

Buccaneer Table Guide By ShoryukenToTheChin



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

1. Left Orbit
2. Left Skull Ramp
3. Hidden Skull Sink Hole
4. Treasure Sink Hole
5. Right Skull Ramp
6. Multiball Sink Hole
7. Right Orbit
8. Frenzy Target

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 which were Speed Machine Extreme & Agents Tables. Buccaneer was the first DLC (Downloadable Content) Table that became available a couple of Months after the release of Pinball FX. As a thank you to the Fans etc. who brought Pinball FX this Table was offered free of charge and if you decided to buy Pinball FX then instead of the original 3 pack of Tables that came with it... you were given an extra Table for free in Buccaneer. Seems Zen always rewarded its Fans even way back then. I really enjoyed playing that Table in Pinball FX and ended up with about 4 Billion Points high score on it. The Artwork really captured the whole Pirate Theme and the Background Music really captured the atmosphere that you are on an epic voyage around the 7 Seas.

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 😊

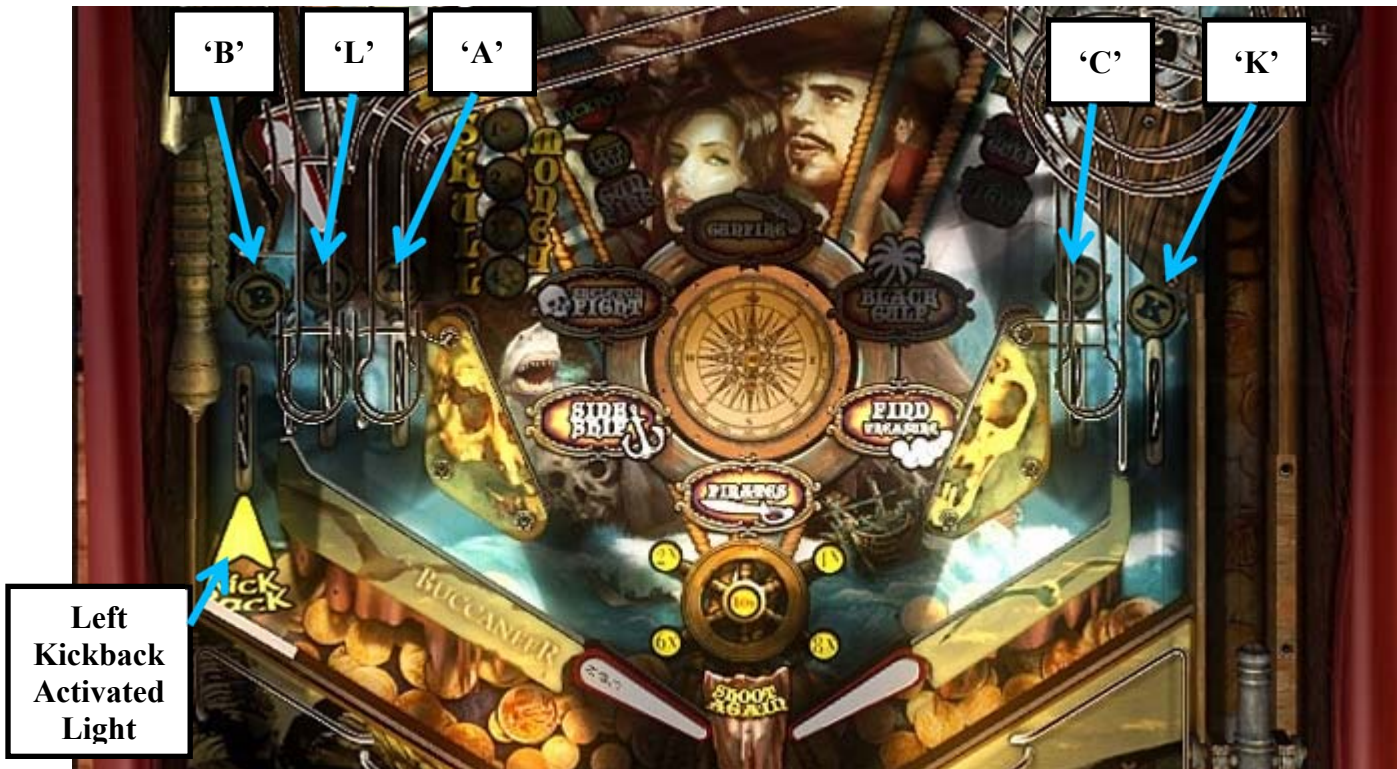
Make sure to try out the other classic Tables from Pinball FX 1, as well as the newer Tables on the Platform etc.

