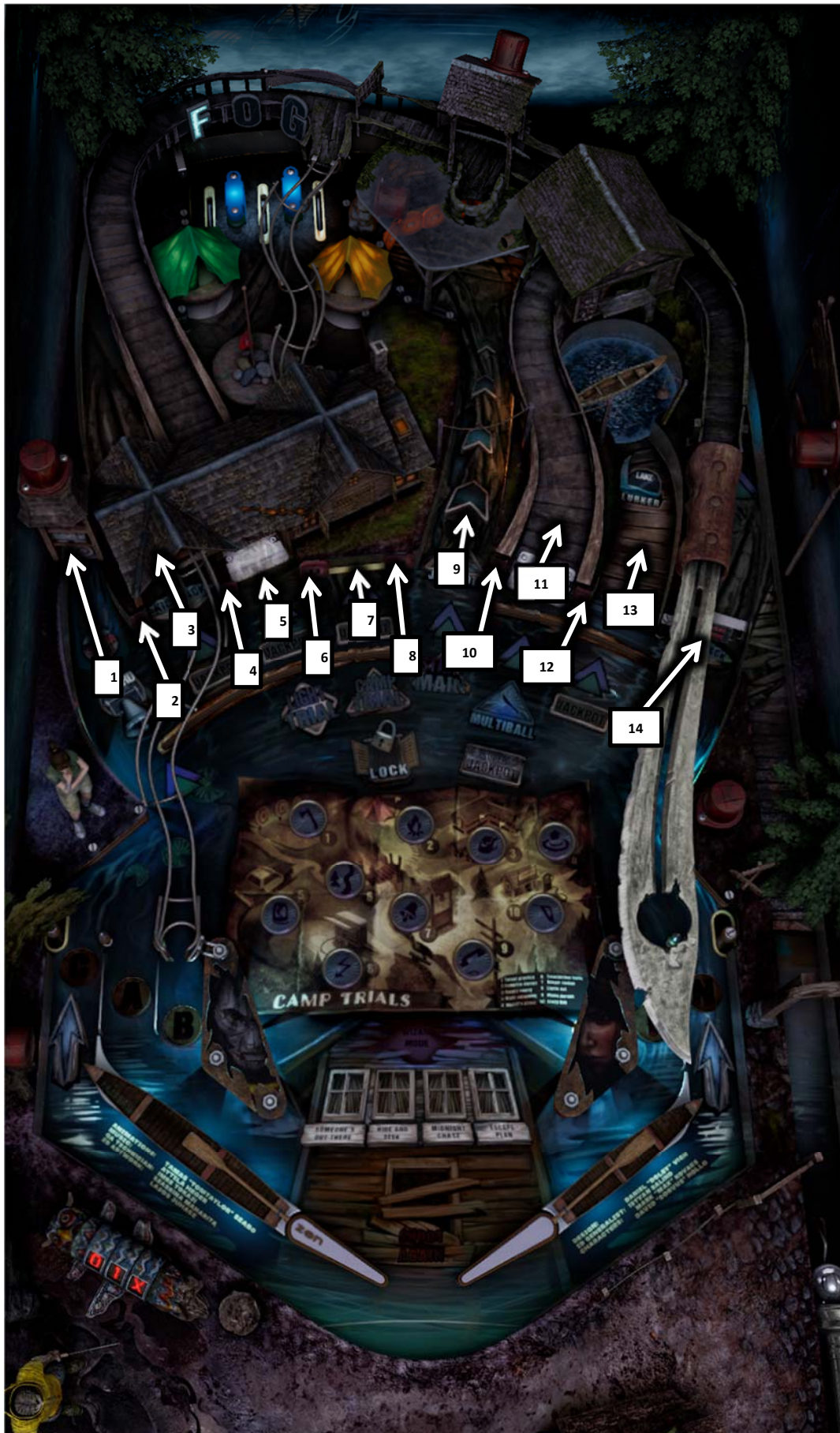


Camp Bloodbrook - Table Guide

By ShoryukenToTheChin



Key to Table Overhead Image –

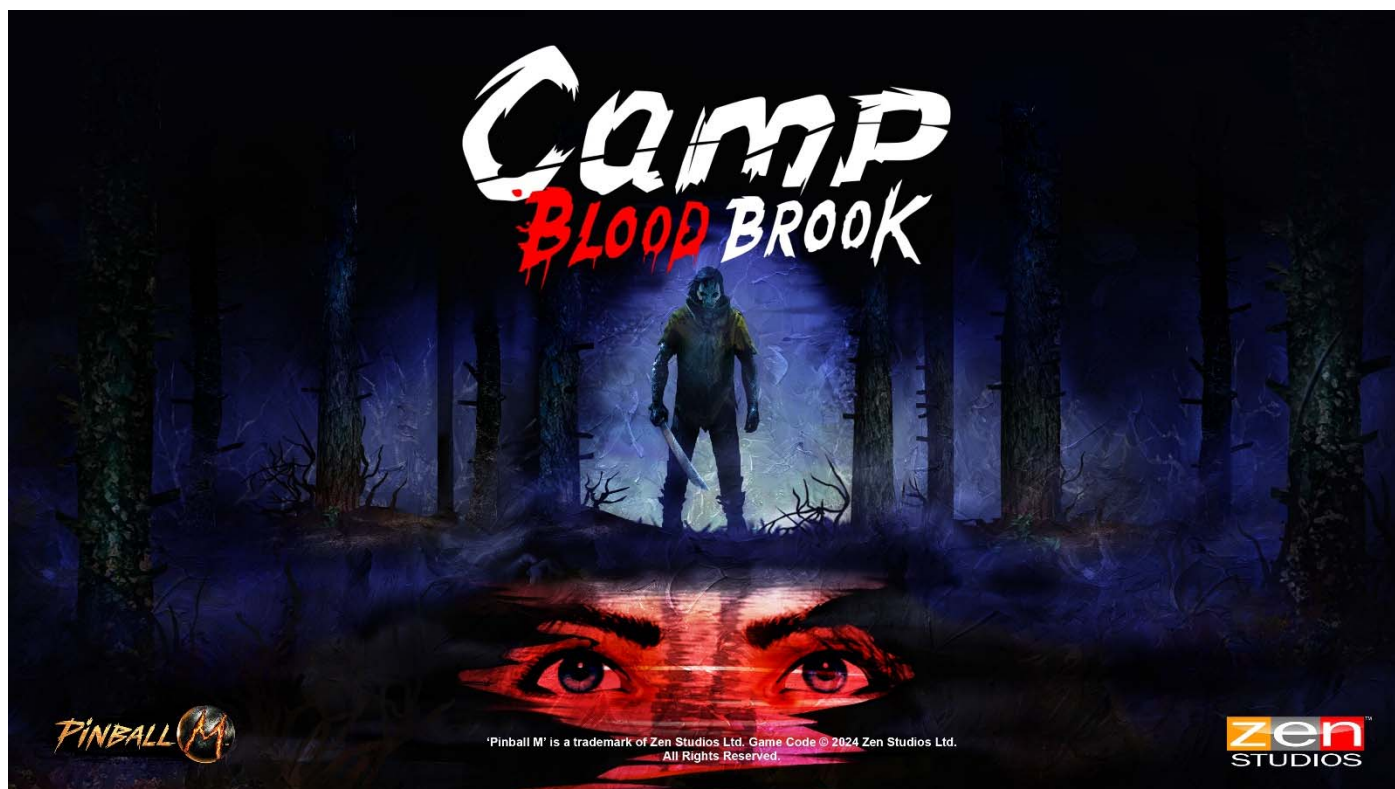
1. Bell Lane
2. “S” Post Target
3. Left Orbit
4. “T” Post Target
5. Left Ramp
6. “O” Post Target
7. Cabin Sink Hole
8. “R” Post Target
9. Centre Lane/Well Targets
10. “M” Post Target
11. Right Ramp
12. “!” Post Target
13. Boathouse Lane
14. Right Orbit

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 Midnight (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

