by 1% every second).

Combos: The Zone can work for every combo (excluding Scytheseeing), but it makes it more difficult to keep them up because of the Skeleton Knights' initial speed.

➢ Boss Fight - Death Metal (*Metalmancy*):

As the Boss fight starts, the metal stage-like mini-playfield (like the one used during the Bonus Room) appears by the playfield opening up. The goal of this mode is to defeat the boss who has his own set of flippers, moving to the beat.

Now, the mini-playfield has a set of skeleton targets in the middle, blocking your path to the boss. With that being said, you can deal with this boss fight in 1 of 2 ways -

1. Destroy the blocking skeleton targets, & try to drain a ball on Death Metal's side of the mini-playfield.
2. Using the sink holes on either side of the mini-playfield to launch the ball above the targets onto his side of the mini-playfield.

Each time the ball is drained on Death Metals side, a heart from his health bar is removed. Do this 5 times to win this boss fight. However, losing the ball on your side decreases the multiplier the same way it would on the main playfield.

Note that the Scyhteseeing combo is exclusive to the mini playfield, although it's the only combo that can be achieved on Death Metal's special stage. Hitting the boss within the timeframe of Scytheseeing raises the reward for the combo. Because of this, the other combos are paused during this Boss fight, so they are not automatically lost.

- ## Zone 4 - (*Styx and Stones*):

Upon this Zone activating two Blademasters are spawned, which move from left to right to every 4th beat, & they take two hits each to destroy. After being hit, they jump forward without taking damage, & they are vulnerable for 10 seconds. If the time is up, they jump back to their original position.
The Bonety Lane (6) minigame is not active.

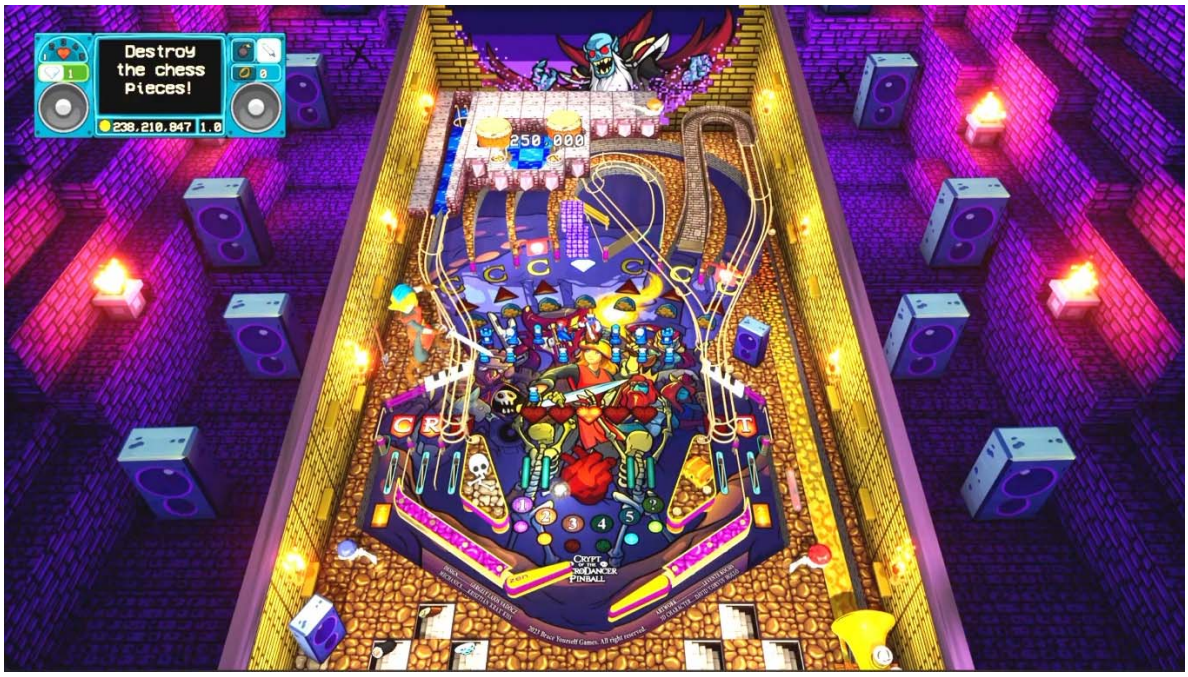
The goal of the Zone is to hit the four lit-up lanes –

- **Sharp Lane (2)**
- **Bass Lane (3)**
- **High-Note Lane (7)**
- **High-Orbit Lane (8)**

Combos: The Zone can work for every combo (excluding Scytheseeing), but the Sicilian Offense is more difficult to keep up because of the Blademasters' movement etc. This means that you'll have to be skilled to bring a large combo into the Deep Blues Boss fight, where this combo is really easy to achieve multiple times.

➢ Boss Fight - Deep Blues (*Knight to C-Sharp*):

Chess pieces appear as targets on the main playfield, & they start to dance to the beat. Now, in order to hit the King, you'll need to destroy all the other pieces.