Skill Shot / Mini - Game

Skill Shot – This Table has no Skill Shot.

Kick Back & Ball Save

Ball Save – This is activated by having the Ball light the 5 Rollover Lanes on the In's & Outlanes of the Table. The goal here is to spell out 'BLACK' shown below -



Kickbacks – As far as I know this Table only has 1 Kickback which is the Left Kickback, this is activated by activating Ball Save via the above method and then relighting the 5 Rollover Lanes you used to activate Ball Save again but this time it will activate the Left Kickback.

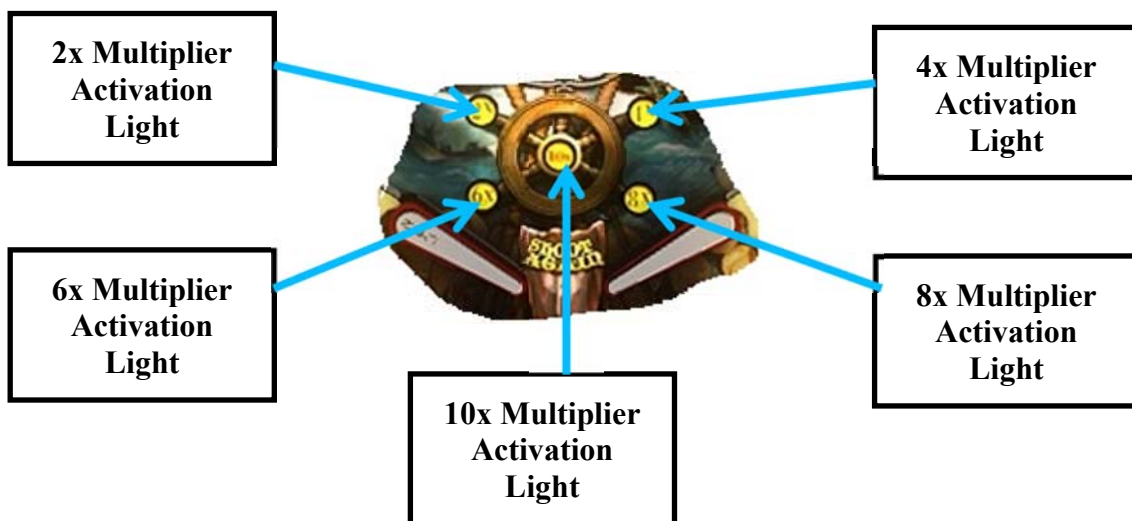
Note – You have to light 'BLACK' while Ball Save is activated for the Left Kickback to engage!

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

Extra Balls

The 2 Ways to achieve an Extra Ball –

- **Max Out The Multipliers / How To Raise The Multipliers** – This is achieved by getting the Ball to hit the 5 Bumpers which are located just inside the entrance of the Left Orbit (1). As you keep hitting them you will notice Notification lights lighting up which in the end they will spell out ‘BOMBS’ once this is done you will have 2x Multiplier activated. Repeat the above process a further 4 times to attain 10x Multiplier and finally do it once more to collect the ‘EXTRA BALL’. The Image below shows the 5 Bumpers and where the ‘BOMBS’ lights are located –



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

Skull Money, Treasure Score & Spinner Increase Bonus

Increase Skull Money –



To gain Skull Money you must hit either the Left Skull Ramp (2) or the Right Skull Ramp (5) twice, this will award you with 1 Million Points. Now if you manage to hit those Ramps twice again that award will now be 2 Million Points. Doing this a further 2 times will have it give out 4 Million Points ***Note – it maxes out at 4 Million Points***

This means that from now on every 2 successive hits up those Ramps will award you with 4 Million Points but beware I believe if you lose the Ball the Skull Money counter resets to 1 Million Points.

