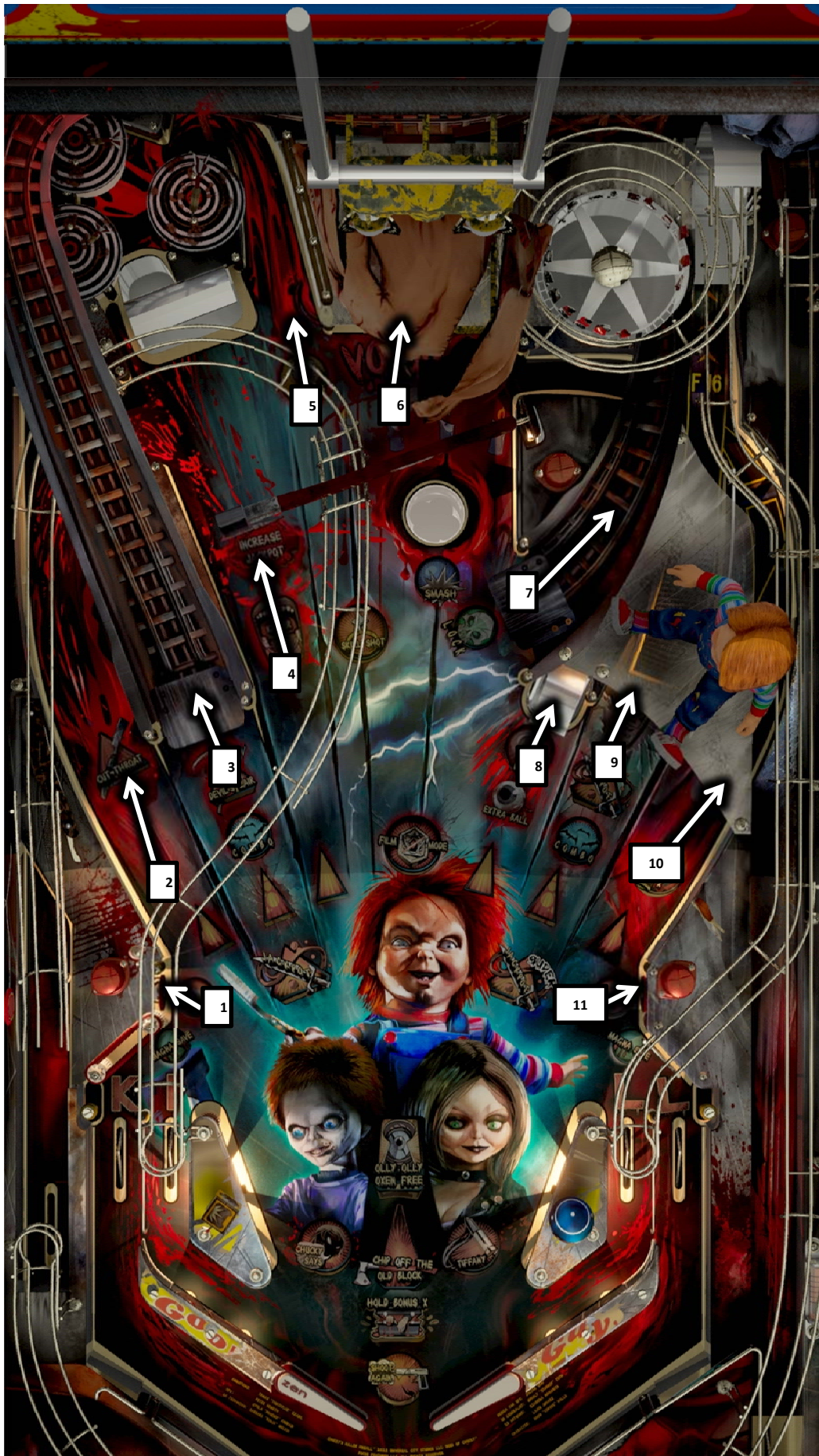


Chucky Killer Pinball - Table Guide

By ShoryukenToTheChin



Key to Table Overhead Image –

1. Left Magna-Save Target
2. Cut-Throat Razor Lane
3. Left Ramp
4. Axe Spinner/Sink Hole
5. Bumper Lane
6. Face Targets Bank
7. Fan Ramp
8. Eject Hole
9. Right Ramp
10. Right Orbit
11. Right Magna Save Target

In this guide when I mention a Ramp, Lane, Hole etc. I will put a number in brackets which will correspond to the above Key, so that you know where on the Table that feature is located.

