

Nightmare Mansion Table Guide By ShoryukenToTheChin



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

1. Left Orbit
2. Left Tree Ramp
3. Cellar Sink Hole
4. Right Tree Ramp
5. Right Orbit

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

Nightmare Mansion was the first of the Zen Studios Tables to have a Lower Playfield with 2 Flippers; this made it one of the most unique Tables in the Pinball FX1 era. The Artwork really captured the whole Nightmarish Theme and the Background Music really captured the atmosphere that you are in a Haunted Mansion, you can think of this Table as the prequel to the Paranormal Table in my opinion as they both share the paranormal Theme with the Ghosts, Monsters etc.

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

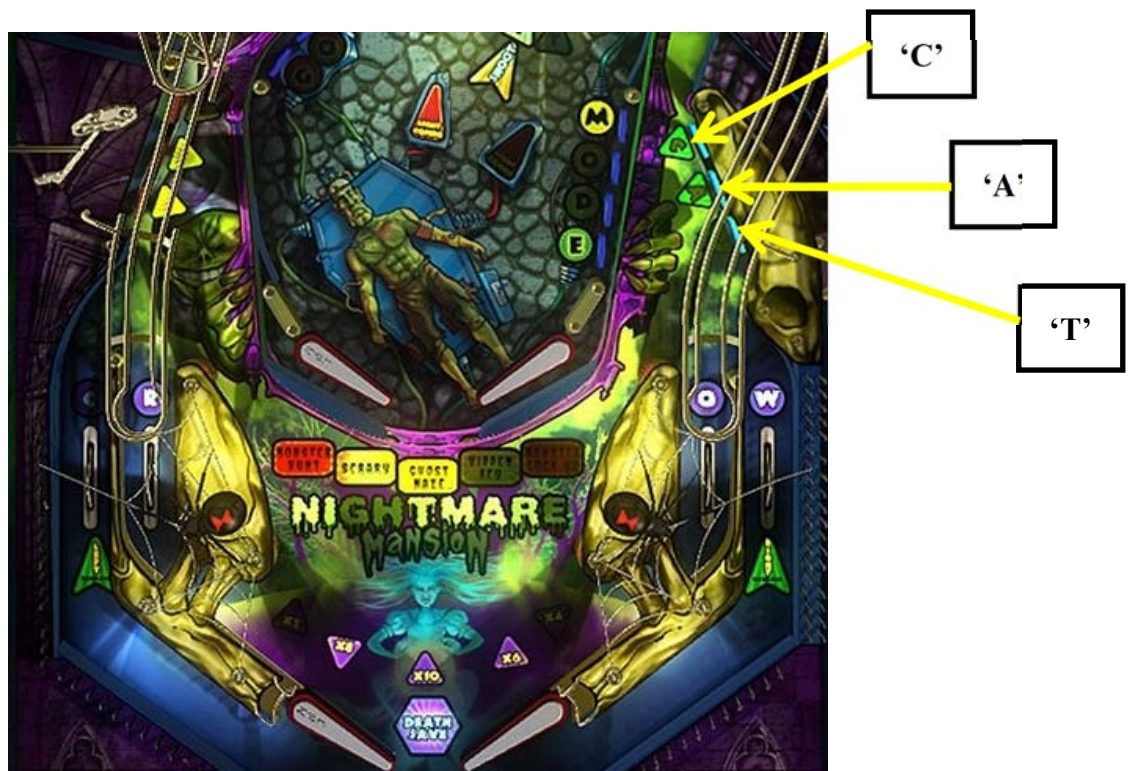
Skill Shot – This Table has no Skill Shot.

Kick Back & Ball Save

Ball Save – This is activated by having the Ball light the 4 Rollover Lanes on the In's & Outlanes of the Table. The goal here is to spell out 'CROW' shown below –



Kickbacks –To activate Kickbacks you must hit the 3 'CAT' Targets which can be seen above the Right Outlane. Hit all 3 Targets and the Left Kickback will be awarded, repeat the process again to activate the Right Kickback. If you manage to hit all 3 'CAT' Targets 5 times on the same Ball you will enter the Zombie Chase Frenzy Mode (This will be discussed later in the Guide).

