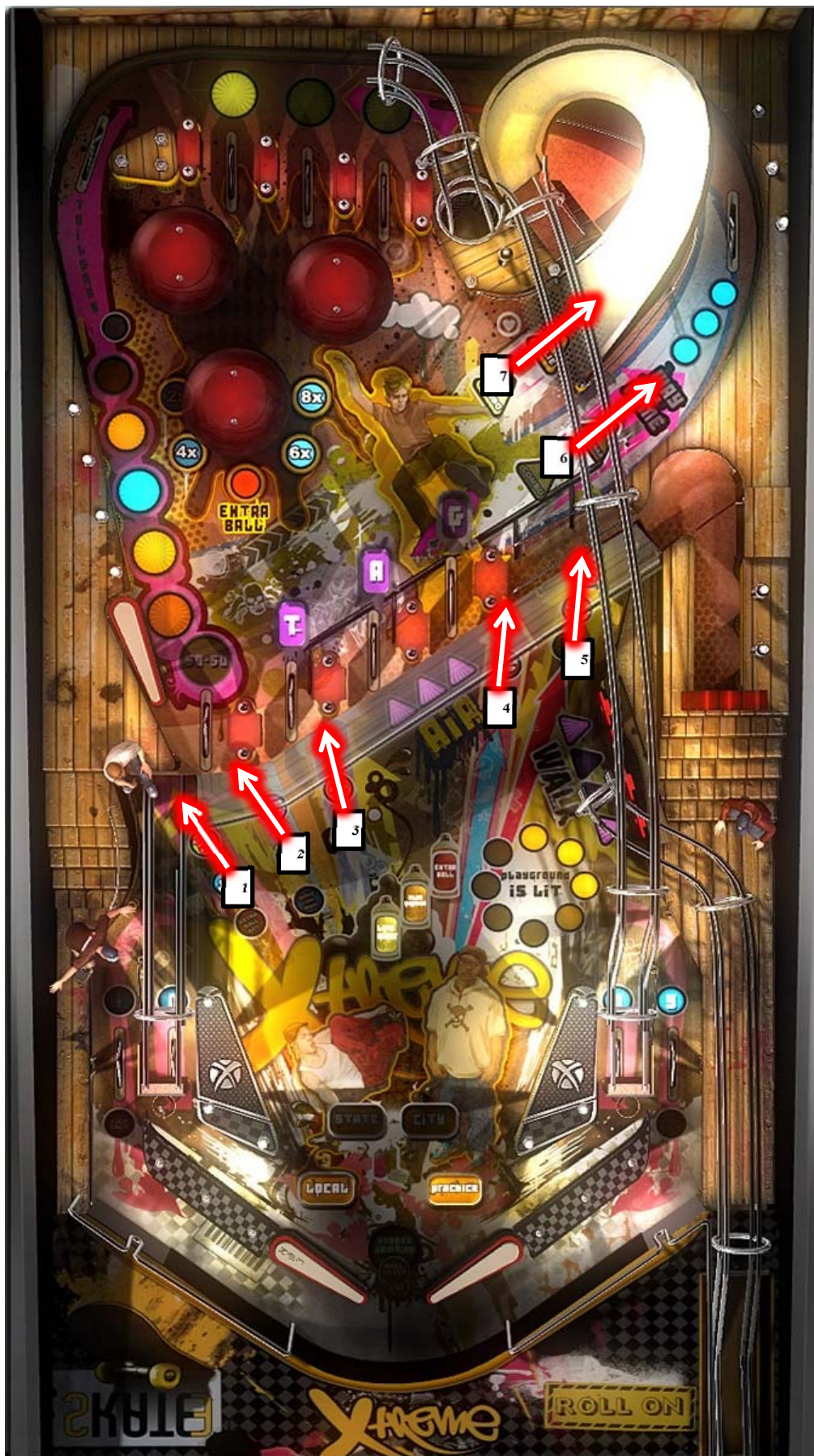


# Extreme Table Guide By ShoryukenToTheChin



## Key to Table Image Above \*Thanks to Community Member - [Cloda](#) for the Overhead Image\*

1. Left Upkicker
2. Mission Sink Hole
3. Flip Mini - Orbit
4. Back Flip Mini - Orbit
5. Way of Fame Upkicker
6. Tailgrab Mini - Orbit
7. Ollie Ramp

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

## TABLE SPECIFICS

### Introduction

The original Pinball FX came with a core pack of 3 Tables; one of these was Extreme. This Table was very unique in that it was essentially 2 Playfields; Upper & Lower, the Table requires pin point accuracy otherwise you would drain like crazy as it was a very unforgiving Table. The Table embraced its hip Skateboarding Theme with excellent Artwork, and the Background Music sold the Theme as well.

Now when Pinball FX2 came out, Zen decided to upgrade all the Pinball FX1 Tables to the new Platform this meant new physics along with updated artwork. The Table does play differently on the new physics engine but it's still a lot of fun and as challenging as ever. Hopefully this Guide will make it less of a challenge ☺

Make sure to try out the other classic Tables from Pinball FX 1, as well as the newer Tables on the Platform etc.

