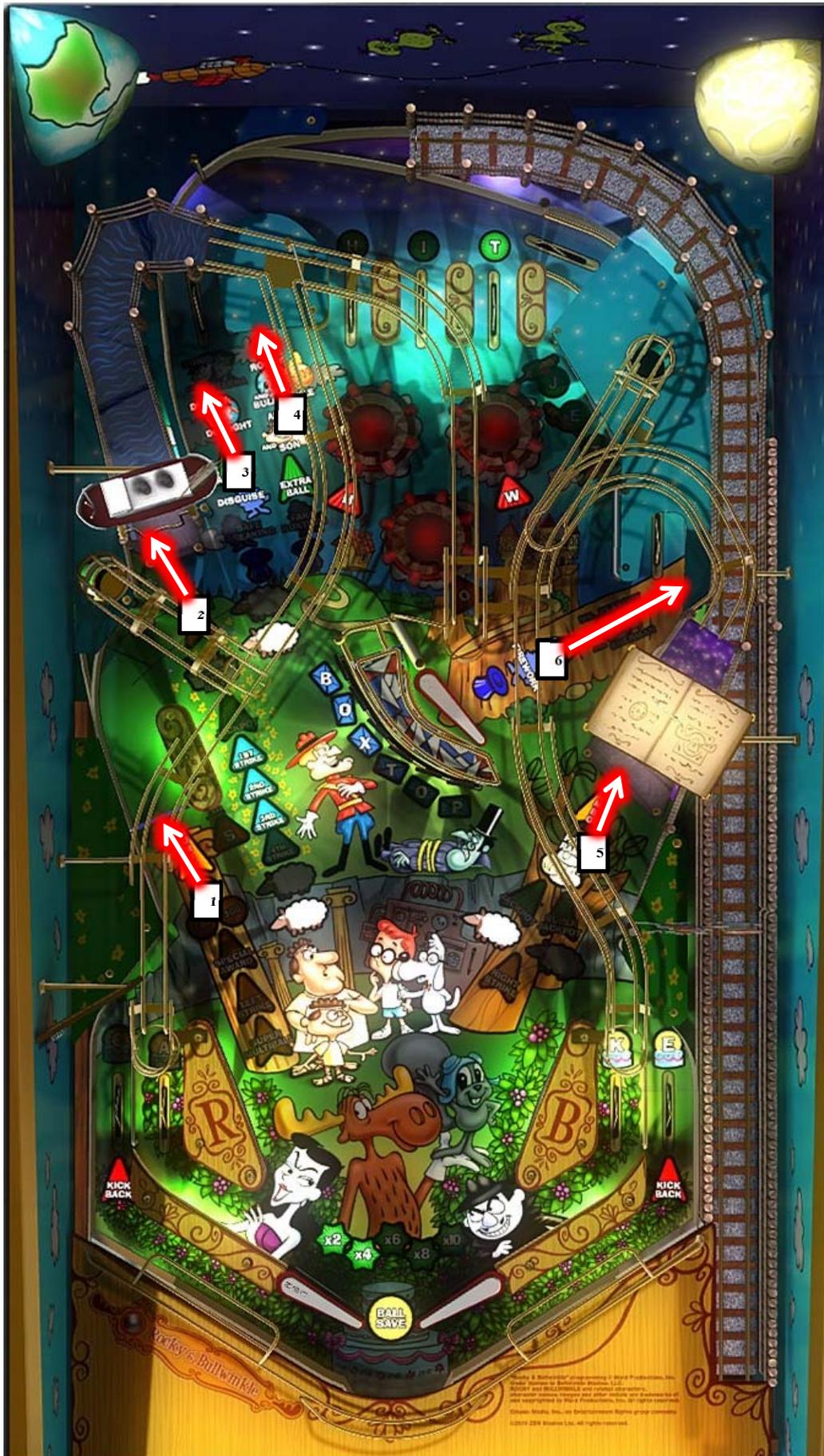


Rocky & Bullwinkle Table Guide

By ShoryukenToTheChin



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

1. Spinner
2. Boat Ramp
3. Right Up Kicker
4. Extra Ball Sink Hole
5. Book Ramp
6. Quick Multiball Sink Hole

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

Back in the days of Pinball FX1, Zen treated us with a Rocky & Bullwinkle Themed Table which was the highest scoring Table of the Pinball FX 1 era. It was easy to grasp and had a good easy flow to it. The Table had excellent Artwork representing the Universe of Characters which inhabits Rocky & Bullwinkle's World, the Audio was also well chosen for this Table. Believe or not this was one of my top 5 Tables in the Pinball FX 1 days.