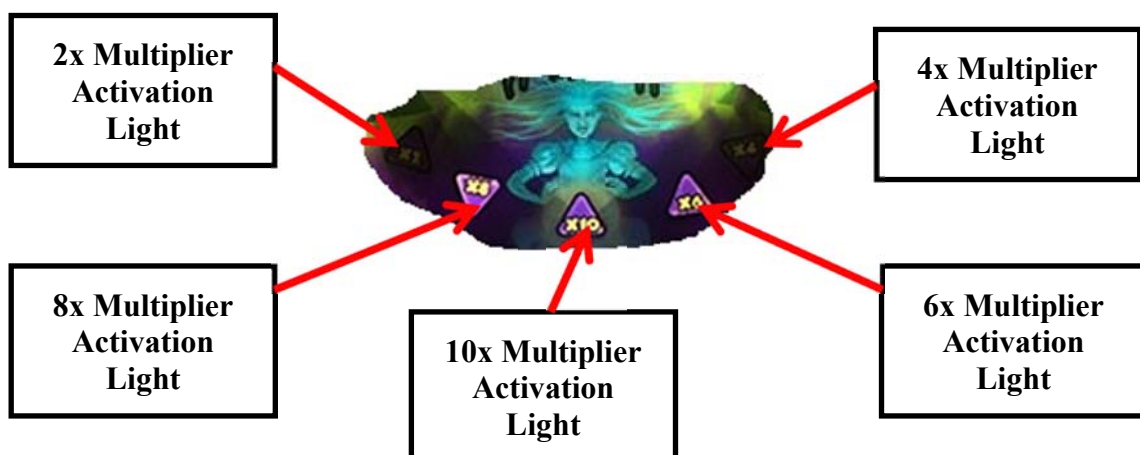


Note - This Table resets the Kickbacks earned if you lose a Ball

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 light the 3 ‘BAT’ Rollovers which are located just above the Bumpers. Once you have lit the 3 Rollovers you will be awarded with 2x Multiplier. 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 where the 3 ‘BAT’ Rollovers are located –



- **Increase the Witch Score to 1,250,000 Points** – This will be explained later in the Guide.

Witch Score, Lucky Bumps, Nightmare Million, Skull Attack & Mini – Orbit Combo

Increase Witch Score –

You increase the Witch Score (This is an End of Ball Bonus award, so it's collected and reset upon losing the Ball) by alternating from Orbit to Orbit for example; the Right Orbit (5) and then the Left Orbit (1) for every alternation the Witch Score goes up by 50,000 Points. If you manage to get the Witch Score to 1,250,000 Points you will be awarded with an Extra Ball. This is very important if you want to score well on this Table so try and increase the Witch Score as much as you can.

Lucky Bump Awards –



After every 25th Bump on the Bumpers you will receive the following –

- 10,000 Points
- 50,000 Points
- 100,000 Points
- 200,000 Points
- 500,000 Points
- 1 Million Points
- 2 Million Points

Nightmare Million –

To activate the Nightmare Million you must hit all of the 9 'NIGHTMARE' Targets, upon doing so you then must enter the Cellar Mini Playfield which is opened up by hitting the Ball round either the Left Orbit (1) or Right Orbit (5) to make the Spinner rotate 21 times upon doing so the Cellar Door will open then hit the Ball into the Cellar Sink Hole (3). Now once on the Cellar Mini Playfield you have 2 Flippers to keep the Ball alive in the Playfield otherwise if it drains you will be returned to the Table Playfield. To acquire the Nightmare Million Bonus hit the Ball into the Nightmare Hole (This will be shown below) –



Hit the Ball into the Nightmare Hole to be awarded with 1 Million Points, the 9 'NIGHTMARE' Targets will then reset.

Below is an overhead Image of the Table which will show where the 9 'NIGHTMARE' Targets are located -



These 9 Letters will spell out Nightmare – this shows your progress on activating the Nightmare Million.