### Skill Shot / Mini - Game

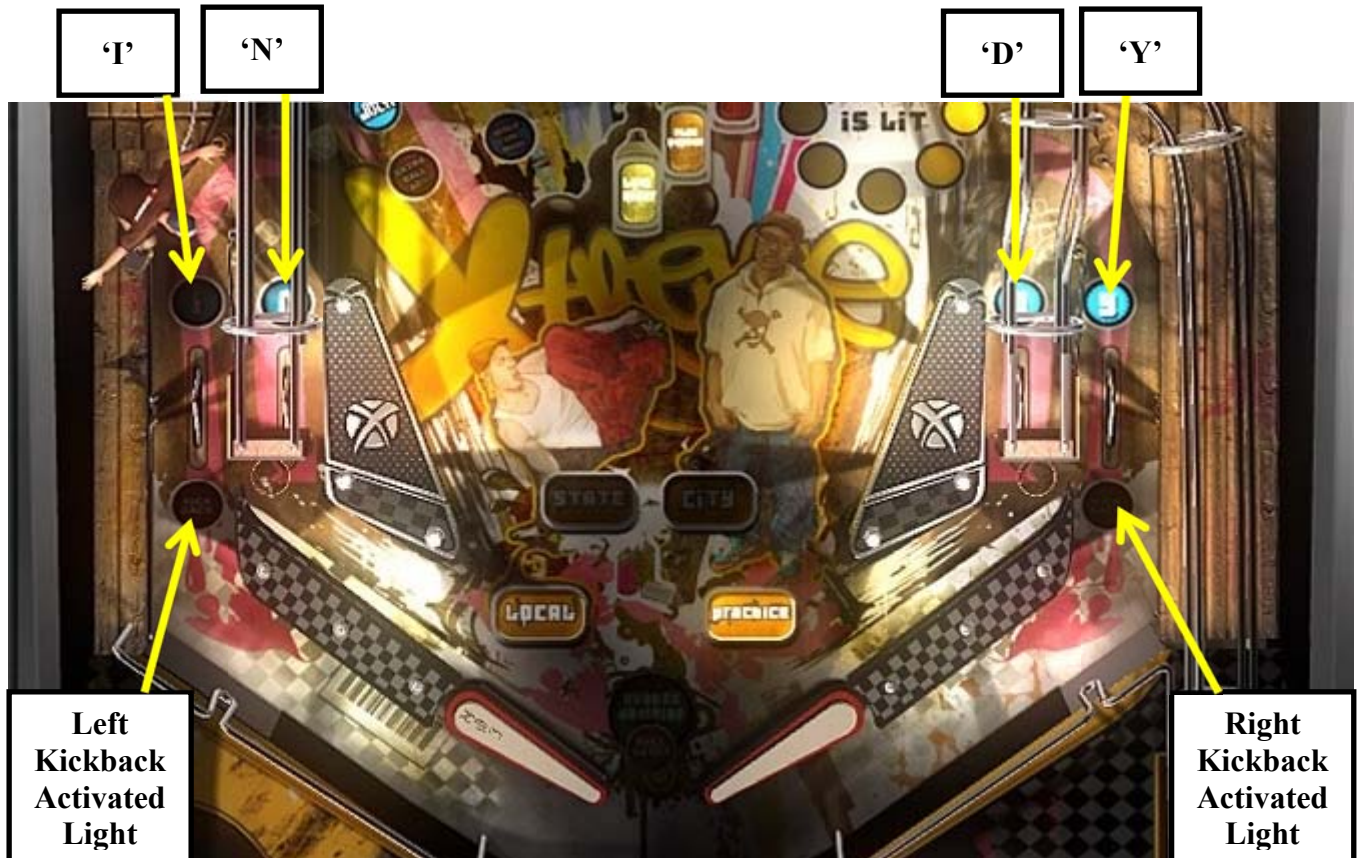
**Skill Shot** – This Table has no Skill Shot.



## Kick Back & Ball Save

**Kickbacks** – To activate the Kickback you must first light one of the four Rollover lights on the In's & Outlane's. After you have lit one you will see a Green Circle light up just below the Left Upkicker (1), hit the Left Upkicker (1) and the Dot – Matrix will display something along the lines of “Watch your Head Sweety!.” At this point the Left Kickback will activate, repeat the above process to activate the Right Kickback. You should now have both Kickbacks activated and have 2 of the Rollover Lights lit.

**\*Note - This Table resets the Kickbacks earned if you lose a Ball\***



**Ball Save** – There is a Ball Save called Bungee Jumping which is activated by hitting the Ball up to the Upper Playfield via the Left Upkicker (1) or Way of fame Upkicker (5). Then hitting the Ball with the Top Left Flipper up the Ollie Ramp (7) as the Ball is returned to the lower Playfield to the Right Flipper you then have 30 or so Seconds to hit the Mission Sink Hole (2) (just under it a Green Circle should be lit) to activate the Bungee Jumping Ball Save.