Increase Treasure Score –

Randomly a Ramp/Orbit may have what appears to be a Treasure Notification light blinking on it, this means that if you hit the Ball up that you will increase your Treasure score (This is an End of Ball Bonus).

Increase Spinner Bonus –



**Spinner Bonus
Increase Targets (x2)**

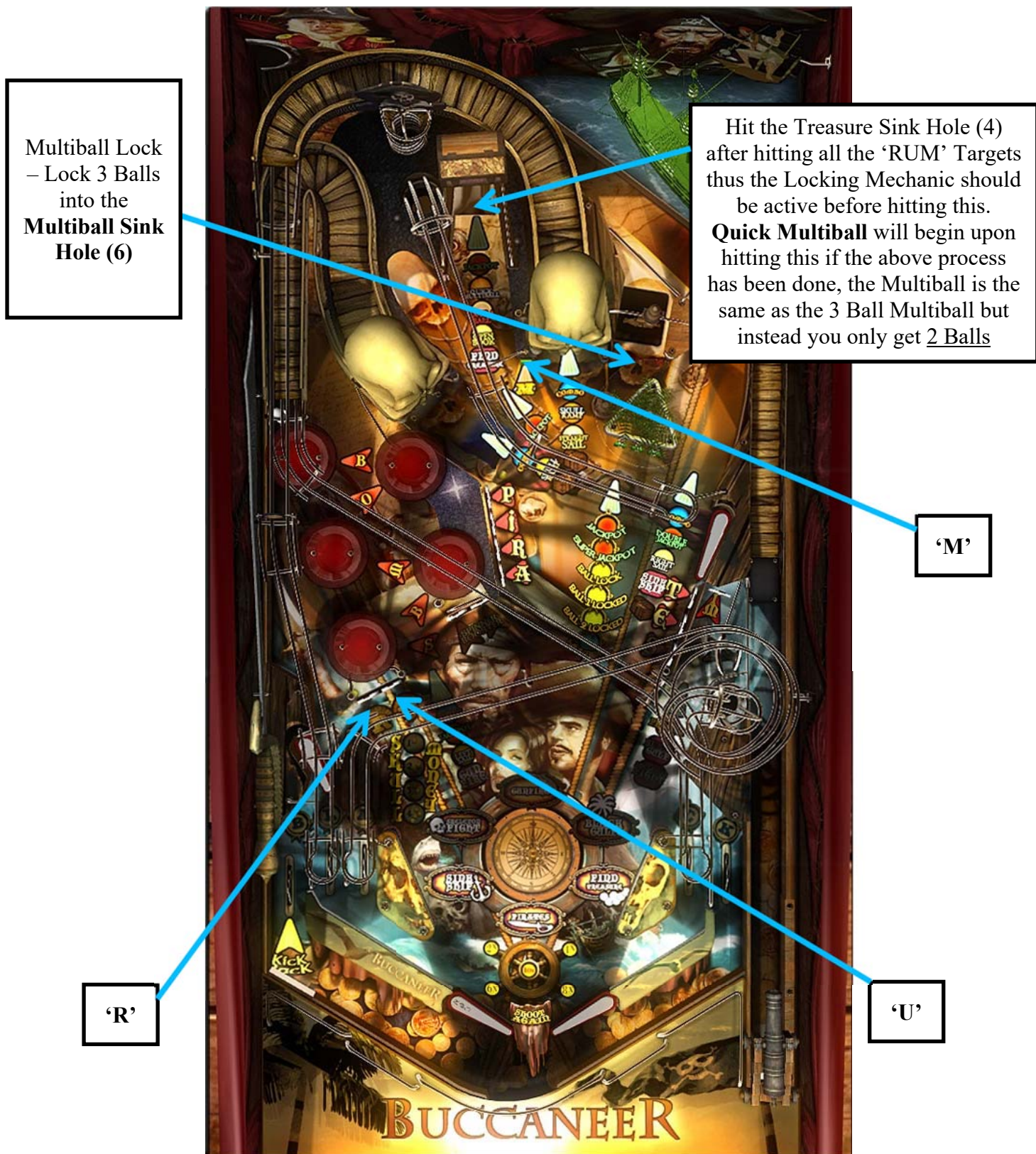
Hitting these 2 Targets (Spinner Bonus Increase) will increase the Spinner Bonus you get from hitting the Ball up the Right Skull Ramp (5).