1
2
3

4
5
6

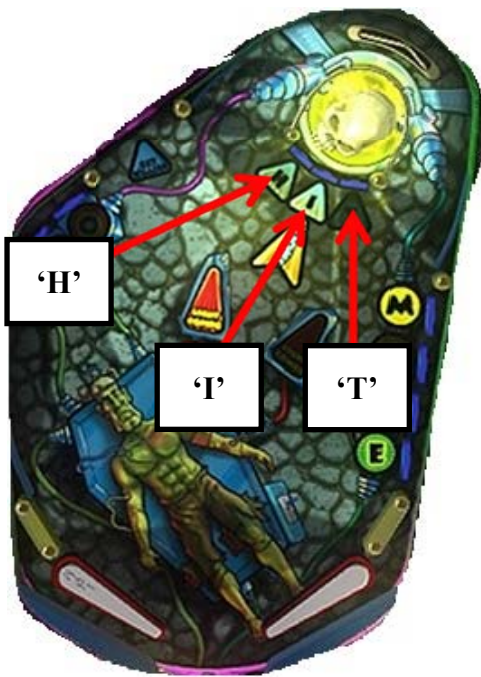
7
8
9

HORROR HUNT SCARY SILENCE TIPPEN TIPPEN

NIGHTMARE MANSION

DEATH JAW!

Skull Attack -



You must first get into the Cellar Mini Playfield which is opened up by hitting the Ball round either the Left Orbit (1) or Right Orbit (5) to make the Spinner rotate 21 times upon doing so the Cellar Door will open then hit the Ball into the Cellar Sink Hole (3). Now once on the Cellar Mini Playfield you have 2 Flippers to keep the Ball alive in the Playfield otherwise if it drains you will be returned to the Table Playfield. You must then hit the 3 'HIT' Targets in front of the Skull; once this is done you then have to hit the Skull as hard as you can to gain a Skull award. There are 3 awards given out between –

- Weak – 10,000 Points award
- Medium – 50,000 Points award
- Strong – 100,000 Points award

Of course you want to get the Strong hit award. After you hit the Skull the 3 'HIT' Targets will reset thus you will need to repeat the process of hitting those 3 etc. again.

Mini - Orbit Combo



To start the Mini – Orbit Combo - you need to hit the Ball round one of the 2 Orbits (Shown in the Image to the Left is where you will see these). Then the Mini – Orbit light will show you which Orbit you need to hit to continue the Combo. ***Note – There is a time limit which you must hit that Orbit or the Combo resets.*** for every successful Combo you will be awarded with 50,000 Points.

Mini - Orbit Light (Left & Right) – this tells you to the next Orbit you must hit to continue the Mini – Orbit Combo.

Multiball / Frenzy Modes

There are 2 Multiball Modes on this Table –

Slingshot Multiball *3 Ball Multiball*

To activate this Multiball Mode you must hit the Slingshots about 20 Times -



Once you have hit those 20 or so times the locking mechanic will now be activated. ***Note – The locking mechanic doesn't deactivate if you drain the Ball.*** To lock the Balls you are required to hit them into the Right Tree Ramp (4), once you have locked 3 Balls the Multiball Mode will begin. Hit these Ramps/Orbits to collect Jackpots -

- Left Orbit (1) – awards **Jackpot Bonus Points (200,000 Points)**
- Left Tree Ramp (2) – awards **Jackpot Bonus Points (200,000 Points)** - *** Note – use the Top Right Flipper to hit the Ball up this Ramp.***
- Right Tree Ramp (4) – awards **Jackpot Bonus Points (200,000 Points)**
- Right Orbit (5) – awards **Double Jackpot Bonus Points (200,000 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 flashing Ramp/Orbit this will award about 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.

Monster Trees *2 Ball Multiball* -

To activate this Multiball Mode you must hit the 2 Tree Ramps – Left Tree Ramp (2) & Right Tree Ramp (4) enough times to make the Monster Tree Percentage reach 100%. You can just spam the same Tree Ramp if you want as it still counts. For each hit up a Tree Ramp you will gain about 15% of so, so it's like about 7 hits up a Tree Ramp to start this Multiball Mode.

Once you reach 100% you will be given another Ball thus a 2 Ball Multiball Mode will begin. The objective here is to hit these Ramps/Orbits –

- Left Orbit (1)
- Left Tree Ramp (2) - *** Note – use the Top Right Flipper to hit the Ball up this Ramp.***
- Right Tree Ramp (4)
- Right Orbit (5)

The Jackpot award for hitting those increases by 100,000 Points each time so in the final round you will be gaining 400,000 Points Jackpot then it will reset to 100,000 Points again.

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.

Zombie Chase Frenzy –

To enter this mode you must hit the 3 'CAT' Targets a total of 5 times ***Note - Look earlier in the Guide to see where these are located.***

The Objective here is to escape from the clutches of the Zombies; this is done by reaching a distance of 100 Metres by hitting the Ball through either the Left Orbit (1) or Right Orbit (5).