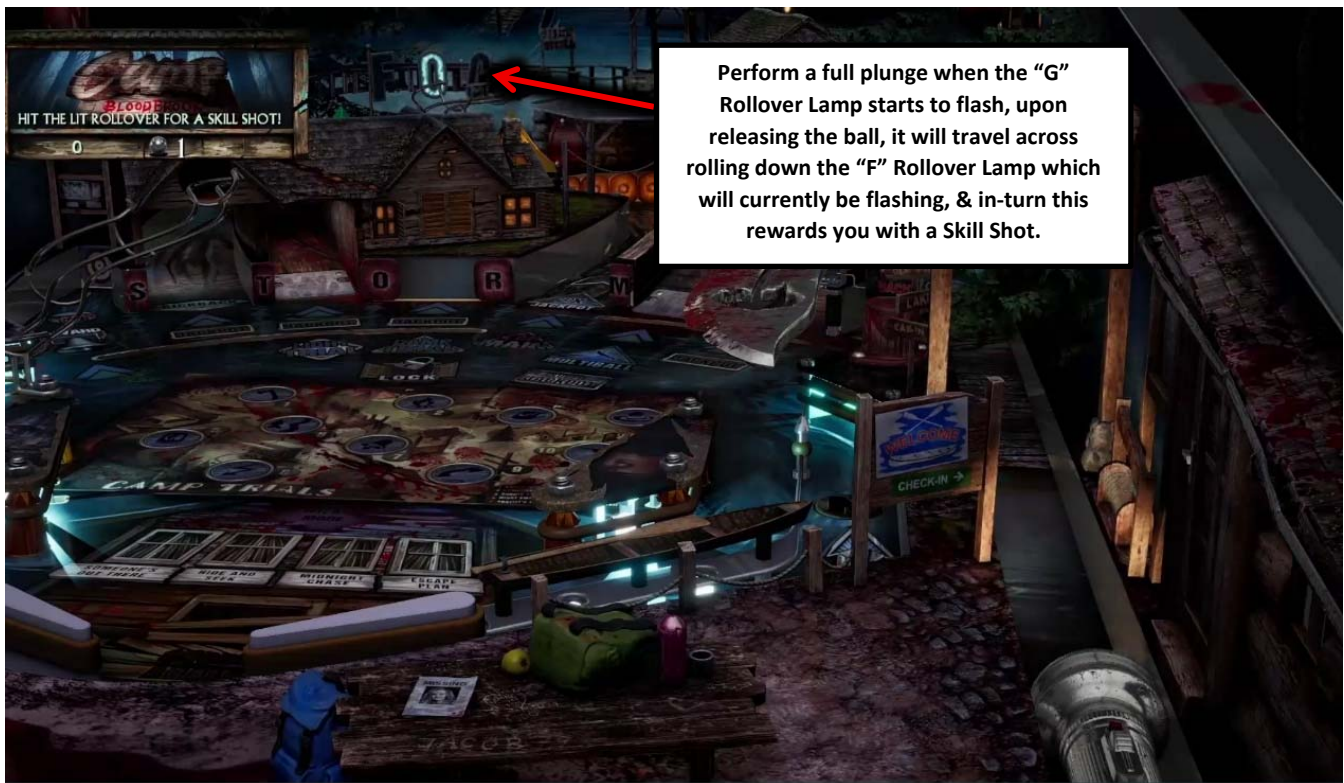


“Get ready for a spine-chilling experience as *Camp Bloodbrook* makes its debut in Pinball FX Midnight and *Pinball FX*! Dive into this slasher classic and test your pinball prowess to escape the clutches of Jacob Wells, The ‘Wellbound’. This thrilling new table takes you back to the 80s with a blend of horror and nostalgia.” – as per Zen Studios press release.

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

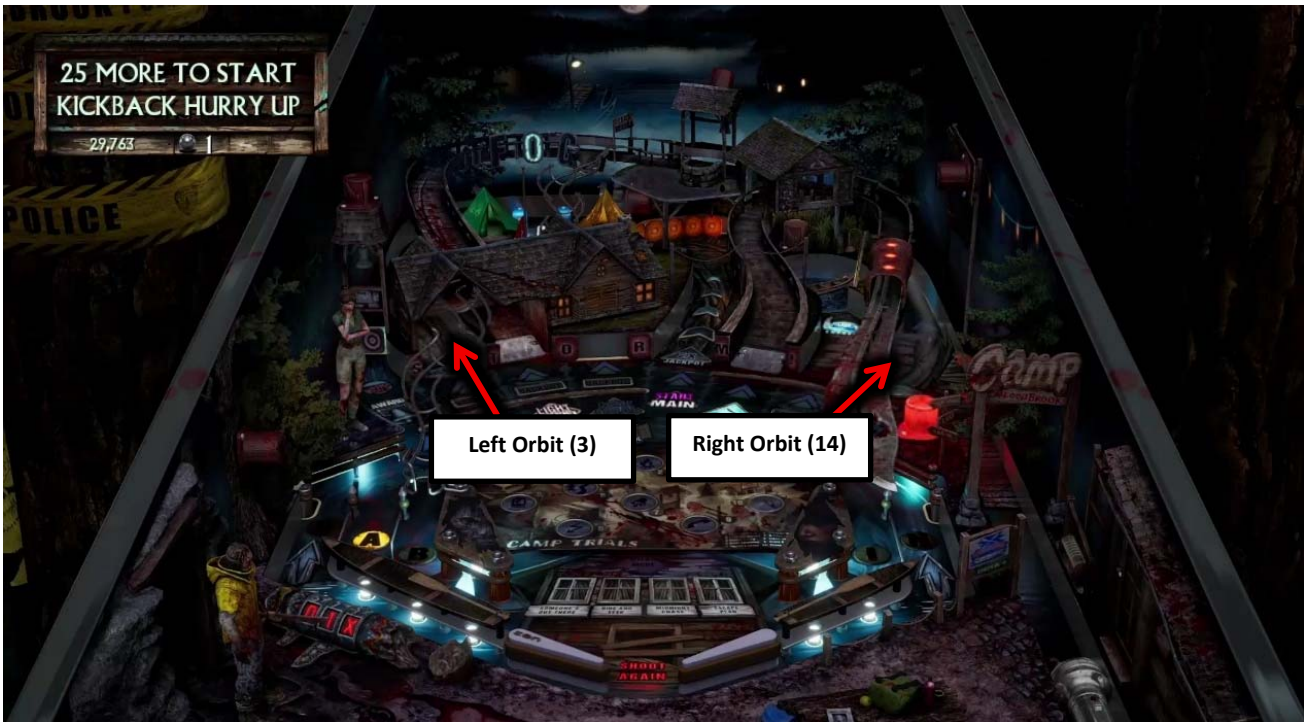
Skill Shot

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).



Kickback

To activate the kickbacks on this table, you'll need to rotate the Wrong Turn spinner which is located at the entrance of the right orbit (14) enough times to activate the kickback hurry up.



After which, send the ball around the orbits that corresponds to the kickback you wish to activate. So, for left kickback – Left Orbit (3) & right kickback – Right Orbit (14).

Note that kickbacks aren't stackable. If both are activated, & you repeat the above process you'll instead gain a short ball saver or a bonus score.

Ball Save

Activates during various modes, & can be activated if you have both kickbacks enabled while performing the kickback activation process detailed above.

Extra Balls

Extra Balls -

There are several ways to achieve an Extra Ball;

Extra Balls can be lit at the Bell Lane (1):



- **Method 1:** *Extra Ball Camper Award* – look later in the guide under “Side Game Modes – Camper Award” for more information on how to acquire Camper Awards.
- **Method 2:** *Reach Maximum Multiplier* – look later in the guide under “Raising the Multiplier” for more information.
- **Method 3:** *Machete Multiball Super Jackpot* – Attain a Super Jackpot within the Machete Multiball mode. Look later in the guide under “Multiball Modes – Machete Multiball” for more information.
- **Method 4:** *Complete 3 Main Modes* – look later in the guide under “Main Modes” for more information on how to complete the Main Modes.
- **Method 5:** *Activating the Wizard Mode for the first time* – look later in the guide under “Wizard Mode” for more information on how to activate the Wizard Mode.