Multiball / Frenzy Modes

There is only 1 Multiball Mode on this Table –

RUM Multiball *3 Ball Multiball*

To activate this Multiball Mode you must hit the 3 ‘RUM’ Targets -



You then need to lock 3 Balls into the Multiball Sink Hole (6) ***Note – The Locking Mechanism remains active upon losing the Ball.*** Once 3 have been locked the Multiball Mode will begin. These Ramps will be lit –

- Multiball Sink Hole (6) – awards **Jackpot Bonus Points (500,000 Points)**
- Treasure Sink Hole (4) – awards **Jackpot Bonus Points (500,000 Points)**
- Hidden Skull Sink Hole (3) – awards **Jackpot Bonus Points (500,000 Points)**
- Left Orbit (1) – awards **Double Jackpot Bonus Points (1 Million Points)**
- Right Orbit (7) - awards **Double Jackpot Bonus Points (1 Million Points)**

After you have hit all of the above you then gain access to the **Super Jackpot Bonus** which can be collected by hitting the Multiball Sink Hole (6) this will award about 5 Million Points. You also get 10 Million Points for hitting all the Jackpots. The Jackpots will then reset so you need to repeat the above to try to attain another **Super Jackpot Bonus** 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.

Frenzy *2 Ball Multiball* -

To activate Frenzy you must hit the Frenzy Target (8) a couple of times, after which a 2nd Ball will be launched out and the Frenzy Mode will begin. In this Mode you have access to Jackpot & Double Jackpot Bonus Points. These Ramps will be lit –