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

Skill Shot – This Table has no Skill Shot.

Kick Back & Ball Save

Light the 'CAKE' Rollovers (Shown Below in the Ball Save Section of the Guide) on the In's & Outlanes when Ball Saver to instead activate the Left Kickback. As for the Right Kickback you must turn the Spinner (1) 300 times this is accomplished by constantly having the Ball go through it, once you have rotated it 300 times hit it once more to enable the Right kickback.

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

As for Ball Save, you need the Ball to light the Rollover lights that spell 'CAKE' after which Ball Save will be lit for a short period of time. Shown below you can see where these Rollovers are located –

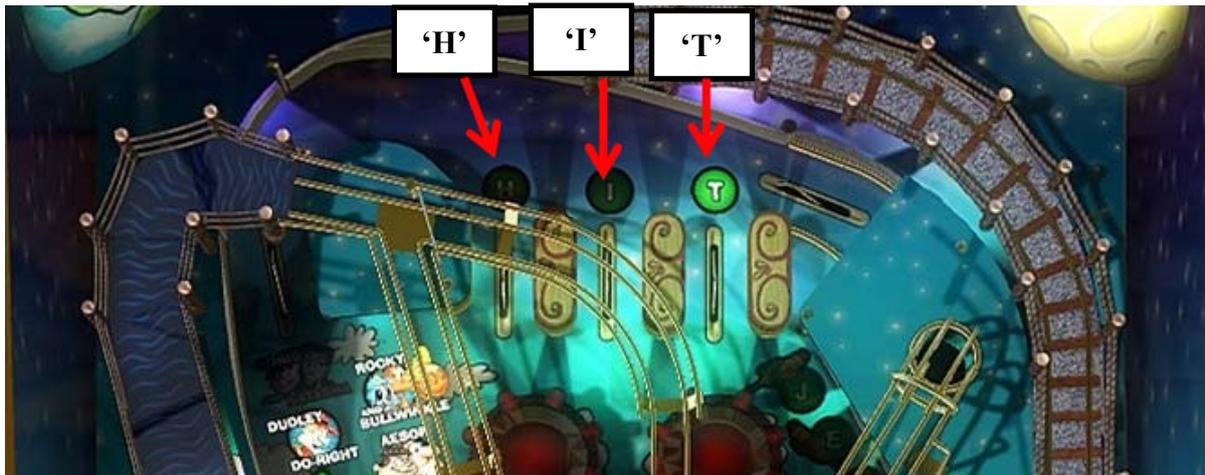


Extra Balls

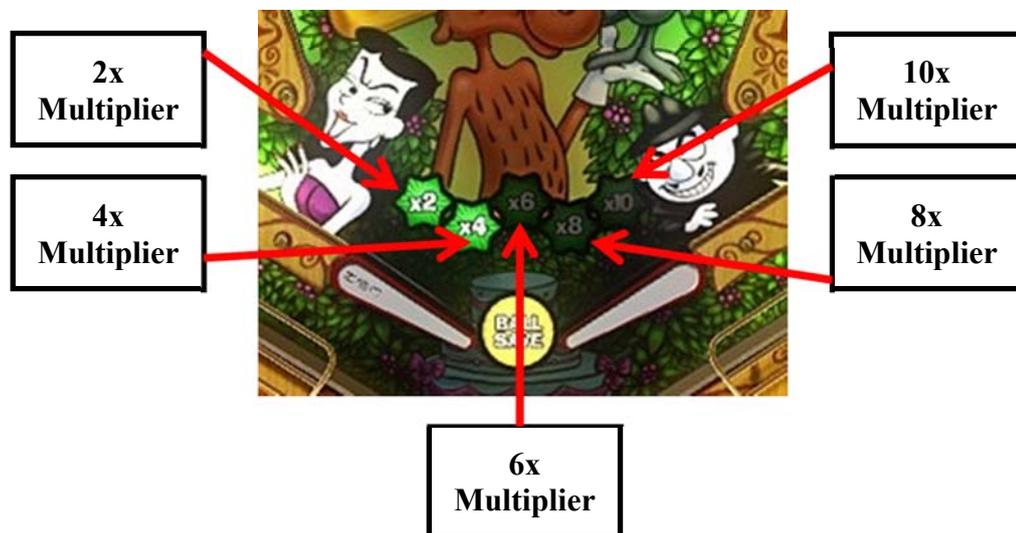
The 3 Ways to achieve an Extra Ball –

- **Max out the Multipliers** – To increase the Multipliers you must light the 3 ‘HIT’ Rollover Lanes above Bumpers. Once you have achieved 10x you must light the ‘HIT’ Rollover Lanes once again to light Extra Ball on the Extra Ball Sink Hole (4), then you must hit the Ball into that to receive the Extra Ball. ***Note – if Extra Ball light is active even if you lose your Ball it will remain active for the next Ball***