**\*Note – This Ball Save remains active until you lose the Ball!\***

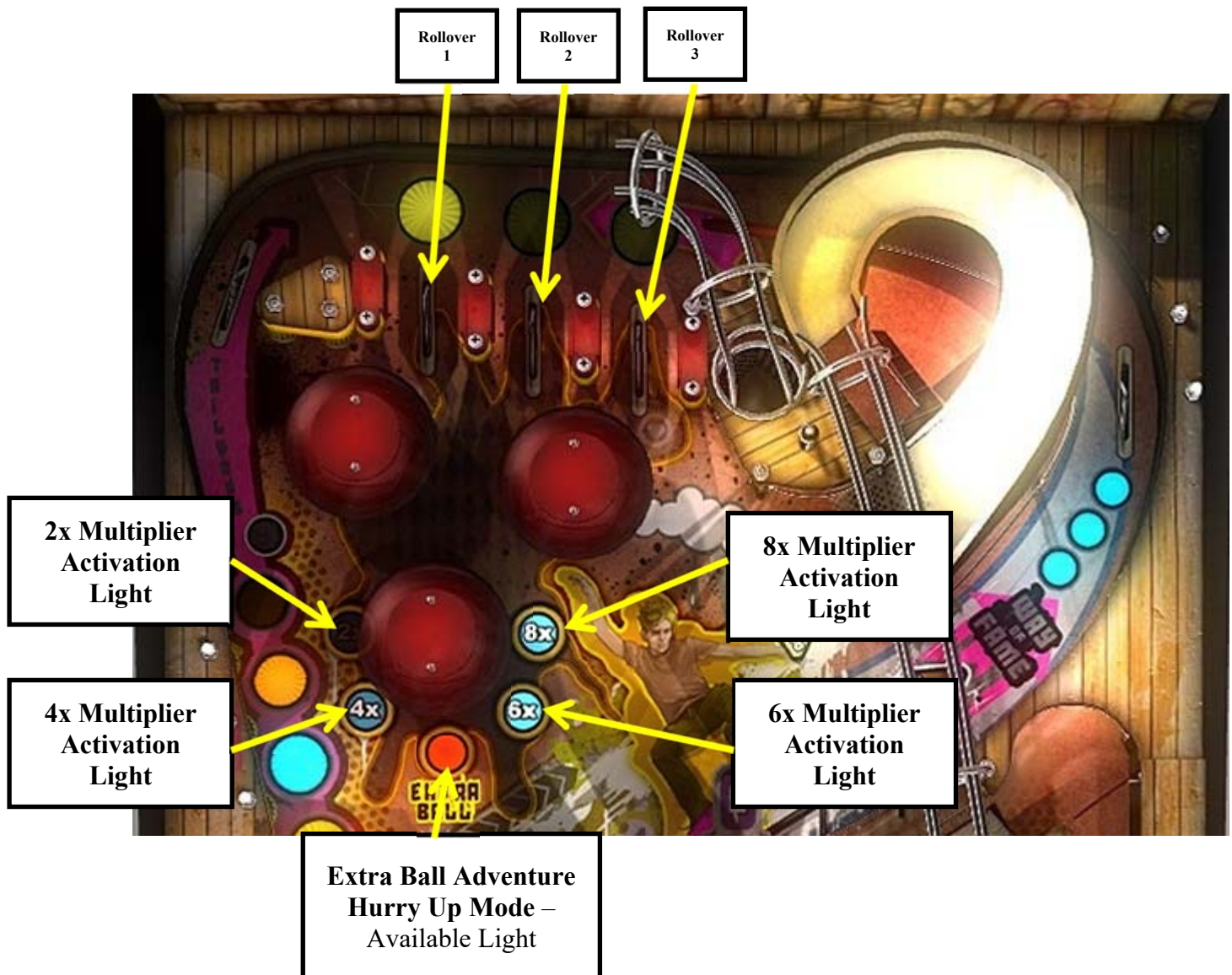
Upon losing the Ball it will be returned and you will have about 60 Seconds to get the Ball to the Upper Playfield via Left Upkicker (1) or Way of fame Upkicker (5). Then hitting the Ball with the Top Left Flipper up the Ollie Ramp (7) to save the Bungee Jumpers life. If you fail to do this within the time limit the Flippers will deactivate and the Ball will drain, thus you will lose the Ball.

There is another **Ball Save** which is activated by lighting all the 4 Rollover Lights which spell out ‘INDY’ (Look at the section for Kickbacks just above to see where these are located). The Ball Save is the usual timed Ball Save which will expire in 20 or so Seconds.