Once the Extra Ball is available for collection, send the ball into the Bell Lane (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 Bonuses

- **Fearless bonus:** for everything you hit on the playfield
- **Chapter bonus:** amount of main mode activated.
- **Camp Trials bonus:** amount of side modes activated.
- **Skill shot bonus:** amount of skill shot awards collected.
- **Counsellor (Multiball) bonus:** number of **Jackpots** collected during multiball.
- **Camper award collected bonus:** amount of Camper awards collected.
- **Extra ball bonus:** number of **Extra Balls** collected.

End-of-Ball Bonus Multiplier –

The End-of-Ball Bonus multiplier can be increased up to 10X Times. You can raise the current multiplier level by completing all 3 of the “F-O-G” rollover lanes above the Bumpers.



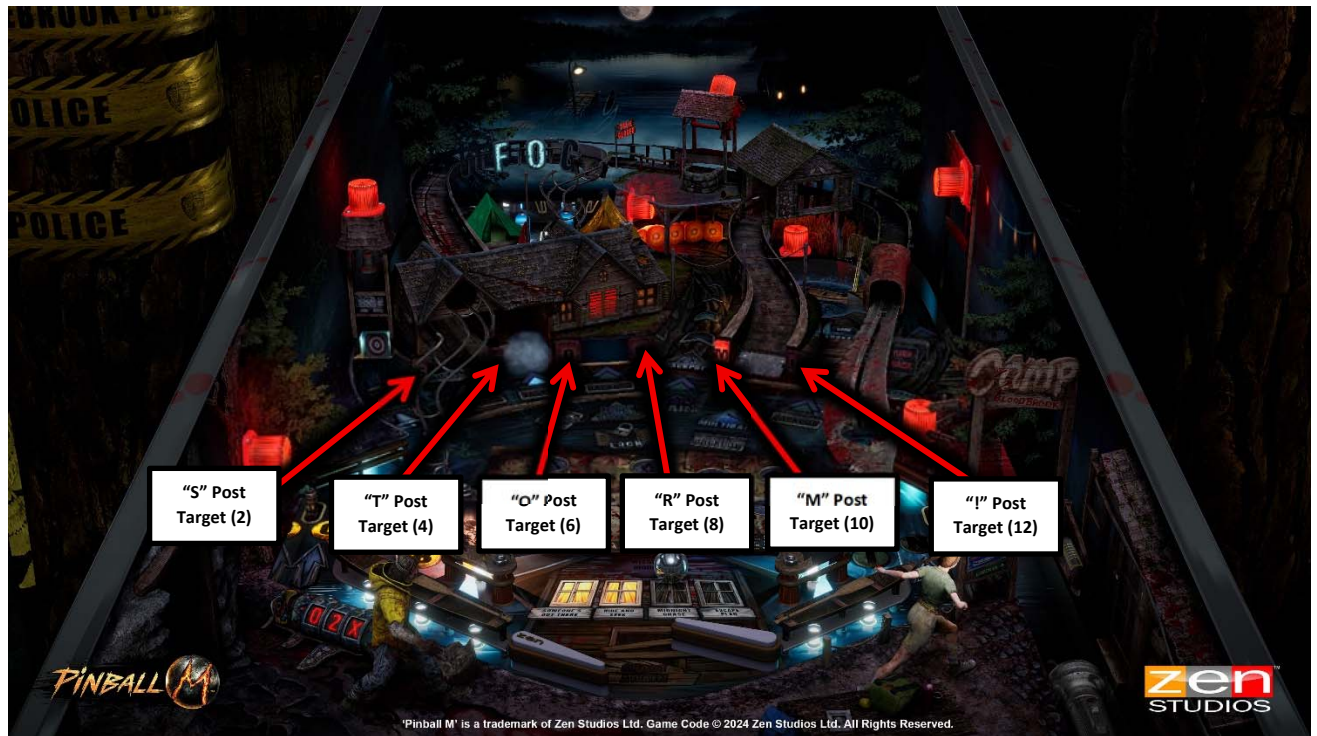
You can alternate the current lit “F-O-G” rollover using the flipper buttons, as to make the ball roll down an unlit rollover. This will allow you to efficiently attain all of the letters on the 3 rollover lanes. After each time this is achieved, the multiplier raises to the next level; 2X, 4X, 6X, 8X, & finally 10X times. Upon reaching 10X times, an **Extra Ball** will be lit for collection at the Bell Lane (1).

Side Game Modes

- “S-T-O-R-M-!” –

Activation –

You’ll first need to hit all of the 6 “S-T-O-R-M-!” post targets:

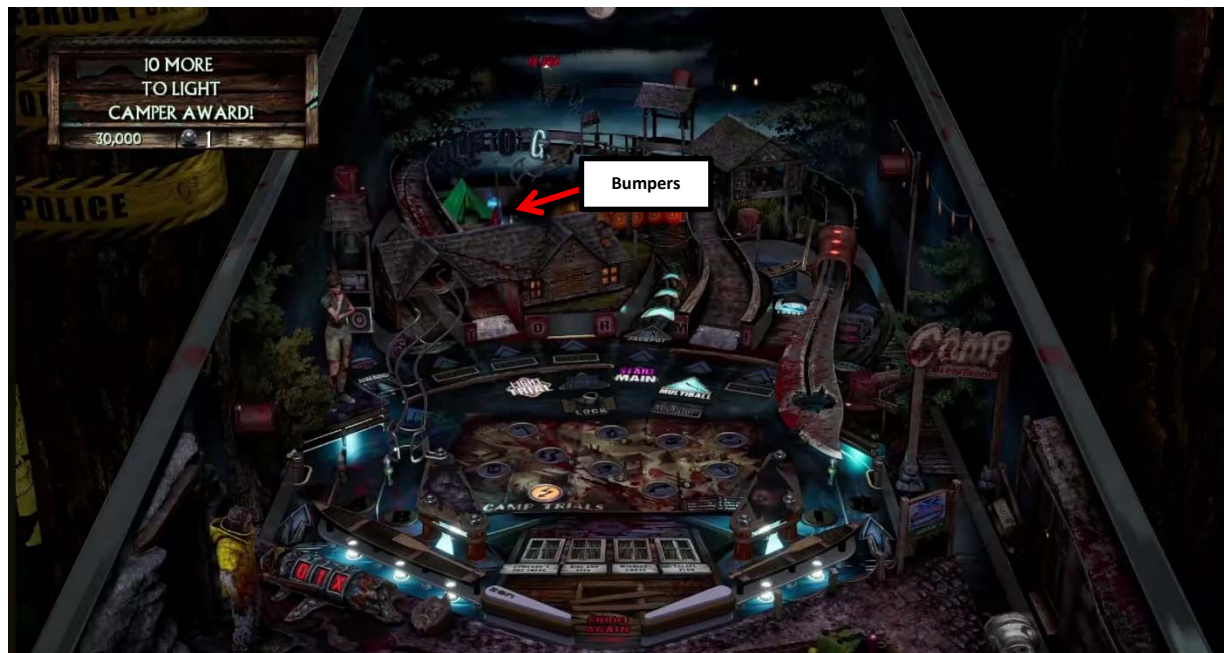


Mode Itself –

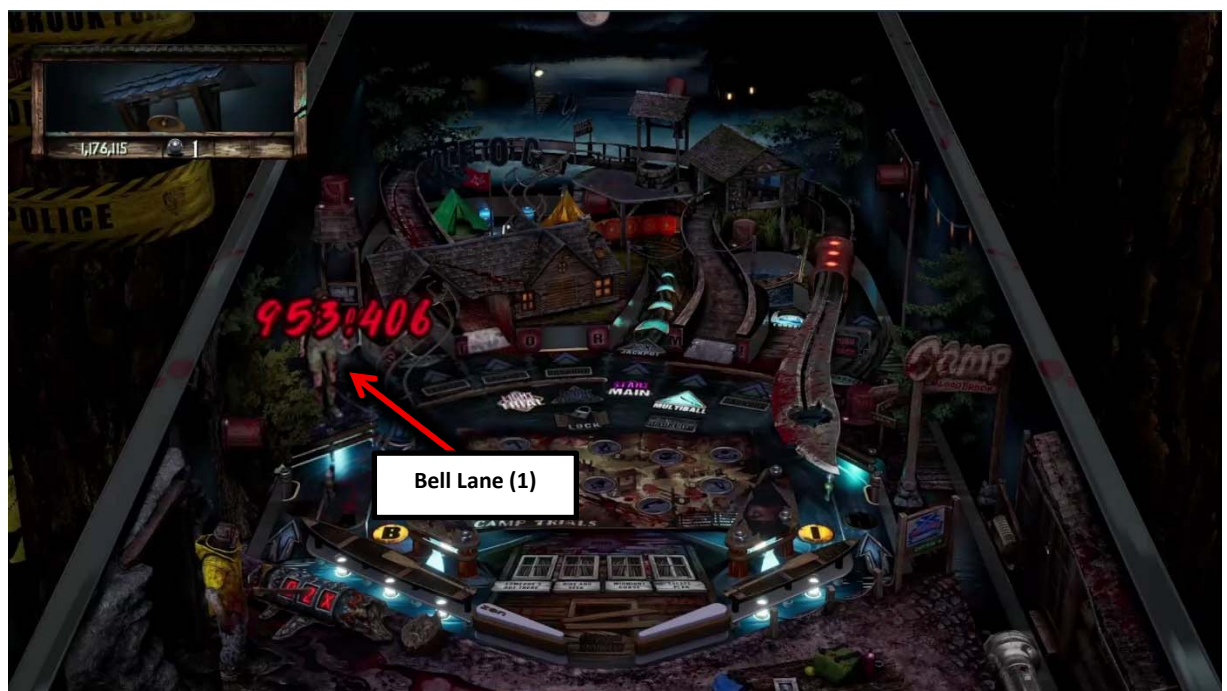
Upon hitting all 6 “S-T-O-R-M-!” post targets, a thunderstorm hits the table & for 30 seconds all scores attained are tripled.

- **Camper Awards** –

Light the Camper award by hitting the Bumpers 30 times.



Once it is lit, you'll need to send the ball up into the Bell Lane (1) to its magnet. Shooting this magnet will grant you a random award.



Below you can see the random awards which may be dispensed:

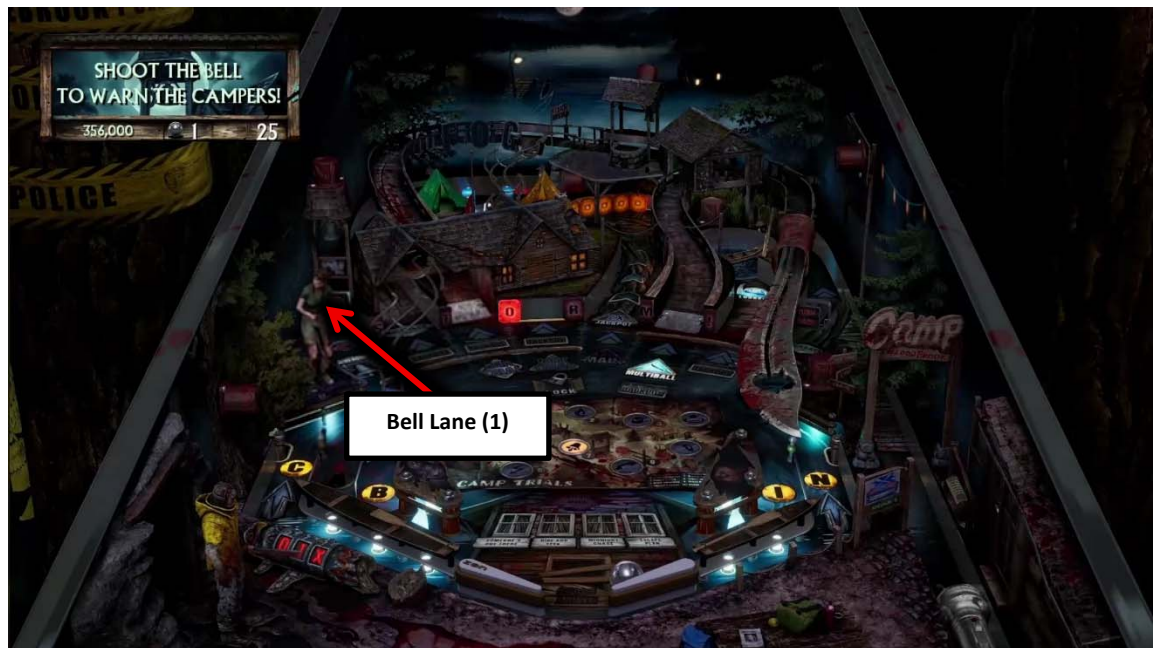
- **Ball Save** – activates the ball saver mechanic for 30 seconds.
- **Light Extra Ball** – lights Extra Ball for collection.
- **Kickback** – activates the kickbacks.
- **Small points** – awarded a small number of points.
- **Big points** – awards a big number of points.
- **Bonus multiplier** – raises the bonus multiplier to the next level.
- **Light lock for multiball** – activates the locking mechanic for multiball.

- **Camp Trials** –

Most of the side modes on this table can be started in the Cabin Sink Hole (7). These are called Camp Trials (shown on the isometric map of the table playfield). The upcoming trial (blinking light on the map) can be changed by shooting the Cabin Sink Hole (7), when it is not lit.

➤ **Ranger Ruckus**

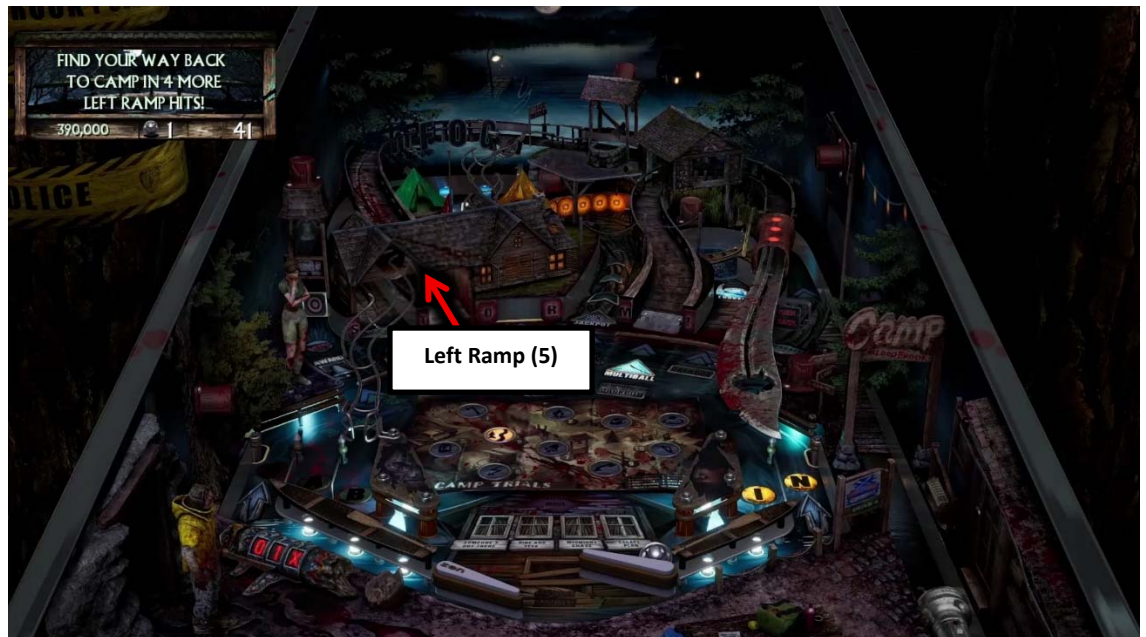
The goal here is to alert the camp to the killer with repeated shots to the Bell Lane (1).



Each shot increases scoring and adds some time to the mode.