TABLE SPECIFICS

***Notice:** This guide is based on the Pinball FX 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

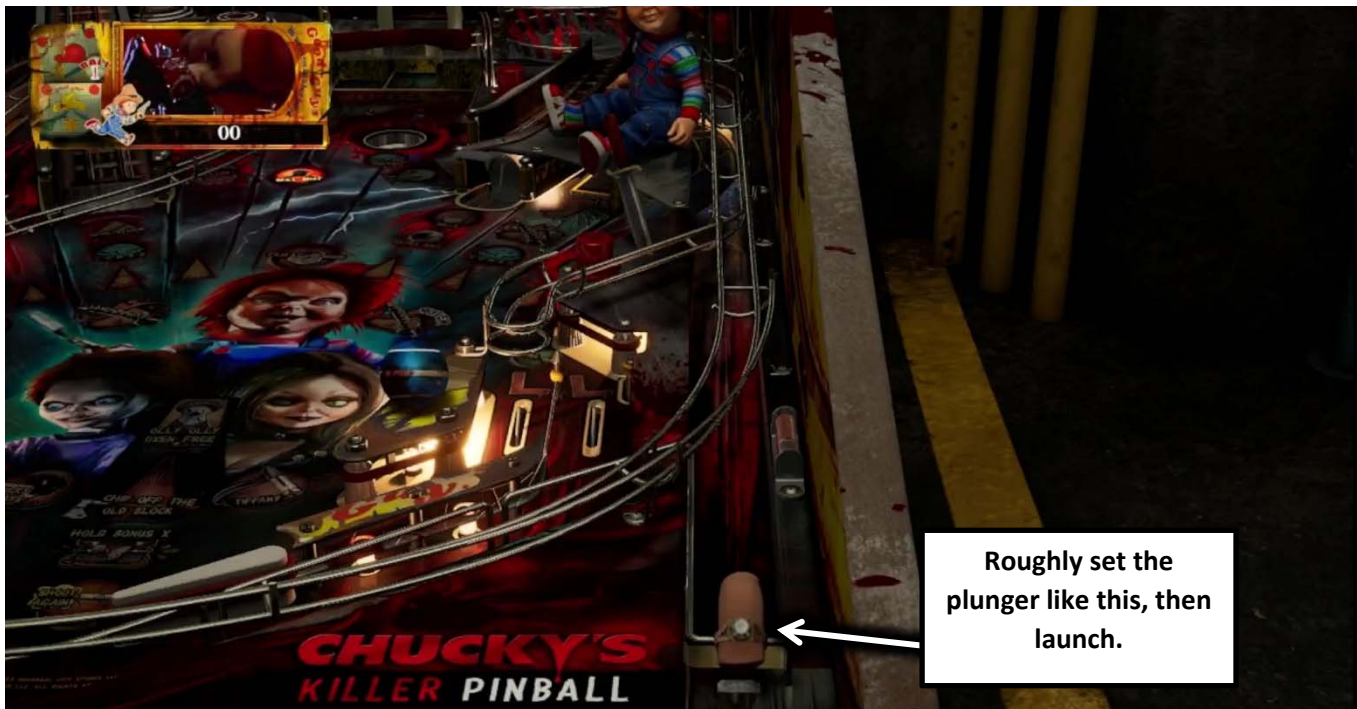


“After you play, you’ll wish *Chucky’s Killer Pinball* was only make-believe! Step into a twisted realm where the innocent becomes sinister, and the playful turns menacing. Navigate through an eerie playfield where Chucky lurks in the shadows, ready to pounce. Okay sport, are you ready to play a game of “Chucky Says”?!” – 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 land on the magnet spot, which is located in front of the Axe Spinner (4).