## Extra Balls

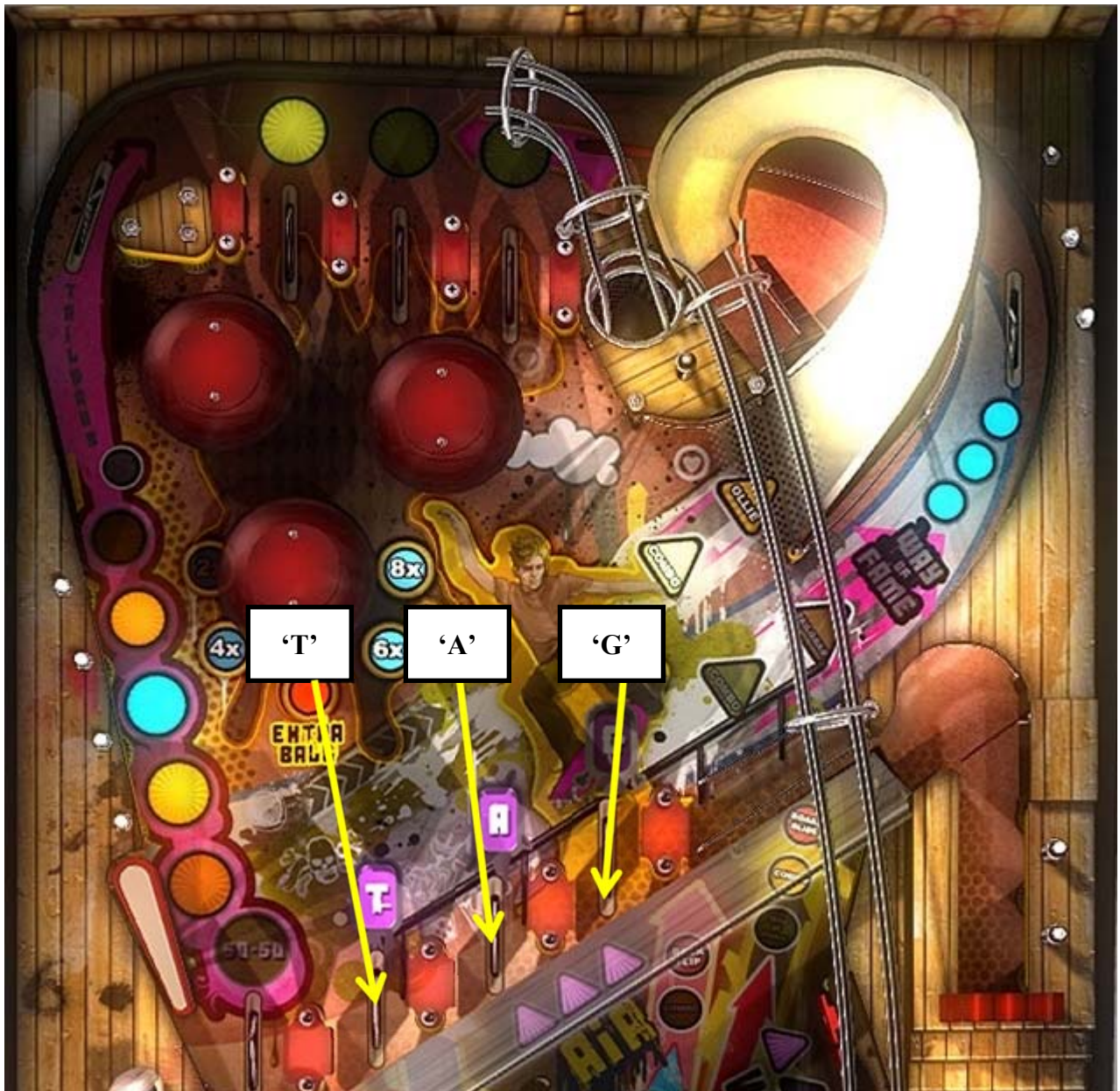
The 3 Ways to achieve an Extra Ball –

- Maxing out the Multipliers** – Above the Bumpers on the Upper Playfield are 3 Rollover Lanes, you need to have the Ball roll down each one of these (Alternate the lights with the Triggers on your Controller so that the Ball rolls down a non-lit Lane. Upon lighting all the 3 Rollovers you will be rewarded with activation of the 2x Multiplier. Repeat the above process a further 3 times to activate 8x Multiplier, and finally again to make the Extra Ball Adventure Hurry Up Mode available (More of this later). The Rollovers can be seen in the below Image –





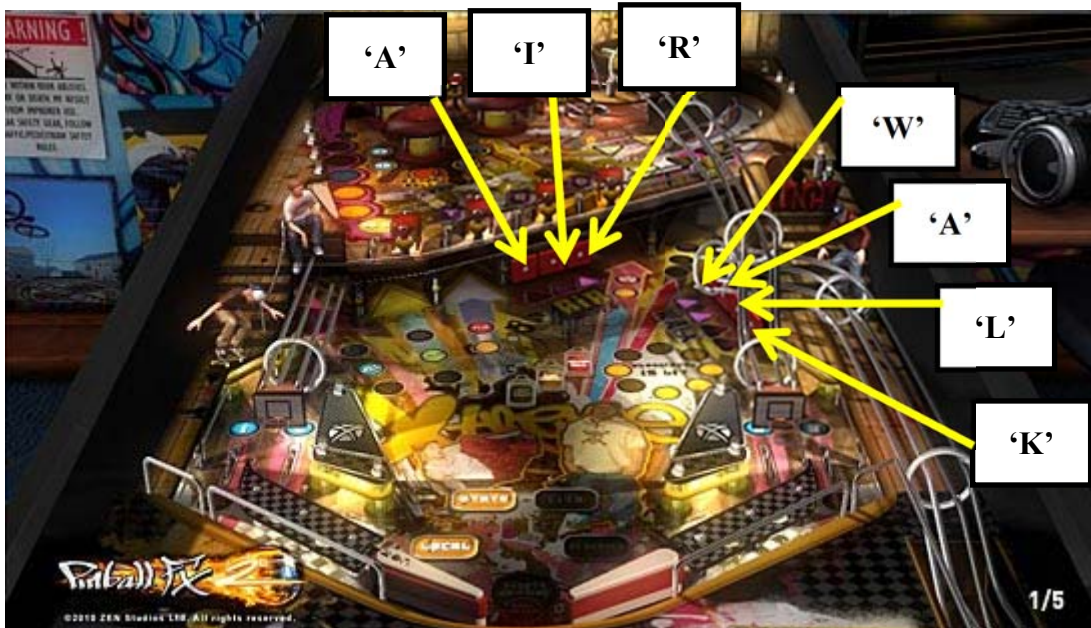
- **Tag Random Award** – The Tag Random Award is activated by having the Ball roll down the 3 ‘TAG’ Rollovers located at the bottom of the Upper Playfield of the Table. Upon doing soon you will be awarded a Tag Random Award which can range from Points to making the Extra Ball Adventure Hurry Up Mode available. Below is an Image showing where these are located –