Main Missions

This Table has **5 Main Missions**; – To activate one of these Missions you must first gain access to the Cellar Mini Playfield by hitting the Ball round either the Left Orbit (1) or Right Orbit (5) to make the Spinner rotate 21 times upon doing so the Cellar Door will open then hit the Ball into the Cellar Sink Hole (3). You are then taken to the Cellar Mini Playfield, you then need to have the Ball hit the 7 'GO MODE' Targets upon doing this, once the Ball drains and is returned to the Main Playfield a Main Mission will begin. On this Table you can't choose which Mission you want, it will be selected for you & it goes in the order listed below the Image.



Monster Hunt *Timed 90 Seconds*

You need to hit these Ramps/Orbits in this order to complete the Mission –

- Left Orbit (1) this hunts the Vampire.
- Right Orbit (5) this hunts the Skeleton.
- Left Tree Ramp (2) this hunts the Witch. - * **Note – use the Top Right Flipper to hit the Ball up this Ramp.***
- Right Tree Ramp (4) this hunts the Ghost.

The Mission is then complete and you gain a 1 Million Point Completion Bonus.

Scary *Timed 90 Seconds*

This Mission is really simple. When the mission starts, the Left Orbit (1) & Right Orbit (5) will flash. Simply hit any of those 4 times to complete the Mission thus the Spinner would have rotated 4 times.

The Mission is then complete and you gain a 2 Million Point Completion Bonus.

Ghost Maze *Timed 120 Seconds*

When this Mission starts either the Right Orbit (5) or the Left Tree Ramp (2) * **Note – use the Top Right Flipper to hit the Ball up this Ramp.** * will begin to flash. It is random which one will be picked and seems to be on some sort of timer, but to be honest, the timer seems to be random too. Sometimes it's real short intervals and sometimes it stays one Ramp for a while. Regardless, it will alternate between these and you must complete 5 shots on these flashing Ramps/Orbits to complete the Mission.


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

Hidden Key *Timed 60 Seconds*

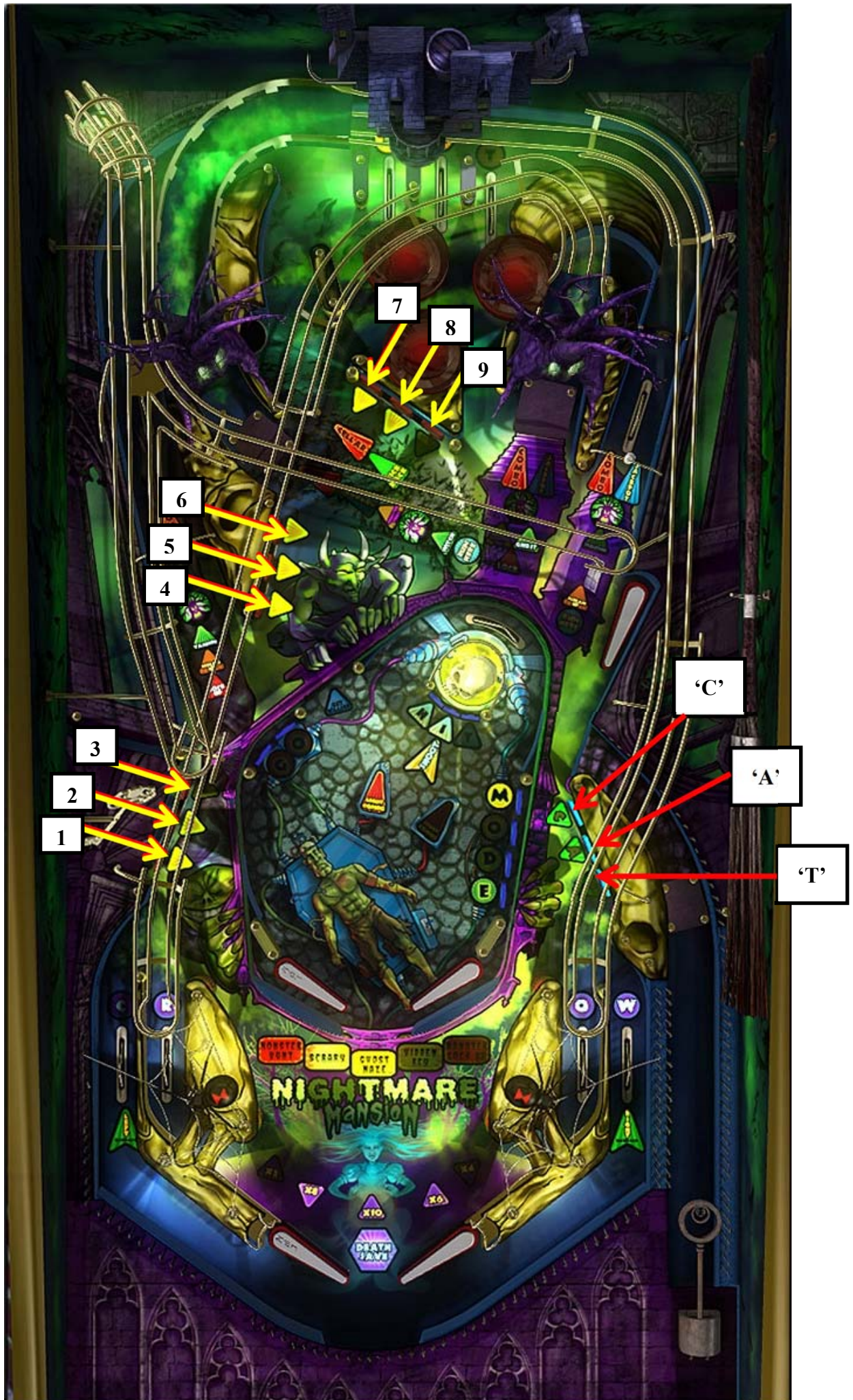
Once the Mission starts 5 Key like Targets will erect out of the Tables Playfield. You have 60 seconds to find the correct Key hidden; the 5 Targets will be among the 9 'NIGHTMARE' Targets and 3 'CAT' Targets. Shown in the Image on the next page is where those Targets are located, you can also hold onto the 'X' Button on your Controller and manually scroll round the Table to get a better look of where those Targets are.