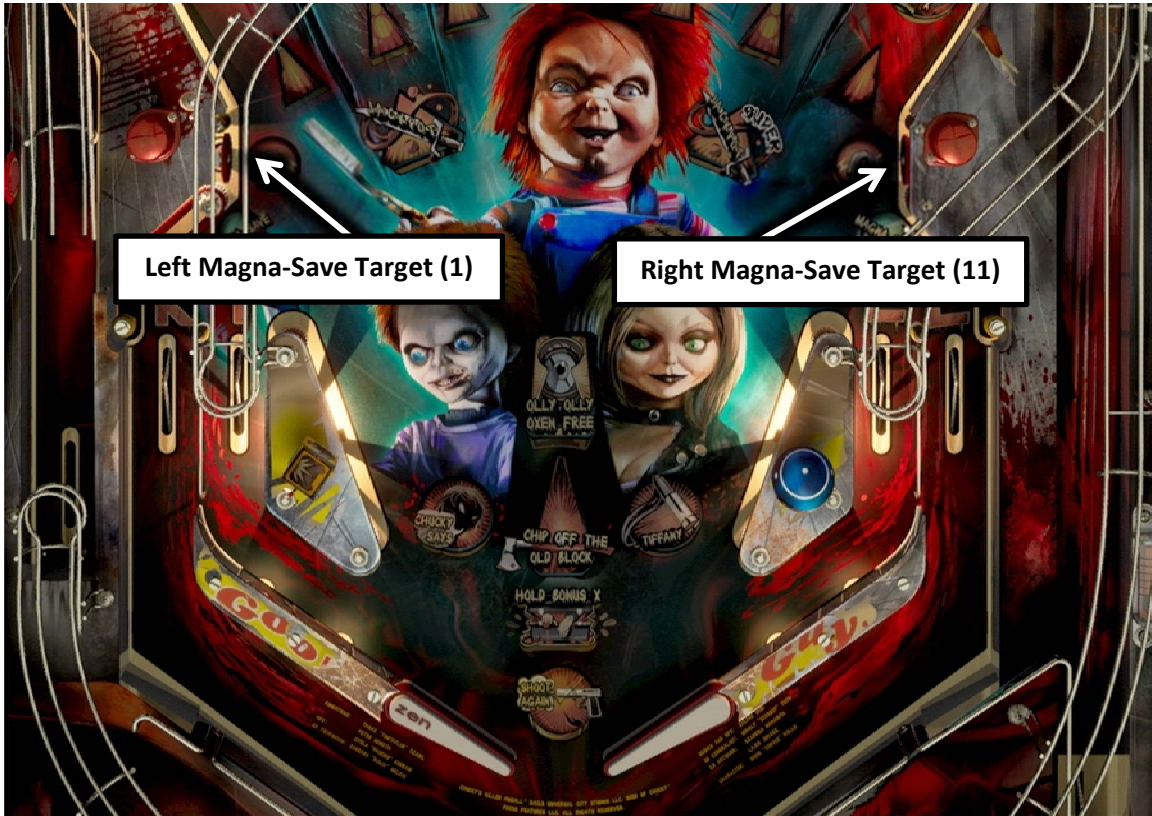
The Skill Shot value begins at 100,000 points, this value is increased by 100,000 points each time the Skill Shot is scored within the same game.



However, if the ball hits the rubber directly to the left of said magnet, then the Skill Shot will become ineligible for award.

Magna-Save

To activate the Magna-Saves on this table, you'll need to hit one magnet save target on either the far left (1) or right (11) side of the table, after which you'll then have a short time frame (10 seconds) to hit the other one in order to light Magna-Save within both Outlanes for 45 seconds.



Note that this timer can be extended by repeating the above process while the Magna-Save is active.

Ball Save

The Ball Save usual activates upon every new ball that is plunged onto the playfield, & when a Main Mode that is activated. This Ball Save mechanic lasts for 15 seconds.

You can activate a 10 second Ball Save by either sending any of the 3 “VO-OD-OO” target (6) all the way back, completing any **Main Mode**, or activating the **Killer Side Mode**. All Multiball Modes start with a Ball Save timer, although do note that only the normal steel ball will be subject to the Ball Save during **Marble Prank Multiball**.

Extra Balls

Extra Balls -

There are several ways to achieve an Extra Ball (each method works once per ball, maxed at 5 Extra Balls per game);

Extra Balls can be lit at the Eject Hole (8):



- **Method 1:** *Score 10 million points in the Killer Side Mode* – look later in the guide under “Side Game Modes – Killer” for more information.
- **Method 2:** *Completing the Devils Lair Side Mode* – look later in the guide under “Side Game Modes – Devils Lair” for more information.
- **Method 3:** *Completing the Good Guys Side Game Mode* – look later in the guide under “Side Game Modes – Good Guys” for more information.

Once the Extra Ball is available for collection, send the ball into the Eject Hole (8) 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 current multiplier level by sending the ball all the way around the right orbit (10), to increase the bonus multiplier by +1X.

Bonus Held:

The bonus multiplier level upon drainage can be held to your next ball within the same game by lighting the 4 candles.