- **Achieve a score of 200 Million Points** – Upon you reaching 200 Million Points, you will be immediately rewarded with an Extra Ball.

### Extra Ball Adventure Hurry Up Mode -

Now if you do either of the first 2 Ways of acquiring an Extra Ball listed above you will make the Extra Ball Adventure Hurry Up Mode available. It will be available from the Mission Sink Hole (2), so you need to hit the Ball into that to start the Hurry Up Mode. Once you hit that you will have about 30 Seconds to hit the flashing Airwalk Target (There are 7 Targets altogether), now if you miss the flashing Airwalk Target you will lose a life and if you do so another 2 times the Mode will fail thus losing your chance to claim an Extra Ball. As the time limit shortens the Targets will be cycled through at a much faster pace, making it easier or harder to hit the Target, depends on you look at it. The Airwalk Targets are on the Lower Playfield of the Table, shown in the Image below –



If you hit the flashing Target you will be awarded with an Extra Ball.



## Way of Fame & 50 – 50 Bonus Upgrade

### Way of Fame –

To activate the Way of Fame you need to hit the Left Upkicker (1) when it doesn't have anything lit just below it for example no Green, Blue or Red Circle lit. It will then kick the Ball to the Upper Playfield, just let the Ball find its way back down to the Lower Playfield and with the Left Flipper hit the Ball up the Way of Fame Upkicker (5). The Ball will then stop on a hidden Sink Hole, you will then see on the Dot - Matrix 2 things being cycled through to select the one you want press either a Trigger or the 'Launch' Button on your Controller. The Way of Fame will always show 2 choices out of a possible 4, these can be –

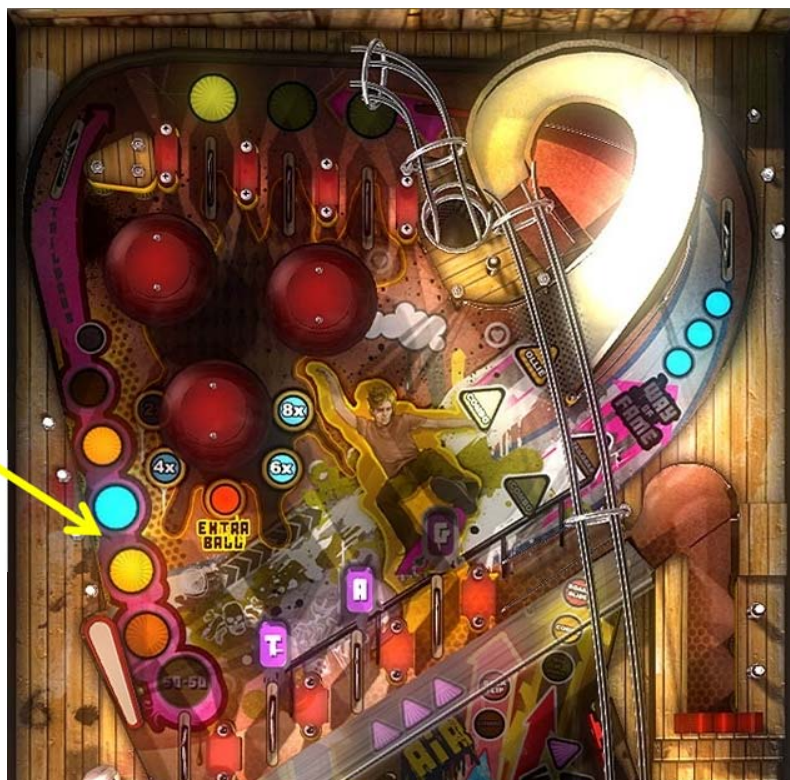
- **Low Rider Tournament** – This enables a Mode where the objective is to hit the Ball at the Bumpers on the Upper Playfield as many times as you can, this increases the amount of Points available and then to collect/end the Mode you hit the Ball with the Top Left Flipper up the Ollie Ramp (7) to collect/end whatever Points you amassed by hitting the Bumpers.
- **500,000 Points** – Awards you with 500,000 Points.
- **Bungee Jumping** – Activates the Bungee Jump Ball Save (View Ball Save section earlier in the Guide for info).
- **DK Multiball** – This will immediately activate a 2 Ball Multiball Mode (Later in the Guide under the Multiball Section for more Info).