Key –

 = NIGHTMARE Target

 = CAT Target

The Mission is then complete and you gain a 4 Million Point Completion Bonus.



Monster Lock Up *Timed 210 Seconds*



The object for this Mission is to capture the 20 Spiders which have escaped the Mansion: capture them all 20 times by touching the Bumpers (the remaining number of Spiders required to capture is indicated on the Dot - Matrix). Get to the Bumpers either with a weak shot round the Orbits or try and hit them straight up from the Flippers.

Finally to lock up the group of Spiders captured, then go through the Left Orbit (1), a flashing red arrow saying 'LOCK UP' should be visible at the entrance of the Orbit.

The Mission is then complete and you gain a 5 Million Point Completion Bonus.

WIZARD MODE (Final Mission)

Wizard Mode – *Timed about 120 Seconds*

Once you complete all of the 5 Main Missions the Wizard Mode will be ready to activate you must first gain access to the Cellar Mini Playfield by hitting the Ball round either the Left Orbit (1) or Right Orbit (5) to make the Spinner rotate 21 times upon doing so the Cellar Door will open then hit the Ball into the Cellar Sink Hole (3). You are then taken to the Cellar Mini Playfield, you then need to have the Ball hit the 7 'GO MODE' Targets upon doing this, once the Ball drains and is returned to the Main Playfield and the Wizard Mode will begin.



Now you will see these Ramps/Orbits flashing Blue –

- Left Orbit (1)
- Left Tree Ramp (2) * **Note – use the Top Right Flipper to hit the Ball up this Ramp.***
- Right Tree Ramp (4)
- Right Orbit (5)

Each shot earns you 100,000 Points, after you hit a Ramp/Orbit that Blue light will then become solid this tells you this has been hit already. Hit the others to have them all become solid Blue, the lights then reset and you can repeat the process again and again until the timer of the Wizard Mode runs out. When the timer runs out the Dot Matrix Screen will say something like "**CONGRATULATIONS! ALL MISSIONS COMPLETE!**" and the Main Mission Lights will reset (Table rest). This is more like a Hurry Up mode it's just a Bonus to see how much Points you can earn from it.

You earn 20 Million Points upon the Table reset.

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,

“Pinballers beware; you're in for a Scare!”

Yours

ShoryukenToTheChin