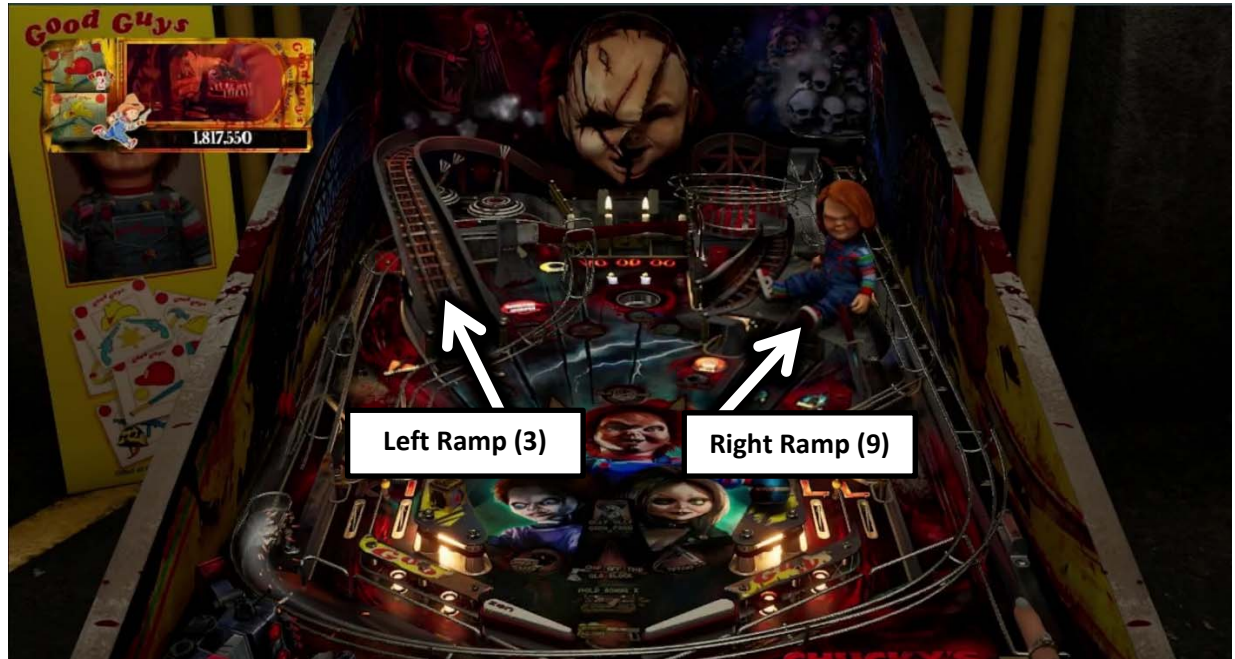


To gain access to the candle mini-playfield area, you'll need to produce weak Left Ramp (3) shots (these don't have enough momentum to enter the Roller Coaster). There are 3 points to this candle mini-playfield area, & each will light up candles near to them with the ball rolling down them. You'll need to nudge the ball gently (using the nudging command on your controller) in order to alter its path through the mini-playfield to light the candles. Note that if the 4 candles are currently lit & the bonus multiplier is already held, then you'll instead be awarded with a 2-million-point bonus.

Side Game Modes

- Carnival Combo –

This table only has one type of combo, however unlike the norm, this combo mechanic is unlimited. You can combo the two main ramps – Left Ramp (3) & Right Ramp (9) in turns infinitely.



The longer the combo string in-turn results in great point reward bonuses. Do note however that while performing said combo, the progression towards “Devils Lair” & “Good Guys Madness” Side Modes will be paused.