➤ **Treacherous Trails**

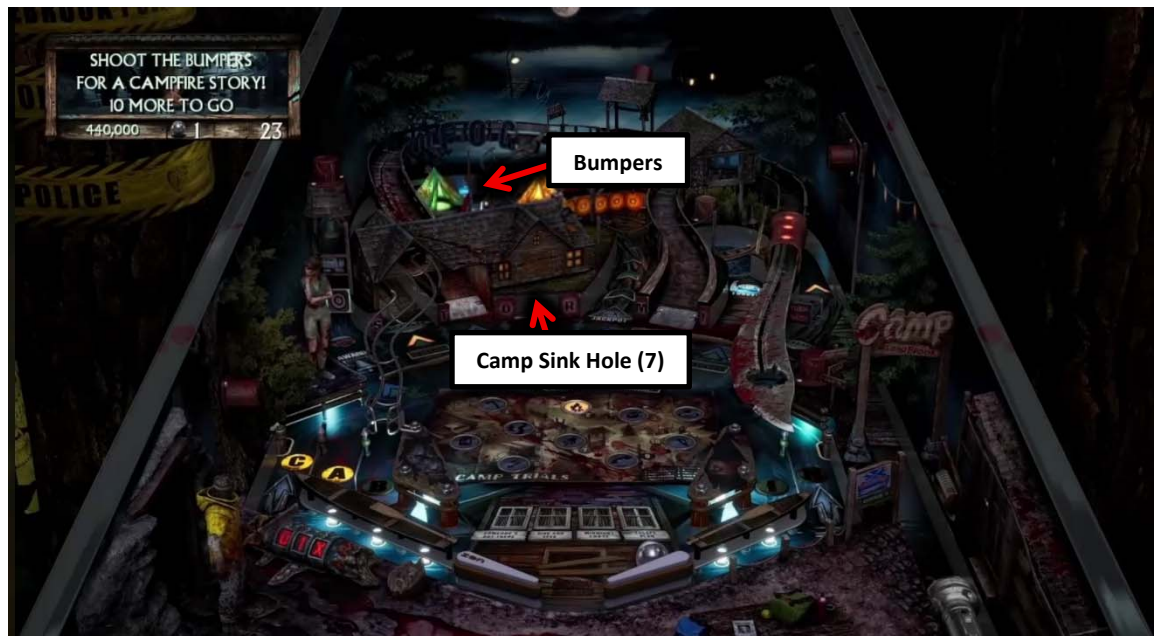
You're lost in the woods, & have to get back to the cabins before the killer finds you. Upon this mode activating, it opens up the "trail closed" pathway from the Left Ramp (5).



All the lanes are lit, but only one of them leads them back to the right path, this lane is randomly selected. You'll complete the mode if the correct lane is shot in time.

➤ **Campfire Chronicles**

The freshly arrived campers start telling a creepy story by the campfire while the Killer is stalking them from afar, making ominous noises. During this mode, you'll need to hit the Jet Bumpers enough times, in order for the Camp Sink Hole (7) to become available for a Campfire Story. Simply send the ball into that Sink Hole to begin the tale. The origin story of the killer gradually unfolds as you progress through the mode.



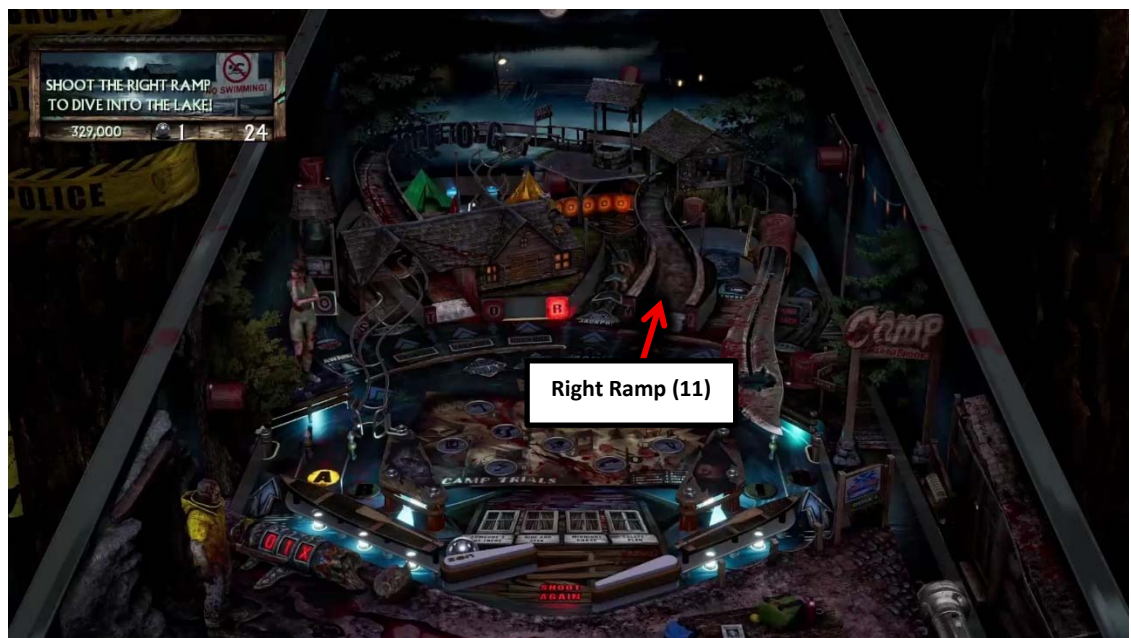
➤ **Lights Out – Hurry Up**

The goal of this mode is to restore power to the cabins. Shoot the targets via the Centre Lane (9) to do so before the time elapses.



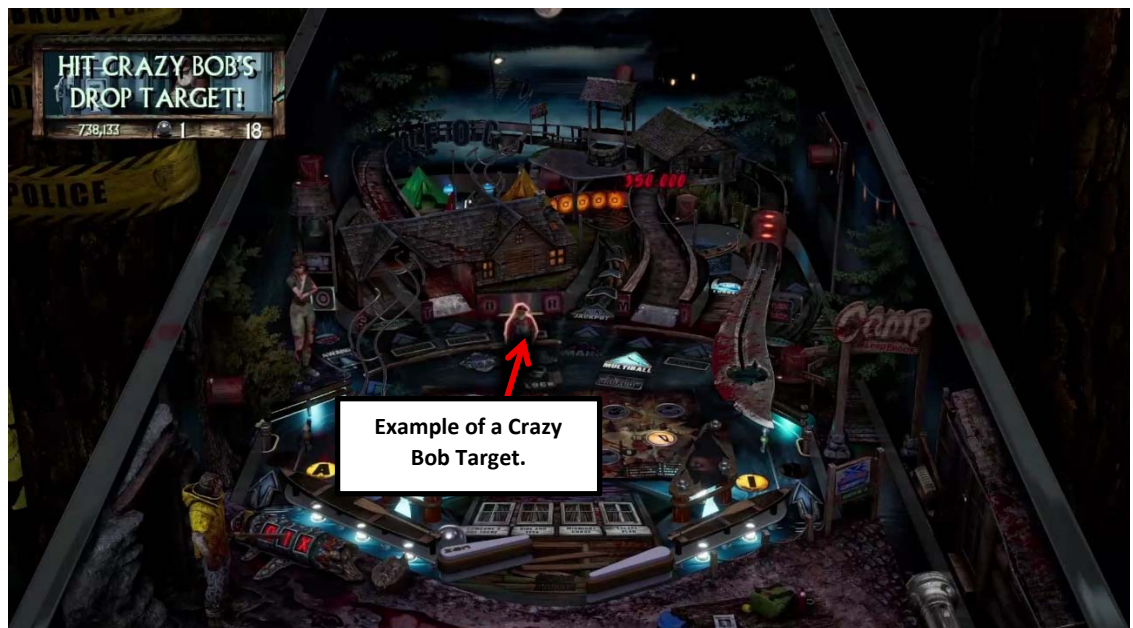
➤ **Night Swimming**

The mode simulates campers sneaking out for a late-night swim in the lake. Shoot the Right Ramp (11) to have the campers (the ball) jump into the lake & rack up some bonuses.