Each piece takes <u>one</u> hit to kill, & only the King's health raises when the Wizard mode ends. If the Boss is destroyed in time, you'll be able to earn **<u>Jackpots</u>** through every lane until the song ends.

- ## Zone 5 - (*Six Feet Thunder*):

Upon this Zone activating two Gold Electric Mages spawn, moving in a circle to every beat, & they'll require two hits each to destroy. As a special ability, if even one of them remains on the playfield, they destroy one ball in play every 30 seconds, taking 0.5 off the Multiplier. However, this can't decrease the Multiplier below 1.0, & doesn't decrease it if it is below 1.0.
The Bonety lane minigame is not active.

The goal of the Zone is to dig every lane out. Dirt blocks (similar to the Digging Toy) spawn in front of the six major lanes on the main playfield - dig the shots out by shooting them 3 times each with the ball.

Combos: This Zone is designed to halt combos, Tip – so it's worth completing it first or activating a Multiball to dig the lanes out quickly!

➢ Boss Fight - Fortissimole (*Notorious D.I.G.*):

Fortissimole starts a party from the top of the Bass Lane (3), & 11 Skeleton targets are scattered & begin to dance on different parts throughout the table playfield, 5 of them form a row on the playfield.

You'll have to destroy enough targets on the playfield & send the ball through these lanes/targets in order to reduce the number of skeletons to 4 –

- **Bass Clef Target Bank (1)**
- **Sharp Lane (2)**
- **Bass Lane (3)**
- **Low-Orbit Lane (4)**
- **High-Orbit Lane (8)**
- **Treble Clef Target Bank (9)**

Upon this happening, Fortissimole jumps down onto the playfield, where he moves around as an invincible burrow for two beats, & stays above ground for two additional beats.
When he is damaged, he jumps back to his original position, & the damaged Skeletons return.
If the Boss is destroyed in time, you'll be able to earn **Jackpots** through every lane until the song ends.

Wizard Mode – Zone ? & The NecroDancer *3 -Ball Multiball*

Once all 5 Zones (look previously under the "Zones" section for more information) have been completed, You'll have all but one Zone to select from the Dot-Matrix Display which is "**Zone ?"**, which has no objective. This is just the epilogue, so that you can prepare for the Wizard mode.

The Bonety Lane (6) minigame is active, so you'll be able to hit the small targets within it for extra points.
Combos: This Zone works for all combos (excluding Scytheseeing), & gives you an opportunity to build them up before the Wizard Mode.
You can also buy any items from the **shop** if needed, and shoot the **Sharp Lane (2)** whenever you're ready to start the final battle. The battle will also start automatically if the music (*Rhythmortis*, the same theme used for bonus rooms) loops twice.

Wizard Mode - The NecroDancer *3-Ball Multiball*

Upon the Wizard Mode beginning, a 3-ball Multiball & the Necrodancer begins to move on the backwall of the table. Every lane gives a **Jackpot** during the mode, & hitting the ball to the beat raises the Multiplier by 0.2X!

The Wizard Mode is divided into 2 phases;

1. ***Phase 1 (Momentum Mori):***
   The final Boss is here to "*reanimate*!" – every 15 seconds, the Necrodancer reanimates one of the previous Zones' normal enemies, to try to prevent you from progressing through the Wizard Mode. This follows the numeric order (Slime > Rock Golem > Skeleton Knight > Blademaster > Gold Electric Mage), although it can only happen once for every enemy.

   The objective here is to hit every lane to the music beat, so as to make the Golden Lute show up on either the left or right side of the table playfield, & collect it by hitting the **Bass Clef Target Bank (1)** or **Treble Clef target Bank (9)**.
   If you successfully collect the Lute, you'll be rewarded with 10 million points & it will replace your current weapon. Note that this stage lasts whilst the Momentum Mori music track plays, & will fail if you don't acquire the Lute in time.

2. ***Phase 2 (Last Dance):***

Upon attaining the Golden Lute, the Necrodancer voices his disapproval, & the music switches.

At this point, you'll need to now hit the 3 lit up lanes in sync to the music beat before the Necrodancer freezes the ball in place (note that this happens every 30 seconds). If the ball is frozen, you'll be able to free it by activating the flippers to the beat of the music.
If the three lanes are hit successfully to the beat, you'll be able to damage the Necrodancer through the **Bass Lane (3)**. When all the Necrodancer's hearts are depleted, he is defeated & the Wizard mode is completed! This stage lasts until the Last Dance track concluded, & it fails if you can't complete it in time.

If the Wizard mode is won, you'll gain a huge point bonus – 20 million points, two Diamonds, & every point is doubled from henceforth during the current game. The table resets, and every Boss' health is raised (including the Necrodancer).

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 -

"My flippers are beating like a drum, but the ball is running cold."

Yours
ShoryukenToTheChin