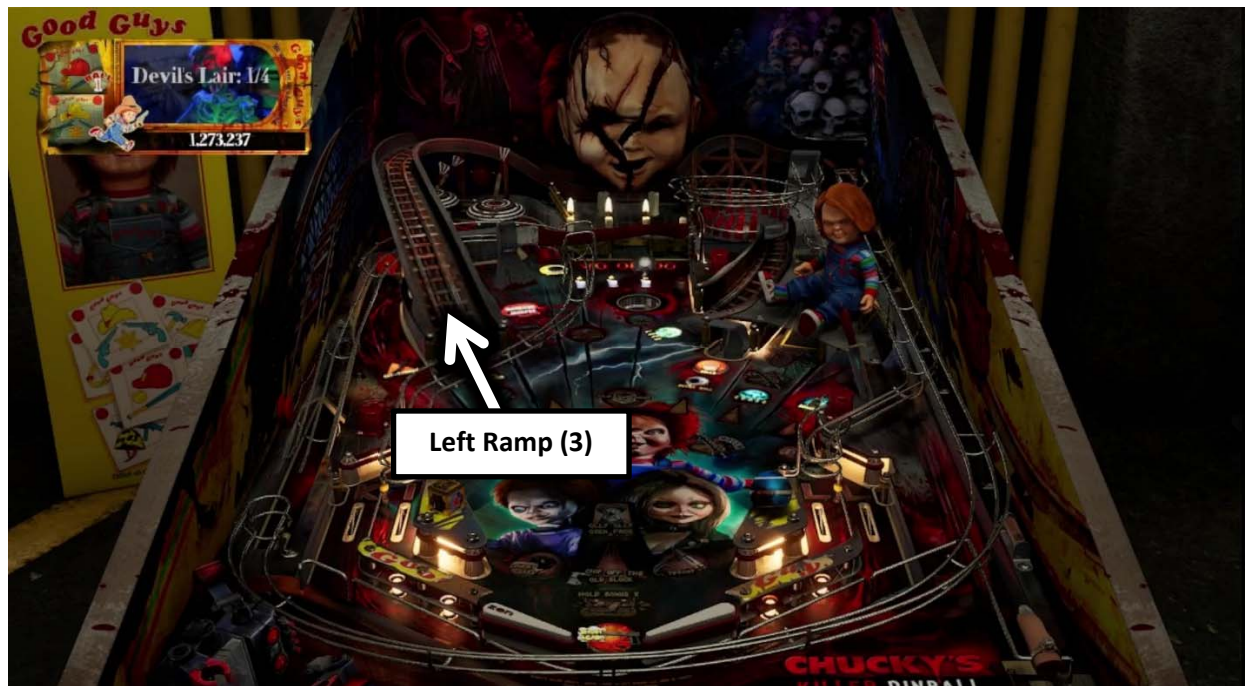
- **Devil Lair** –

Activation –

Simply accumulate 10 shots up the Left Ramp (3) during normal play (without a combo running), note that you don't need to go all the way around the rollercoaster for it to count towards Devils Lair.

Mode Itself –

Note that you can light **Extra Ball** for collection if you accrue 4 more shots to the Left Ramp (3) after the above - without draining the ball.



Each shot up said ramp scores 1 million points + 1 million points for each subsequent shot up that ramp for a maximum of 10 million points. Note that if you can finish the ride, the Grim Reaper will slice half of Chucky's face off.

- **Dolls Mode** –

Activation –

You'll need to repeatedly send the ball into the Eject Hole (8), each time you'll gain a letter towards spelling "D-O-L-L-S".



After 5 shots into the Eject Hole (8), the mode will activate.

Mode Itself –

During this side mode simply achieve a further 4 shots into the Eject Hole (8). Completion of this side mode awards you with a total of 10 million points.

- **Good Guys Madness Hurry Up** –

Activation –

You'll need to repeatedly send the ball up the Right Ramp (9) during normal play (meaning without a **combo** running) in order for Good Guys madness to activate. 10 shots up the Right Ramp (9) are required altogether to enable the mode.



Mode Itself –

The goal of this side mode is to make a further 4 shots up the Right Ramp (9). Completion of this side mode awards you with a total of 10 million points, & lights up **Extra Ball** for collection.

- **Killer Mode** –

Activation –

Illuminating all the letters of “K-I-L-L” within the in & outlanes. You can alternate the current lit “K-I-L-L” 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 4 rollover lanes.