### 50 – 50 Bonus Upgrade –

On the Upper Playfield you can see to the Left a sort of Metre which displays the level of the 50 – 50 Bonus, to increase said Bonus you must keep hitting the Tailgrab Mini Orbit (6) and each time the Ball successfully Orbits (Goes Round) the Upper Playfield the Metre will fill one Circle. You can keep hitting the Ball round with the Top Left Flipper if you get the timing right. Each time you will be awarded with Points and the 50 – 50 Bonus will upgrade, if you fill the whole Metre the Bonus will be increased.

**\*Note – If you lose the Ball, the Bonus will reset\***

**50 – 50 Upgrade Metre** – The Circles represent how close you are to increasing the 50 -50 Bonus Points awarded.

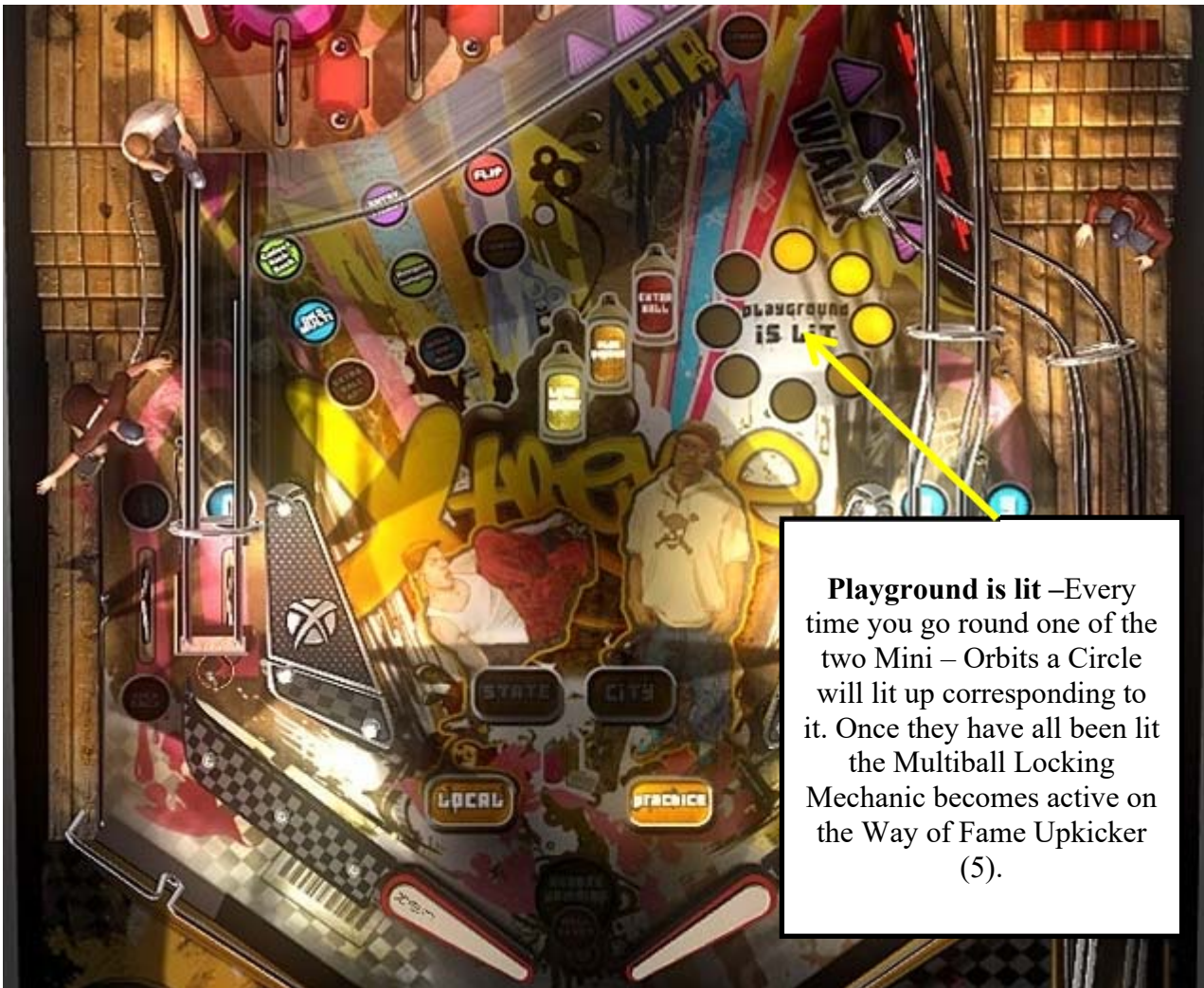


## Multiball / Frenzy Modes

There are 2 Multiball Modes on this Table –

### Playground Multiball \*3 Ball Multiball\*

To activate this Multiball Mode you must hit the 2 Mini – Orbits on the Lower Playfield; Flip Mini – Orbit (3) & Back Flip Mini – Orbit (4) a total of 8 times, doesn't matter which one as long as you do 8 full Orbits round them. After you reach 8 the Locking Mechanic will become available via the Way of Fame Upkicker (5). You will see a big red 'LOCK' light up and flash. You can see you progress on the Mini – Orbits from the Notification Lights on the Table, shown in the Image below –



**\*Note – The Locking Mechanic remains activate even if you lose the Ball!\***

Once you have locked 3 Balls the Multiball Mode will begin, hit the Flashing Ramps/Orbits to increase the Playground Score and when you lose the 2 Extra Balls that score will be added to your previous score.