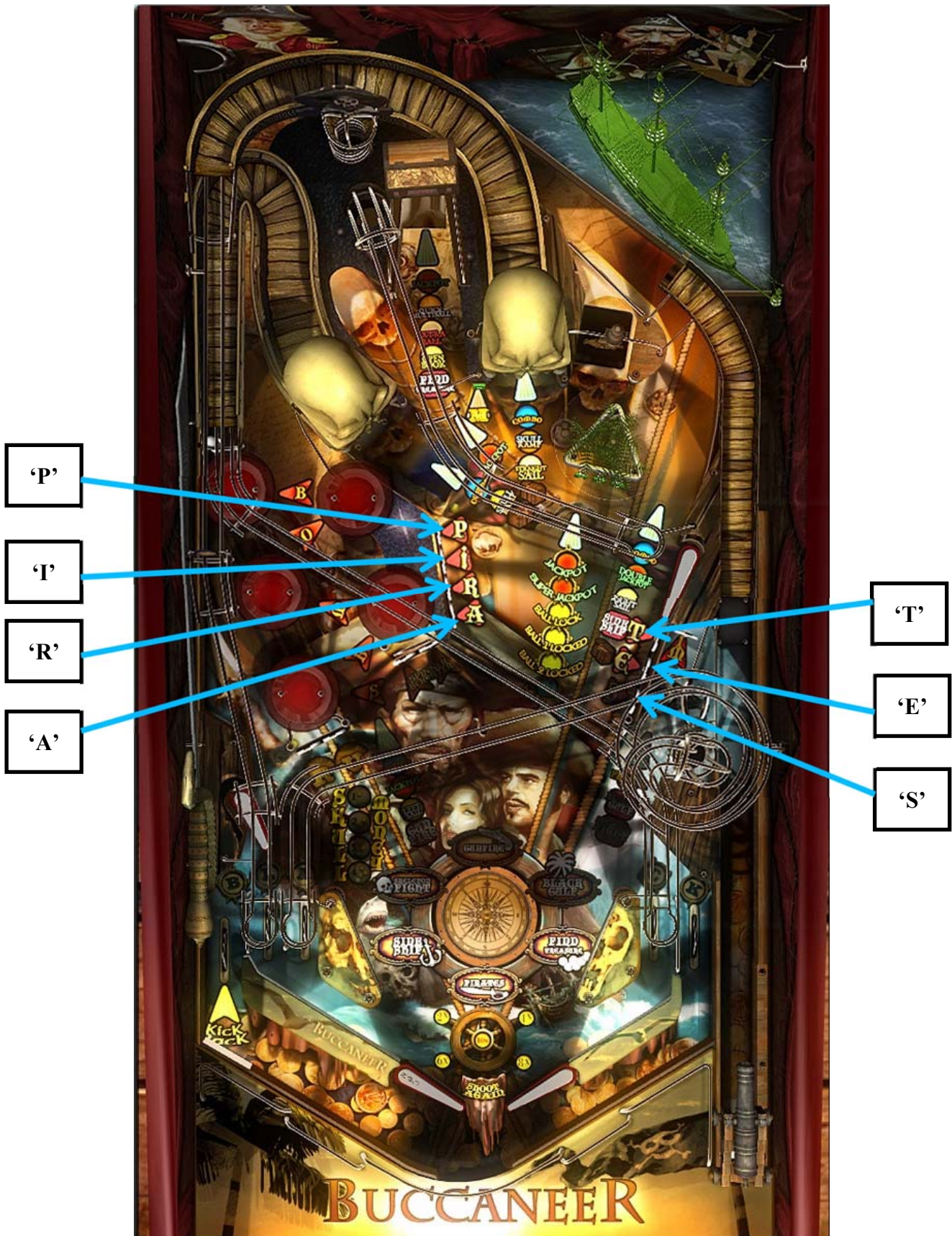
- Multiball Sink Hole (6) – awards **Jackpot Bonus Points (500,000 Points)**
- Treasure Sink Hole (4) – awards **Jackpot Bonus Points (500,000 Points)**
- Hidden Skull Sink Hole (3) – awards **Jackpot Bonus Points (500,000 Points)**
- Left Orbit (1) – awards **Double Jackpot Bonus Points (1 Million Points)**
- Right Orbit (7) - awards **Double Jackpot Bonus Points (1 Million Points)**

Also if you manage to light all the ‘RUM’ Targets (This was detailed earlier in the Image for how to activate the RUM Multiball Mode) this will award you with 250,000 Points. You can also light the ‘PIRATES’ Targets (To be detailed later in the Guide under the Main Mission section) this will award you with 500,000 Points.

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 **5 Main Missions**; to activate the Mission Selection you must hit the all the 7 'PIRATES' Targets shown below is where they are located on the Playfield –