Mode Itself –

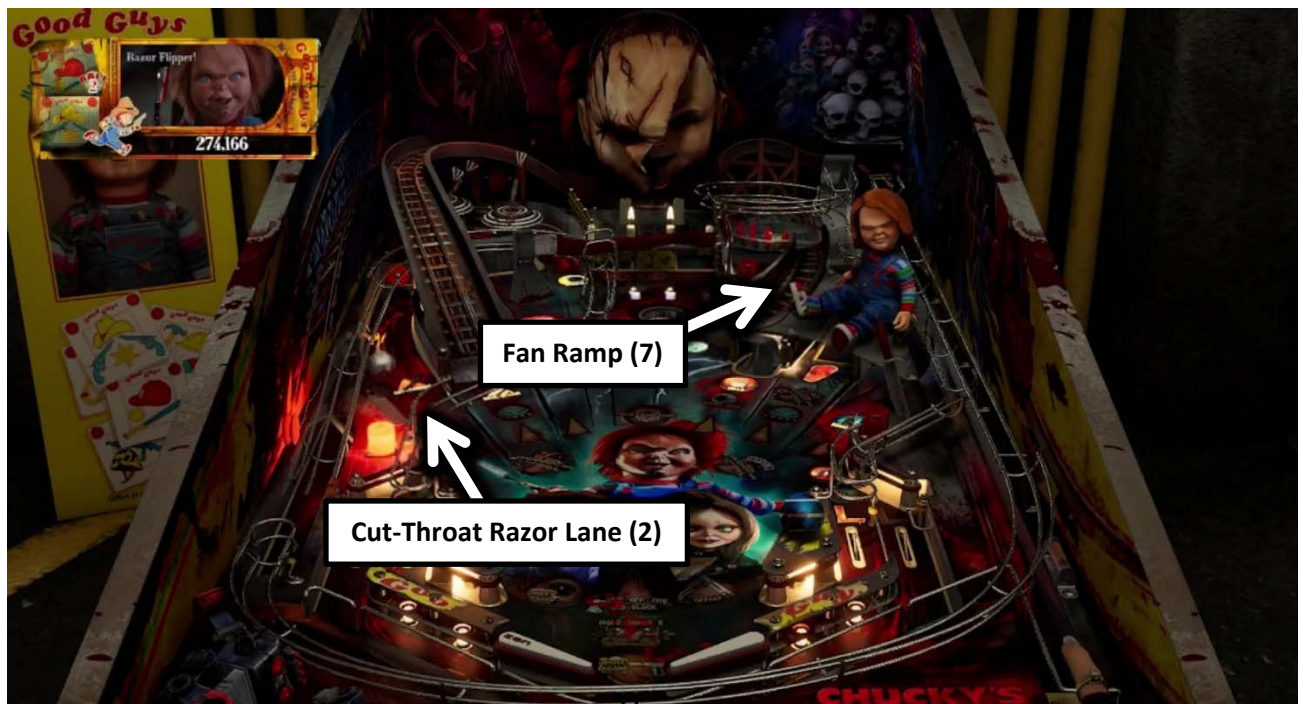
Once the above is achieved, the Axe Spinner (4) will grant 1 million points per rotation for 30 seconds, note that with every spinner rotation it will pause the hurry up timer briefly. You can light an **Extra Ball** for collection, if you manage to score a least 10 million points in one round.

Multiball Mode –

- **Slasher Multiball *3-Balls*:**

Activation –

This Multiball is activated upon locking 3 balls into the fan via a shot up Fan Ramp (7) using the Razor Flipper. To do so, you'll first need to enable the Razor Flipper located within the Cut-Throat Razor Lane (2). You'll notice that each time you send the ball up the Cut-Throat Razor Lane (2) it in-turn enables the upper Razor Flipper for a brief time (as the ball rolls pass it), you must then use this Razor Flipper to send the ball up the Fan Ramp (7) lock the ball underneath the spinning fan.



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, send the balls up the flashing lanes to collect Jackpot awards – note that your 1st Jackpot award must be acquired at the Left Ramp (3), after which for your 2nd send it up the Right Ramp (9);



Once you've collected both Jackpots via said ramps, Chucky will then proceed to throw his knife onto the table playfield.



Hitting Chucky's knife scores a **Double Jackpot** (worth double the current **Jackpot** value), then again to throw it at Chucky for a **Super Jackpot** worth **4x** the current **Jackpot** value. Once the **Super Jackpot** is acquired, the **Jackpot** sequence resets & you'll be able to repeat the above **Jackpot** scoring process until the multiball ends. The value awarded for each **Jackpot** scores a base of 10 million points, which can be increased by 100,000 points per rotation of the Axe Spinner (4) both outside & during the multiball mode.

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

● Marble Prank Multiball *3-Balls*:

Activation –

This multiball is activated by first hitting the bumpers a total of 20 times, this in-turn causes a jar of marble to rise from below the table playfield (just in front of the “VO-OD-OO” targets aka the Face Targets Bank (6)).



Upon the marble jar appearing on the playfield, you'll have 30 seconds to smash open by hitting it with the ball to activate the Marble Prank Multiball.

Mode itself -

This is a special Multiball Mode in that you'll only have one regular steel ball in play whereas the rest of the balls will be 5 tiny marbles. The objective of this multiball is for you to smash all 5 marbles in one of two ways –

1. Shattering them by hitting the marbles with the steel ball – this **Jackpot** awards 1 million points + 1 million points per subsequent shatter.
2. Sending the marble balls up the Fan Ramp (7) for the marbles to be ground up within spinning fan – this **Jackpot** awards 10 million points + 10 million points per subsequent grind.