Below is an Image showing where these Multiplier Rollovers are located -



Below is an Image showing where you can see what Multiplier you currently have active –



- **Achieve a score of 200 Million Points** – Upon you reaching 200 Million Points, you will be immediately rewarded with an Extra Ball.
- **Random Award** – This Table contains a lot of mini objectives that upon completion award the Player with Random Award's for example if you hit the Spinner (1) enough times to cause the Spinner (1) to rotate 300 times you will be awarded with a Special which can award you things like Points, Extra Balls etc. You can also gain Random Awards from hitting the Bumpers about 100 times. The Random Award Extra Ball is awarded to you instantly, so no need to hit the Extra Ball Sink Hole (4) as far as I know.

Random Awards

Bumpers —



To the Left you will see an Image of the 3 Bumpers which are located on the Top half of the Table. As you keep hitting these with the Ball you will notice that you will be awarded something for every 100 or so hits to the Bumpers. These Random Awards include Points such as 1 Million, 5 Million and so forth as well as an Award of an Extra Ball.

Spinner (1) -



To the left you will see an Image of the Spinner (1); this is located on the Middle Left of the Table. If you hit the Spinner (1) enough times to cause the Spinner (1) to rotate 300 times you will be awarded with a Special which can be things like Points such as 1 Million etc. Extra Balls can also be awarded. You also attain the Left Kickback here by rotating the Spinner (1) 100 times.

There could be some more but I think these 2 are the most important.

Multiball Modes

There is 1 Multiball Mode which has 2 versions on this Table –

JET Multiball *3 Ball Multiball or 2 if you hit the Ball into the Quick Multiball Sink Hole (6)*

To activate this Multiball Mode you must hit the 3 ‘JET’ Targets which can be seen in the Image below –



Note – ‘JET’ Multiball locking mechanic stays active upon losing a Ball but if you lock 1 Ball in it then lose the Ball it will deactivate upon starting the next Ball.

To collect Jackpots hit the Boat Ramp (2), Right Up Kicker (3) & Book Ramp (5). To Raise the Jackpot I believe you hit the 3 Bumpers, also when Super Jackpot is available you have to hit the Book Ramp (5) to collect it.

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.

Side Stuff

Tophat Hurry Up Mode -

The Tophat Hurry Up Mode is activated by hitting the 4 'SHOW' Targets, 3 of which are located on the 3 Bumpers and 1 is located to the Right of the Spinner (1).



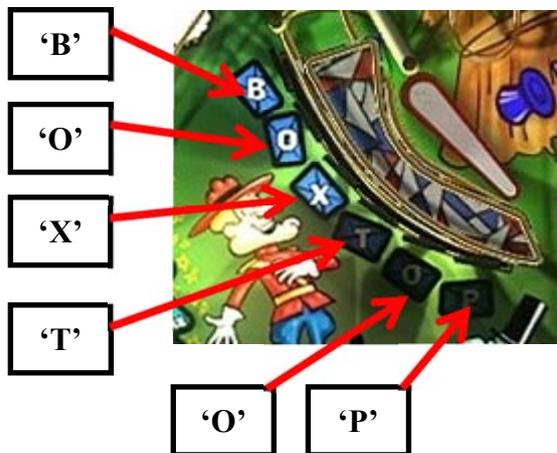
Upon hitting those 4 Targets you will hear Rocky say, "Now here is something we hope you will really like." Then you have to hit one of 3 Ramps (Its random which one will be required to hit) etc. within a short Time frame perhaps 20 Seconds or so, to collect a Tophat Points Award; the 3 Ramps etc. are –

- Right Up Kicker (3)
- Extra Ball Sink Hole (4)
- Quick Multiball Sink Hole (6)

You will see a flashing **BLUE TOPHAT** on the Ramp etc. that it required to be hit next. The first time you hit it you will receive 1 Million Points, you will also hear Bullwinkle say, "Let me pull a rabbit out of a hat" & then a Lion will roar. Then for every other hit you will then receive 2 Million Points and if you hit another it will then add another Million to the previous 2 Million awarded on the 2nd successful Tophat Shot, it will stop rising by 1 Million once it reaches 5 Million Points.