The Multiball will continue as long as you have a minimum of 2 Balls in play, you will have to repeat the above process again if you wish to re-enter this Multiball Mode again.



### **DK Multiball \*2 Ball Multiball\* -**

To activate this Multiball Mode you must first light all four 'INDY' Rollover lights on the Ins & Outlanes. Then you will see a Blue Circle light up just under the Left Upkicker (1) hit that to activate the Multiball Mode.

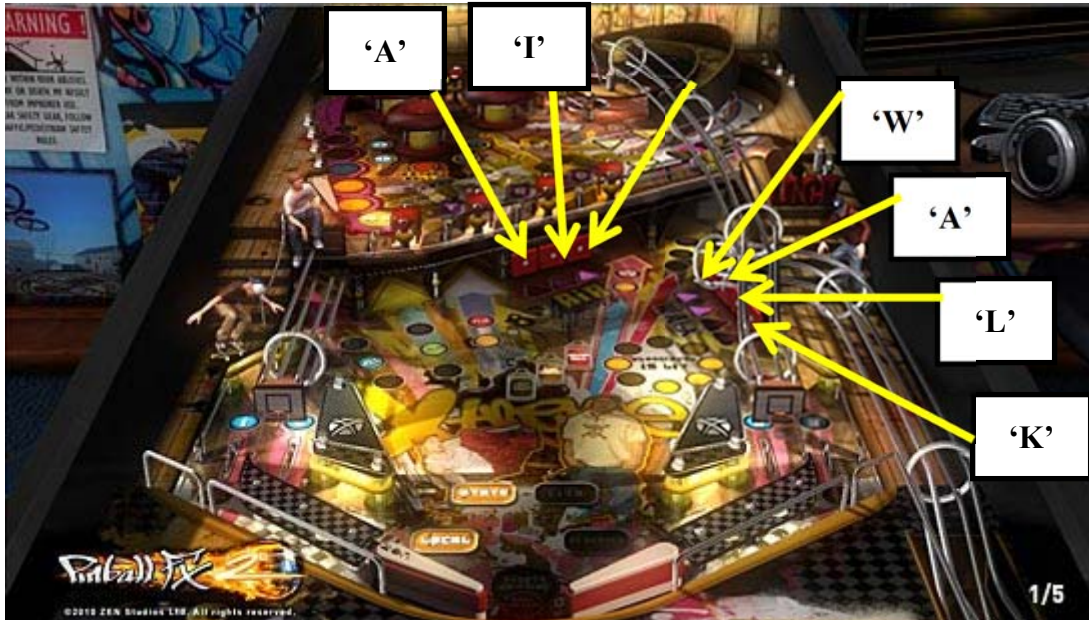
Now just hit the Orbits/Ramps as much as you can while you have both Balls in play to gain Points. **\*Note – This Multiball Mode allows you to hit all the Airwalk Targets and start a Main Mission (Explained later in the Guide. That means this a good strategy to implement for easier access to the Main Missions etc.\***

The Multiball will continue as long as you have a minimum of 2 Balls in play, you will have to repeat the above process again if you wish to re-enter this Multiball Mode again.

## Main Missions

This Table has **4 Main Missions**; – To activate one of these Missions you must first hit all the 7 ‘AIRWALK’ Targets on the Lower Playfield then hit the Mission Sink Hole (2) to begin a Mission.

**\*Tip - You can also activate the DK Multiball Mode to make hitting the 7 ‘AIRWALK’ Targets easier and you can play through any of the Missions with DK Multiball activate.\***



The Missions will activate in the order below, I will also explain how to complete each Mission.

During a Mission these Ramps/Orbits etc. will produce various Skateboard tricks –

- **Flip Mini – Orbit (3)** = Makes you do a Flip.
- **Back Flip Mini – Orbit (4)** = Makes you do a Back Flip.
- **Way of frame Upkicker (5)** = Makes you do a Tailgrab.
- **Tailgrab Mini Orbit (6)** = Makes you do a Tailgrab.
- **Ollie Ramp (7)** = Makes you do an Ollie.
- **Lighting all the 4 ‘INDY’ Rollovers on the In’s & Outlanes** = Makes you do an Indy.
- **Hitting all the 7 ‘AIRWALK’ Targets** = Makes you do an Airwalk.



## Missions -

### Practice \*Timed about 90 Seconds\*

You must always do the mandatory tricks first before you are allowed to do your own tricks etc. In this Mission they are –

- **Flip Mini – Orbit (3)** = Makes you do a Flip.
- **Back Flip Mini – Orbit (4)** = Makes you do a Back Flip.

After which you can do any of these –

- **Flip Mini – Orbit (3)** = Makes you do a Flip.
- **Back Flip Mini – Orbit (4)** = Makes you do a Back Flip.
- **Way of frame Upkicker (5)** = Makes you do a Tailgrab.
- **Tailgrab Mini Orbit (6)** = Makes you do a Tailgrab.
- **Ollie Ramp (7)** = Makes you do an Ollie.
- **Lighting all the 4 ‘INDY’ Rollovers on the In’s & Outlanes** = Makes you do an Indy.
- **Hitting all the 7 ‘AIRWALK’ Targets** = Makes you do an Airwalk.