Note that if you manage to smash/grind up at least 3 marbles, this in-turn will cause the **Jackpot** awards for the subsequent activation of the Marble Prank Multiball to be multiplied by +1x.

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 3 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 3 Main Modes.

Activation of the main modes:

The main modes can be started by shooting the targets inside the Face Targets Bank (6) in order to collect all of the letters to spell out “VO-DO-OO”



Once the above is achieved, the ball will be magnetized above the flippers & you'll need to select which main mode you wish to tackle first. Use the flipper buttons to cycle through the main modes, & press the "launch" button on your controller to select your desired main mode.



Note that until all 3 main modes are completed, you'll be able to choose to "replay" any main mode which you already completed. Now, each time you complete a main mode, it's value will be multiplied by +1x, & in the case of the main modes – "**Chucky Says**" & "**Olly Olly Oxen Free**", its completion difficulty will increase. Tip - The Wizard Mode's **Jackpot** value corresponds to your overall main mode totals, therefore replaying main modes are in your best interest as they can help this increase faster.

Each main mode has a 60-second timer that resets once any lit shot is achieved.

- **Chucky Says:**

The objective of this mode is to send the ball up the randomly flashing lanes in order to advance within the mode.



Each of time you successfully hit a flashing lane, you'll be rewarded with a 3-million-point bonus. Produce 5 shots to the flashing lanes to complete the mode. Note that after each subsequent replay of this main mode, the amount required to complete the mode will increase by +1

- **Olly Olly Oxen Free:**

The objective of this mode is to send the ball up the randomly flashing lanes in order to advance within the mode, however this time you'll have Chucky wandering around the playfield during this mode.



It is imperative that you avoid hitting Chucky while performing the random flashing lane shots, successful hits of these lanes are worth 3 million points per successful shot. If you accidentally hit Chucky, the mode will automatically end in failure. Produce 5 shots to the flashing lanes to complete the mode. Note that after each subsequent replay of this main mode, the amount required to complete the mode will increase by +1

- **Tiffany:**

The objective of this mode is to hit all 6 flashing lanes in order to primp Tiffany, each shot rewards you with 3 million points.



Once all 6 lanes have been hit, you'll need to produce the final shot, which will always be at the Left Ramp (3), note that this shot requires a maximum strength hit, in order for it to travel all the way around the rollercoaster. Tip - Unlike the other main modes, the **Tiffany** mode won't increase in difficulty, only it's point reward values.

Wizard Mode – “*Chip Off the Old Block*” *60-second timer*

Once all 3 Main Modes (look previously under the “Main Modes” section for more information) have been completed. The “**Chip Off the Old Block**” Wizard Mode will now be accessible; note that no more main modes can be attempted until after the Wizard Mode concludes, either it be in success or failure. You’ll need to perform the same process you used to activate the main modes (detailed earlier in the guide) in order to activate the Wizard Mode.