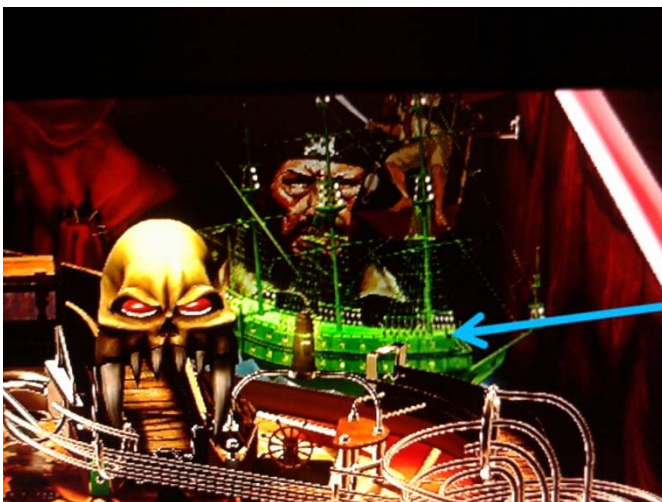


Once you hit all the 'PIRATES' Targets you have to hit one of the Flashing Targets; each corresponds to one of the Main Missions, They are as follows –

- **Sink Ship** – Hit the Right Orbit (7) to activate
- **Gun Fire** – Hit the Left Orbit (1) to activate
- **Black Gulf** – Hit the Frenzy Target (8) to activate
- **Skeleton Fight** – Hit the Frenzy Target (8) to activate ***Note – You must complete the Black Gulf Mission first to allow access to this Mission***
- **Find Treasure** – Hit the Treasure Sink Hole (4) to activate

Sink Ship *Timed*

You will notice that the Ship will start flashing Green when you start this Mission –



Flashing Green Ship

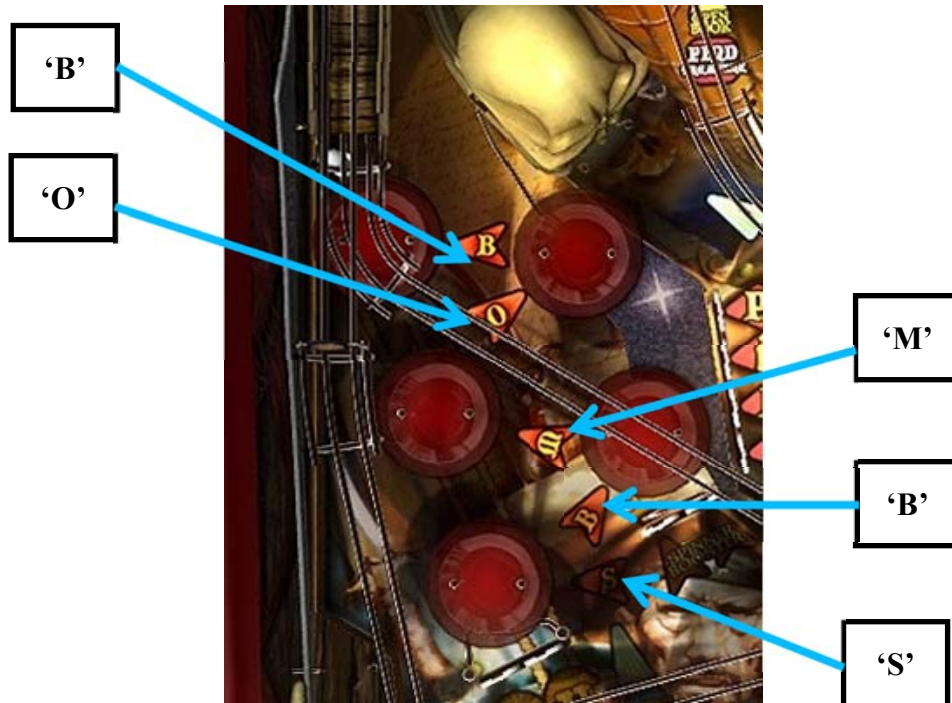
To complete this Mission you must hit these in this order –

- Hit the Ball into the Multiball Sink Hole (6)
- Hit the Ball at the Multiball Sink Hole (6)
- Hit the Ball into the Multiball Sink Hole (6)
- Hit the Ball at the Multiball Sink Hole (6)

The Mission is then complete and you gain a 3 Million Point Completion Bonus.

Gun Fire *Timed*

The Objective here is to defeat the Enemy Ship this is done by lighting the 'BOMBS' Targets which are located at the Bumpers, hit the Ball through the Right Orbit (7) to have the Ball hit the Targets and continue to do so till they are all lit.