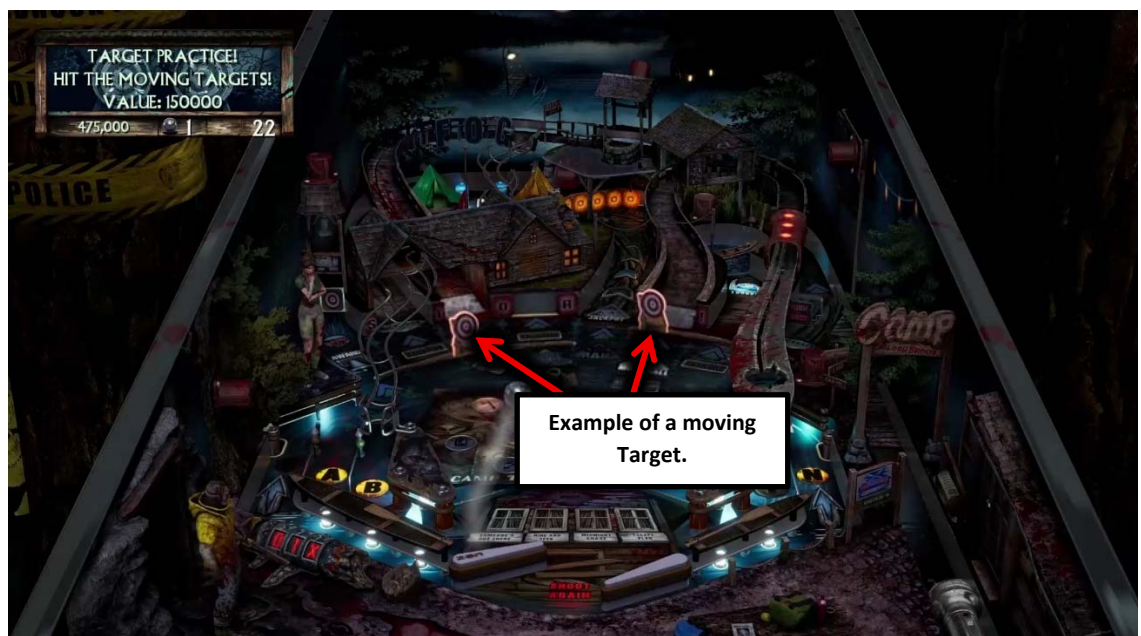
➤ **Crazy Bob**

Crazy Bob's, the local weirdo's drop target will emerge from the table and a decreasing score will appear on the display. Shoot the drop target in time to collect the score.



➤ **Target Practice**

Visit the shooting range to practice your axe throwing skills. Moving cardboard targets can be hit during the mode for increasing scores.



➤ **Supply Scurry**

Search the campground for vital supplies; water, batteries, canned food & medical kits by shooting the lit lanes around the playfield.



➤ **The Lines are Dead**

Try to call for help by reaching the last working phone box in the camp and dial 9-1-1 on the three lit lanes.

➤ **Sheriff's Sirens**

Flashing police car lights will start blinking behind the apron. You have a short period of time to try to warn the local sheriff about the killer in the area.

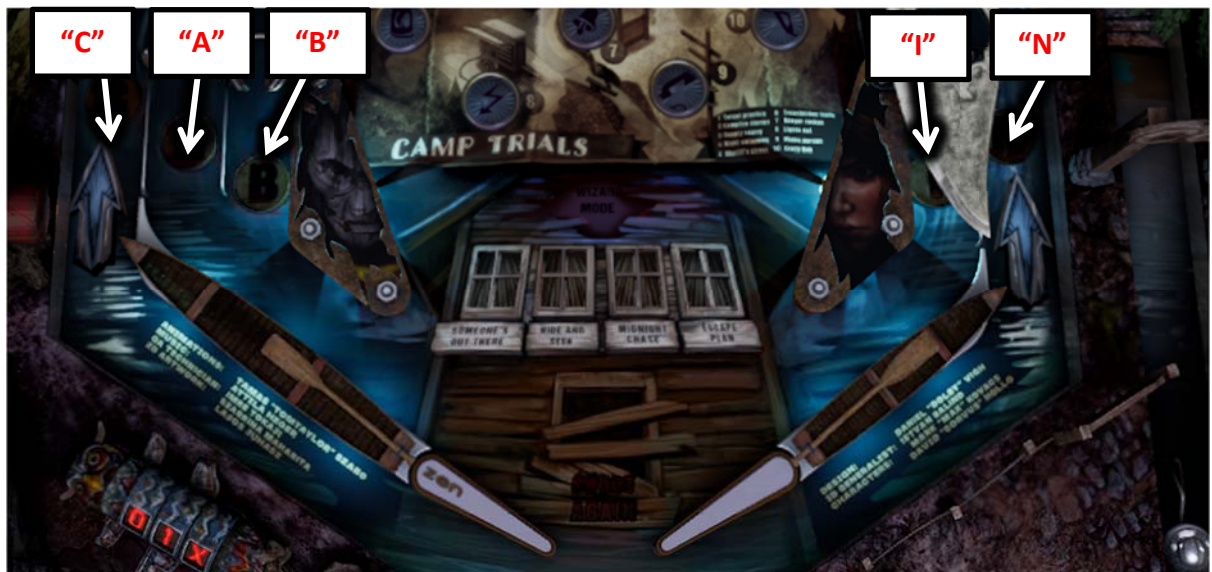


Multiball Mode –

• Cabin Chaos Multiball *3-Balls*:

Activation –

This Multiball is activated upon locking 3 balls into the Cabin Sink Hole (7). To do so, you'll need to first collect all 5 of the "C - A - B - I - N" Rollover notification lamps above the In & Out Lanes to enable the locking mechanic for the ball within the Cabin Sink Hole (7). Simply have the ball/s roll down one of the unlit Rollovers, once done, that Rollovers notification lamp will be lit solid. You will need to alternate the lit lamp using the flipper buttons on your controller, as to always have the ball roll down an unlit Rollover.



Once done, the Cabin Sink Hole (7) will be lit to lock a ball. Simply send the ball into it, thus locking the ball. You'll then have to repeat the above process a further 2 times, in order to lock a total of 3 balls. Once that is achieved, the Multiball will begin.

Mode itself -

This is a 3-ball Multiball Mode, during this Mode, all **Jackpot** lanes are lit. Hit as many lit lanes as possible during the mode to amass **Jackpot** awards (points).

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

• **Lurker Multiball *3-Balls*:**

Activation –

This multiball is activated by first locking 3 balls into the Boathouse Lane (13). You'll need to send the ball up the Boathouse Lane (13) a few times to light "lock" for Lake Lurker Multiball. Once lit, the canoe will sink within the lane, & you'll be able to send the ball up that lane once again to have the killer emerge from the lake & capture (lock) the ball. Once 3 balls are locked this way, the multiball begins.

Mode itself -

This is a 3-ball Multiball Mode, during this Mode, the Killer's torso will emerge from the water on the Boathouse Lane (13), & can be hit to score the **Lake (Super) Jackpot**. Shoot the Right Ramp (11) to relight the **Jackpot**.

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

• **Machete Multiball *3-Balls*:**

Activation –

This multiball is activated by sending the ball up the Right Ramp (11) a few times to light the "lock". When the lock is lit, shoot the Ramp once again to lock the ball inside the hilt of the weapon. After 3 balls are locked this way, the Machete starts swinging & the multiball begins.

Mode itself -

This is a 3-ball Multiball Mode, during this Mode, all **Jackpot** lanes are lit & the collected **Jackpots** can be relit by hitting the Bell on the Bell Lane (1), a **Super Jackpot** is also scored & you'll be rewarded with an **Extra Ball** being lit for collection at the Bell Lane (1).