Once you have done 3 or so of these the Mission will end, just keep doing tricks until the Mission ends.

The Mission is then complete; you will gain a Winner Completion Bonus. Or if you timed out but managed to do some tricks you gain either a 2<sup>nd</sup> place or 3<sup>rd</sup> place Completion Bonus depending on how many tricks you did.

### Local \*Timed about 90 Seconds\*

You must always do the mandatory tricks first before you are allowed to do your own tricks etc. In this Mission they are –

- **Back Flip Mini – Orbit (4)** = Makes you do a Back Flip.
- **Way of frame Upkicker (5)** = Makes you do a Tailgrab.
- **Tailgrab Mini Orbit (6)** = Makes you do a Tailgrab.

After which you can do any of these –

- **Flip Mini – Orbit (3)** = Makes you do a Flip.
- **Back Flip Mini – Orbit (4)** = Makes you do a Back Flip.
- **Way of frame Upkicker (5)** = Makes you do a Tailgrab.
- **Tailgrab Mini Orbit (6)** = Makes you do a Tailgrab.
- **Ollie Ramp (7)** = Makes you do an Ollie.
- **Lighting all the 4 ‘INDY’ Rollovers on the In’s & Outlanes** = Makes you do an Indy.
- **Hitting all the 7 ‘AIRWALK’ Targets** = Makes you do an Airwalk.

Once you have done 3 or so of these the Mission will end, just keep doing tricks until the Mission ends.

The Mission is then complete; you will gain a Winner Completion Bonus. Or if you timed out but managed to do some tricks you gain either a 2<sup>nd</sup> place or 3<sup>rd</sup> place Completion Bonus depending on how many tricks you did.

**City \*Timed about 90 Seconds\***

You must always do the mandatory tricks first before you are allowed to do your own tricks etc. In this Mission they are –

- **Ollie Ramp (7)** = Makes you do an Ollie.

Then

- **Hitting all the 7 ‘AIRWALK’ Targets** = Makes you do an Airwalk.

After which you can do any of these –

- **Flip Mini – Orbit (3)** = Makes you do a Flip.
- **Back Flip Mini – Orbit (4)** = Makes you do a Back Flip.
- **Way of frame Upkicker (5)** = Makes you do a Tailgrab.
- **Tailgrab Mini Orbit (6)** = Makes you do a Tailgrab.
- **Ollie Ramp (7)** = Makes you do an Ollie.
- **Lighting all the 4 ‘INDY’ Rollovers on the In’s & Outlanes** = Makes you do an Indy.
- **Hitting all the 7 ‘AIRWALK’ Targets** = Makes you do an Airwalk.

Once you have done 5 or so of these the Mission will end, just keep doing tricks until the Mission ends.

The Mission is then complete; you will gain a Winner Completion Bonus. Or if you timed out but managed to do some tricks you gain either a 2<sup>nd</sup> place or 3<sup>rd</sup> place Completion Bonus depending on how many tricks you did.



**State \*Timed about 90 Seconds\***

You must always do the mandatory tricks first before you are allowed to do your own tricks etc. In this Mission they are –

- **Flip Mini – Orbit (3)** = Makes you do a Flip.
- **Back Flip Mini – Orbit (4)** = Makes you do a Back Flip.
- **Ollie Ramp (7)** = Makes you do an Ollie.

Then

- **Lighting all the 4 ‘INDY’ Rollovers on the In’s & Outlanes** (There should be 1 flashing that’s the one you want the Ball to rollover through, alternate the lights with the Triggers on your Controller) = Makes you do an Indy.

After which you can do any of these –

- **Flip Mini – Orbit (3)** = Makes you do a Flip.
- **Back Flip Mini – Orbit (4)** = Makes you do a Back Flip.
- **Way of frame Upkicker (5)** = Makes you do a Tailgrab.
- **Tailgrab Mini Orbit (6)** = Makes you do a Tailgrab.
- **Ollie Ramp (7)** = Makes you do an Ollie.
- **Lighting all the 4 ‘INDY’ Rollovers on the In’s & Outlanes** = Makes you do an Indy.
- **Hitting all the 7 ‘AIRWALK’ Targets** = Makes you do an Airwalk.

Once you have done 6 or so of these the Mission will end, just keep doing tricks until the Mission ends.

The Mission is then complete; you will gain a Winner Completion Bonus. Or if you timed out but managed to do some tricks you gain either a 2<sup>nd</sup> place or 3<sup>rd</sup> place Completion Bonus depending on how many tricks you did.

**WIZARD MODE (Final Mission)**

*No Wizard Mode on this Table!!!*

**After completion of the State Mission the Mission progress will reset thus Table Reset!**

*Special Thanks to all the Zen Studios Forum Community! Members such as **Cloda, Wims IndyRC\_Racer, Flynn74 & E113** 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 etc.*

*Check out the other Tables available, they are all available to download on the Xbox Live Marketplace in Add-Ons section or download it straight from the PFX2 Platform itself. Zen Pinball on PlayStation Network, Zen Pinball on the Apple AppStore, Zen Pinball 3D on Nintendo 3DS and Zen Pinball THD on Android Marketplace.*

*Thanks for viewing my Guide,*

***“Yeh Boi!!! Pinballers Trust! You will do well”***

*Yours*

*ShoryukenToTheChin*