Light them a further 2 times to complete the Mission and you gain a 3 Million Point Completion Bonus.

Black Gulf *Timed*

The objective here is to successfully navigate your Ship through these dangerous waters, this is achieved by hitting these in this order –

- Left Orbit (1)
- Right Orbit (7)
- Left Orbit (1)
- Right Skull Ramp (5)
- Right Orbit (7)

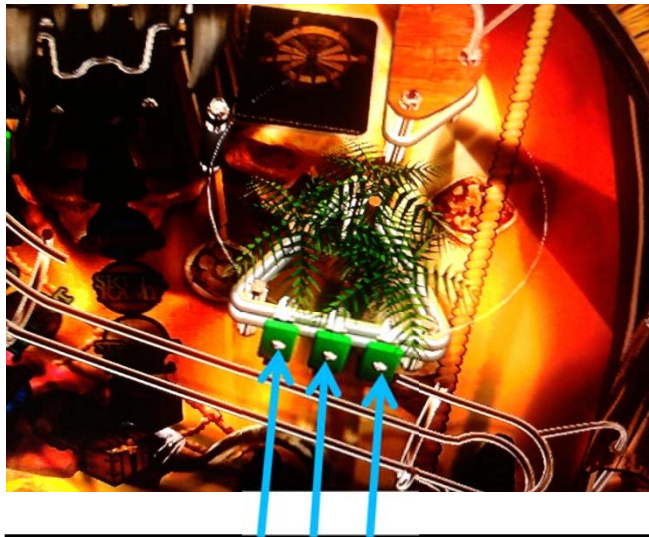
The Mission is then complete and you gain a 3 Million Point Completion Bonus.

Skeleton Fight *Timed* *Note – You must complete the Black Gulf Mission first to allow access to this Mission*

You have to defeat the horrid Skeletons, it's best to scroll round the Table by pressing and holding down the 'X' Button on your Controller ***Note – Be carefully when you let go of the 'X' Button as to not lose sight of the Ball*** and scroll around using the Right Analogue Stick. This is because the Skeletons are represented by Pins which pop up at various locations around the Tables Playfield. The 2 which you may have the most problems seeing are the one that appear just inside the Left Orbit (1) in the middle of the Bumpers & the one which appears just in front of the Treasure Sink Hole (4). This Mission is very easy to complete, when you do complete it you will be awarded with 3 Million Points Completion Bonus.

Finding Treasure *Timed*

Upon activating this Mission a Tree like object will pop out of the Playfield just in front of the Multiball Sink Hole (6).



You must hit these 3 Flashing Targets, upon hitting one the flicking light will become solid.

After they have all been hit you then have to hit the Ball into the Treasure Sink Hole (4) to complete the Mission and you will be awarded with 3 Million Points Completion Bonus.

WIZARD MODE (Final Mission)

Wizard Mode – PIRATES *Timed*

Once you complete all of the 5 Main Missions the Wizard Mode will be activated immediately. Oddly enough, this isn't even a Wizard Mode. Apparently this table doesn't even have one. After completing all of the Main Missions, the "PIRATES" light above the Ship Wheel (Surrounding it is the Main Mission Activated/Completed Notification lights) between the Flippers will start flashing.



You will then be given a 3 Ball Multiball which is just a Bonus Multiball for you to try to collect as much Extra Points as you can. Once you drain 2 of the Balls and are back to only one Ball, the Dot Matrix Screen will say "**CONGRATULATIONS! ALL MISSIONS COMPLETE!**" and the Main Mission Lights will reset (Table rest).

WIZARD MODE IS COMPLETED AT THIS POINT

*Special Thanks to all the Zen Studios Forum Community! Members such as **Cloda, Wims IndyRC_Racer & 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,

“I will pillage your High Scores mateys!”

Yours

ShoryukenToTheChin