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

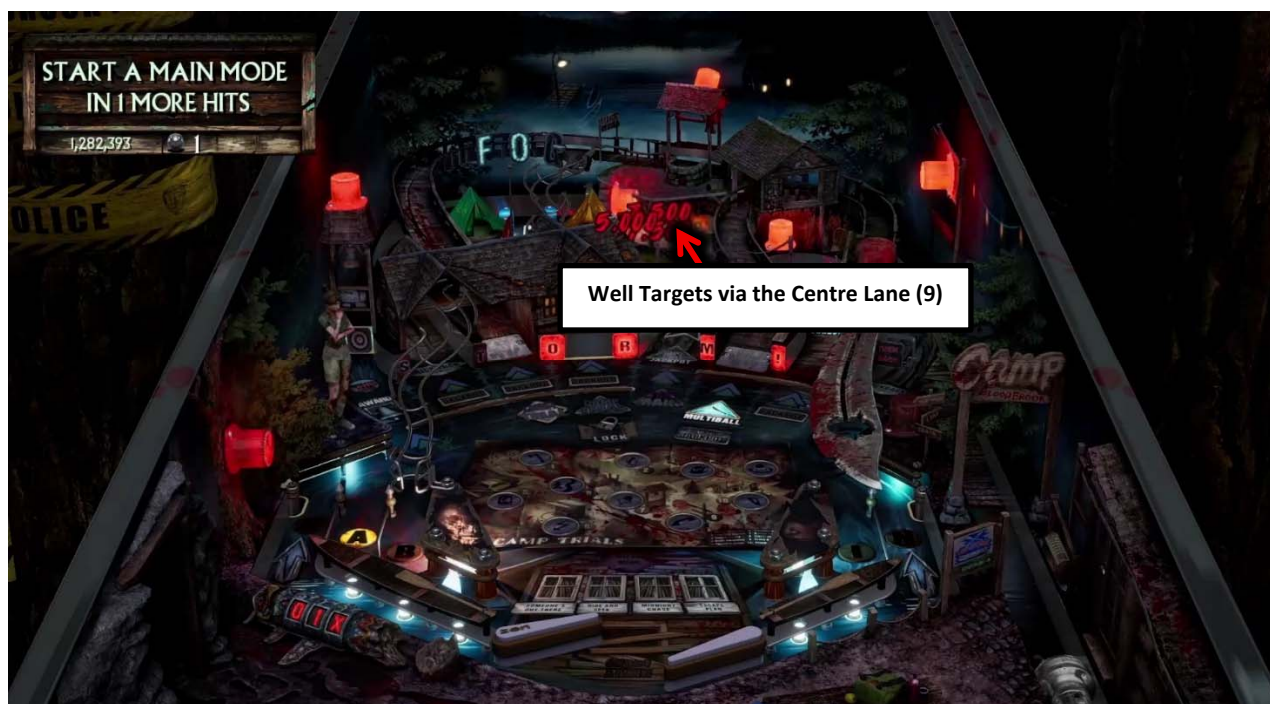
Main Modes –

The main goal of this table is to complete the 4 Main Modes (detailed below this page), thus enabling the Wizard Mode to be activated.

Below this page, I will detail how to go about activating & completing the 4 Main Modes.

Activation of the main modes:

The main modes can be started by shooting the targets inside the well-area via the Centre Lane/Well Targets (9).



Once enough targets are hit the magnet will capture the ball & you'll see the Killer character grab & lift the Final Girl into the air, choking her. Now you'll then have the choice of which Act to select to playthrough – you can cycle through the available Acts using the flipper buttons on your controller, & select your chosen Act by pressing the launch button on your controller to confirm.

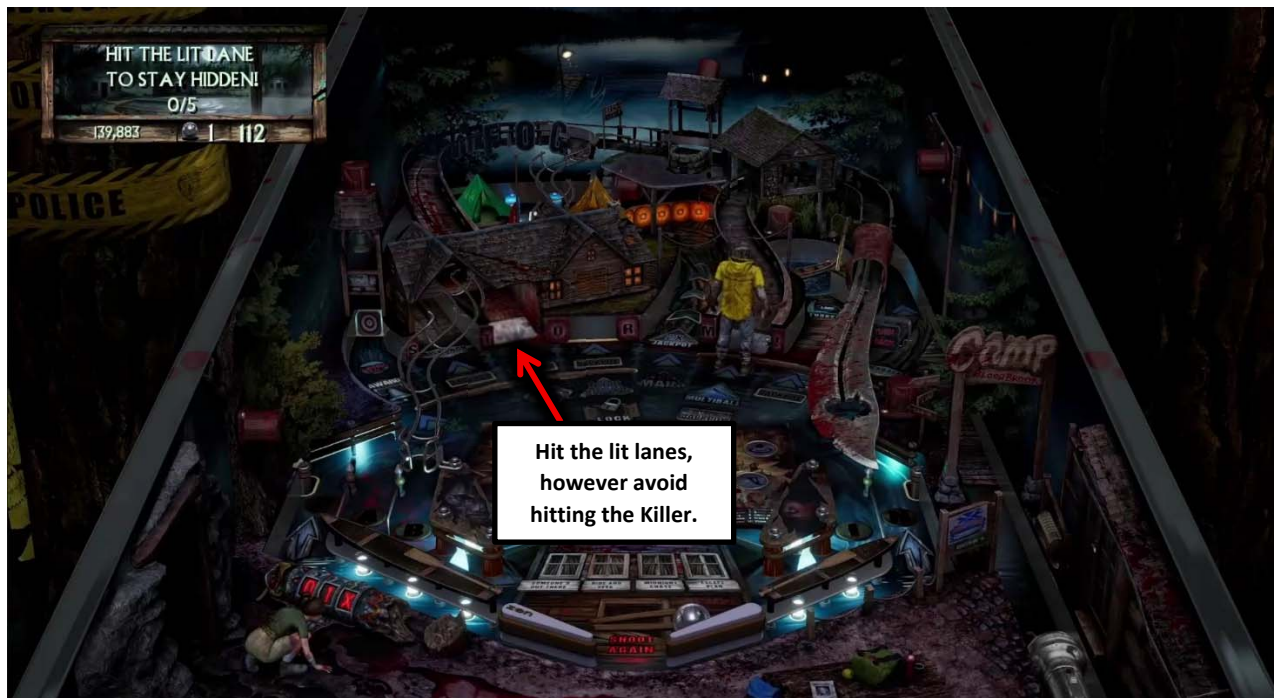
During the main modes the arrow lights in front of the lanes will be lit to show you what to aim for. Each chapter will need a specific task to be completed. Some of the modes are timed while others aren't. During the main modes you'll need approximately 4 to 6 hits to different targets/lanes to light a final **Jackpot** shot & complete the mode. In most of the main modes one of the campers will die (but not the Final Girl – plot armour lol), even if the you succeed.

- **Act I – Someone's Out There:**



This mode aims to recreate the tension of investigating mysterious noises or sightings at the campgrounds. You'll have a feeling that someone is watching you...Navigate a darkened forest with only a flashlight to guide you. You must hit the luminated lanes to control the movement of the flashlight, simulating the exploration of the campgrounds. Randomized events will occur, such as sudden movements in the background or eerie sounds, adding to the suspense & keeping you on edge. A final shot to the camp bell at the Bell Lane (1) completes the mode.

- **Act II – Hide & Seek:**



Upon this mode activating, the Killer jumps down onto the playfield. The goal here is for you to hit the lit lanes in order to hide from the killer, while avoiding hitting him with the ball. Once a lit lane is hit, the Killer will move towards that spot on the playfield. If all 5 shots are fulfilled the Killer loses interest & goes after another camper to hunt. At this point, you complete the mode.

● **Act III – Midnight Chase:**



This mode aims to recreate the tension of a chase through the campgrounds & the forest trails while the Killer is relentlessly marching towards & closing in on his prey. You'll need to flee & gain distance from the Killer, which is achieved by shooting the lit lanes. Note that the required lane shots alternate every 5-10 seconds, & only two are lit at a given time. However, if you take too long to send the ball through the correct path then the Final Girl 3D character will stumble & fall. If this happens you must shoot the Jet Bumpers in order for the Final Girl to stand back up & continue. If you manage to run far enough, a final shot to the Cabin Sink Hole (7) is required to hide from the Killer & complete the mode.

• Act IV – Escape Plan:

Upon this mode activating, the Counsellors try to make a run for it & plan their escape: their only way off this cursed campsite is by the boat on the lake. But to do so they first have to search the camp for fuel & the boat's ignition keys. The keys can be located by sending the ball up the flashing lanes until found, & the fuel canisters can be collected from the playfield.



Once you have the keys you need to get into the boat via the Right Ramp (11).



Once within the boat you'll have to start paddling. Send the ball up the lit lanes on the left side of the playfield twice in order to paddle left.