Main Missions

This Table has **4 Main Missions**; to activate the Mission Selection Targets you must hit all the 6 'BOXTOP' Targets. Once all 6 have been hit, 'BOXTOP' will be lit up.

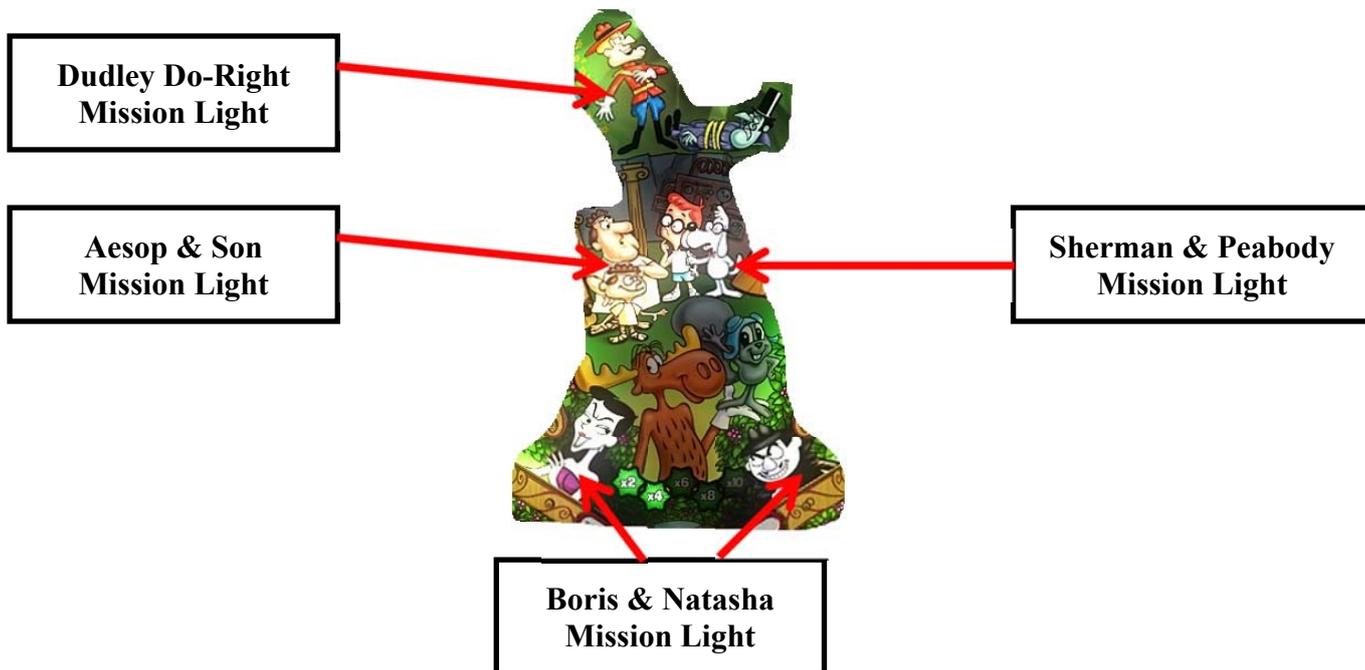


At the start you are given an option of 4 Missions to choose from, they are started by hitting 1 of the 4 Activation points. Upon completing any Mission, You will see the characters light up on the Playfield.

Note – All Missions are timed. If you successfully complete any Mission, the remaining Missions will remain available to start by hitting their Activation point. All 4 Missions can be activated, started, and completed during the Multiball Mode on this Table.

Here are the Missions ***Note – Upon completion of any of the Missions it will not be available again until you reach the Wizard Mode (Rocky & Bullwinkle) and after it resets the Mission progress* :**

- **Boris & Natasha** - completion awards about 5 Million Points
- **Dudley Do-Right** - completion awards about 5 Million Points ***Note - Boris & Natasha Mission must be completed first to allow access to this Mission***
- **Aesop & Son** - completion awards about 10 Million Points
- **Sherman & Peabody** - completion awards about 10 Million Points



Boris & Natasha Mission *Timed* -

To start this Mission you need to hit the Ball through the route to the Right Up Kicker (3) that is Above/Right of 'HIT' Rollovers. Now you need to hit these Ramps etc. in this order –

****Notes –***

➤ *Each Shot (Shown Below) has a time limit to be hit, basically if you fail to hit that shot it will revert to you having to hit the previous shot you made. Failure to hit the 1st shot will result in automatic failure of the Mission.**

- Hit the Ball through the route to the Right Up Kicker (3) again
- Hit the Ball into the Quick Multiball Sink Hole (6) with the Upper Left Flipper
- Hit the Ball into the Right Up Kicker (3)
- Finally hit the Ball into the Extra Ball Sink Hole (4)

Upon completion of the last shot the Mission will be completed and you will receive about 5 Million Points.