Wizard Mode – “Chip Off the Old Block” *60-second timer*

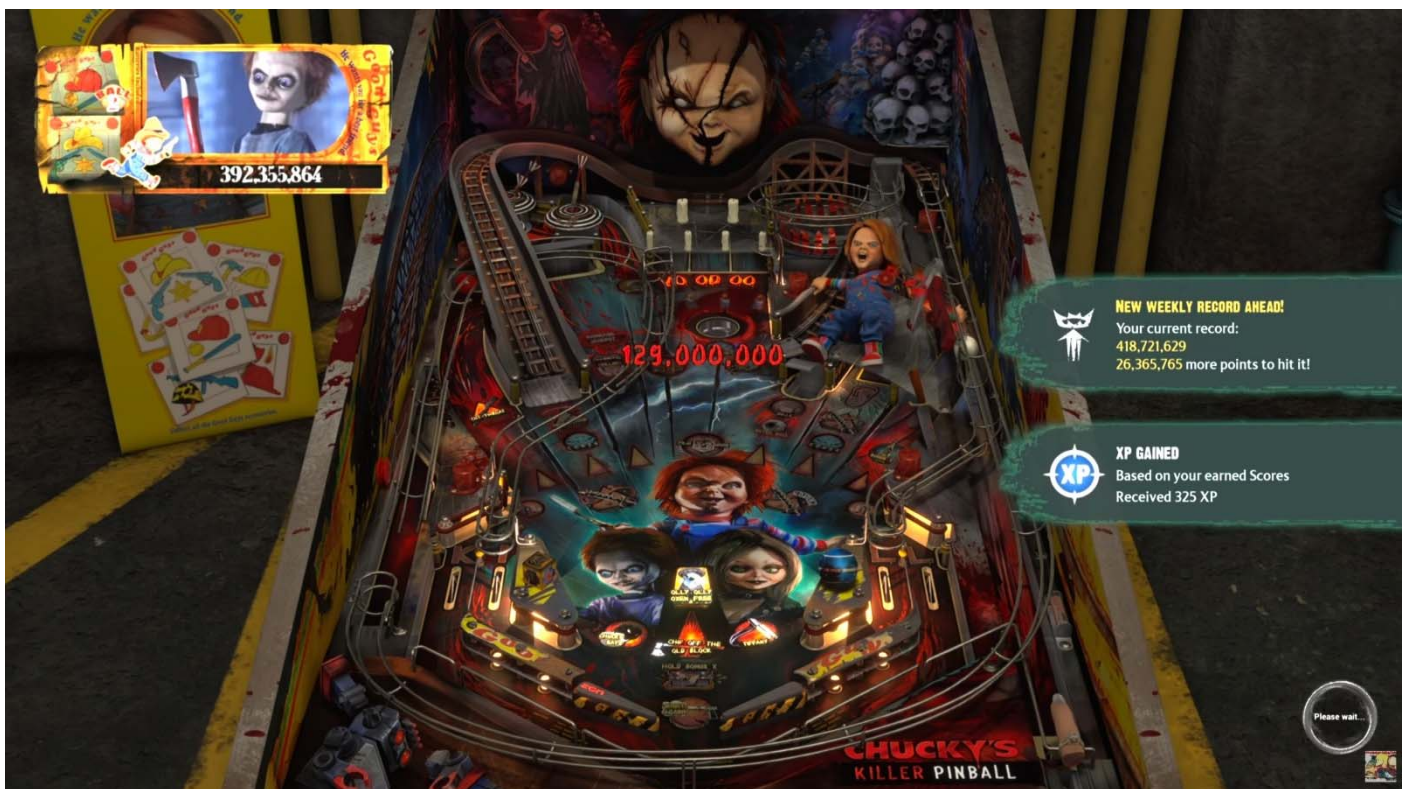
The objective of this Wizard Mode is for you to finally kill Chucky by using his axe against him!

Note that each shot performed during the Wizard Mode in-turn scores the collective total of all the main modes that you completed prior - if say, you replayed a main mode, then only the highest main mode total will apply to the **Wizard Jackpot**.

Upon the Wizard Mode starting-up, Chucky will jump off his platform, in front of the Right Ramp (9). You’ll need to hit him with the ball to knock him back -



After, send the ball up the Right Ramp (9) in order to throw the axe at one of his arms.



Now, for his other arm, you'll need to hit the Fan Ramp (7), you'll first need to enable the Razor Flipper located within the Cut-Throat Razor Lane (2). You'll notice that each time you send the ball up the Cut-Throat Razor Lane (2) it in-turn enables the upper Razor Flipper for a brief time (as the ball rolls pass it), you must then use this Razor Flipper to send the ball up the Fan Ramp (7).



Once both arms have been sliced off, you'll need to now slice both of Chucky's legs off – The first leg can be cut off by hitting the ball at Chucky -



Whereas the other leg will require a precise shot to it, in front of the Right Ramp (9).



Once Chucky's limbs have been separated from his body, you'll need to finish him off for good by hitting him once more with the ball. If you manage to do so, you'll score 10x the current **Wizard Jackpot**, this is minimum score worth 1 billion points!



After which Chucky threatens revenge, at this point you'll enter the Victory Lap part of the Wizard which lasts for 60 seconds. While this is active - all lanes etc. will be lit to score **Wizard Jackpots** for the duration of the Victory Lap, Tip - with strong shots up the Left Ramp (3) scoring 2x the **Wizard Jackpot**.

Upon the Wizard Mode concluding, even if you didn't manage to kill Chucky, you must make shots to the Sink Hole (4) and Eject Hole (8) to respawn the Axe Spinner (4) & Chucky, which in-turn opens up access to another round of main modes.

*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 -

“Hi, I'm Chucky Killer Pinball! Wanna play!”

*Yours
ShoryukenToTheChin*