After which you'll need to alternate paddles by sending the ball into Boathouse Lane (13).



Now to paddle right, you must send the ball up the Right Ramp (11) twice to complete the mode - although the killer will intercept them even if the mode is successful.



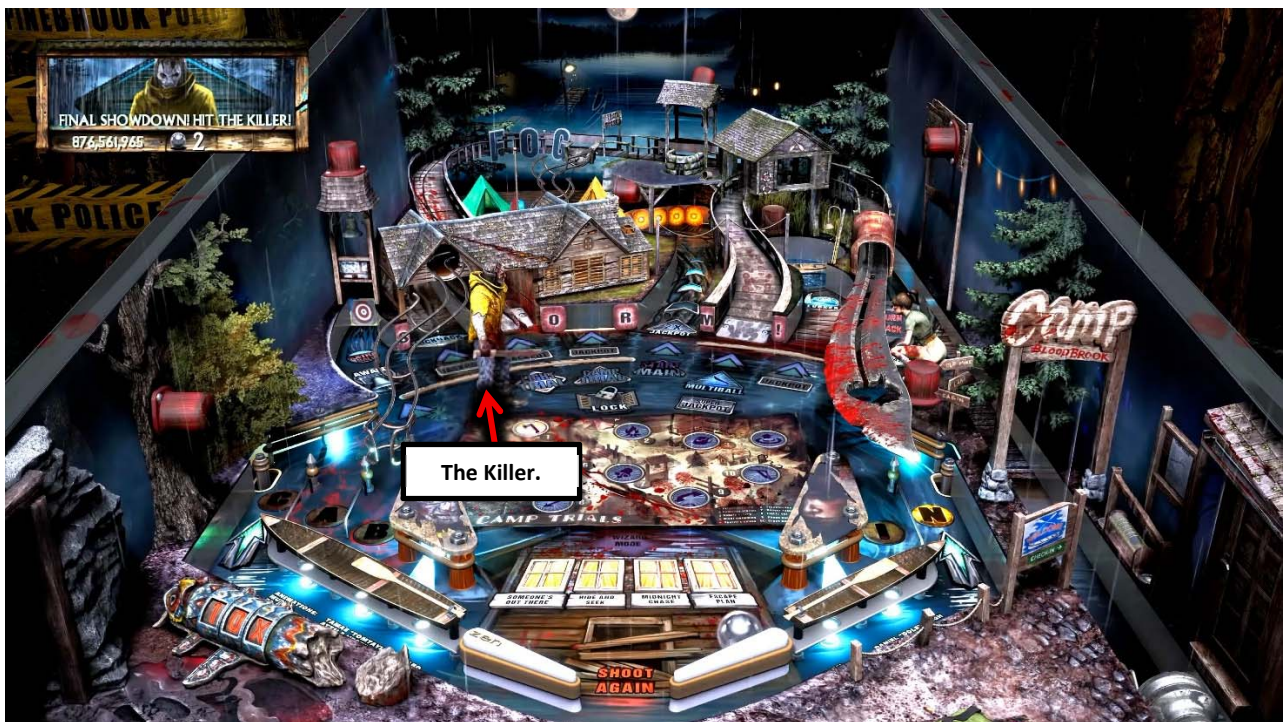
Wizard Mode – The Final Stand * 4-Ball Multiball*

Once all 4 Main Modes (look previously under the “Main Modes” section for more information) have been completed. Then repeat the main mode activation process to now activate the Wizard Mode.

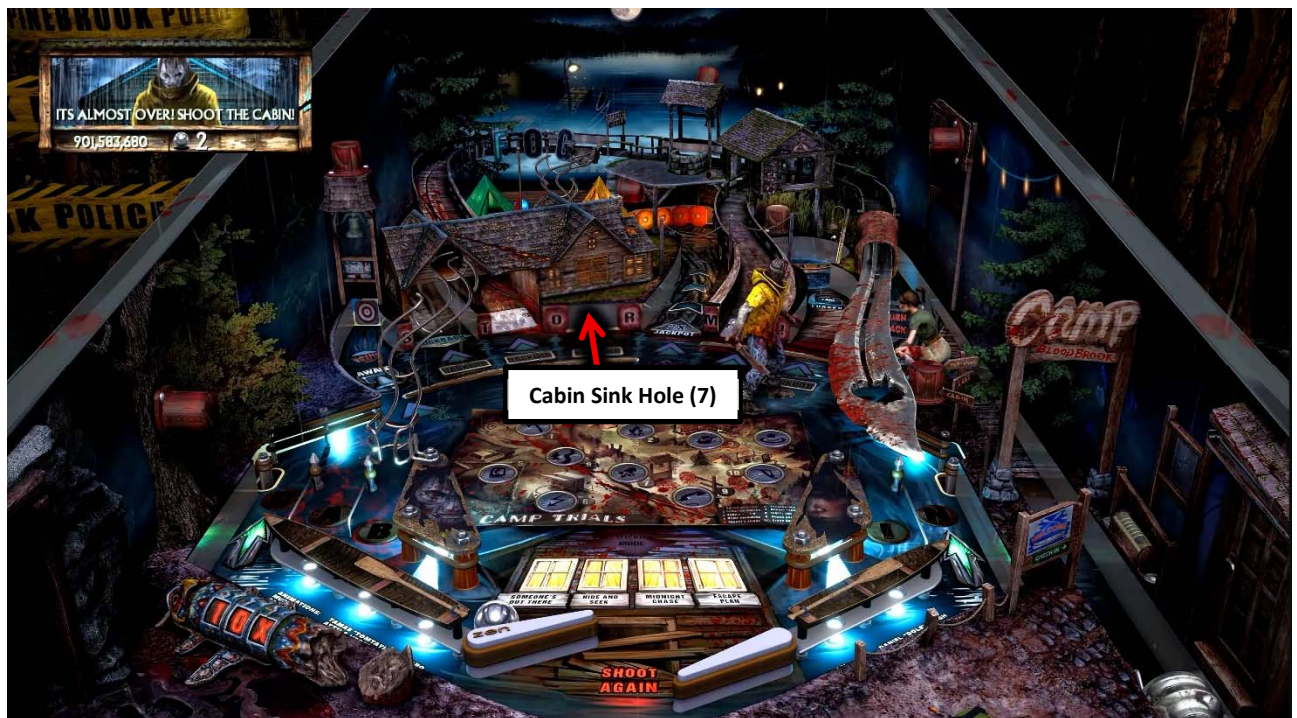
Wizard Mode – The Final Stand

Face off against the Killer in this 3-stage Wizard Mode, which takes place in a raging thunderstorm.

1. **First Stage** - you must hit the Killer with the ball a few times – he’ll walk across the table towards the Final Girl, stopping at various points upon the playfield, which is when you’ll need to hit him with the ball.



Once the Killer has been hit the required number of times, you'll need to sink the ball into the Cabin Sink Hole (7) to fire at the Killer.



Upon doing so, the second stage begins.

2. **Second Stage** - this aims to simulate the climax of a horror movie - the thunderstorm reaches its peak, & the Final Girl seemingly wins against the Killer, killing him. But in horror cliches the killers always come back to life once again - so the Killer resurrects & you must use the Right Ramp (11) to decapitate the maniac & put him down for good. After this is achieved the third (final phase) of the begins.



3. **Third Stage (Final Stage): Wizard Multiball** – 4-Ball Multiball –



All the remaining survivors are running scared in this final multiball, where all lanes are lit & major **Jackpots** can be scored.

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

*Thanks to all the Zen Studios Forum Community! Members such as **shogun00 & deep (without their help this guide wouldn't have been possible!), not forgetting Cloda & wims.** I couldn't have completed the Guide without your help either directly or indirectly - you are all awesome!!!*

In closing I hope you enjoyed this Table; I certainly have and I hope by using this Guide it increases that Fun factor for you and everyone else who plays with you.

Check out the other tables, they are available to download on the most platforms such as; PlayStation, Xbox & PC.

Thanks for viewing my Guide; any feedback would be greatly appreciated -

"You're doomed! You're all doomed!"

*Yours
ShoryukenToTheChin*