Dudley Do-Right Mission *Timed*-

****Note - Boris & Natasha Mission must be completed first to allow access to this Mission****

To start this Mission you need to hit the Ball into the Right Up Kicker (3) that is Above/Right of 'HIT' Rollovers. The Ball will then be returned to the Right Flipper and now you need to hit these Ramps etc. in this order -

****Notes –***

➤ *As you complete the below shots, Time will be added.*

➤ *Each Shot (Shown Below) has a time limit to be hit, basically if you fail to hit that shot it will revert to you having to hit the previous shot you made. Failure to hit the 1st shot will result in automatic failure of the Mission.**

- **1st Set of Shots** - Hit the Spinner (1) then Boat Ramp (2)
- **2nd Set of Shots** - Hit the Book Ramp (5) then Boat Ramp (2)
- **3rd Set of Shots** - Hit the Spinner (1) then Boat Ramp (2)
- **4th Set of Shots** - Hit the Book Ramp (5) then Boat Ramp (2)

After hitting the above the Mission will be completed and you will receive about 5 Million Points.

After completing the 4th Set of Shots, the Ball will roll down the Upper Left Flipper. Try to hit the Ball into the Multiball Sink Hole (6) to begin the Sherman & Mr. Peabody Mission.

Aesop & Son Mission *Timed*

To start this Mission you need to hit the Ball into the Extra Ball Sinkhole (4) that is Left of 'HIT' Rollovers. Hit these Ramps etc. in this order -

Once this Mission begins you will have to do 3 Shots (Twice) -

Note - Look for the 'FLASHING SHEEP' to note which shots require you to go for. After you hit each shot the 'SHEEP' will stay Solid instead of flashing.

- Hit the Boat Ramp (2)
- Hit the Book Ramp (5)
- Hit Right Up Kicker (3)

The Ball will be returned to the Right Flipper.

You then have to repeat the shots again

- Hit the Boat Ramp (2)
- Hit the Book Ramp (5)
- Hit Right Up Kicker (3)

Mission will be completed and you will be receive about 10 Million Points.

Sherman & Mr. Peabody Mission *Timed about 120 seconds to complete it*

To start this Mission you need to hit the Ball into the Quick Multiball Sink Hole (6) with the Upper Left Flipper.

Once this Mission begins you will notice that the 3 Bumpers will be flashing, Get the Ball there to make it hit them. As the Ball hits the Bumpers, you will see on the Dot-Matrix a countdown which will be from the Year 2000 AD to around -1250 BC. Just keep hitting the Bumpers and once you get to the required Year you will complete the Mission and receive 10 Million Points.

***Notes –**

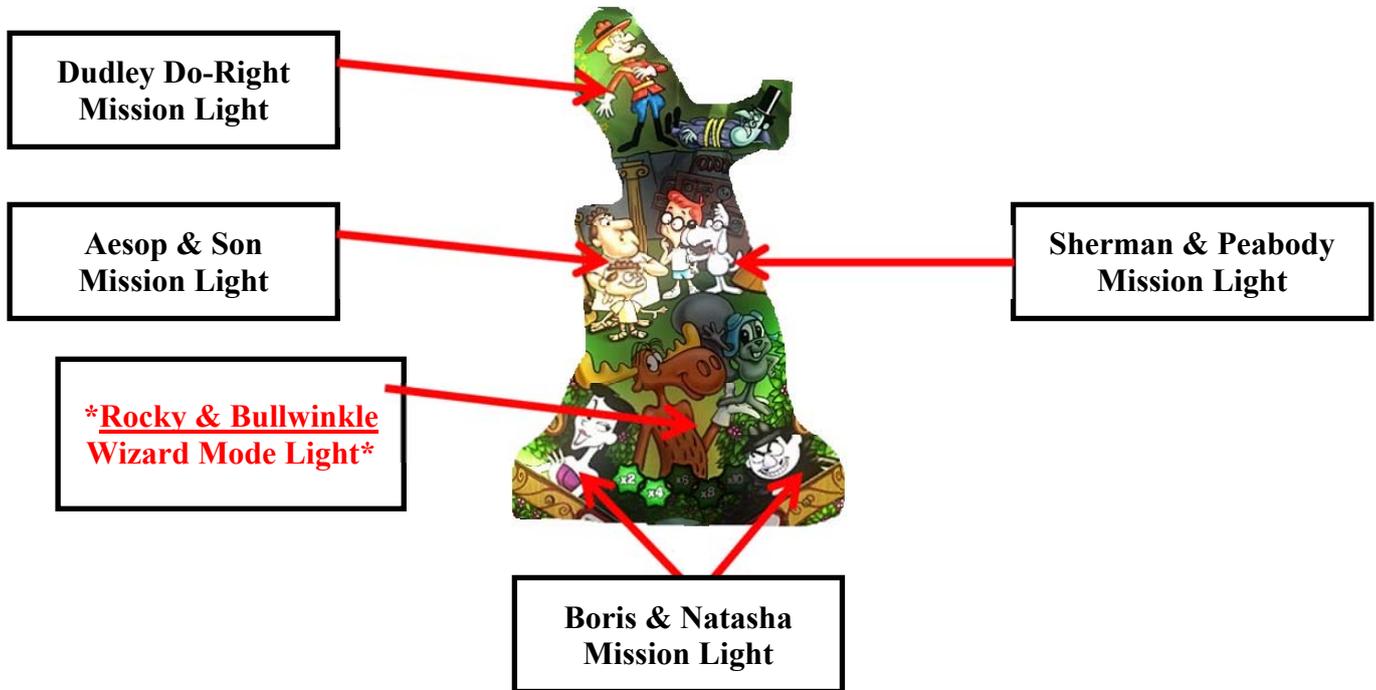
2 Ways which I find work to hit the Bumpers successfully –

- 1. Hit the Ball through the Spinner (1) if hit hard enough the Ball will continue its path to where the 3 Bumpers are.**
- 2. Hit the Boat Ramp (2) this causes the Ball to land on the Upper Left Flipper, which is just below the Bumpers, But there is a diverter present on this so half of the time the Ball will return down to the Left Flipper.***

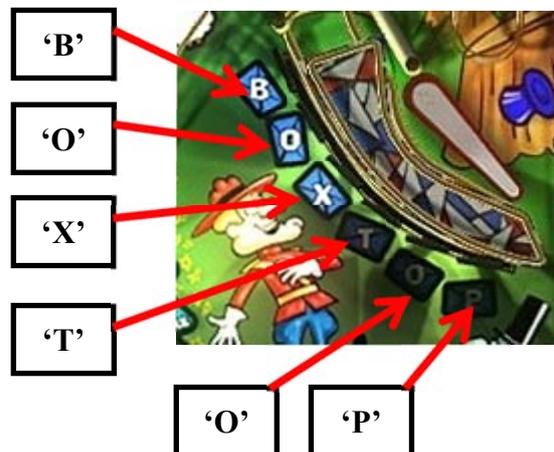
WIZARD MODE (Final Mission)

Wizard Mode - Rocky & Bullwinkle *Timed*

*** Note - You must complete the 4 Main Missions - Boris & Natasha, Dudley Do-Right, Aesop, and Sherman & Peabody before this Wizard Mode can be activated.***



Hit the 6 'BOXTOP' Targets -



Hit the Ball into the Extra Ball Sinkhole (4) which is just Left of 'HIT' Multiplier Rollovers to start the Wizard Mode.

Various Circular (Meteors) Targets will then start randomly appearing all over the Playfield, upon hitting one of the Targets it will then disappear to then reappear again a few Seconds later. Just keep hitting those before the count-down Timer expires, after you have hit enough the Wizard Mode will be completed and you will be awarded 20 Million Points.

After completing of failing the Rocky & Bullwinkle (Wizard Mode), all Main Mission progress resets. You are then required to complete the 4 Missions again to have the chance to activate the Wizard Mode again.

WIZARD MODE IS COMPLETED AT THIS POINT

*Special Thanks to all the Zen Studios Forum Community! Members such as **Cloda, Wims & IndyRC_Racer** 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'm still confused....

“Who’s The Cake For?!”

Yours

ShoryukenToTheChin